

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Mackie MSK-9HKR 'Kill-Roy's Little Buddy'

Movement Points: **Tonnage:** 100
Walking: 3 **Tech Base:** Inner Sphere
Running: 5 **Rules Level:** Standard
Jumping: 0 **Role:** Sniper
Engine Type: 300 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	PPC	LA	10	10 [DE]	3	6	12	18
1	LB 10-X AC	LT	2	10	—	6	12	18
				[DB,C/F/S]				
1	LB 10-X AC	RT	2	10	—	6	12	18
				[DB,C/F/S]				
2	Medium Laser	CT	3	5 [DE]	—	3	6	9

Ammo: (LB 10-X) 20, (LB 10-X Cluster) 20

BV: 2,162

WARRIOR DATA

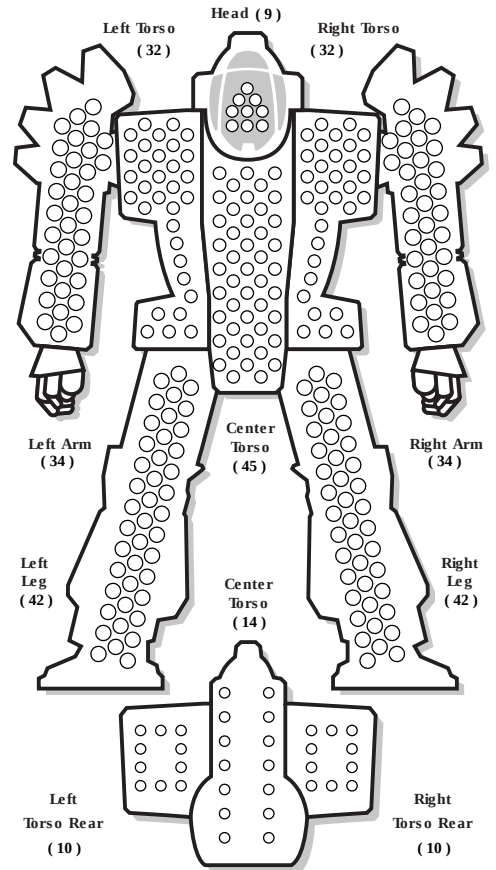
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

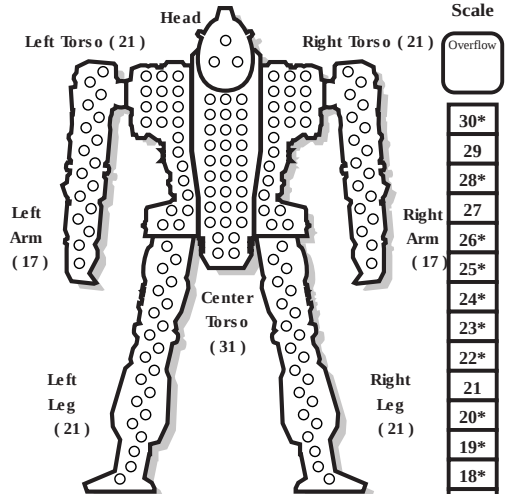
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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
- PPC
- PPC
- PPC

1-3

- PPC
- PPC
- PPC
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

- Ammo (LB 10-X) 10
- Ammo (LB 10-X Cluster) 10
- CASE
- Roll Again
- Roll Again
- Roll Again

4-6

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

1-3

Center Torso

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

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Medium Laser

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

Right Torso (CASE)

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

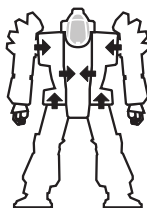
1-3

- Ammo (LB 10-X) 10
- Ammo (LB 10-X Cluster) 10
- CASE
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

4-6

Right Leg

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



Damage Transfer Diagram



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 13 (26)
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	○ ○ ○