

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### MECH DATA

Type: Salamander PPR-7S

Movement Points: **Tonnage:** 80  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Rules Level:** Standard  
 Jumping: 4 **Role:** Missile Boat  
 Engine Type: 320 Light

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)			
					Min	Sht	Med	Lng
1	LRM 15	LA	5	1/Msl [M,C,S]	6	7	14	21
1	LRM 15	LT	5	1/Msl [M,C,S]	6	7	14	21
1	LRM 15	RT	5	1/Msl [M,C,S]	6	7	14	21
2	ER Medium Laser	CT	5	5 [DE]	—	4	8	12

Ammo: (LRM 15 Artemis) 48

BV: 1,911



### WARRIOR DATA

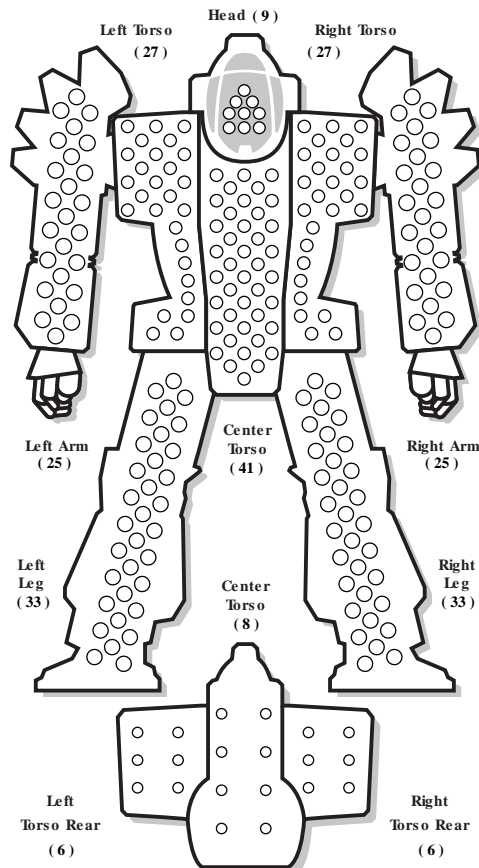
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

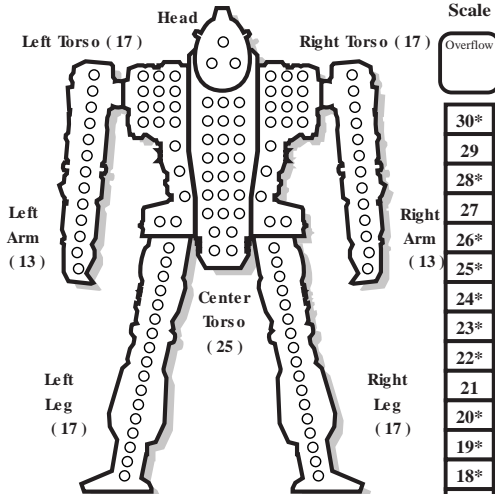
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



Heat Scale

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

### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 15
- LRM 15
- LRM 15

1-3

- Artemis IV FCS
- Ammo (LRM 15 Artemis) 8
- Ammo (LRM 15 Artemis) 8
- Endo Steel
- Roll Again
- Roll Again

4-6

#### Left Torso (CASE)

- Light Fusion Engine
- Light Fusion Engine
- LRM 15
- LRM 15
- LRM 15
- Artemis IV FCS

1-3

- Ammo (LRM 15 Artemis) 8
- Ammo (LRM 15 Artemis) 8
- CASE
- 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
- Endo Steel
- Sensors
- Life Support

1-3

#### Center Torso

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

4-6

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- ER Medium Laser
- ER Medium Laser

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

#### Right Torso (CASE)

- Light Fusion Engine
- Light Fusion Engine
- LRM 15
- LRM 15
- LRM 15
- Artemis IV FCS

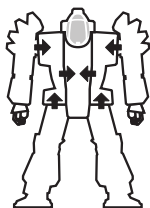
1-3

- Ammo (LRM 15 Artemis) 8
- Ammo (LRM 15 Artemis) 8
- CASE
- 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

### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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	○