

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### MECH DATA

Type: Kraken-XR

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 300 XL

Tonnage: 100

Tech Base: Clan

Rules Level: Advanced

Role: Sniper

### 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 |
|-----|----------------|-----|----|-------------|-----|-----|-----|-----|
| 2   | Rotary AC/2    | LA  | 1  | 2/Sht       | —   | 8   | 17  | 25  |
|     |                |     |    | [DB,R/C]    |     |     |     |     |
| 2   | Rotary AC/2    | RA  | 1  | 2/Sht       | —   | 8   | 17  | 25  |
|     |                |     |    | [DB,R/C]    |     |     |     |     |
| 1   | Streak LRM 10  | LT  | 4  | 1/Msl [M,C] | —   | 7   | 14  | 21  |
| 1   | ER Large Laser | LT  | 12 | 10 [DE]     | —   | 8   | 15  | 25  |
| 1   | Streak LRM 10  | RT  | 4  | 1/Msl [M,C] | —   | 7   | 14  | 21  |

Ammo: (RAC/2) 90, (Streak LRM 10) 24

BV: 2,894



### CRITICAL TABLE

#### Left Arm (CASE II)

- Shoulder
- Upper Arm Actuator
- Rotary AC/2
- Rotary AC/2
- Rotary AC/2
- Rotary AC/2

1-3

- Rotary AC/2
- Rotary AC/2
- Rotary AC/2
- Rotary AC/2
- Ammo (RAC/2) 45
- CASE II

4-6

#### Left Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- Laser Heat Sink
- Laser Heat Sink
- Laser Heat Sink
- Laser Heat Sink

1-3

- Streak LRM 10
- Streak LRM 10
- ER Large Laser
- Ammo (Streak LRM 10) 12
- CASE II
- Endo-Composite

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Reflective
- Reflective

#### Head

- Life Support
- Sensors
- Cockpit
- Endo-Composite
- Sensors
- Life Support

1-3

#### Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo-Composite
- Reflective

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



Damage Transfer Diagram

#### Right Arm (CASE II)

- Shoulder
- Upper Arm Actuator
- Rotary AC/2
- Rotary AC/2
- Rotary AC/2
- Rotary AC/2

1-3

- Rotary AC/2
- Rotary AC/2
- Rotary AC/2
- Rotary AC/2
- Ammo (RAC/2) 45
- CASE II

4-6

#### Right Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- Laser Heat Sink
- Laser Heat Sink
- Laser Heat Sink
- Laser Heat Sink

1-3

- Streak LRM 10
- Streak LRM 10
- Ammo (Streak LRM 10) 12
- CASE II
- Endo-Composite
- Roll Again

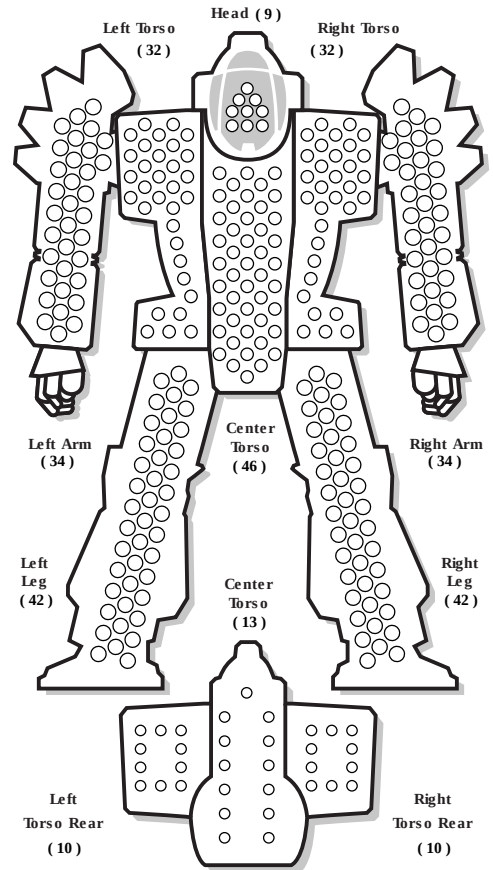
4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Reflective
- Reflective

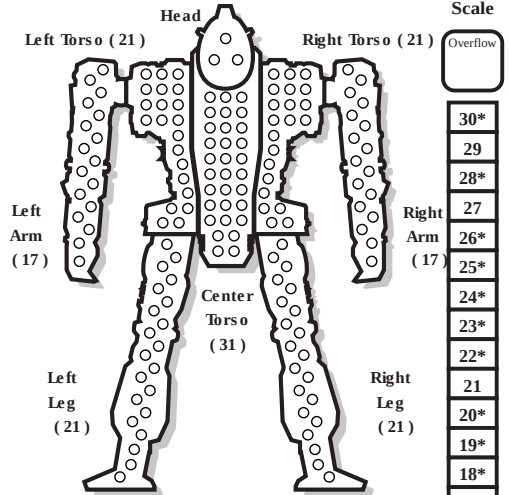
### ARMOR DIAGRAM

Reflective



### INTERNAL STRUCTURE DIAGRAM

Endo-Composite



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   |

### HEAT DATA

| Heat Level* | Effects                | Laser Heat Sinks: 16 (20) |
|-------------|------------------------|---------------------------|
| 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     | ○○○○                      |