

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### MECH DATA

Type: Touro TOR-30

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 240 Fusion

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Standard

### Weapons & Equipment Inventory

(hexes)

| Qty          | Type                 | Loc | Ht | Dmg           | Min | Sht | Med | Lng |
|--------------|----------------------|-----|----|---------------|-----|-----|-----|-----|
| 1            | SRM 4                | LT  | 3  | 2/Msl [M,C,S] | —   | 3   | 6   | 9   |
| w/Artemis IV |                      |     |    |               |     |     |     |     |
| 1            | Machine Gun          | LT  | —  | 2 [DB,AI]     | —   | 1   | 2   | 3   |
| 1            | AC/10                | RT  | 3  | 10 [DB,S]     | —   | 5   | 10  | 15  |
| 1            | ECM Suite (Guardian) | CT  | —  | [E]           | —   | —   | —   | 6   |

Ammo: (AC/10) 10, (MG) 100, (Precision AC/10) 5, (SRM 4) 25

Quirks: Extended Torso Twist, Improved Targeting (Long), Improved Targeting (Medium), Reinforced Legs, Cramped Cockpit, No/Minimal Arms

BV: 1,193



### WARRIOR DATA

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

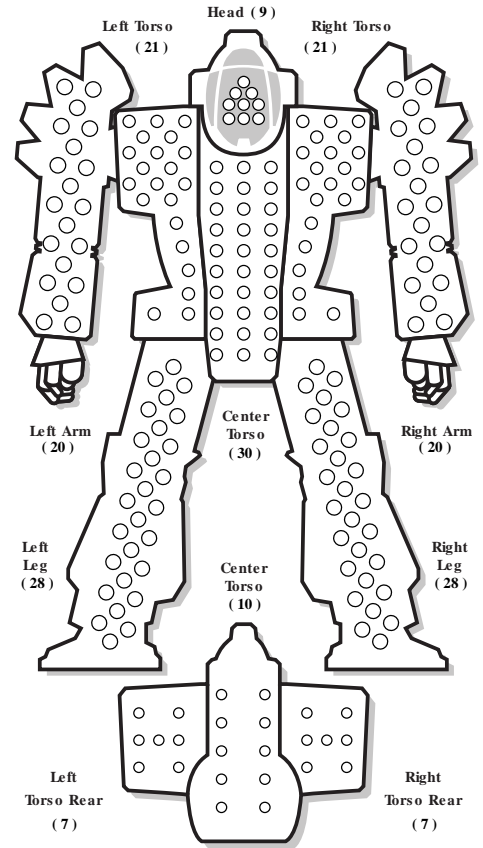
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM

#### Standard Armor



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso (CASE II)

- Heat Sink
- Heat Sink
- SRM 4
- Artemis IV FCS
- Machine Gun
- Ammo (MG) 100

1-3

- Ammo (AC/10) 10
- Ammo (Precision AC/10) 5
- Ammo (SRM 4) 25
- CASE II
- Roll Again
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

#### Center Torso

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

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- ECM Suite (Guardian)
- ECM Suite (Guardian)

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- Heat Sink
- AC/10
- AC/10
- AC/10
- AC/10
- AC/10

1-3

- AC/10
- AC/10
- Roll Again
- Roll Again
- Roll Again
- Roll Again

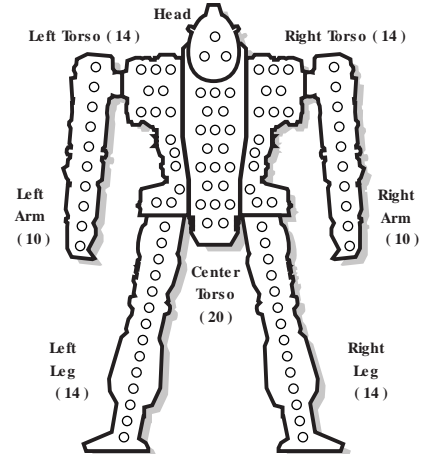
4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



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   |

### HEAT DATA

| Heat Level* | Effects                | Heat Sinks:       |
|-------------|------------------------|-------------------|
| 30          | Shutdown               | 12                |
| 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     | ○○○○○○○○○○○○○○○○○ |