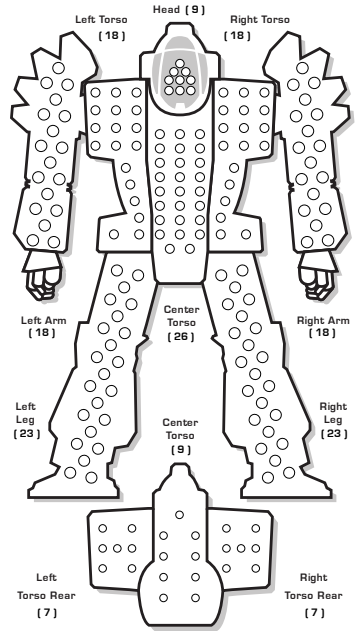


# BATTLETECH™

## BATTLEMECH RECORD SHEET

### ARMOR DIAGRAM



### 'MECH DATA

Type: Kintaro KTO-18P

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 55

Tech Base: Inner Sphere

Rules Level: Experimental

### 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

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	LA	4	2/Msl	-	3	6	9
				[M.C.S]				
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	LRM 5	LA	2	1/Msl	6	7	14	21
				[M.C.S]				
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	SRM 6	RT	4	2/Msl	-	3	6	9
				[M.C.S]				
1	SRM 6	CT	4	2/Msl	-	3	6	9
				[M.C.S]				

Total Heat [Dissipation]: 20 (14)

Ammo: [LRM 5] 24, [SRM 6] 45

BV: 1,219



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 6
- SRM 6

- Medium Laser
- LRM 5
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- Ammo [LRM 5] 24
- Ammo [SRM 6] 15
- Double Heat Sink [Freezers]
- Double Heat Sink [Freezers]
- Double Heat Sink [Freezers]
- Double Heat Sink [Freezers]

- Double Heat Sink [Freezers]
- Double Heat Sink [Freezers]
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- SRM 6
- SRM 6

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

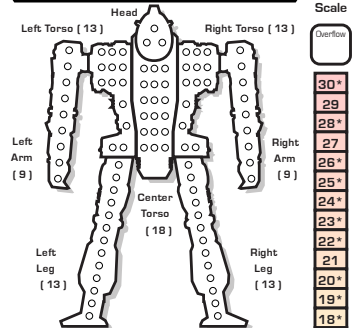
- SRM 6
- SRM 6
- Ammo [SRM 6] 15
- Ammo [SRM 6] 15
- Double Heat Sink [Freezers]
- Double Heat Sink [Freezers]

- Double Heat Sink [Freezers]
- Double Heat Sink [Freezers]
- Double Heat Sink [Freezers]
- Double Heat Sink [Freezers]
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

### INTERNAL STRUCTURE DIAGRAM



Heat Scale



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10 (14)
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	○