

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### MECH DATA

Type: Flashfire FLS-P4

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Engine Type: 180 XL

Tonnage: 30

Tech Base: Inner Sphere

Rules Level: Standard

Role: Striker

### 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   | Medium Pulse Laser | LA  | 4  | 6 [P]         | —   | 2   | 4   | 6   |
| 2   | Flamer             | LA  | 3  | 2 [DE,H,AI]   | —   | 1   | 2   | 3   |
| 1   | SRM 6              | RA  | 4  | 2/Msl [M,C,S] | —   | 3   | 6   | 9   |
| 1   | Medium Pulse Laser | RA  | 4  | 6 [P]         | —   | 2   | 4   | 6   |
| 2   | Flamer             | RA  | 3  | 2 [DE,H,AI]   | —   | 1   | 2   | 3   |

Ammo: (SRM 6) 15

BV: 712



### CRITICAL TABLE

#### Left Arm

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

1-3

- Medium Pulse Laser
- Flamer
- Flamer
- Endo Steel
- Endo Steel
- Roll Again

4-6

#### Left Torso

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

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- 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
- Jump Jet
- Jump Jet

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- SRM 6
- SRM 6
- Medium Pulse Laser

1-3

- Flamer
- Flamer
- Ammo (SRM 6) 15
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

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

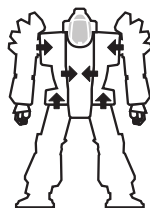
1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Right Leg

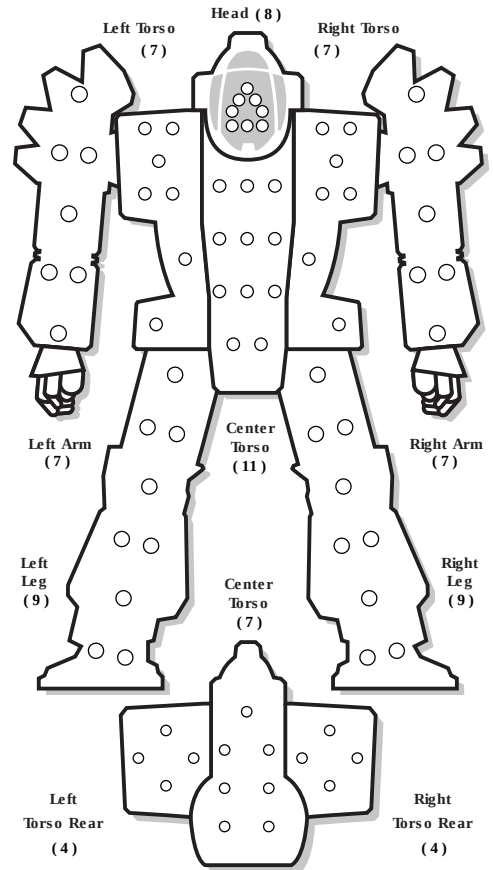
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet



Damage Transfer Diagram

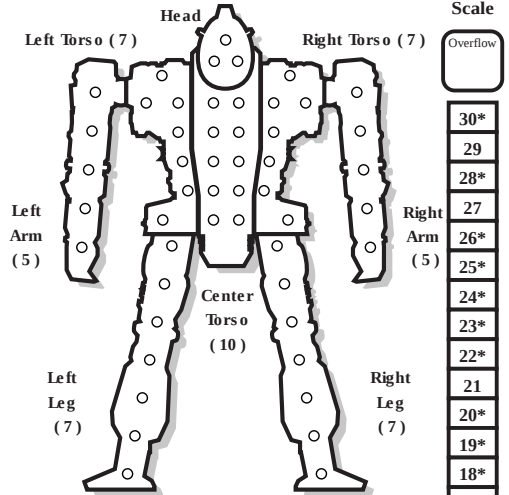
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



### HEAT DATA

| 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     |

Double Heat Sinks: 10 (20)

