

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: Ha Otoko 3

Movement Points: Tonnage: 65
 Walking: 4 Tech Base: Clan
 Running: 6 Era: Jihad
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	H	0	—	—	—	—	6
1	LRM 20 w/ Artemis IV FCS	RT	6	1/Msl	—	7	14	21
1	LRM 20 w/ Artemis IV FCS	LT	6	1/Msl	—	7	14	21
1	AP Gauss Rifle	RA	1	3	—	3	6	9
1	ER Large Laser	RA	12	10	—	8	15	25
1	AP Gauss Rifle	LA	1	3	—	3	6	9
1	ER Medium Laser	LA	5	7	—	5	10	15

Cost: 7,134,710

BV: 2,206

WARRIOR DATA

Name: _____
 Gunnery Skill: 4 Piloting Skill: 5
 Hits Taken:

1	2	3	4	5	6
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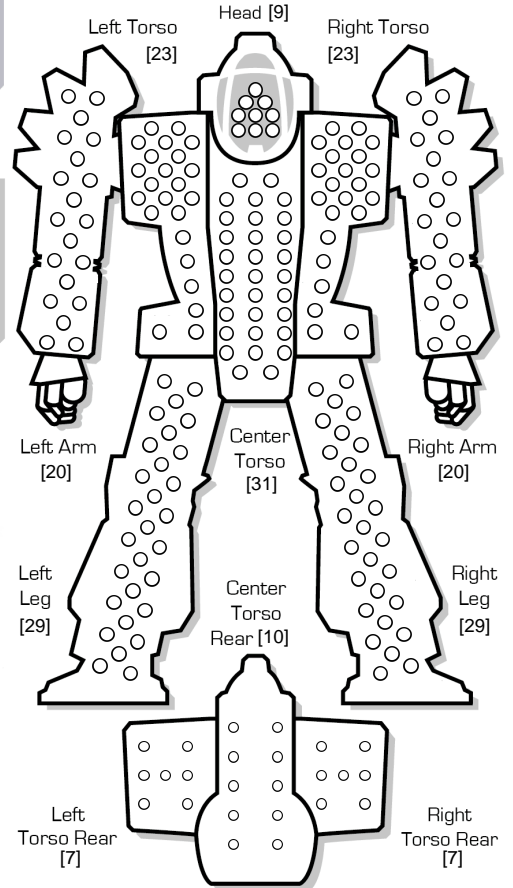
 Consciousness#:

3	5	7	10	11	Dead
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Armor Factor = 208

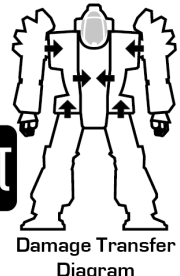
ARMOR DIAGRAM



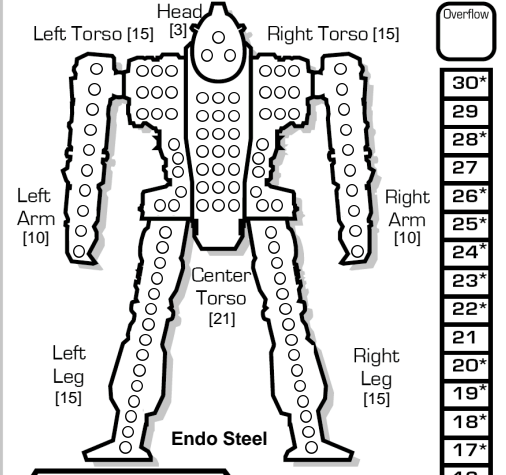
CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Head	1. Life Support	2. Sensors	3. Cockpit	4. ECM Suite	5. Sensors	6. Life Support
Left Arm (CASE)	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Medium Laser	6. AP Gauss Rifle
Right Arm (CASE)	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Large Laser	6. AP Gauss Rifle
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso (CASE)	1. LRM 20	2. LRM 20	3. LRM 20	4. LRM 20	5. Artemis IV FCS	6. Ammo (LRM 20 Artemis IV) 6
Right Torso (CASE)	1. LRM 20	2. LRM 20	3. LRM 20	4. LRM 20	5. Artemis IV FCS	6. Ammo (LRM 20 Artemis IV) 6
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Double Heat Sink	6. Double Heat Sink
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Double Heat Sink	6. Double Heat Sink

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 [26] 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 Level	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	