

BATTLETECH™

'MECH RECORD SHEET

Unit Name			
Size		Move	
Role		TMM	
Short		Med	Long
OV		Heat	
Armor			
Structure*			
Special			

Pilot	
Gunnery	Piloting
Skills	
Critical Hits*	
1d20	Effect
1-12	No Critical
13-17	1 Critical
18-19	2 Criticals
20	Head/Limb Destroyed or 3 Criticals

Left Arm	
1-3	1 Shoulder Actuator
	2 Upper Arm Actuator
	3
	4
	5
	6

Head	
1-3	1 Life Support
	2 Sensors
	3 Cockpit
	4
	5 Sensors
	6 Life Support

Right Arm	
1-3	1 Shoulder Actuator
	2 Upper Arm Actuator
	3
	4
	5
	6

4-6	1
	2
	3
	4
	5
	6

Center Torso	
1-3	1 Engine
	2 Engine
	3 Engine
	4 Gyro
	5 Gyro
	6 Gyro

4-6	1
	2
	3
	4
	5
	6

Left Torso	
1-3	1
	2
	3
	4
	5
	6

4-6	1 Gyro
	2 Engine
	3 Engine
	4 Engine
	5
	6

Right Torso	
1-3	1
	2
	3
	4
	5
	6

4-6	1
	2
	3
	4
	5
	6

Ammo		
Type	Max	Used

4-6	1
	2
	3
	4
	5
	6

Left Leg	
1-3	1 Hip Actuator
	2 Upper Leg Actuator
	3 Lower Leg Actuator
	4 Foot Actuator
	5
	6

Right Leg	
1-3	1 Hip Actuator
	2 Upper Leg Actuator
	3 Lower Leg Actuator
	4 Foot Actuator
	5
	6

Heat Effects	
Level	Effect
1	+2 Attack, -2 Move
2	+4 Attack, -4 Move
3	+6 Attack, -6 Move, -1 TMM Shutdown T# 3+
4	+8 Att, -8 Mv, -1 TMM, Shutdown T# 8+ Ammo Explosion T# 3+
5	+10 Att, -10 Mv, -2 TMM, Shutdown T# 12+ Ammo Explosion T# 6+
6	Shutdown, Immobile Ammo Explosion T# 15+

Hit Location			
1d20	Left	Center	Right
1	LT	CT	RT
2	LL	RA	RL
3	LA	RA	RA
4-5	LA	RL	RA
6-8	LL	RT	RL
9-12	LT	CT	RT
13-15	CT	LT	CT
16-17	RT	LL	LT
18	RA	LA	LA
19	RA	LA	LA
20	HD	HD	HD

Punch/Kick Location			
1d6	Left/LL	Center	Right/RL
1	LT	LA/RL	RT
2	LT	LT/RL	RT
3	CT	CT/RL	CT
4	LA	RT/LL	RA
5	LA	RA/LL	RA
6	HD	HD/LL	HD

Pilot Checks	
Mod	Unit Actions
+0	Missed Kick
+0	Enter Water
+0	Enter Rubble
Mod	Damage to Mech
+2	2+ Damage
+6	Shutdown
+2	Foot/Leg Actuator Damaged
+4	Hip Actuator Damaged
+6	Gyro Hit
Fall	Gyro/Leg Destroyed
Mod	Attacks
+0	Kicked/Pushed
+4	Charged/DFA

Attack Modifiers	
Mod	Attacker
+0	Walked
+2	Ran/Prone
+4	Jumped
-2	Stood Still
No Shot	Sprinted
Mod	Physical Attack
+0	Punch
-2	Push
-4	Kick
Mod	Target
-4	Immobile/Prone Adjacent
+0	Stood Still
+2	Prone from Range/Battle Armor
Mod	Terrain
+2	Light Woods/Smoke (Each)
+4	Heavy Woods/Smoke (Each)
+2	Partial Cover/Depth 1 Water