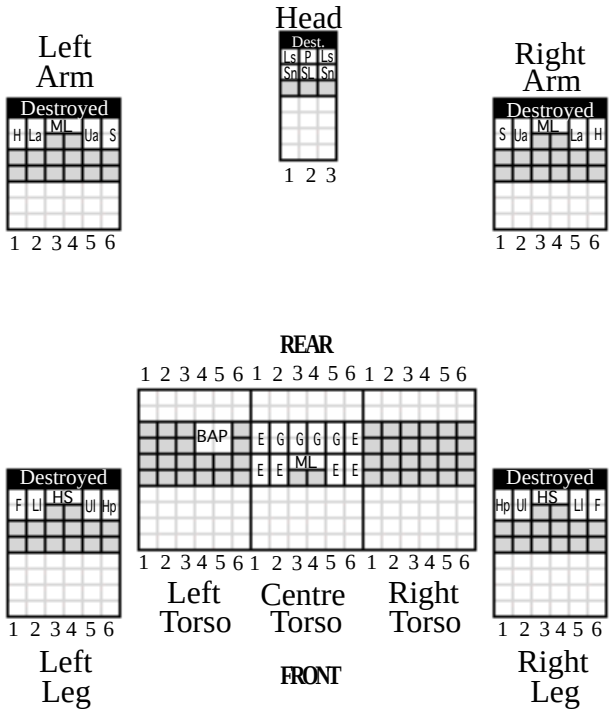
RENEGADE TECH

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: **MON-66 Mongoose**

Movement:
Walking: **8**
Running: **12**
Jumping: **0**

Tonnage: **25**
Tech Base: Inner Sphere

Weapons Inventory

Type	Loc.	Heat	Dam.	Min.	Short	Med.	Long
M Laser	RA	3	4	0	3	6	9
M Laser	LA	3	4	0	3	6	9
M Laser	CT	3	4	0	3	6	9
S Laser	H	1	2	0	1	2	3
Beagle	LT	0	0	0	0	0	4

Ammunition

Weapon Rounds Left

Total Heat Sinks: 10
○○○○○○○○○○ Single

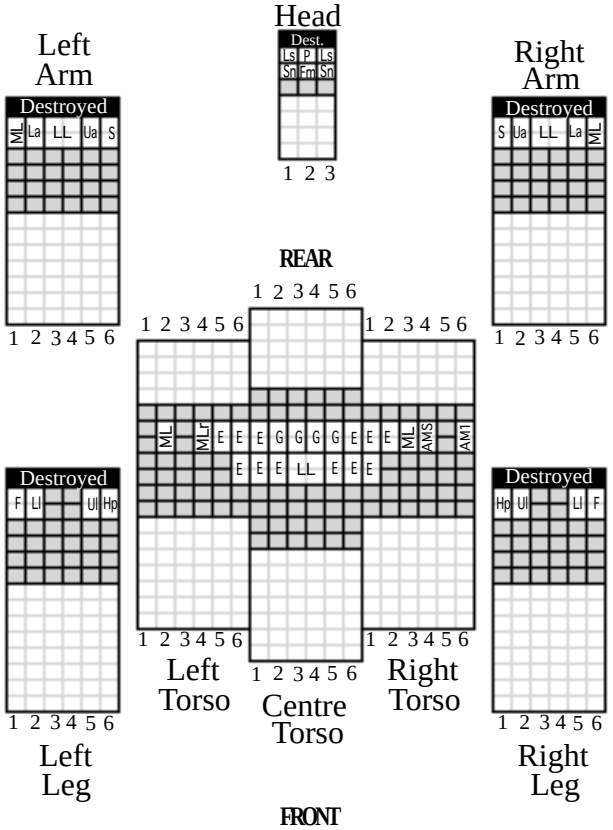
Warrior Data

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
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: **FLS-8K Flashman**

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

Tonnage: **75**
Tech Base: Inner Sphere

Weapons Inventory

Type	Loc.	Heat	Dam.	Min.	Short	Med.	Long
L Laser	CT	8	6	0	5	10	15
L Laser	LA	8	6	0	5	10	15
L Laser	RA	8	6	0	5	10	15
M Laser	LT	3	4	0	3	6	9
M Laser	LT	3	4	0	3	6	9
M Laser	LT	3	4	0	3	6	9
M Laser	LT	3	4	0	3	6	9
M Laser	LT	3	4	0	3	6	9
Flamer	LT	3	T	0	1	2	3
AMS	LT	1	0	0	0	0	0

Ammunition

Weapon	Rounds Left
AMS (AM1)	12

Total Heat Sinks: 15 [30]
○○○○○○○○○○○○○○○ Double ☐

Warrior Data

Name: _____
Gunnery Skill: _____ Piloting Skill: _____

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

© Francis Greenaway ('Cheap and Tacky Backshed Productions') 2001