

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Koschei KSC-6L

Movement Points:

Walking: 5 [6]

Running: 8 [9]

Jumping: 0

Engine Type: 325 Light

Tonnage: 65

Tech Base: Inner Sphere

Rules Level: Advanced

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	Sniper Cannon	LA	10	10[DB,AE]	2	4	8	12
4	Medium Laser	RT	3	5[DE]	—	3	6	9
1	Targeting Computer	HD	—	[E]	—	—	—	—

Ammo: (Sniper Cannon) 20

BV: 1,465



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Sniper Cannon
- Sniper Cannon
- Sniper Cannon
- Sniper Cannon

1-3

Head

- Life Support
- Sensors
- Cockpit
- Targeting Computer
- Sensors
- Life Support

1-3

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

1-3

Center Torso

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

1-3

4-6

Left Torso (CASE II)

- Light Fusion Engine
- Light Fusion Engine
- Ammo (Sniper Cannon) 10
- Ammo (Sniper Cannon) 10
- CASE II
- Endo Steel

1-3

4-6

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Light Ferro-Fibrous
- Triple Strength Myomer

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



Damage Transfer Diagram

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Light Ferro-Fibrous

4-6

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Medium Laser
- Medium Laser
- Medium Laser
- Medium Laser

1-3

4-6

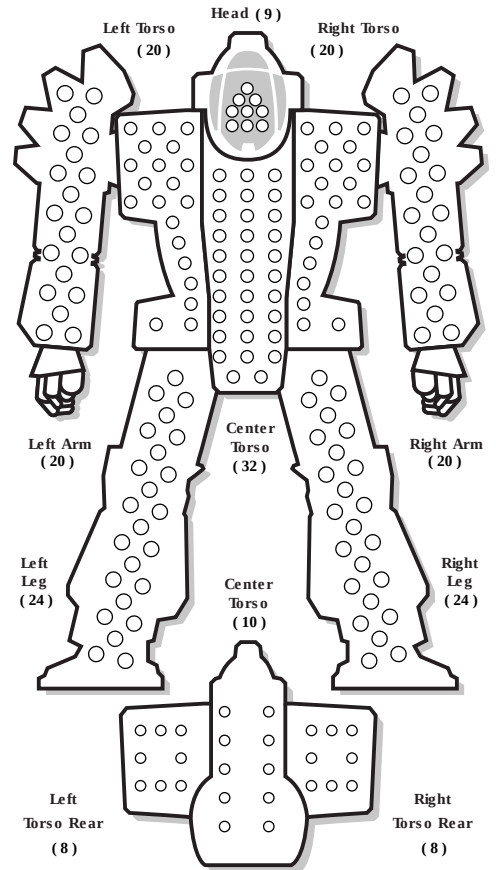
- Endo Steel
- Endo Steel
- Endo Steel
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Triple Strength Myomer

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Light Ferro-Fibrous

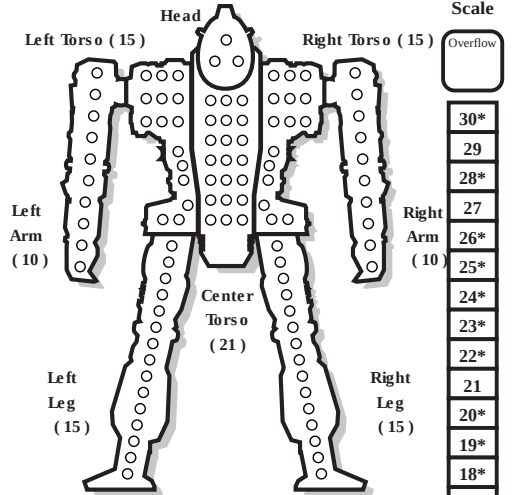
ARMOR DIAGRAM

Light 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*
23*
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20*
19*
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16
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