BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Grendel (Mongrel) PRIME

Movement Points:		Tonnage:	45
Walking:	7	Tech Base:	Clan
Running:	11	Era:	Clan Invasion
Jumping:	6		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	H	5	7	–	5	10	15
1	Streak SRM 6	RT	4	2/Msl	–	4	8	12
+1	ER Large Laser	RA	12	10	–	8	15	25
+1	ER Small Laser	RA	2	5	–	2	4	6
~~-2~~	~~ER Medium Laser~~	~~LA~~	~~5~~	~~7~~	~~–~~	~~5~~	~~10~~	~~15~~

Cost: 12,347,838 **BV:** 3,161

WARRIOR DATA

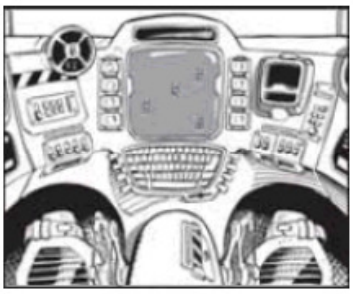
Name: Pinhead (Player 7)

Gunnery Skill: 3 Piloting Skill: 4

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

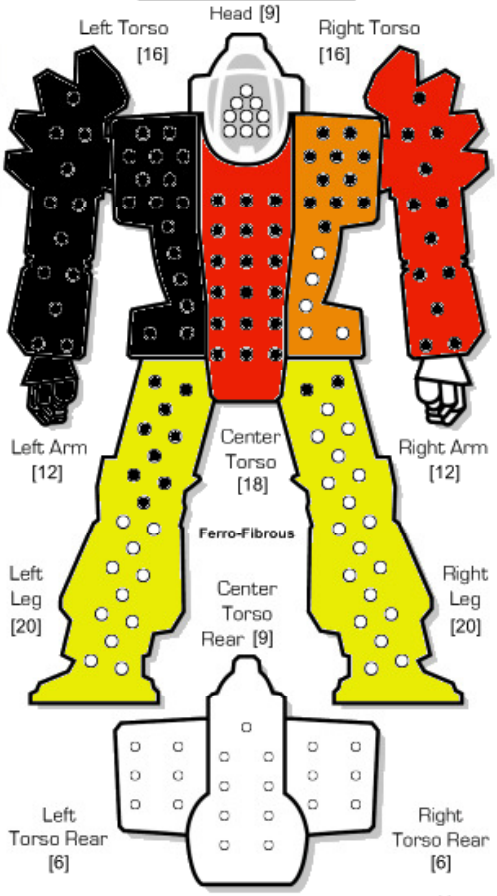
RULES LEVELS

Current:	Tournament Legal
Era Specific:	Tournament Legal
Year Specific:	Tournament Legal



Armor Factor = 144

ARMOR DIAGRAM



CRITICAL HIT TABLE

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser
5. Sensors
6. Life Support

Center Torso

1-3
1. ~~XL Engine~~
2. XL Engine
3. XL Engine
4. ~~Gyro~~
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Engine
3. XL Engine
4. ~~XL Engine~~
5. Jump Jet
6. *Roll Again*

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Damage Transfer Diagram

Right Arm
1. Shoulder
2. ~~Upper Arm Actuator~~
3. ER Large Laser
4. ER Small Laser
5. *Endo Steel*
6. *Ferro-Fibrous*

1-3

4-6
1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

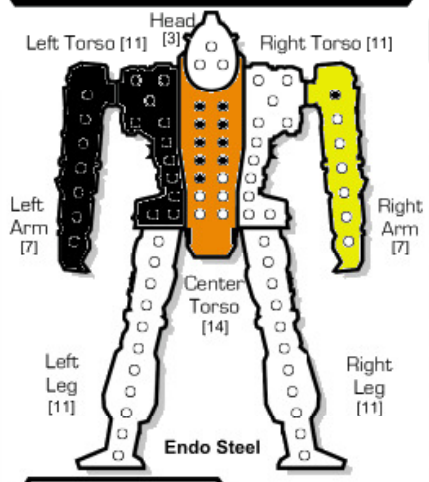
Right Torso (CASE)
1. XL Engine
2. XL Engine
3. Streak SRM 6
4. Streak SRM 6
5. Jump Jet
6. Ammo (Streak SRM 6) 11

1-3

4-6
1. Double Heat Sink
2. Double Heat Sink
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Roll Again*

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 [22] Double
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	

Heat Scale

Overflow
0
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

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