

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Kodiak II

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 400 XL

Tonnage: 100

Tech Base: Clan

Rules Level: Standard

Role: Missile Boat

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	LRM 20	LA	6	1/Msl [M,C,S]	—	7	14	21
4	ER Small Laser	LA	2	5 [DE]	—	2	4	6
1	LRM 20	RA	6	1/Msl [M,C,S]	—	7	14	21
4	ER Small Laser	RA	2	5 [DE]	—	2	4	6
1	LRM 10	LT	4	1/Msl [M,C,S]	—	7	14	21
1	ER PPC	RT	15	15 [DE]	—	7	14	23
1	Targeting Computer	CT	—	[E]	—	—	—	—

Ammo: (LRM 10 Artemis) 12, (LRM 20 Artemis) 24

BV: 2,853



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 20
- LRM 20
- LRM 20

1-3

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 20
- LRM 20
- LRM 20

1-3

Center Torso

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

1-3

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- LRM 10
- Artemis IV FCS

1-3

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Targeting Computer
- Targeting Computer

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

1-3

4-6

- Ammo (LRM 10 Artemis) 12
- Ammo (LRM 20 Artemis) 6
- Ammo (LRM 20 Artemis) 6
- Endo Steel
- Endo Steel
- Endo Steel

Left Leg

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



Damage Transfer Diagram

Right Leg

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

4-6

Right Torso (CASE)

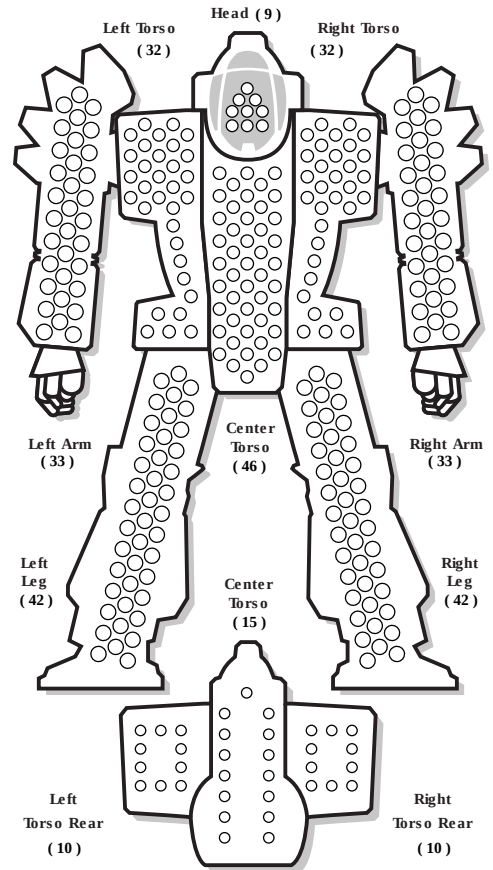
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- ER PPC
- ER PPC

1-3

4-6

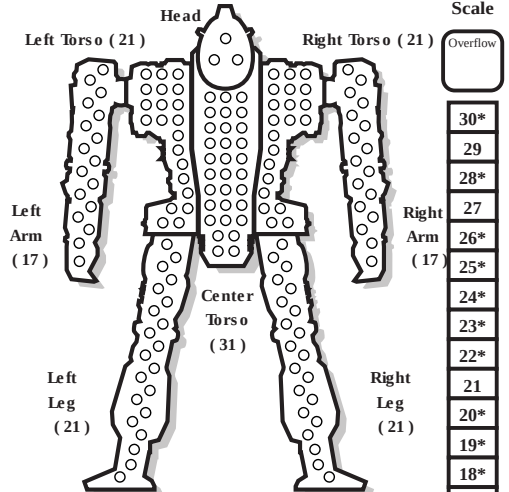
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 20 (40)
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*
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