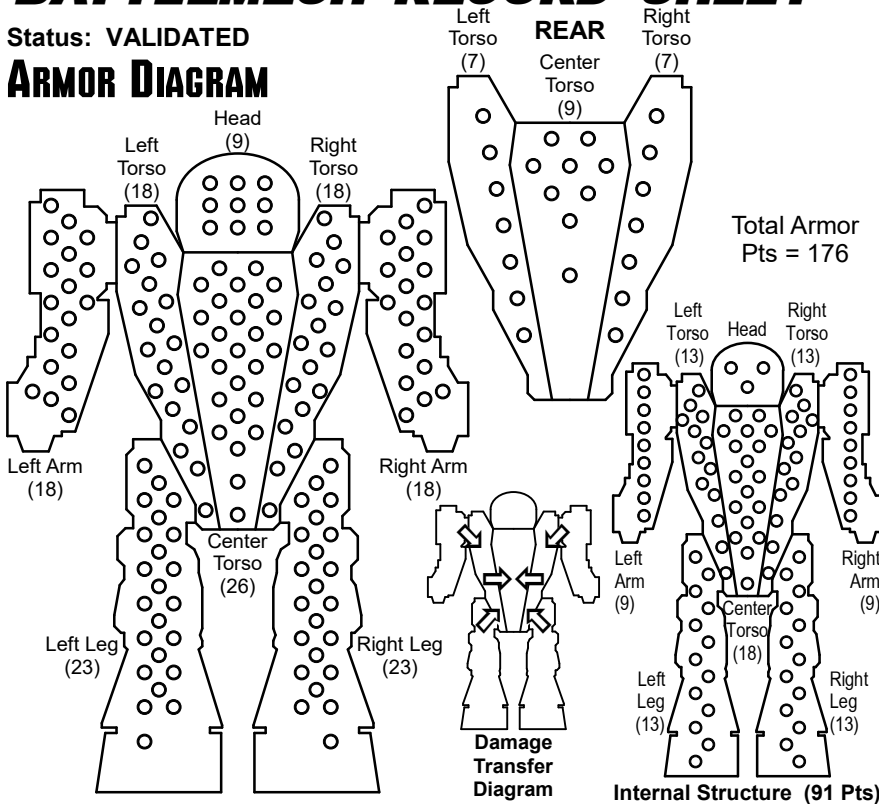


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



'MECH DATA

Type: **Kintaro KTO-18**

Mass: **55 tons**

Movement Points: Tech, Config. & Level:

Walking: **5** **Inner Sphere**
 Running: **8** **Biped 'Mech**
 Jumping: **0** **Level 1 / 3025**

Weapons Inventory: (hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|--------------|-----|----|-------|-----|-----|-----|-----|
| 1 | LRM 5 | LA | 2 | 1/hit | 6 | 7 | 14 | 21 |
| 1 | SRM 6 | RT | 4 | 2/hit | - | 3 | 6 | 9 |
| 1 | SRM 6 | LA | 4 | 2/hit | - | 3 | 6 | 9 |
| 1 | Medium Laser | LA | 3 | 5 | - | 3 | 6 | 9 |
| 1 | Medium Laser | RA | 3 | 5 | - | 3 | 6 | 9 |
| 1 | SRM 6 | CT | 4 | 2/hit | - | 3 | 6 | 9 |

Ammo Type: Rounds: BV2:

| | | |
|-------|----|----|
| LRM 5 | 24 | 11 |
| SRM 6 | 45 | 39 |

Total Heat Sinks: **10 Single**

oooooooooooo

Auto Eject: Weapon Heat:

Operational Disabled **(20)**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

| | |
|----|--------------------------------------|
| 30 | ** Avoid Inferno explosion on.. |
| 29 | Shutdown |
| 28 | Ammo Explosion, avoid on 8+ (** 12+) |
| 27 | |
| 26 | Shutdown, avoid on 10+ |
| 25 | -5 Movement Points |
| 24 | +4 Modifier to Fire |
| 23 | Ammo Explosion, avoid on 6+ (** 10+) |
| 22 | Shutdown, avoid on 8+ |
| 21 | |
| 20 | -4 Movement Points |
| 19 | Ammo Explosion, avoid on 4+ (** 8+) |
| 18 | Shutdown, avoid on 6+ |
| 17 | +3 Modifier to Fire |
| 16 | |
| 15 | -3 Movement Points |
| 14 | Shutdown, avoid on 4+ (** 6+) |
| 13 | +2 Modifier to Fire |
| 12 | |
| 11 | |
| 10 | -2 Movement Points (** 4+) |
| 9 | |
| 8 | +1 Modifier to Fire |
| 7 | |
| 6 | |
| 5 | -1 Movement Point |
| 4 | |
| 3 | |
| 2 | |
| 1 | |
| 0 | |

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 5
- SRM 6
- SRM 6
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Head

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

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- SRM 6
- SRM 6

Left Torso

- Ammo (LRM 5) 24
- Ammo (SRM 6) 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

| | |
|--------------|-----|
| Engine Hits | ○○○ |
| Gyro Hits | ○○ |
| Sensor Hits | ○○ |
| Life Support | ○ |

Battle Value: **1,187**

Weapon Value: **741 / 741**

Cost, C-Bills: **4,704,456**