BATTLETECH

BATTLEMECH RECORD SHEET

'MECH DATA

Type: No-Dachi NDA-2K

Movement Points:		**Tonnage:**	70
Walking:	5 [6]	**Tech Base:**	Inner Sphere
Running:	8 [9]	**Rules Level:**	Standard
Jumping:	0	**Role:**	Brawler
Engine Type:	350 XL		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19
2	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
1	Sword	RA	—	8	—	—	—	—
1	MRM 10	LT	4	1/Msl [M,C]	—	3	8	15
2	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	MRM 10	RT	4	1/Msl [M,C]	—	3	8	15
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	ECM Suite (Guardian)	CT	—	[E]	—	—	—	6
1	Small Laser	HD	1	3 [DE]	—	1	2	3

Ammo: (MRM 10) 96

BV: 1,739

WARRIOR DATA

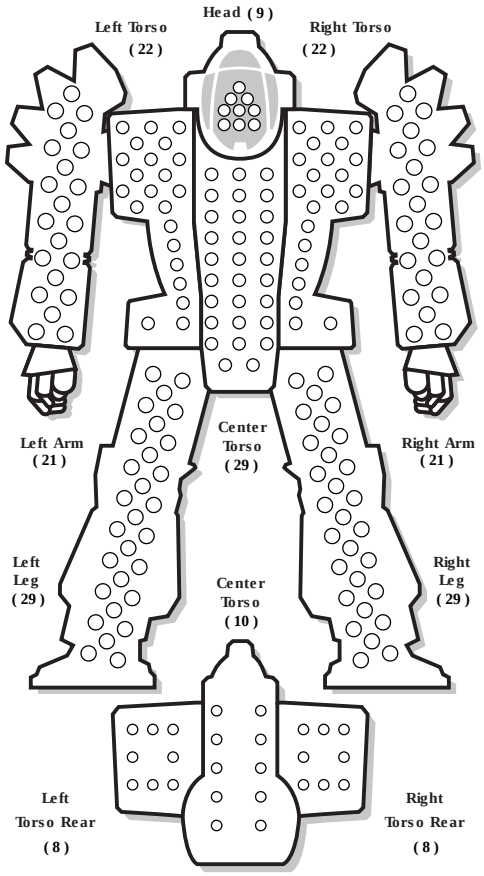
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

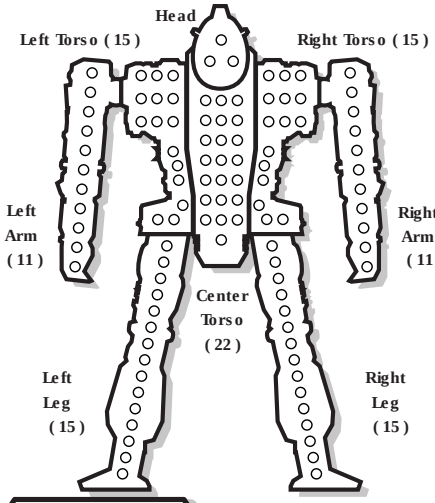
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

1-3
1. Shoulder
2. Upper Arm Actuator
3. ER Large Laser
4. ER Large Laser
5. Medium Pulse Laser
6. Medium Pulse Laser

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. MRM 10
5. MRM 10
6. Ammo (MRM 10) 24

4-6
1. Ammo (MRM 10) 24
2. Medium Pulse Laser
3. Medium Pulse Laser
4. Triple Strength Myomer
5. Triple Strength Myomer
6. Triple Strength Myomer

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

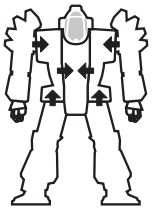
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ECM Suite (Guardian)
6. ECM Suite (Guardian)

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



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Sword
6. Sword

4-6
1. Sword
2. Sword
3. Sword
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. MRM 10
5. MRM 10
6. Ammo (MRM 10) 24

4-6
1. Ammo (MRM 10) 24
2. Medium Pulse Laser
3. Triple Strength Myomer
4. Triple Strength Myomer
5. Triple Strength Myomer
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

HEAT DATA

Double Heat Sinks: 11 (22)

Heat Level*	Effects	
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	

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