

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Thunderbolt TDR-12R

Movement Points: **Tonnage:** 65
Walking: 3 **Tech Base:** Mixed
Running: 5 **Rules Level:** Advanced
Jumping: 0 **Role:** Juggernaut
Engine Type: 195 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Plasma Rifle	RA	10	10 [DE,H]	—	5	10	15
1	LRM 15 (C)	LT	5	1/Msl [M,C,S]	—	7	14	21
3	Small VSP Laser	LT	3	5/4/3 [P,V]	—	2	4	6
2	Thunderbolt 5	RT	3	5[M]	5	6	12	18

Ammo: (LRM 15) 16, (Plasma Rifle) 20, (Thunderbolt 5) 24

BV: 1,975



WARRIOR DATA

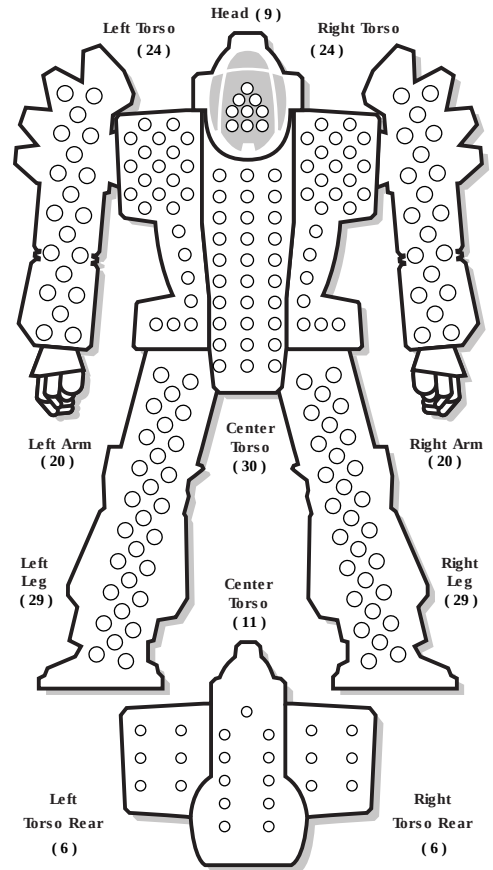
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM

Reflective



CRITICAL TABLE

Left Arm

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

1-3

- Double Heat Sink
- Medium Laser
- Medium Laser
- Reflective
- Roll Again
- Roll Again

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- LRM 15 [Clan]
- LRM 15 [Clan]
- Small VSP Laser
- Small VSP Laser
- Small VSP Laser
- Reflective

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Reflective
- Reflective

Head

- Life Support
- Sensors
- Cockpit
- Reflective
- Sensors
- Life Support

1-3

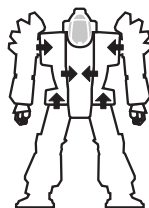
Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Ammo (Plasma Rifle) 10
- Reflective

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



Damage Transfer Diagram

Right Arm

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

1-3

- Double Heat Sink
- Plasma Rifle
- Plasma Rifle
- Reflective
- Roll Again
- Roll Again

4-6

Right Torso (CASE II)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Thunderbolt 5
- Thunderbolt 5
- Ammo (Thunderbolt 5) 12

1-3

- Ammo (Thunderbolt 5) 12
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- Ammo (Plasma Rifle) 10
- CASE II
- Reflective

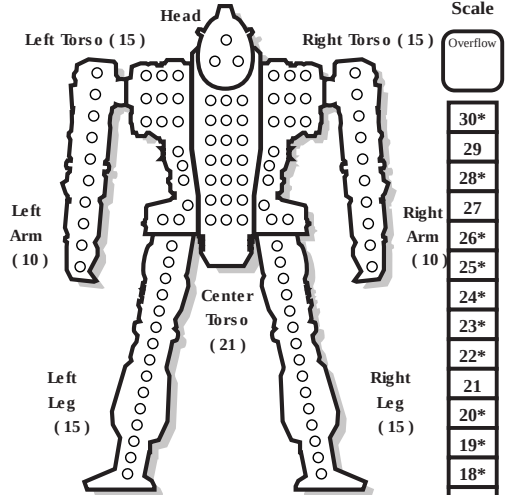
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Reflective
- Reflective

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 (24)
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

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
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13*
12
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3
2
1
0