

BATTLETECH

BATTLEMECH RECORD SHEET

MECH DATA

Type: Catapult CPLT-J

Movement Points:

Walking: 5

Running: 8

Jumping: 2

Tonnage: 65

Tech Base: Inner Sphere

Rules Level: Standard

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)	Min	Sht	Med	Lng
2	Small Laser	CT	1	3 [DE]	—	1	2	3	
1	Medium Laser	RT	3	5 [DE]	—	3	6	9	
1	Medium Laser	LT	3	5 [DE]	—	3	6	9	
1	Large Laser	RA	8	8 [DE]	—	5	10	15	
1	Large Laser	LA	8	8 [DE]	—	5	10	15	

Cost: 6,334,900 C-bills

BV: 1501

WARRIOR DATA

Name: _____

Gunnery Skill: _____

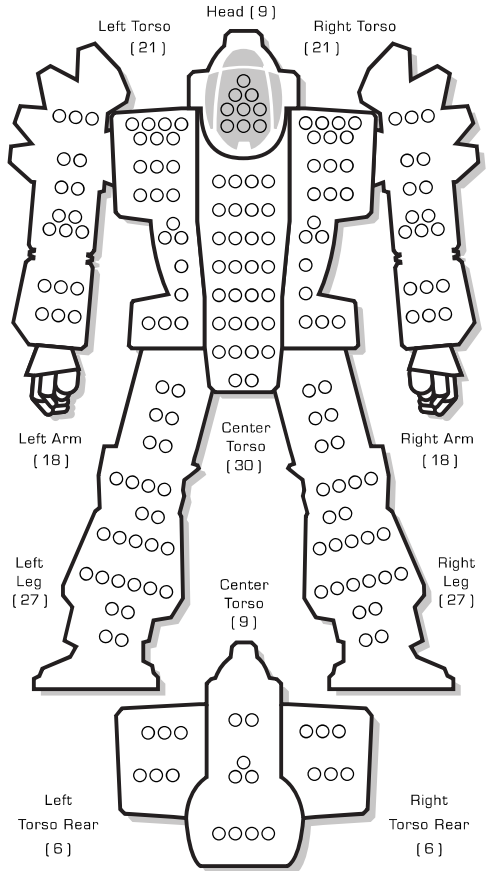
Piloting Skill: _____

Hits Taken
Consciousness #

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Large Laser
- Large Laser
- Double Heat Sink
- Double Heat Sink

1-3

Center Torso

- Double Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Medium Laser
- Jump Jet
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

1-3

Right Torso

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

4-6

Left Leg

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

Head

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

1-3

Right Arm

- Shoulder
- Upper Arm Actuator
- Large Laser
- Large Laser
- Roll Again
- Roll Again

1-3

Center Torso

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Medium Laser
- Jump Jet
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

1-3

Left Leg

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

4-6

Right Leg

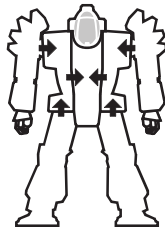
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Engine Hits ○○○○

Gyro Hits ○○

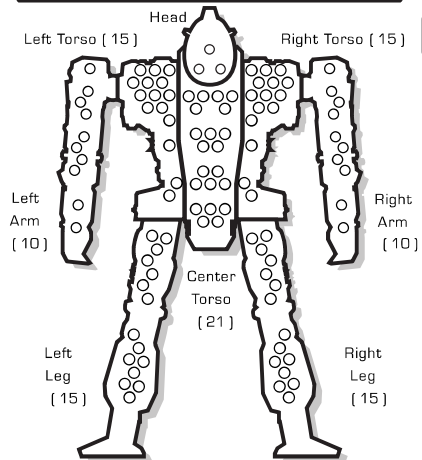
Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



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*
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