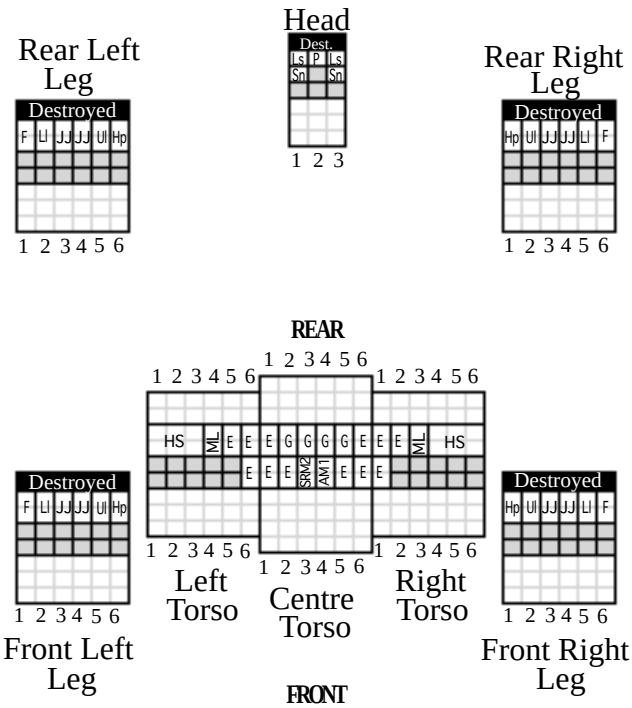
RENEGADE TECH

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: **ZPH-1A Tarantula**

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

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

Weapons Inventory

Type	Loc.	Heat	Dam.	Min.	Short	Med.	Long
SRM2 Streak	CT	2	T	0	3	6	9
M Laser	LT	3	4	0	3	6	9
M Laser	RT	3	4	0	3	6	9

Ammunition

Weapon	Rounds Left
SRM2 Stk (AM1)	15

Total Heat Sinks: 10 [20]
○○○○○○○○○○
Double ☐

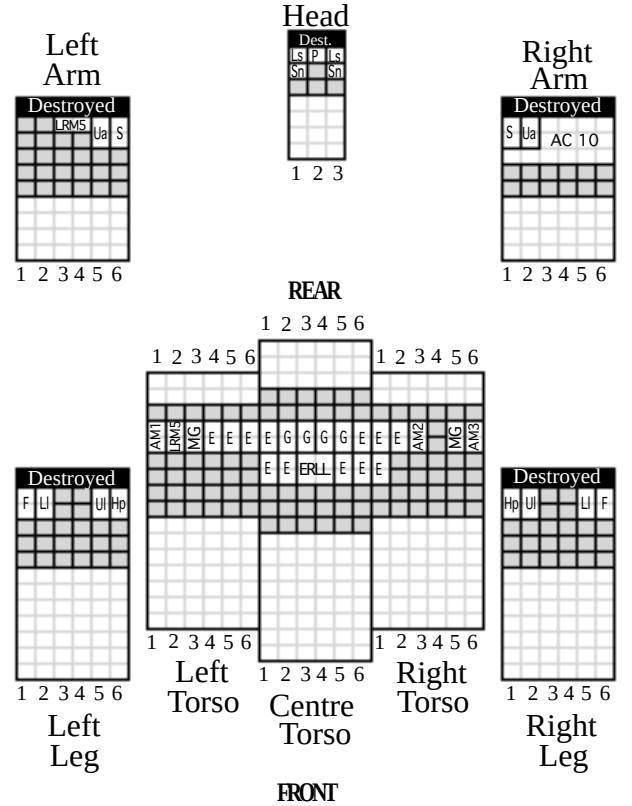
Warrior Data

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

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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: **BSW-X1 Bushwacker**

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

Tonnage: **55**
Tech Base: Inner Sphere

Weapons Inventory

Type	Loc.	Heat	Dam.	Min.	Short	Med.	Long
AC/10	RA	3	T	0	5	10	15
LRM 5	LA	2	T	6	7	14	21
ER L Laser	CT	12	6	0	7	14	21
MG	RT	0	T	0	1	2	3
MG	LT	0	T	0	1	2	3
LRM 5	LT	2	T	6	7	14	21

Ammunition

Weapon	Rounds Left
LRM 5 (AM1)	24
AC/10 (AM2)	10
MG (AM3)	100
	15
	15

Total Heat Sinks: 11 [22]
○○○○○○○○○○
○
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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