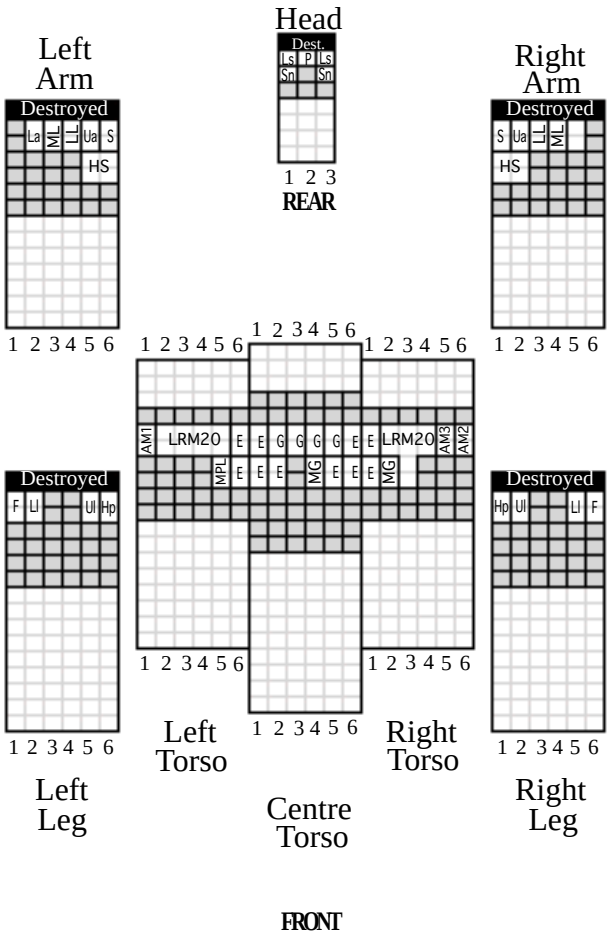
RENEGADE TECH

BATTLEMECH RECORD SHEET



Heat Scale

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	-1 Movement Points
04	
03	
02	
01	
00	

Heat Overflow

Engine Hits ○○○ Sensor Hits ○○
Gryo Hits ○○ Life Support ○

Mech Data

Type: **Mad Cat PRIME**

Movement:
Walking: **5**
Running: **8**
Jumping: **0**

Tonnage: **75**
Tech Base: Clan

Weapons Inventory

Type	Loc.	Heat	Dam.	Min.	Short	Med.	Long
MG	CT	0	T	0	1	2	3
ER LL	LA	12	7	0	8	15	25
ER LL	RA	12	7	0	8	15	25
ER ML	LA	5	5	0	5	10	15
ER ML	RA	5	5	0	5	10	15
M Pulse Laser	LT	4	5	0	4	8	12
MG	RT	0	T	0	1	2	3
LRM 20	LT	6	T	0	7	14	21
LRM 20	RT	6	T	0	7	14	21

Ammunition

Weapon	Rounds Left
LRM 20 (AM1)	6
LRM 20 (AM2)	6
MG (AM3)	200

Total Heat Sinks: 17 [34]

○○○○○ ○○○○○
○○○○○ ○○

Double ☐

Warrior Data

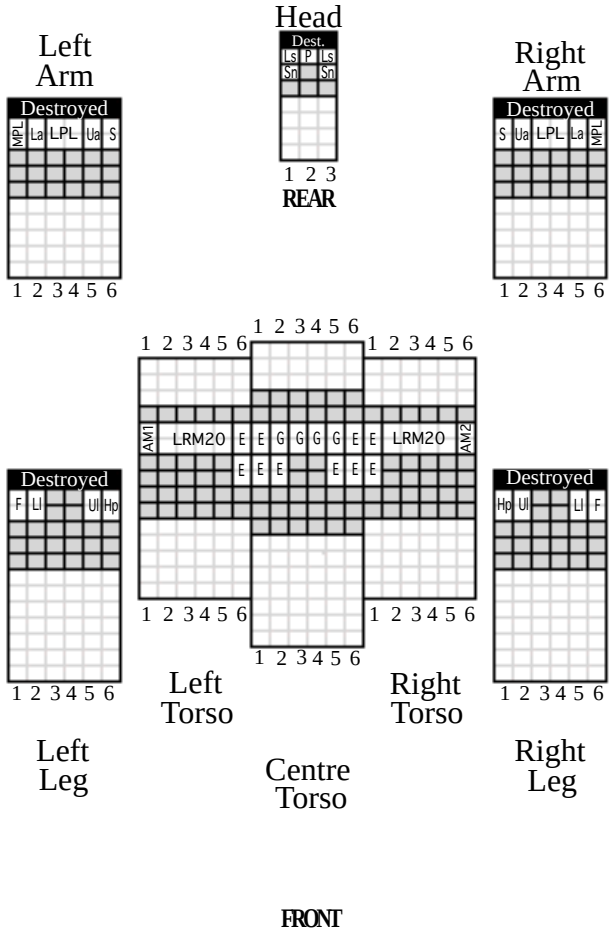
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

RENEGADE TECH

BATTLEMECH RECORD SHEET



Heat Scale

30	Shutdown
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24	+4 Modifier to Fire
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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	-1 Movement Points
04	
03	
02	
01	
00	

Heat Overflow

Engine Hits ○○○ Sensor Hits ○○
Gryo Hits ○○ Life Support ○

Mech Data

Type: **Vulture PRIME**

Movement:
Walking: **5**
Running: **8**
Jumping: **0**

Tonnage: **60**
Tech Base: Clan

Weapons Inventory

Type	Loc.	Heat	Dam.	Min.	Short	Med.	Long
L Pulse Laser	LA	10	7	0	6	14	20
L Pulse Laser	RA	10	7	0	6	14	20
M Pulse Laser	LA	4	5	0	4	8	12
M Pulse Laser	RA	4	5	0	4	8	12
LRM 20	LT	6	T	0	7	14	21
LRM 20	RT	6	T	0	6	14	21

Ammunition

Weapon	Rounds Left
LRM 20 (AM1)	6
LRM 20 (AM2)	6

Total Heat Sinks: 12 [24]

○○○○○ ○○○○○
○○

Double ☐

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

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