

BATTLETECH™

BATTLEMech RECORD SHEET

MECH DATA

Type: Maelstrom MTR-6K

Movement Points: **Tonnage:** 75
 Walking: 5 **Tech Base:** Inner Sphere
 Running: 8 **Rules Level:** Standard
 Jumping: 0 **Role:** Skirmisher
 Engine Type: 375 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)			
					Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	PPC	RA	10	10 [DE]	3	6	12	18
1	Small Laser	LT	1	3 [DE]	—	1	2	3
1	ECM Suite (Guardian)	LT	—	[E]	—	—	—	6
1	Small Laser	RT	1	3 [DE]	—	1	2	3
1	Active Probe (Beagle)	RT	—	[E]	—	—	—	4
1	TAG	RT	—	[E]	—	5	9	15
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Small Laser	CT	1	3 [DE]	—	1	2	3
1	Medium Laser	HD	3	5 [DE]	—	3	6	9

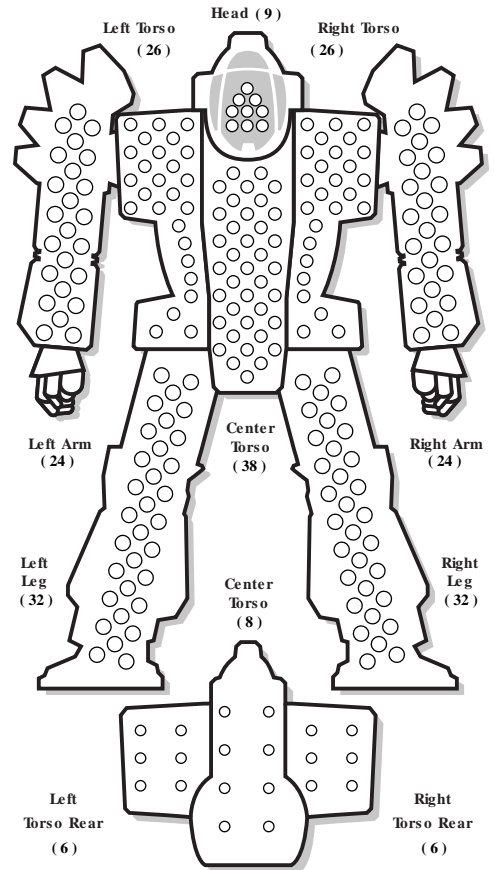
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM

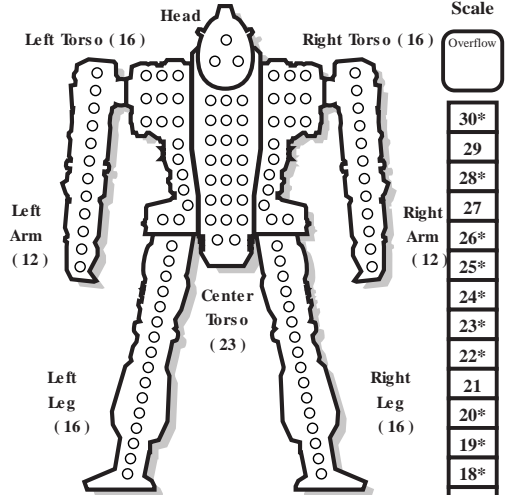
Standard Armor



BV: 1,678

INTERNAL STRUCTURE DIAGRAM

Standard Structure



CRITICAL TABLE

- Left Arm**
- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Lower Arm Actuator
 - 1-3 4. Large Laser
 - 5. Large Laser
 - 6. Roll Again
- 1-3**
- 1. Roll Again
 - 2. Roll Again
 - 3. Roll Again
- 4-6**
- 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again
- Left Torso**
- 1. XL Fusion Engine
 - 2. XL Fusion Engine
 - 3. XL Fusion Engine
 - 1-3 4. Double Heat Sink
 - 5. Double Heat Sink
 - 6. Double Heat Sink
- 1-3**
- 1. Small Laser
 - 2. ECM Suite (Guardian)
 - 3. ECM Suite (Guardian)
- 4-6**
- 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

- Head**
- 1. Life Support
 - 2. Sensors
 - 3. Cockpit
 - 4. Medium Laser
 - 5. Sensors
 - 6. Life Support

- Center Torso**
- 1. XL Fusion Engine
 - 2. XL Fusion Engine
 - 3. XL Fusion Engine
 - 1-3 4. Gyro
 - 5. Gyro
 - 6. Gyro

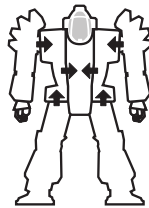
- 1. Gyro
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4-6 4. XL Fusion Engine
- 5. Medium Laser
- 6. Small Laser

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

- Right Arm**
- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Lower Arm Actuator
 - 1-3 4. PPC
 - 5. PPC
 - 6. LPPC
- 1-3**
- 1. Roll Again
 - 2. Roll Again
 - 3. Roll Again
- 4-6**
- 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

- Right Torso**
- 1. XL Fusion Engine
 - 2. XL Fusion Engine
 - 3. XL Fusion Engine
 - 1-3 4. Double Heat Sink
 - 5. Double Heat Sink
 - 6. Double Heat Sink
- 1-3**
- 1. Small Laser
 - 2. Active Probe (Beagle)
 - 3. Active Probe (Beagle)
- 4-6**
- 4. TAG
 - 5. Roll Again
 - 6. Roll Again

- Right Leg**
- 1. Hip
 - 2. Upper Leg Actuator
 - 3. Lower Leg Actuator
 - 4. Foot Actuator
 - 5. Roll Again
 - 6. Roll Again



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 17 (34)
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

Heat Scale
30*
29
28*
27
26*
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