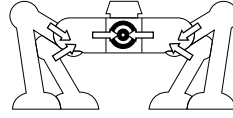
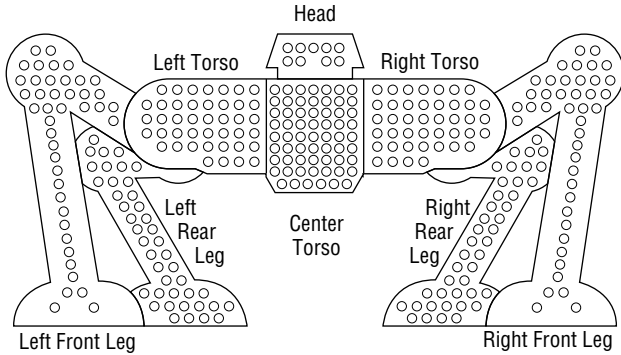


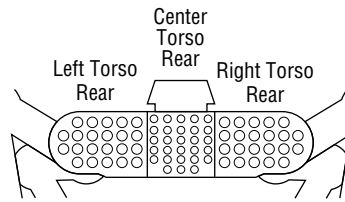
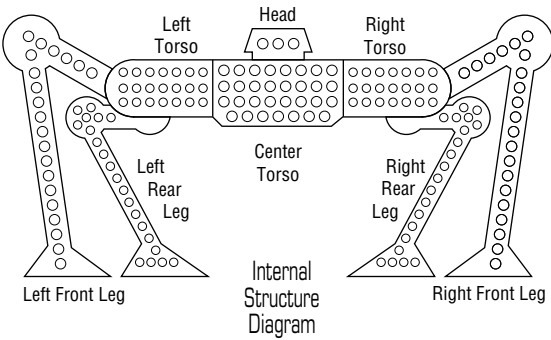
BATTLETECH®

QUAD BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



Damage Transfer Diagram



Mech Data

Type: _____ Tonnage: _____
 Movement Points: _____ Technology Base: _____
 Walking: _____ Clan
 Running: _____ Inner Sphere
 Jumping: _____ Inner Sphere

Weapons Inventory

Type	Location	Heat	Damage	Min.	Short	Med.	Long

Total Heat Sinks: ___ (___)

Single
 Double

Auto Eject

Operational Disabled

Critical Hit Table

Left Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- _____
- _____

Left Torso

- _____
 - _____
 - _____
 - _____
 - _____
 - _____
- 1-3
- _____
 - _____
 - _____
 - _____
 - _____
 - _____
- 4-6

Left Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- _____
- _____

Head

- Life Support
- Sensors
- Cockpit
- _____
- Sensors
- Life Support

Center Torso

- Engine
 - Engine
 - Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Engine
 - Engine
 - Engine
 - _____
 - _____
- 4-6

Right Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- _____
- _____

Right Torso

- _____
 - _____
 - _____
 - _____
 - _____
 - _____
- 1-3
- _____
 - _____
 - _____
 - _____
 - _____
 - _____
- 4-6

Right Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- _____
- _____

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

Battle Value _____
 Cost _____

Warrior Data

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken

1	2	3	4	5	6
3	5	7	10	11	Dead

 Consciousness #

Heat Scale

Heat Overflow	Effect
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
09	
08	+1 Modifier to Fire
07	
06	
05	
04	
03	
02	
01	
00	-1 Movement Points