

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Pendragon PDG-3R

Movement Points: **Tonnage:** 95
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 **Era:** Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	ER Medium Laser	RT	5	5 [DE]	-	4	8	12
1	C ³ Master	LT	0	[E]	-	5	9	15
1	ER PPC	LT	15	10 [DE]	-	7	14	23
1	PPC Capacitor	LT	5	[E]	-	-	-	-
1	Rotary AC/2	RA	1	2/Sht [DB,R/C]	-	6	12	18
1	Rotary AC/2	LA	1	2/Sht [DB,R/C]	-	6	12	18

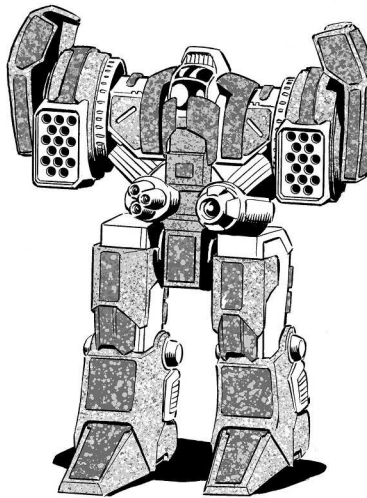
BV: 1,974

WARRIOR DATA

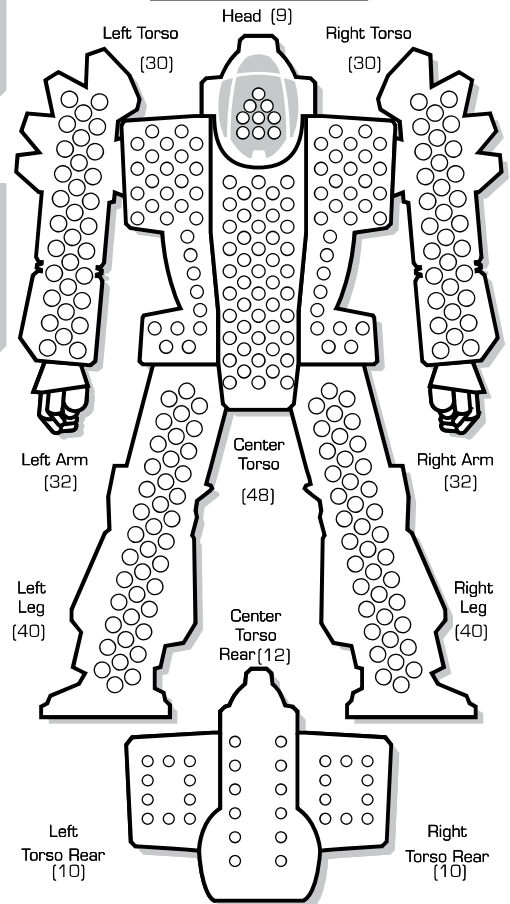
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Rotary AC/2
- Rotary AC/2
- Rotary AC/2
- Ammo [RAC/2] 45

Head

- Life Support
- Sensors
- Cockpit
- Coolant Pod
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Rotary AC/2
- Rotary AC/2
- Rotary AC/2
- Ammo [RAC/2] 45

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER PPC
- ER PPC
- ER PPC

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ferro-Fibrous
- Ferro-Fibrous

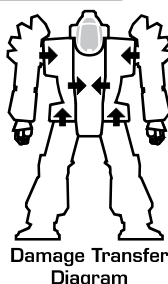
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

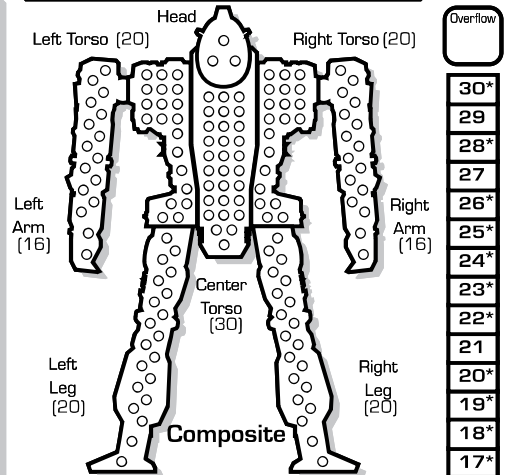
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level*	Effects
30*	Shutdown
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	17 (34) Double
30	Shutdown	○○○○○○○○○○○○○○○○○○○○
28	Ammo Exp. avoid on 8+	○○○○○○○○○○○○○○○○○○○○
26	Shutdown, avoid on 10+	○○○○○○○○○○○○○○○○○○○○
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	○○○○○○○○○○○○○○○○○○○○