

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Kuma

Movement Points:

Walking: 6

Running: 9

Jumping: 8

Engine Type: 360 XL

Tonnage: 60

Tech Base: Clan

Rules Level: Standard

Role: Skirmisher

WARRIOR DATA

Name:

Gunnery Skill: Piloting Skill:

Hits Taken

123456

Consciousness #

3571011Dead

Weapons & Equipment Inventory

(hexes)

Qty

Type

Loc

Ht

Dmg

Min

Sht

Med

Lng

1

Heavy Large Laser

LA

18

16 [DE]

—

5

10

15

2

ER Medium Laser

RA

5

7 [DE]

—

5

10

15

BV: 1,952



CRITICAL TABLE

Left Arm

1. Shoulder

2. Upper Arm Actuator

3. Lower Arm Actuator

4. Heavy Large Laser

5. Heavy Large Laser

6. Heavy Large Laser

1-3

1. Endo Steel

2. Endo Steel

3. Endo Steel

4. Endo Steel

5. Roll Again

6. Roll Again

4-6

1. Endo Steel

2. Endo Steel

3. Endo Steel

4. Endo Steel

5. Roll Again

6. Roll Again

Head

1. Life Support

2. Sensors

3. Cockpit

4. Roll Again

5. Sensors

6. Life Support

1-3

1. Sensors

2. Cockpit

3. Roll Again

4-6

1. Sensors

2. Cockpit

3. Roll Again

Center Torso

1. XL Fusion Engine

2. XL Fusion Engine

3. XL Fusion Engine

4. Gyro

5. Gyro

6. Gyro

1-3

1. XL Fusion Engine

2. XL Fusion Engine

3. XL Fusion Engine

4-6

1. XL Fusion Engine

2. XL Fusion Engine

3. XL Fusion Engine

Left Torso

1. XL Fusion Engine

2. XL Fusion Engine

3. Improved Jump Jet

4. Improved Jump Jet

5. Improved Jump Jet

6. Improved Jump Jet

1-3

1. Improved Jump Jet

2. Improved Jump Jet

3. Improved Jump Jet

4-6

1. Improved Jump Jet

2. Improved Jump Jet

3. Improved Jump Jet

Right Arm

1. Shoulder

2. Upper Arm Actuator

3. Lower Arm Actuator

4. Hand Actuator

5. ER Medium Laser

6. ER Medium Laser

1-3

1. Hand Actuator

2. ER Medium Laser

3. ER Medium Laser

4-6

1. Hand Actuator

2. ER Medium Laser

3. ER Medium Laser

Right Torso

1. XL Fusion Engine

2. XL Fusion Engine

3. Improved Jump Jet

4. Improved Jump Jet

5. Improved Jump Jet

6. Improved Jump Jet

1-3

1. Improved Jump Jet

2. Improved Jump Jet

3. Improved Jump Jet

4-6

1. Improved Jump Jet

2. Improved Jump Jet

3. Improved Jump Jet

Left Leg

1. Hip

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Improved Jump Jet

6. Improved Jump Jet

1-3

1. Improved Jump Jet

2. Improved Jump Jet

3. Improved Jump Jet

4-6

1. Improved Jump Jet

2. Improved Jump Jet

3. Improved Jump Jet

Right Leg

1. Hip

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Improved Jump Jet

6. Improved Jump Jet

1-3

1. Improved Jump Jet

2. Improved Jump Jet

3. Improved Jump Jet

4-6

1. Improved Jump Jet

2. Improved Jump Jet

3. Improved Jump Jet

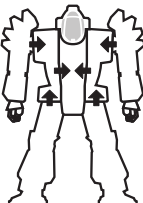
Engine Hits

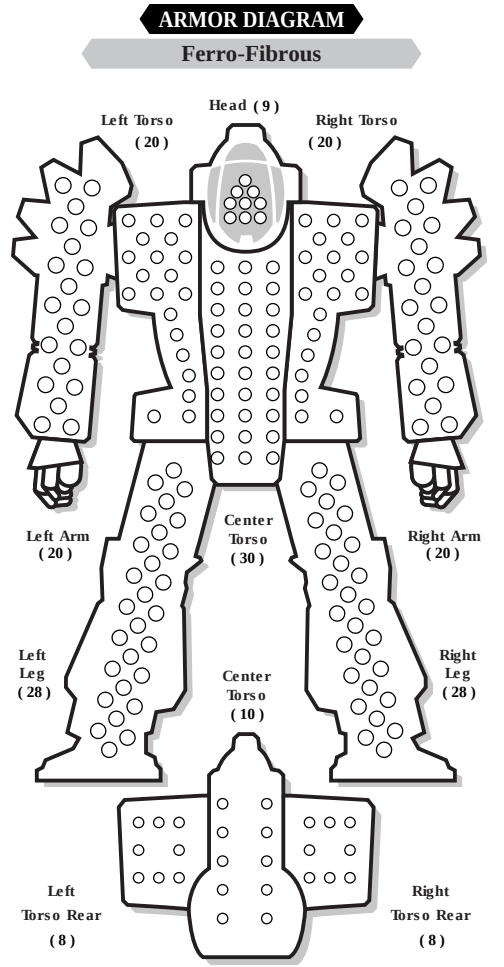
Gyro Hits

Sensor Hits

Life Support

Damage Transfer Diagram





INTERNAL STRUCTURE DIAGRAM

Endo Steel

Head

Left Torso (14)

Right Torso (14)

Left Arm (10)

Right Arm (10)

Left Leg (14)

Right Leg (14)

Center Torso (20)

HEAT DATA

Heat Level*

Effects

Double Heat Sinks: 11 (22)

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*

22*

21

20*

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

0