

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Hitotsume Kozo HKZ-1F

Movement Points: **Tonnage:** 55
Walking: 6 [7] **Tech Base:** Inner Sphere
Running: 8 [10] **Rules Level:** Advanced
Jumping: 4 **Role:** Brawler
Engine Type: 330 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Hatchet	RA	—	11	—	—	—	—
1	Heavy PPC	RT	15	15 [DE]	3	6	12	18

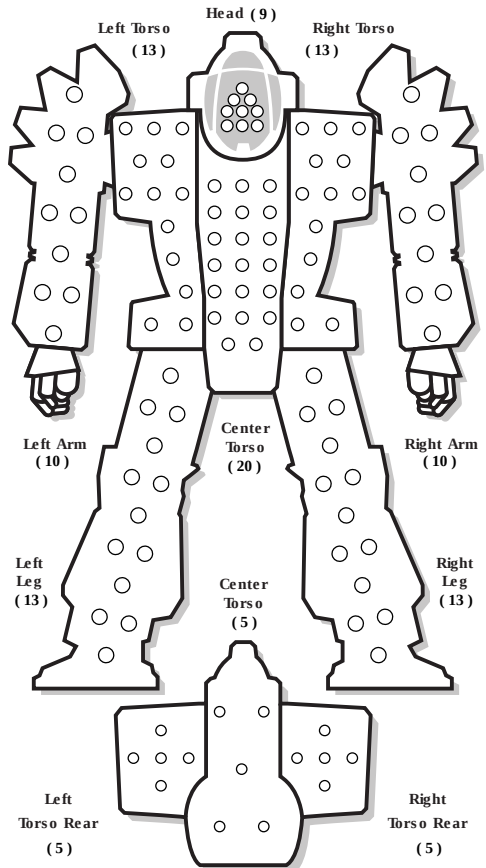
WARRIOR DATA

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

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

ARMOR DIAGRAM

Hardened

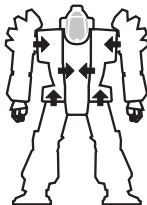


BV: 1,998



CRITICAL TABLE

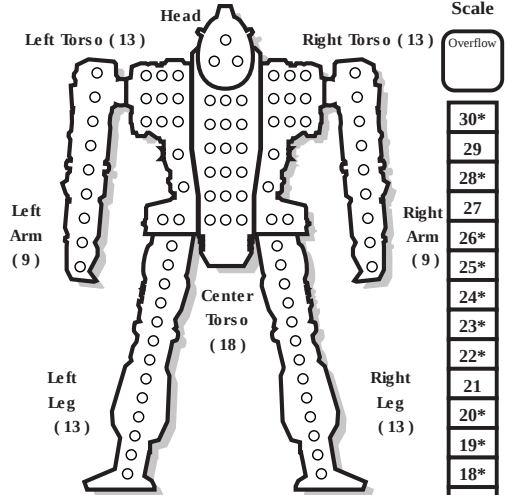
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. Endo Steel		4. Hand Actuator
	5. ER Medium Laser		5. Sensors		5. Hatchet
	6. ER Medium Laser		6. Life Support		6. Hatchet
Center Torso		Left Torso		Right Torso	
4-6	1. Endo Steel	4-6	1. XL Gyro	4-6	1. XL Fusion Engine
	2. Endo Steel		2. XL Gyro		2. XL Fusion Engine
	3. Endo Steel		3. XL Gyro		3. XL Fusion Engine
	4. Triple Strength Myomer		4. XL Fusion Engine		4. XL Gyro
	5. Triple Strength Myomer		5. XL Fusion Engine		5. Triple Strength Myomer
	6. Triple Strength Myomer		6. XL Fusion Engine		6. Triple Strength Myomer
Left Leg		Right Leg		Engine Hits	
4-6	1. Hip	4-6	1. Hip	Gyro Hits	
	2. Upper Leg Actuator		2. Upper Leg Actuator	Sensor Hits	
	3. Lower Leg Actuator		3. Lower Leg Actuator	Life Support	
	4. Foot Actuator		4. Foot Actuator		
	5. Endo Steel		5. Endo Steel		
	6. Endo Steel		6. Endo Steel		



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



Heat Scale

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	0

HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	12 (24)
28	Ammo Exp, avoid on 8+	11
26	Shutdown, avoid on 10+	10*
25	-5 Movement Points	9
24	+4 Modifier to Fire	8*
23	Ammo Exp, avoid on 6+	7
22	Shutdown, avoid on 8+	6
20	-4 Movement Points	5*
19	Ammo Exp, avoid on 4+	4
18	Shutdown, avoid on 6+	3
17	+3 Modifier to Fire	2
15	-3 Movement Points	1
14	Shutdown, avoid on 4+	0
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	