

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Kodiak (Cale)

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 300 Fusion

Tonnage: 100

Tech Base: Mixed

Rules Level: Standard

Role: Juggernaut

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
3	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
(C)								
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
(IS)								
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
2	Streak SRM 6 (C)	LT	4	2/Msl [M,C]	—	4	8	12
1	C3 Computer	LT	—	[E]	—	5	9	15
(Master)								
1	AC/10	RT	3	10 [DB,S]	—	5	10	15
1	Active Probe	RT	—	[E]	—	—	—	4
(Beagle)								
1	Medium Laser	HD	3	5 [DE]	—	3	6	9

Ammo: (AC/10) 20, (Streak SRM 6) 30

BV: 2,463



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

1-3

- ER Medium Laser
- ER Medium Laser [IS]
- ER Medium Laser [IS]
- Medium Laser
- Endo Steel
- Roll Again

4-6

Left Torso (CASE)

- Streak SRM 6
- Streak SRM 6
- Streak SRM 6
- Streak SRM 6
- Ammo (Streak SRM 6) 15
- Ammo (Streak SRM 6) 15

1-3

- C3 Master [IS]
- C3 Master [IS]
- C3 Master [IS]
- C3 Master [IS]
- C3 Master [IS]
- Endo Steel

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Endo Steel
- Endo Steel

4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Heavy PPC [IS]

1-3

- Heavy PPC [IS]
- Heavy PPC [IS]
- Heavy PPC [IS]
- Endo Steel
- Endo Steel
- Roll Again

4-6

Right Torso (CASE)

- AC/10
- AC/10
- AC/10
- AC/10
- AC/10
- AC/10

1-3

- AC/10
- Ammo (AC/10) 10
- Ammo (AC/10) 10
- Active Probe (Beagle) [IS]
- Active Probe (Beagle) [IS]
- Endo Steel

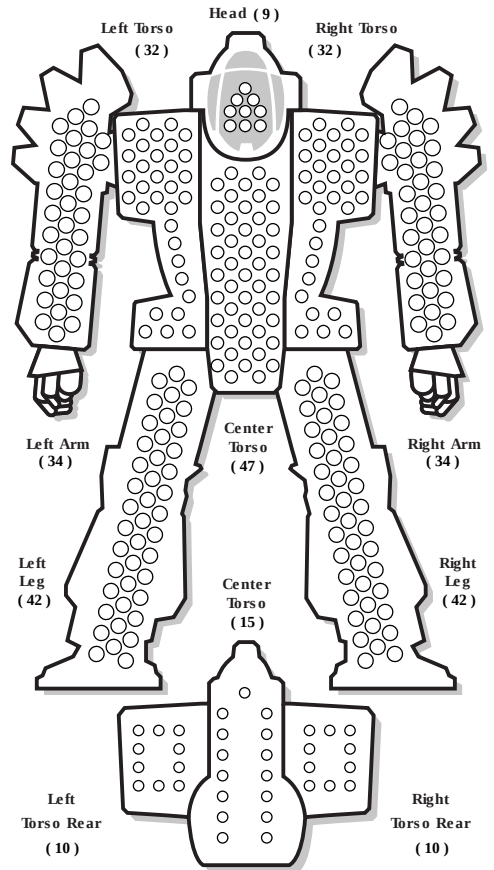
4-6

Right Leg

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

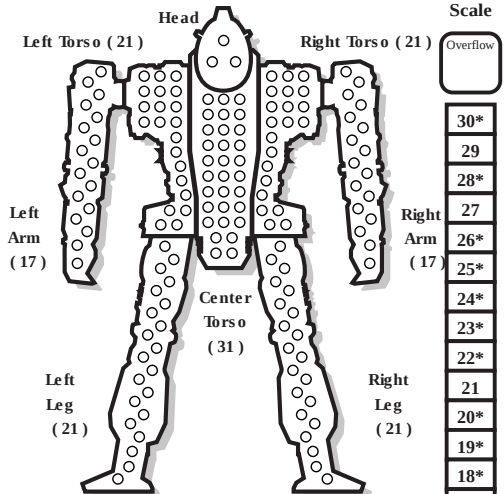
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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	○ ○ ○

Heat Scale

Overflow

30*
29
28*
27
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