

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### MECH DATA

**Type:** Daikyu DAI-01 (Tabitha)

**Movement Points:** \_\_\_\_\_ **Tonnage:** 70  
**Walking:** 5 **Tech Base:** Mixed  
**Running:** 8 **Rules Level:** Standard  
**Jumping:** 0 **Role:** Sniper  
**Engine Type:** 350 XL

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	(hexes)
1	LB 5-X AC (IS)	LA	1	5 [DB,C/F/S]	3	7	14	23	
1	ER PPC (C)	LA	15	15 [DE]	—	7	14	23	
1	LB 5-X AC (IS)	RA	1	5 [DB,C/F/S]	3	7	14	21	
1	LRM 5	LT	2	1/Msl [M,C,S]	6	7	14	21	
1	Medium Laser	LT	3	5 [DE]	—	3	6	9	

Ammo: (LB 5-X) 40, (LB 5-X Cluster) 40, (LRM 5) 24

BV: 1,804



### WARRIOR DATA

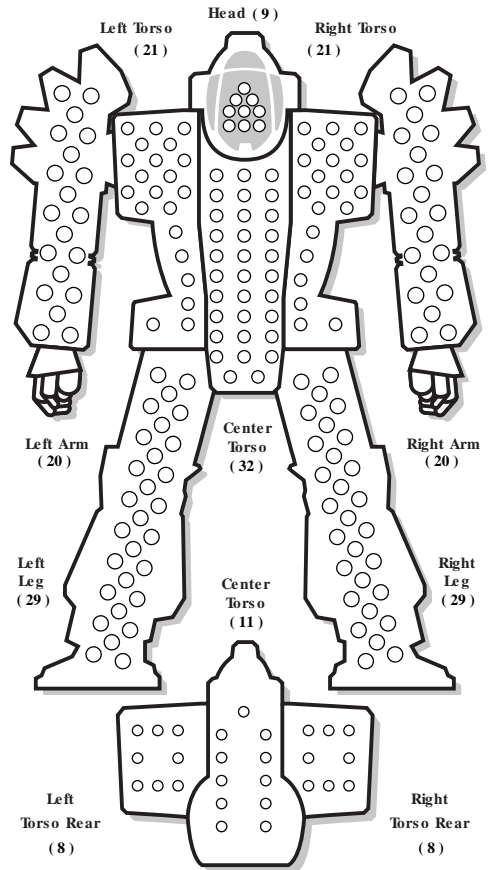
**Name:** \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Piloting Skill:** \_\_\_\_\_  
**Hits Taken**

1	2	3	4	5	6
3	5	7	10	11	Dead

**Consciousness #**

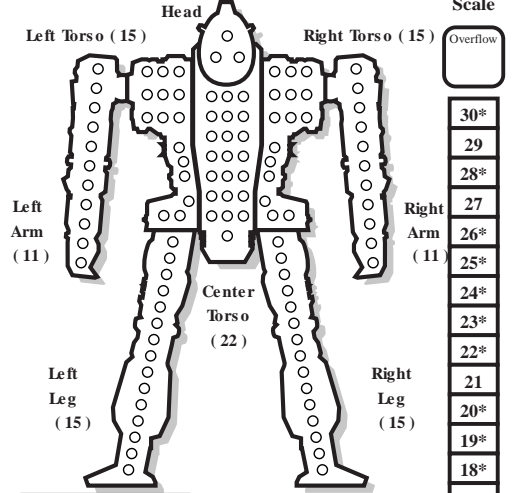
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



### CRITICAL TABLE

- #### Left Arm
- 1. Shoulder
  - 2. Upper Arm Actuator
  - 3. Lower Arm Actuator
  - 4. Hand Actuator
- 1-3**
- 5. LB 5-X AC
  - 6. LB 5-X AC
- 4-6**
- 1. LB 5-X AC
  - 2. LB 5-X AC
  - 3. LB 5-X AC
  - 4. ER PPC [Clan]
  - 5. ER PPC [Clan]
  - 6. Endo Steel

- #### Left Torso
- 1. XL Fusion Engine
  - 2. XL Fusion Engine
  - 3. XL Fusion Engine
  - 4. LRM 5
  - 5. Medium Laser
  - 6. Endo Steel
- 1-3**
- 1. Endo Steel
  - 2. Roll Again
  - 3. Roll Again
  - 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again
- 4-6**

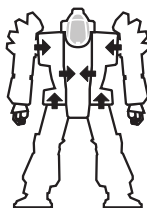
- #### Left Leg
- 1. Hip
  - 2. Upper Leg Actuator
  - 3. Lower Leg Actuator
  - 4. Foot Actuator
  - 5. Endo Steel
  - 6. Endo Steel

- #### Head
- 1. Life Support
  - 2. Sensors
  - 3. Cockpit
  - 4. Endo Steel
  - 5. Sensors
  - 6. Life Support

- #### Center Torso
- 1. XL Fusion Engine
  - 2. XL Fusion Engine
  - 3. XL Fusion Engine
  - 4. Gyro
  - 5. Gyro
  - 6. Gyro
- 1-3**
- 1. Gyro
  - 2. XL Fusion Engine
  - 3. XL Fusion Engine
  - 4. XL Fusion Engine
  - 5. Endo Steel
  - 6. Endo Steel
- 4-6**

- #### Right Torso (CASE)
- 1. XL Fusion Engine
  - 2. XL Fusion Engine
  - 3. XL Fusion Engine
  - 4. Ammo (LRM 5) 24
  - 5. Ammo (LB 5-X Cluster) 20
  - 6. Ammo (LB 5-X Cluster) 20
- 1-3**
- 1. Ammo (LB 5-X) 20
  - 2. Ammo (LB 5-X) 20
  - 3. CASE
  - 4. Endo Steel
  - 5. Endo Steel
  - 6. Roll Again
- 4-6**

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



Damage Transfer Diagram

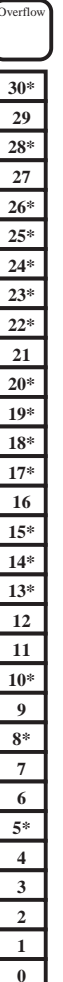
- #### Right Arm
- 1. Shoulder
  - 2. Upper Arm Actuator
  - 3. Lower Arm Actuator
  - 4. Hand Actuator
  - 5. LB 5-X AC
  - 6. LB 5-X AC
- 1-3**

- #### Center Torso
- 1. LB 5-X AC
  - 2. LB 5-X AC
  - 3. LB 5-X AC
  - 4. Endo Steel
  - 5. Endo Steel
  - 6. Roll Again
- 4-6**

- #### Right Torso (CASE)
- 1. XL Fusion Engine
  - 2. XL Fusion Engine
  - 3. XL Fusion Engine
  - 4. Ammo (LRM 5) 24
  - 5. Ammo (LB 5-X Cluster) 20
  - 6. Ammo (LB 5-X Cluster) 20
- 1-3**
- 1. Ammo (LB 5-X) 20
  - 2. Ammo (LB 5-X) 20
  - 3. CASE
  - 4. Endo Steel
  - 5. Endo Steel
  - 6. Roll Again
- 4-6**

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

#### Heat Scale



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 11 (22)
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	