

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Kraken (Bane) 7

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 300 XL

Tonnage: 100

Tech Base: Clan

Rules Level: Standard

Role: Sniper

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	HAG/40	LA	8	40 [C,F,X]	2	8	16	24
1	HAG/40	RA	8	40 [C,F,X]	2	8	16	24
1	Large Pulse Laser	RT	10	10 [P]	—	6	14	20
4	ER Medium Laser	RT	5	7 [DE]	—	5	10	15

Ammo: (HAG/40) 36

BV: 3,716



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- HAG/40
- HAG/40
- HAG/40
- HAG/40

1-3

Head

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

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- HAG/40
- HAG/40
- HAG/40
- HAG/40

1-3

Center Torso

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

1-3

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Ammo (HAG/40) 3
- Ammo (HAG/40) 3

1-3

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Large Pulse Laser
- Large Pulse Laser
- ER Medium Laser
- ER Medium Laser

1-3

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

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo-Composite
- Endo-Composite

4-6

Right Leg

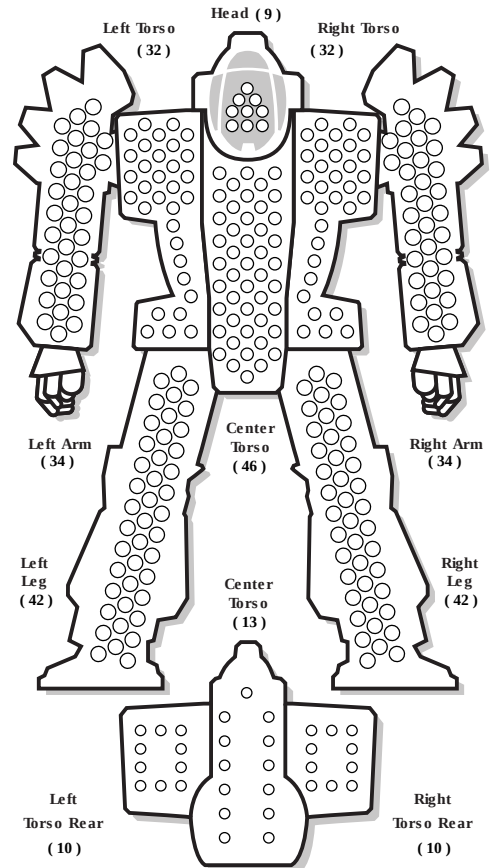
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo-Composite
- Endo-Composite



Damage Transfer Diagram

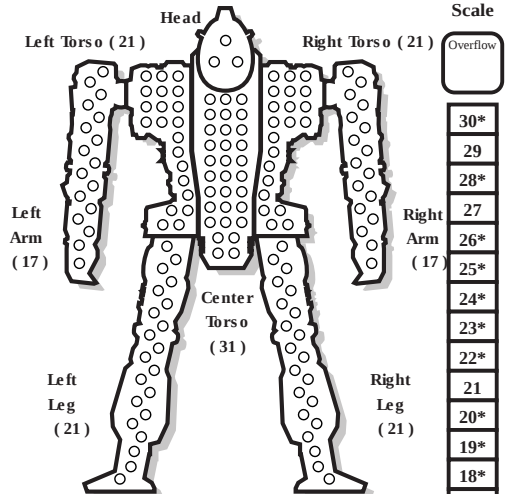
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo-Composite



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 14 (28)
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*
22*
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19*
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12
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4
3
2
1
0