

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Quickdraw QKD-C

Movement Points: **Tonnage:** 60
Walking: 5 **Tech Base:** Inner Sphere
Running: 8 **Rules Level:** Standard
Jumping: 5 **Role:** Skirmisher
Engine Type: 300 Fusion

Weapons & Equipment Inventory (hexes)									
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	
1	Medium Laser	LA	3	5 [DE]	—	3	6	9	
1	Medium Laser	RA	3	5 [DE]	—	3	6	9	
2	Medium Laser	LT	3	5 [DE]	—	3	6	9	
1	Medium Laser (R)	RT	3	5 [DE]	—	3	6	9	
1	C3 Computer (Slave)	RT	—	[E]	—	—	—	—	
1	SRM 4	CT	3	2/Msl [M,C,S]	—	3	6	9	

Ammo: (SRM 4) 25

BV: 1,225



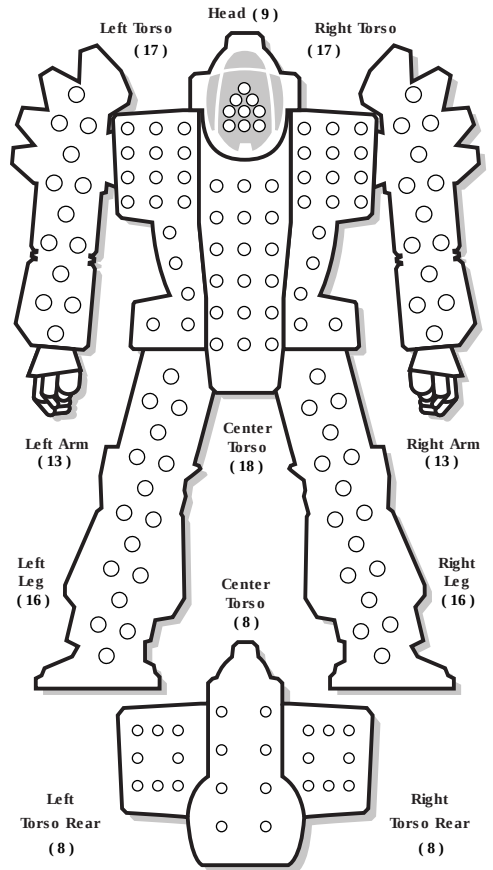
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

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

ARMOR DIAGRAM

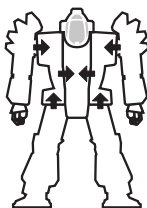
Ferro-Fibrous



CRITICAL TABLE

Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. Ferro-Fibrous		4. Hand Actuator
	5. Medium Laser		5. Sensors		5. Double Heat Sink
	6. Ferro-Fibrous		6. Life Support		6. Double Heat Sink
Center Torso		Left Torso		Right Torso	
4-6	1. Fusion Engine	4-6	1. Jump Jet	4-6	1. Double Heat Sink
	2. Fusion Engine		2. Jump Jet		2. Medium Laser
	3. Fusion Engine		3. Double Heat Sink		3. Ferro-Fibrous
	4. Gyro		4. Double Heat Sink		4. Roll Again
	5. Gyro		5. Double Heat Sink		5. Roll Again
	6. Gyro		6. Double Heat Sink		6. Roll Again
Left Leg		Engine Hits		Right Leg	
4-6	1. Hip	4-6	1. Gyro	4-6	1. Jump Jet
	2. Upper Leg Actuator		2. Fusion Engine		2. Jump Jet
	3. Lower Leg Actuator		3. Fusion Engine		3. Double Heat Sink
	4. Foot Actuator		4. Fusion Engine		4. Double Heat Sink
	5. Ferro-Fibrous		5. SRM 4		5. Double Heat Sink
	6. Ferro-Fibrous		6. Jump Jet		6. Double Heat Sink
Right Leg		Gyro Hits		Left Torso	
4-6	1. Hip	4-6	1. Double Heat Sink	4-6	1. Double Heat Sink
	2. Upper Leg Actuator		2. Double Heat Sink		2. Double Heat Sink
	3. Lower Leg Actuator		3. Medium Laser (R)		3. Medium Laser
	4. Foot Actuator		4. C3 Slave		4. Medium Laser
	5. Ferro-Fibrous		5. Ammo (SRM 4) 25		5. Ferro-Fibrous
	6. Ferro-Fibrous		6. Ferro-Fibrous		6. Ferro-Fibrous

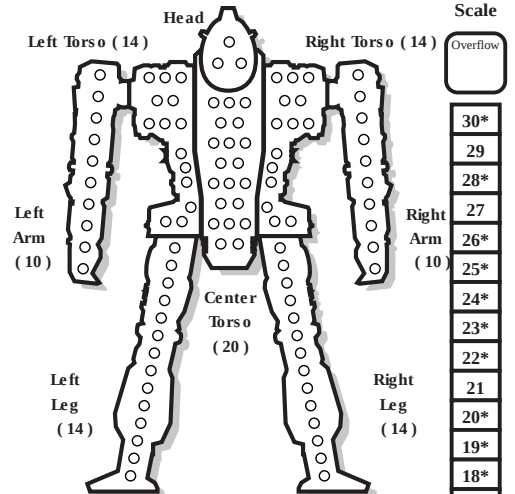
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 17 (34)
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

30*
29
28*
27
26*
25*
24*
23*
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19*
18*
17*
16
15*
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5*
4
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2
1
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