BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: UrbanMaster UM-R666W

Movement Points:
Walking: 2
Running: 3
Jumping: 9

Tonnage: 100
Tech Base: Inner Sphere
3070
E/X-X-E

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	RA	7	20 [DB, S]	–	3	6	9
1	Large Laser	LA	8	8 [DE]	–	5	10	15

Ammunition Type	Rounds
AC/20	10

Cost: 9,626,667 C-Bills
BV: 1,890
Weapon Heat (15)
Dissipation (20)

WARRIOR DATA

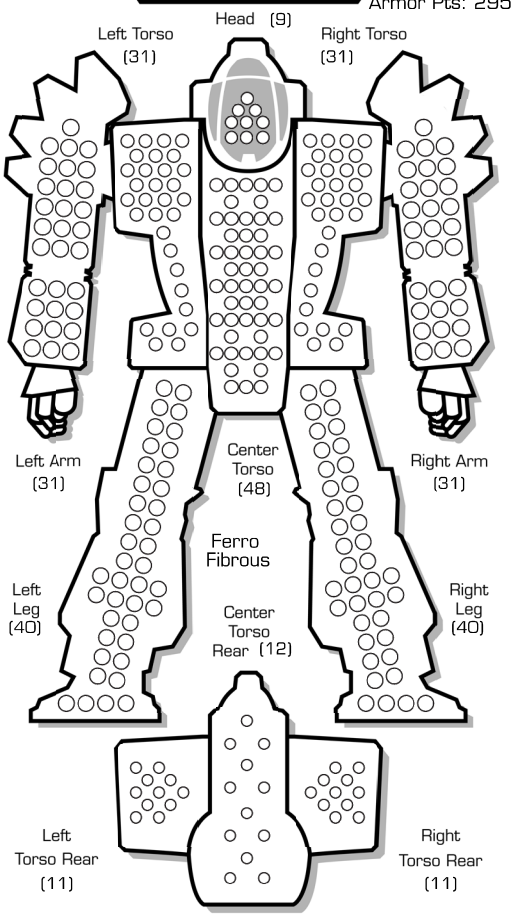
Name:

Gunnery Skill: **Piloting Skill:**

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

ARMOR DIAGRAM

Armor Pts: 295



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Large Laser (1-3)
4. Large Laser (1-3)
5. Ferro-Fibrous (1-3)
6. Ferro-Fibrous (1-3)
1. Ferro-Fibrous (4-6)
2. Ferro-Fibrous (4-6)
3. Endo-Steel (4-6)
4. Endo-Steel (4-6)
5. Endo-Steel (4-6)
6. Endo-Steel (4-6)

Left Torso

1. Double Heat Sink (1-3)
2. Double Heat Sink (1-3)
3. Double Heat Sink (1-3)
4. Ferro-Fibrous (1-3)
5. Ferro-Fibrous (1-3)
6. Ferro-Fibrous (1-3)
1. Ferro-Fibrous (4-6)
2. Ferro-Fibrous (4-6)
3. Endo-Steel (4-6)
4. Endo-Steel (4-6)
5. Endo-Steel (4-6)
6. Endo-Steel (4-6)

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Booster
6. Jump Booster

Head

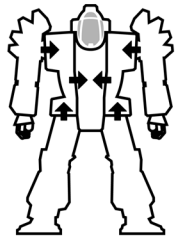
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Ferro-Fibrous
6. Ferro-Fibrous

Center Torso

1. Fusion Engine (1-3)
2. Fusion Engine (1-3)
3. Fusion Engine (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)
1. Gyro (4-6)
2. Fusion Engine (4-6)
3. Fusion Engine (4-6)
4. Fusion Engine (4-6)
5. Endo-Steel (4-6)
6. Endo-Steel (4-6)

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Autocannon/20 (1-3)
4. Autocannon/20 (1-3)
5. Autocannon/20 (1-3)
6. Autocannon/20 (1-3)
1. Autocannon/20 (4-6)
2. Autocannon/20 (4-6)
3. Autocannon/20 (4-6)
4. Autocannon/20 (4-6)
5. Autocannon/20 (4-6)
6. Autocannon/20 (4-6)

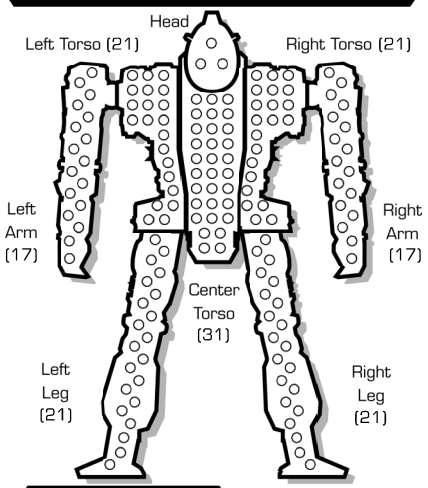
Right Torso

1. Double Heat Sink (1-3)
2. Double Heat Sink (1-3)
3. Double Heat Sink (1-3)
4. @AC/20 (5) (1-3)
5. @AC/20 (5) (1-3)
6. Ferro-Fibrous (1-3)
1. Ferro-Fibrous (4-6)
2. Ferro-Fibrous (4-6)
3. Endo-Steel (4-6)
4. Endo-Steel (4-6)
5. Endo-Steel (4-6)
6. Endo-Steel (4-6)

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Booster
6. Jump Booster

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects
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

Heat Sinks:
10 (20)
Double

O O O O O O O O O O

Heat Scale

Overflow
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

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