

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: **Gladiator GLD-4R**

Movement Points: **Tonnage: 55**
 Walking: 5 **Tech Base: Inner Sphere**
 Running: 8 **2495**
 Jumping: 5 **D/C-E-D-D**

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10 [DE]	3	6	12	18
1	SRM-6	RA	4	2/m	-	3	6	9
2	Medium Laser	LA	3	5 [DE]	-	3	6	9
Ammunition Type		Rounds						
SRM-6		15						

Cost: 4,960,207 C-Bills
 +27,000 (ammo)

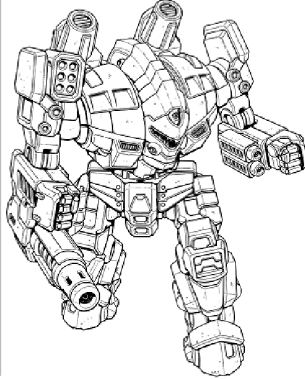
BV: 1,291
 Weapon Heat (20)
 Dissipation (13)

WARRIOR DATA

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

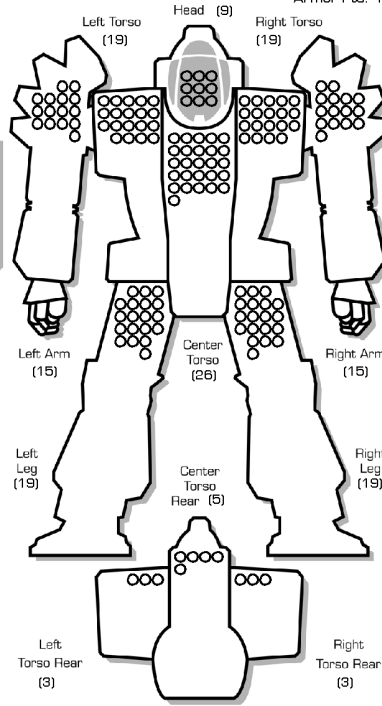
1	2	3	4	5	6
3	5	7	10	11	Dead

 Consciousness#: _____



ARMOR DIAGRAM

Armor Pts: 152



HIT LOCATION CHART

Roll	Left	Fr/Bk	Right
2	LT (C)	CT (C)	RT (C)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

TO HIT MODIFIERS

Attacker:		
Stationary		+0
Walked		+1
Ran		+2
Jumped		+3
Damage:		
Sensors		+2
Shoulder		+4
Arm Actuator (Each)		+1
Target:		
Moved 0-2 hexes		+0
Moved 3-4 hexes		+1
Moved 5-6 hexes		+2
Moved 7-9 hexes		+3
Moved 10-17 hexes		+4
Moved 18-24 hexes		+5
Moved 25+ hexes		+6
Jumped (Additional)		+1
Partial Cover		+1
Prone:		
Adjacent		-2
Not Adjacent		+1
Range:		
Short		+0
Medium		+2
Long		+4

CRITICAL HIT TABLE

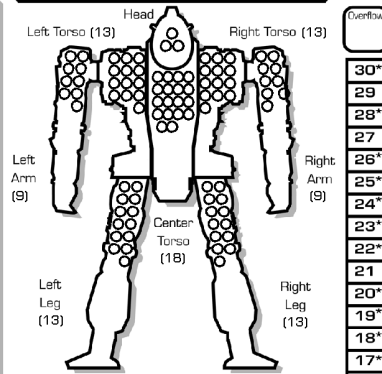
Location	1	2	3	4	5	6
Head	Life Support	Sensors	Cockpit	Roll Again	Life Support	
Left Arm	Shoulder	Upper Arm Actuator	Lower Arm Actuator	Hand Actuator	Medium Laser	Medium Laser
1-3	Roll Again	Roll Again	Roll Again	Roll Again	Roll Again	Roll Again
Center Torso	Fusion Engine	Fusion Engine	Fusion Engine	Gyro	Gyro	Gyro
1-3	Roll Again	Roll Again	Roll Again	Roll Again	Roll Again	Roll Again
Left Torso	Jump Jet	Jump Jet	@SRM 6 (15)	Roll Again	Roll Again	Roll Again
1-3	Roll Again	Roll Again	Roll Again	Roll Again	Roll Again	Roll Again
Left Leg	Hip	Upper Leg Actuator	Lower Leg Actuator	Foot Actuator	Roll Again	Roll Again
1-3	Roll Again	Roll Again	Roll Again	Roll Again	Roll Again	Roll Again
Right Arm	Shoulder	Upper Arm Actuator	Lower Arm Actuator	Hand Actuator	PPC	PPC
1-3	Roll Again	Roll Again	Roll Again	Roll Again	Roll Again	Roll Again
Right Torso	Heat Sink	Heat Sink	Jump Jet	Jump Jet	Roll Again	Roll Again
1-3	Roll Again	Roll Again	Roll Again	Roll Again	Roll Again	Roll Again
Right Leg	Hip	Upper Leg Actuator	Lower Leg Actuator	Foot Actuator	Roll Again	Roll Again
1-3	Roll Again	Roll Again	Roll Again	Roll Again	Roll Again	Roll Again

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

Heat Sinks: 13 Single ○○○○○○○○○○○○

Damage Transfer Diagram (Catalyst logo)

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overheat
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	13 Single
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 8+	
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	

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Turn	Move	Hexes	Mod	Prev	Move	Weap	Other	Total	Sink	Level	Notes

CLUSTER HITS

Roll	2	3	4	5	6	7	9	10	12	15	20	30	40
2	1	1	1	1	2	2	3	3	4	5	6	10	12
3	1	1	2	2	2	3	3	3	4	5	6	10	12
4	1	1	2	2	3	3	4	4	5	6	9	12	18
5	1	2	2	3	3	4	5	6	8	9	12	18	24
6	1	2	2	3	4	4	5	6	8	9	12	18	24
7	1	2	3	3	4	4	5	6	8	9	12	18	24
8	2	2	3	3	4	4	5	6	8	9	12	18	24
9	2	2	3	4	5	6	7	8	10	12	16	24	32
10	2	3	3	4	5	6	7	8	10	12	16	24	32
11	2	3	4	5	6	7	9	10	12	15	20	30	40
12	2	3	4	5	6	7	9	10	12	15	20	30	40

* Add +4 to pick table