

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Peacekeeper PKP-1A

Movement Points: **Tonnage:** 95
Walking: 4 [5] **Tech Base:** Inner Sphere
Running: 6 [8] **Rules Level:** Standard
Jumping: 3 **Role:** Sniper
Engine Type: 380 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10 [DE]	—	7	14	23
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
1	ER Large Laser	LT	12	8 [DE]	—	7	14	19
1	Plasma Rifle	RT	10	10 [DE,H]	—	5	10	15
1	SRM 2	RT	2	2/Msl [M,C,S]	—	3	6	9
1	C3 Computer (Slave)	HD	—	[E]	—	—	—	—

Ammo: (Plasma Rifle) 20, (SRM 2) 50

BV: 2,824



WARRIOR DATA

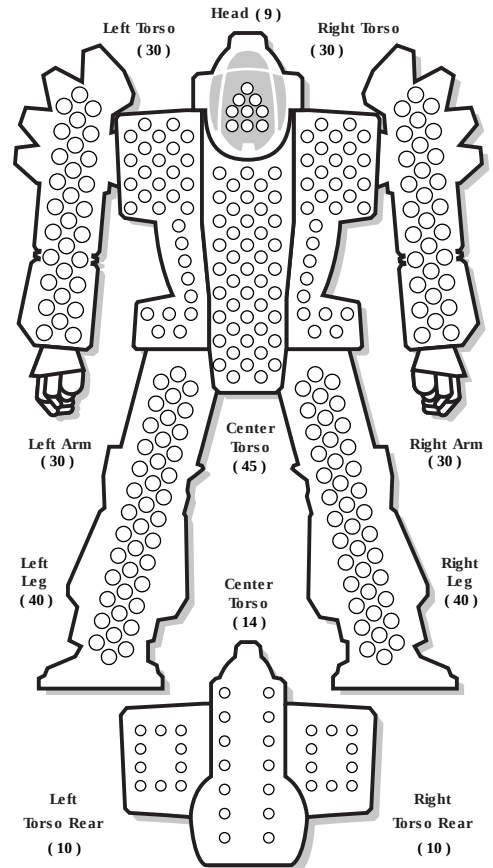
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

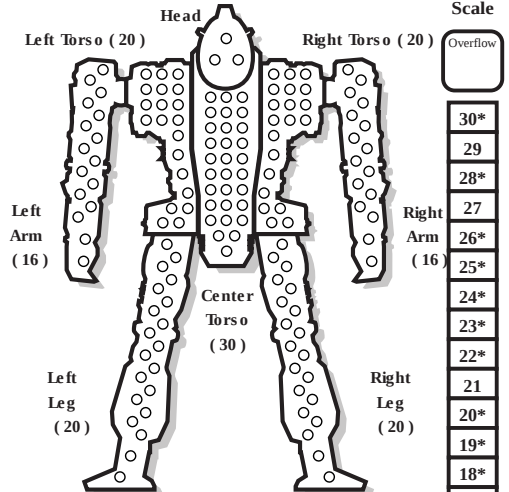
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- ER PPC
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Triple Strength Myomer
- Triple Strength Myomer
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Large Laser
- ER Large Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Triple Strength Myomer

Head

- Life Support
- Sensors
- Cockpit
- C3 Slave
- Sensors
- Life Support

1-3

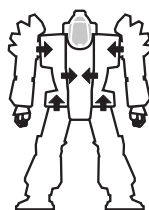
Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Heavy PPC
- Heavy PPC
- Heavy PPC
- Heavy PPC

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Triple Strength Myomer
- Triple Strength Myomer
- Roll Again

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Plasma Rifle
- Plasma Rifle
- SRM 2

1-3

- Ammo (SRM 2) 50
- Ammo (Plasma Rifle) 10
- Ammo (Plasma Rifle) 10
- CASE
- Endo Steel
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Triple Strength Myomer

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 15 (30)
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	○○○