BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Tester MTF-1

Movement Points:		**Tonnage:**	100
Walking:	3	**Tech Base:**	Inner Sphere
Running:	5	**Era:**	3050
Jumping:	0		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium X-Pulse Laser	LA	6	6	—	3	6	9
1	MRM 30	RT	10	1/Msl	—	3	8	15
1	MRM 20	LA	6	1/Msl	—	3	8	15
1	MRM 10	RA	4	1/Msl	—	3	8	15
1	Multi-Trac II Targeting	H	0	—	—	—	—	—

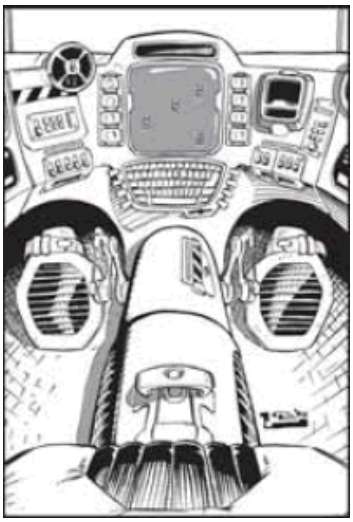
Cost: 9,802,000 **BV1:** 1,266

WARRIOR DATA

Name: _____

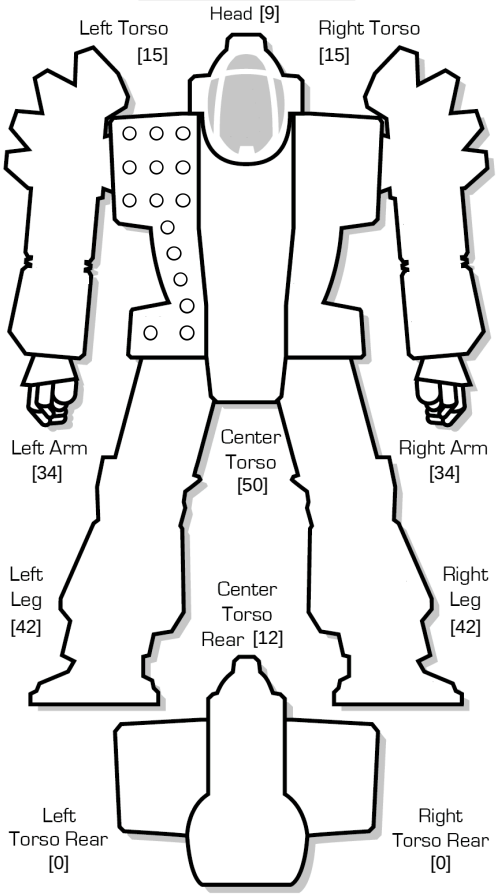
Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



Generated at Mordel.Net

ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

1. 2. 3. 4. 5. 6.

Left Arm

1-3: 1. 2. 3. 4. 5. 6.

4-6: 1. 2. 3. 4. 5. 6.

Center Torso

1-3: 1. 2. 3. 4. 5. 6.

4-6: 1. 2. 3. 4. 5. 6.

Right Arm

1-3: 1. 2. 3. 4. 5. 6.

4-6: 1. 2. 3. 4. 5. 6.

Left Torso

1-3: 1. 2. 3. 4. 5. 6.

4-6: 1. 2. 3. 4. 5. 6.

Right Torso

1-3: 1. 2. 3. 4. 5. 6.

4-6: 1. 2. 3. 4. 5. 6.

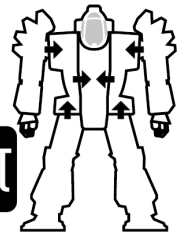
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Left Leg

1. 2. 3. 4. 5. 6.

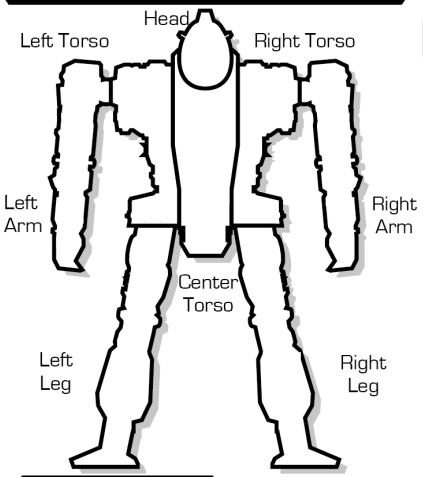
Right Leg

1. 2. 3. 4. 5. 6.



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Sinks:

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
26	Shutdown, avoid on 10+
25	–5 Movement Points
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
20	–4 Movement Points
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	–3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	–2 Movement Points
8	+1 Modifier to Fire
5	–1 Movement Points

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