

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Imp IMP-3E

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 300 XL

Tonnage: 100

Tech Base: Inner Sphere

Rules Level: Standard

Role: Juggernaut

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	9 [P]	—	3	7	10
1	LRM 15	RA	5	1/Msl [M,C,S]	6	7	14	21
1	ER PPC	LT	15	10 [DE]	—	7	14	23
1	ER PPC	RT	15	10 [DE]	—	7	14	23
2	Medium Laser	RT	3	5 [DE]	—	3	6	9
2	Medium Pulse Laser	CT	4	6 [P]	—	2	4	6

Ammo: (LRM 15) 16

BV: 1,906



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Heat Sink
- Heat Sink
- Heat Sink
- Large Pulse Laser

1-3

- Large Pulse Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Heat Sink
- Heat Sink
- Heat Sink

1-3

- ER PPC
- ER PPC
- ER PPC
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- CASE

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

1-3

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Pulse Laser
- Medium Pulse Laser

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Heat Sink
- Heat Sink
- Heat Sink

1-3

- LRM 15
- LRM 15
- LRM 15
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Heat Sink
- Heat Sink
- Heat Sink

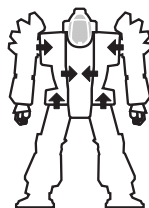
1-3

- Heat Sink
- ER PPC
- ER PPC
- ER PPC
- Medium Laser
- Medium Laser

4-6

Right Leg

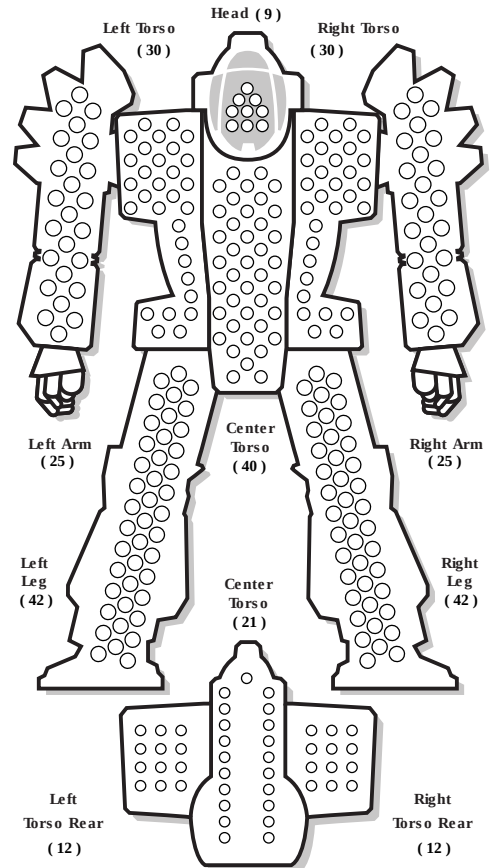
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink



Damage Transfer Diagram

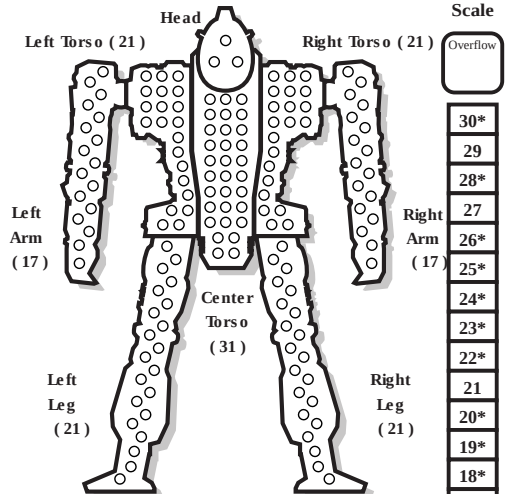
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	30
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	○○○○