

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Blood Kite

Movement Points:

Walking: 3

Running: 5

Jumping: 3

Engine Type: 255 Fusion

Tonnage: 85

Tech Base: Clan

Rules Level: Standard

Role: Sniper

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	LRM 15	RA	5	1/Msl [M,C,S]	—	7	14	21
1	SRM 4	RA	3	2/Msl [M,C,S]	—	3	6	9
1	LRM 15	LT	5	1/Msl [M,C,S]	—	7	14	21
1	SRM 4	LT	3	2/Msl [M,C,S]	—	3	6	9
1	LRM 15	RT	5	1/Msl [M,C,S]	—	7	14	21
1	SRM 4	RT	3	2/Msl [M,C,S]	—	3	6	9
1	ER Large Laser	CT	12	10 [DE]	—	8	15	25
1	ER Large Laser	HD	12	10 [DE]	—	8	15	25

Ammo: (LRM 15) 48, (SRM 4) 25

BV: 2,650



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Large Laser
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

4-6

Left Torso (CASE)

- LRM 15
- LRM 15
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- SRM 4
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Endo Steel
- Jump Jet

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- ER Large Laser
- Sensors
- Life Support

1-3

Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- ER Large Laser
- Jump Jet

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- LRM 15
- LRM 15
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8

1-3

- SRM 4
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Endo Steel

4-6

Right Torso (CASE)

- LRM 15
- LRM 15
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- SRM 4
- Ammo (SRM 4) 25

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Jump Jet

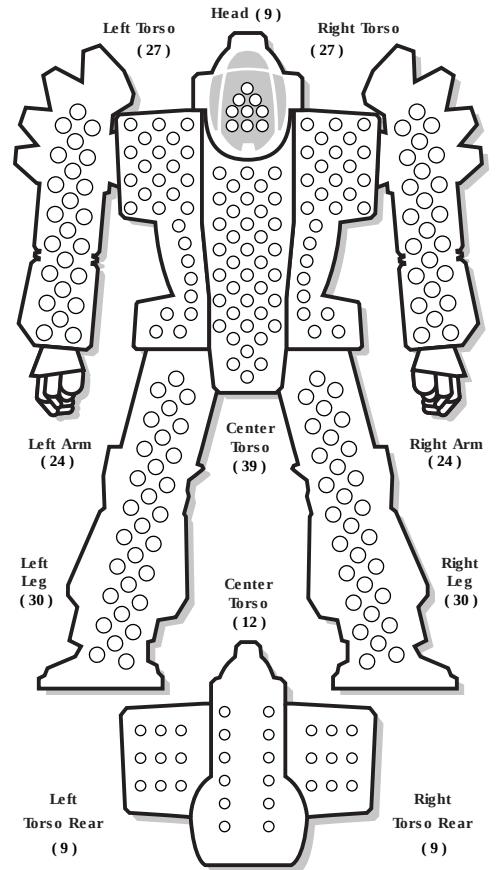
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

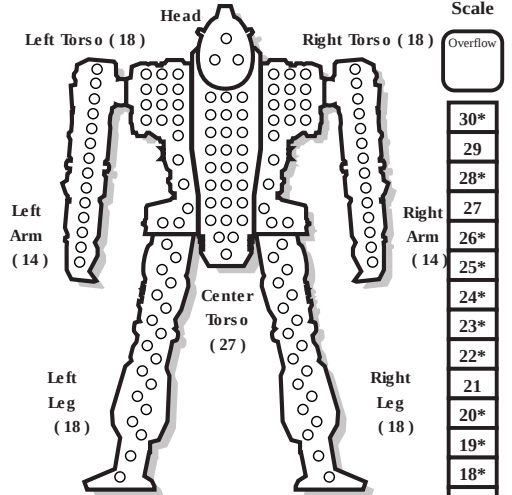
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 21 (42)
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
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