

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Kodiak II 3

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 400 XXL

Tonnage: 100

Tech Base: Mixed

Rules Level: Advanced

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	MRM 40	LA	12	1/Msl [M,C]	—	3	8	15
1	MRM 40	RA	12	1/Msl [M,C]	—	3	8	15
1	LB 20-X AC (C)	CT/RT	6	20	—	4	8	12

[DB,C/F/S]

Ammo: (LB-20X) 5, (LB-20X Cluster) 5, (MRM 40) 24

BV: 2,163



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- MRM 40 [IS]
- MRM 40 [IS]
- MRM 40 [IS]

1-3

- MRM 40 [IS]
- MRM 40 [IS]
- MRM 40 [IS]
- MRM 40 [IS]
- Apollo MRM FCS [IS]
- Endo Steel

4-6

Left Torso (CASE II)

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Double Heat Sink
- Double Heat Sink

1-3

- Ammo (MRM 40) 6
- Ammo (MRM 40) 6
- Ammo (MRM 40) 6
- Ammo (MRM 40) 6
- Ammo (LB-20X Cluster) 5
- CASE II

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso (CASE)

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

1-3

4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- MRM 40 [IS]
- MRM 40 [IS]
- MRM 40 [IS]

1-3

- MRM 40 [IS]
- MRM 40 [IS]
- MRM 40 [IS]
- MRM 40 [IS]
- Apollo MRM FCS [IS]
- Endo Steel

4-6

Right Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- LB 20-X AC
- LB 20-X AC

1-3

- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC

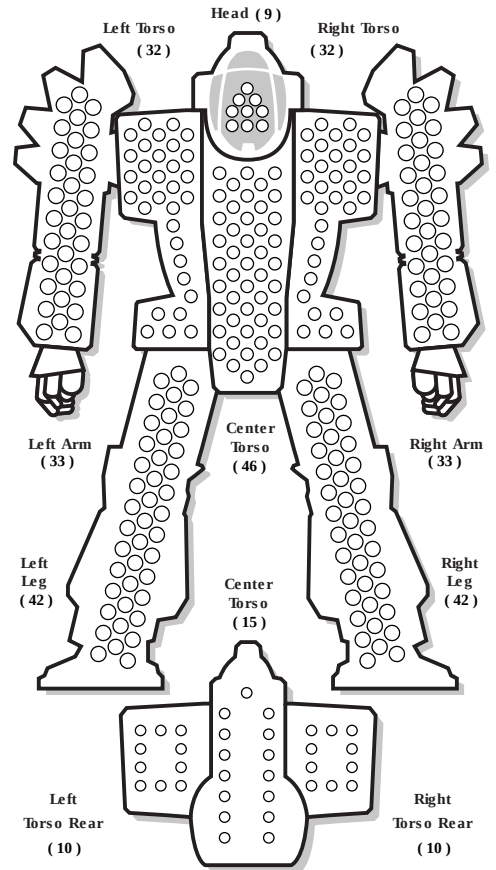
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

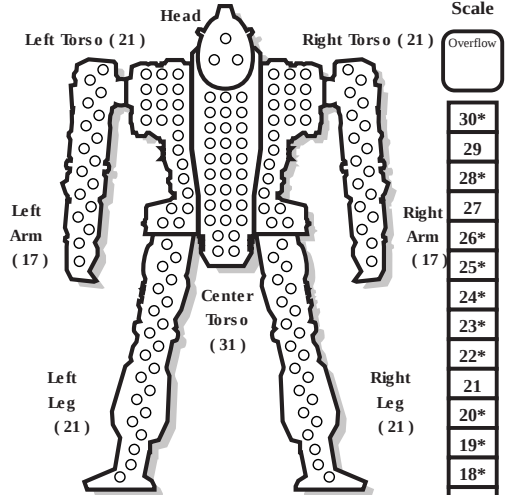
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects
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

Double Heat Sinks:
17 (34)



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