BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Berserker BRZ-C3

Movement Points:		**Tonnage:**	100
Walking:	4 [5]	**Tech Base:**	Inner Sphere
Running:	6 [8]	**Era:**	Civil War
Jumping:	0		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	H	3	2	–	1	2	3
1	Anti-Missile System	CT	1	–	–	–	–	–
3	ER Medium Laser	RT	5	5	–	4	8	12
1	Guardian ECM Suite	RT	0	–	–	–	–	6
1	C^3 Slave	LT	0	–	–	–	–	–
3	ER Medium Laser	LT	5	5	–	4	8	12
1	Hatchet	RA	0	20	–	1	–	–
1	ER PPC	LA	15	10	–	7	14	23

Cost: 26,331,000 **BV:** 2,395

WARRIOR DATA

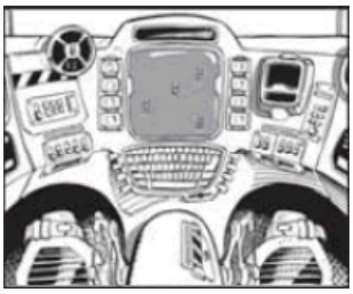
Name: Merl (Player 11)

Gunnery Skill: 4 **Piloting Skill:** 5

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

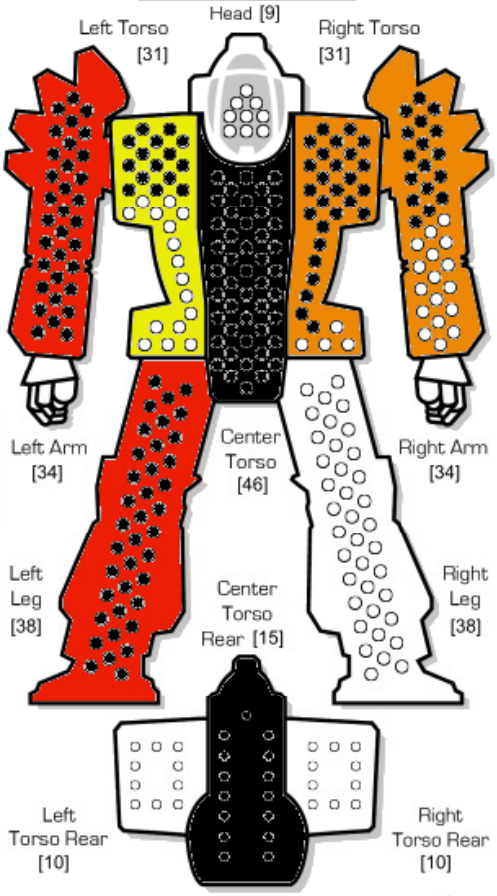
RULES LEVELS

Current:	Tournament Legal
Era Specific:	Tournament Legal
Year Specific:	Tournament Legal



Armor Factor = 296

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. ER PPC
5. ER PPC
6. ER PPC

4-6
1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Triple-Strength Myomer*
5. *Roll Again*
6. *Roll Again*

Head

1. Life Support
2. Sensors
3. Cockpit
4. Flamer
5. Sensors
6. Life Support

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. Hatchet
6. Hatchet

4-6
1. Hatchet
2. Hatchet
3. Hatchet
4. Hatchet
5. Hatchet
6. *Triple-Strength Myomer*

Left Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. ER Medium Laser

1-3
4. ER Medium Laser
5. ER Medium Laser
6. C3 Slave

4-6
1. *Endo Steel*
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Triple-Strength Myomer*

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

Right Torso

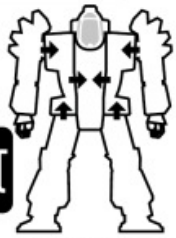
1. Light Fusion Engine
2. Light Fusion Engine
3. ER Medium Laser

1-3
4. ER Medium Laser
5. ER Medium Laser
6. Guardian ECM Suite

4-6
1. Guardian ECM Suite
2. *Endo Steel*
3. *Endo Steel*
4. *Endo Steel*
5. *Endo Steel*
6. *Triple-Strength Myomer*

Left Leg

1. Hip
2. Upper Leg Actuator
3. ~~Lower Leg Actuator~~
4. Foot Actuator
5. *Endo Steel*
6. *Triple-Strength Myomer*

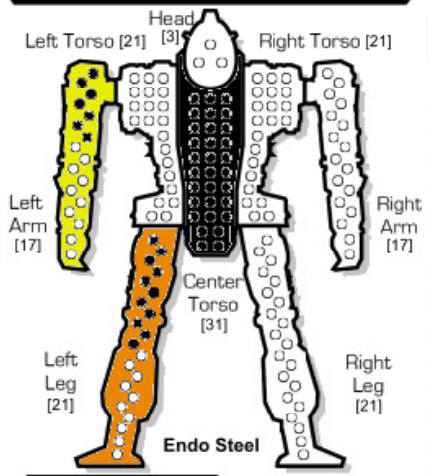


Damage Transfer Diagram

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Triple-Strength Myomer*

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 [30] 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	

Heat Scale

Overflow 0

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

© 2016 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.