ATTLETECH

BATTLEMECH RECORD SHEET

MECH DATA

Type: Catapult CPLT-C1

Movement	Points:	Tonnage: 65
Walking:	4	Tech Base: Inner Sphere
Running:	6	Rules Level: Introductory
lumning	1	Dolo: Miceila Boat

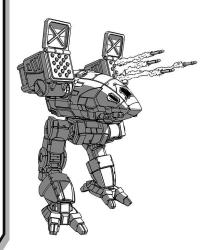
Weapons & Equipment Inventory (hexes)										
Qty	Туре	Loc	Ht	Dmg	Min	Sht	Med	Lng		
2	Medium Laser	CT	3	5 [DE]	_	3	6	9		
1	Medium Laser	RT	3	5 [DE]	_	3	6	9		
1	Medium Laser	LT	3	5 [DE]	_	3	6	9		
1	LRM 15	RA	5	1/Msl	6	7	14	21		
1	LRM 15	LA	5	[M,C,S] 1/Msl [M,C,S]	6	7	14	21		

Ammo: (LRM 15) 16

BV: 1,399

WARRIOR DATA

Name:								
Gunnery Skill:	l: Piloting Skill:							
Hits Taken	1	2	3	4	5	6		
Consciousness #	2	5	7	10	11	Dage		



Head (9) Right Torso [19] 00 0 0 0 0 00 0 000 0 000 000 00 000 00 0 0 0 000 000 0 0 0 00 0 0 .O C 00 0 0 0 0000 0 0 0 0 0 0 00 00 0 Õ 0 0 ŏ 0 \bigcirc 0 0 00 00 0 0 Left Arm Right Arm 00 Torso 0 0 [13] [13] [24] 0 0 00 0 0 0 0 0 0 0 0 Left Right Leg (18) 0 0 Leg (18) Center 0 0 0 0 (11) 0 0 0 00 0 0 000 000 0 0 0 0 0 0 0 0 000 000 Left Right 0 0 Torso Rear Torso Rear (8) (8)

ARMOR DIAGRAM

CRITICAL HIT TABLE

Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. LRM 15 1-3 4. LRM 15
 - 5.LRM 15

 - 6. Roll Again
 - 1. Roll Again 2. Roll Again
- **4-6 3**. Roll Again **4**. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Torso

- 1. Jump Jet
- 2. Jump Jet
- 1-3 3. Medium Laser 4. Ammo (LRM 15) 8
- - 5. Roll Again 6. Roll Again

 - 1. Roll Again
 - 2. Roll Again
- **4-6 3**. Roll Again **4**. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Leg

- 2. Upper Leg Actuator
- Lower Leg Actuator
- 4. Foot Actuator
- 5. Heat Sink
- 6. Heat Sink

Head

- 1. Life Support
- 3.
- 4. Heat Sink
- Sensors

- 2. Fusion Engine

- 4-6 3. Fusion Engine 4. Fusion Engine

 - 6. Medium Laser
 - Engine Hits 000 Gyro Hits OO Sensor Hits OO





Diagram

- 2. Sensors
- Cockpit
- Life Support

Center Torso

- 1. Fusion Engine
- 1-3 3. Fusion Engine 4. Gyro

 - 5. Gyro
 - 6. Gyro
 - 1. Gyro
 - 2. Fusion Engine

 - 5. Medium Laser



4-6

- 1. Hip
- Lower Leg Actuator
- Foot Actuator
- 6. Heat Sink

Right Arm 1. Shoulder

- 2. Upper Arm Actuator
- 3. LRM 15
- 1-3 4 LRM 15
 - 5.LRM 15
 - 6. Roll Again
 - 1. Roll Again
 - 2. Roll Again 3. Roll Again
- 4-6 4. Roll Again
 - Roll Again 5.

 - 6. Roll Again

Right Torso

- 1. Jump Jet
- 2. Jump Jet
- 3. Medium Laser 1-3
 - 4. Ammo (LRM 15) 8
 - 5. Roll Again 6. Roll Again

 - 1. Roll Again
 - Roll Again 2.
 - Roll Again
 - 4. Roll Again
 - 5. Roll Again 6. Roll Again

Right Leg

- 2. Upper Leg Actuator
- 5. Heat Sink

INTERNAL STRUCTURE DIAGRAM

Heat

Scale

14*

13*

12

11

10*

9

8*

7

6

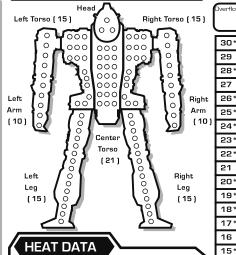
5*

4

3

2

1



HEAT DATA Heat Sinks Heat Level* Effects 15 30 Shutdown 28 Ammo Exp. avoid on 8+ 26 Shutdown, avoid on 10+ 000000000 25 -5 Movement Points 24 +4 Modifer to Fire Ammo Exp. avoid on 6+ 23 Shutdown, avoid on 8+ -4 Movement Points Ammo Exp. avoid on 4+ 18 Shutdown, avoid on 6+ +3 Modifer to Fire 17 -3 Movement Points 15 Shutdown, avoid on 44 14

+2 Modifer to Fire

+1 Modifer to Fire

-2 Movement Points

-1 Movement Points

13

10

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