

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Quickdraw QKD-9G

Movement Points:

Walking: 5

Running: 8 [13]

Jumping: 5

Engine Type: 300 Light

Tonnage: 60

Tech Base: Mixed

Rules Level: Standard

Role: Skirmisher

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
1	ER Medium Laser (IS)	LA	5	5 [DE]	—	4	8	12
1	ER Medium Laser (IS)	RA	5	5 [DE]	—	4	8	12
1	Streak SRM 6 (C)	LT	4	2/Msl [M,C]	—	4	8	12
1	Streak SRM 4 (C)	LT	3	2/Msl [M,C]	—	4	8	12
2	Medium Laser (R)	RT	3	5 [DE]	—	3	6	9
1	Targeting Computer (IS)	RT	—	[E]	—	—	—	—
1	Streak SRM 4 (C)	CT	3	2/Msl [M,C]	—	4	8	12

Ammo: (Streak SRM 4) 25, (Streak SRM 6) 15

BV: 2,224



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Endo Steel [Clan]

1-3

- Endo Steel [Clan]
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Torso (CASE II)

- Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- Jump Jet
- Streak SRM 6 [Clan]
- Streak SRM 6 [Clan]

1-3

- Streak SRM 4 [Clan]
- Ammo (Streak SRM 6) 15
- Ammo (Streak SRM 4) 25
- CASE II
- Endo Steel [Clan]
- Ferro-Fibrous

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel [Clan]
- Ferro-Fibrous

Head

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

1-3

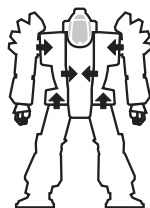
Center Torso

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

4-6

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- Streak SRM 4 [Clan]

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Endo Steel [Clan]

1-3

- Endo Steel [Clan]
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- Jump Jet
- Medium Laser (R)
- Medium Laser (R)

1-3

- MASC
- MASC
- MASC
- Targeting Computer
- Supercharger
- Ferro-Fibrous

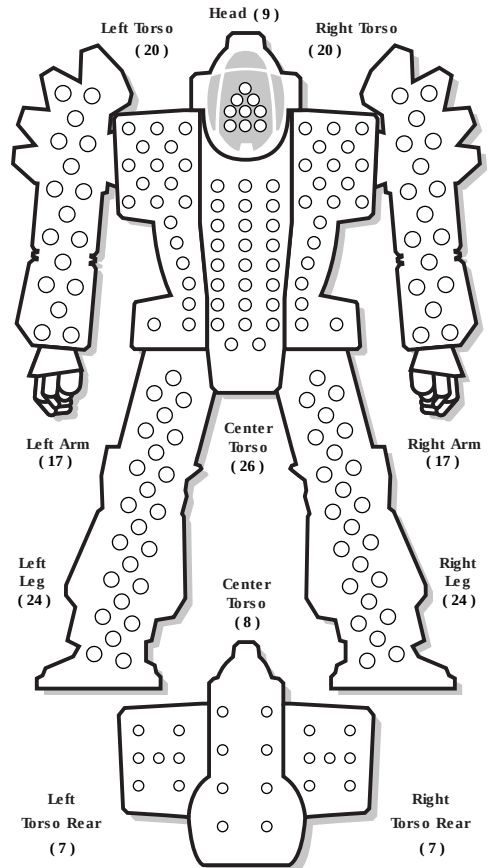
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel [Clan]
- Ferro-Fibrous

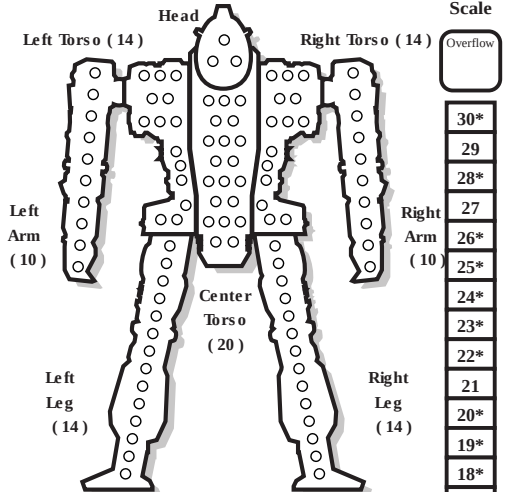
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 (24)
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
26*
25*
24*
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