

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Bakeneko BNK-1K**

Movement Points:                      Tonnage: 55  
 Walking: 6                                      Tech Base: Mixed Tech (IS)  
 Running: 9                                      (Advanced)  
 Jumping: 5                                      Era: Republic

### Weapons & Equipment Inventory      [hexes]

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	H	5	5	-	4	8	12
1	MML 3	RT	2	2/Sht	6	7	14	21
1	MML 3	LT	2	2/Sht	-	3	6	9
1	MML 3	LT	2	1/Sht	6	7	14	21
4	Light PPC	RA	5	5	3	6	12	18
4	PPC Capacitor	RA	5	+5				
1	Large Pulse Laser	LA	10	10	-	6	14	20

\* Clan Technology

Cost: 13,233,590

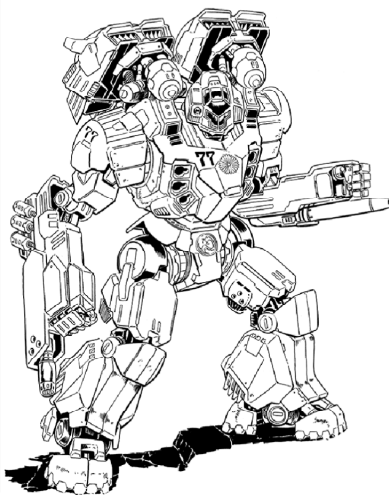
BV: 2,727

### WARRIOR DATA

Name: Mekslayer (Player 10)

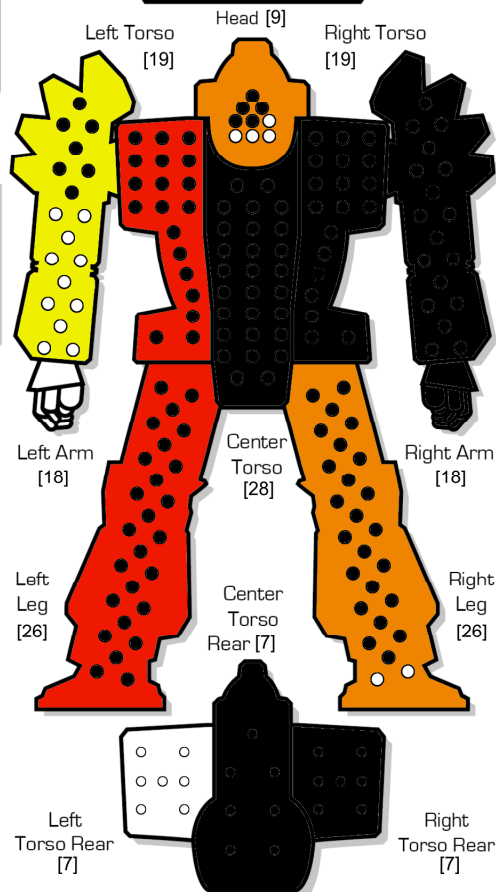
Gunnery Skill: 3      Piloting Skill: 4

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



Armor Factor = 184

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Pulse Laser \*
- Large Pulse Laser \*

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- XL Engine \*
- XL Engine \*
- Jump Jet
- MML 3
- MML 3
- Ammo (MML 3/LRM) 39

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

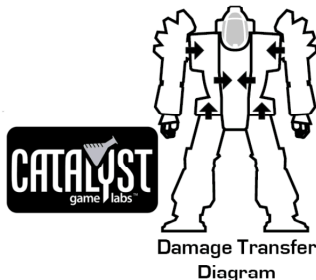
#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

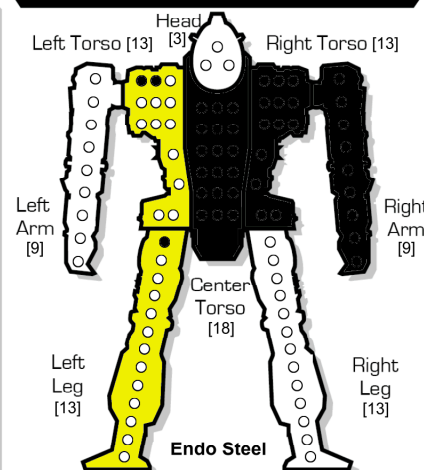
Engine Hits ●●●  
 Gyro Hits ●●  
 Sensor Hits ○○  
 Life Support ○



#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 [20] Double
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 0

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