

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Quickdraw QKD-8P

Movement Points: **Tonnage:** 60
Walking: 5 [6] **Tech Base:** Inner Sphere
Running: 8 [9] **Rules Level:** Experimental
Jumping: 0 **Role:** Skirmisher
Engine Type: 300 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 4	LT	3	2/Msl [M,C]	—	3	6	9
2	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	ECM Suite (Guardian)	RT	—	[E]	—	—	—	6
1	PPC	HD	10	10 [DE]	3	6	12	18
1	TAG	HD	—	[E]	—	5	9	15

Ammo: (Streak SRM 4) 25

BV: 1,598



WARRIOR DATA

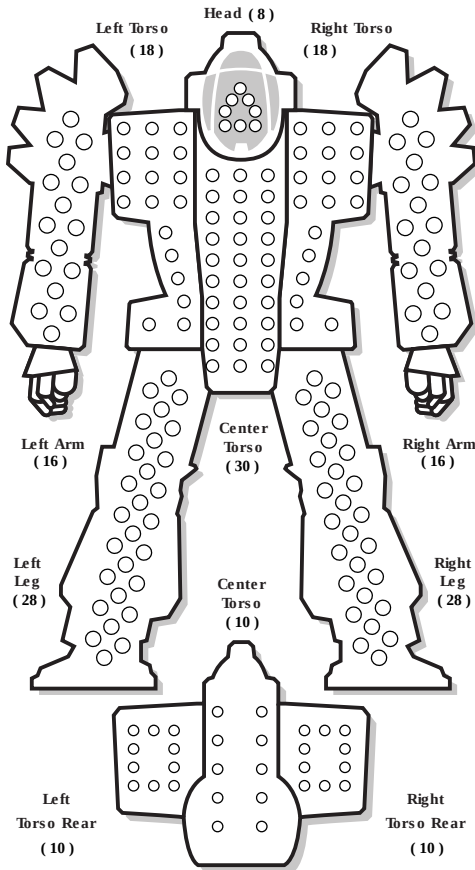
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

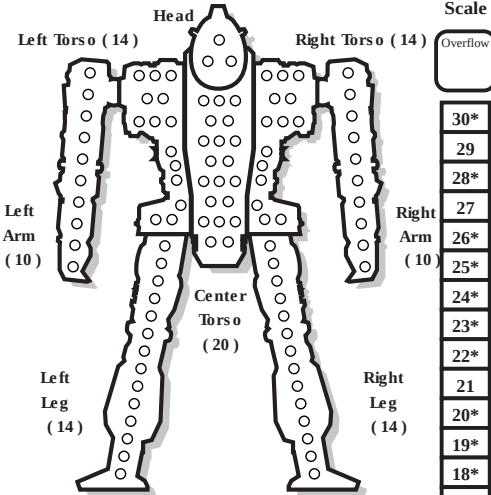
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



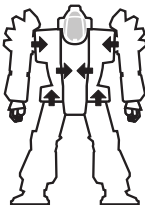
Heat Scale

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
 - Lower Arm Actuator
 - Hand Actuator
 - Triple Strength Myomer
 - Triple Strength Myomer
- 1-3**
- Center Torso**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Compact Gyro
 - Compact Gyro
 - Fusion Engine
- 1-3**
- Left Torso**
- Life Support
 - Streak SRM 4
 - Ammo (Streak SRM 4) 25
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 1-3**
- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Triple Strength Myomer
 - Triple Strength Myomer
- 1-3**
- Right Torso**
- Life Support
 - Medium Laser
 - Medium Laser
 - ECM Suite (Guardian)
 - ECM Suite (Guardian)
 - Endo Steel
- 1-3**
- Engine Hits** ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Roll Again
 - Roll Again
- 4-6**
- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Roll Again
 - Roll Again
- 4-6**



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12
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	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○