

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Shadow Cat A

Movement Points: Tonnage: 45
Walking: 6 Tech Base: Clan
Running: 9 (12) 3003
Jumping: 6 F/X-F-E-D

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MASC	CT	-	-	-	-	-	-
1	Streak SRM-6	RT	4	2/m	-	4	8	12
				[M, C/C2/6]				
1	Active Probe	LT	0	[E]	-	-	-	5
1	ER Large Laser	RA	12	10 [DE]	-	8	15	25
1	ER Large Laser	LA	12	10 [DE]	-	8	15	25

Ammunition Type	Rounds
Streak SRM-6	30

Cost: 11,843,781 C-Bills
+108,000 (ammo)

BV: 3,197 (Base: 2,220)
Weapon Heat (28)
Dissipation (26)

WARRIOR DATA

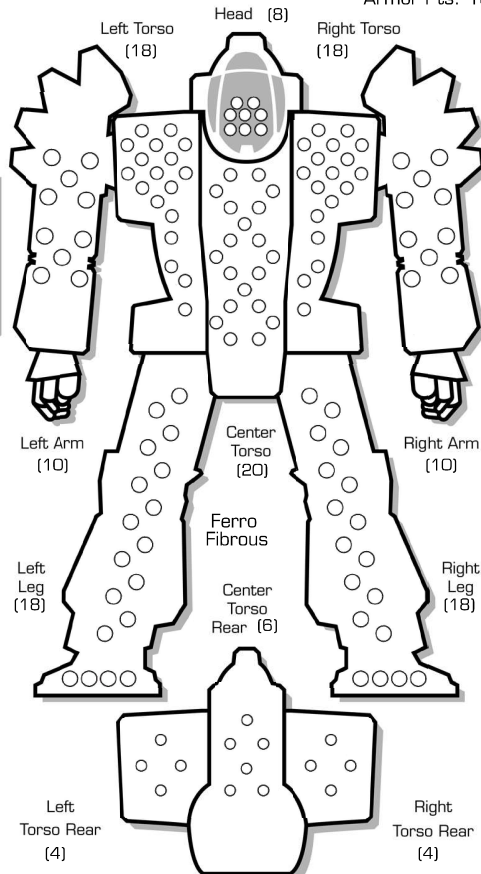
Name:

Gunnery Skill: 3 Piloting Skill: 3

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

ARMOR DIAGRAM

Armor Pts: 134



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. ER Large Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Endo-Steel
6. Endo-Steel

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Double Heat Sink
5. Double Heat Sink
6. Active Probe

1. Roll Again
2. Roll Again
3. Endo-Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

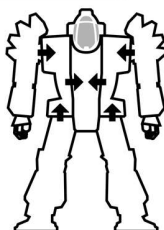
1. Life Support
2. Sensors
3. Cockpit
4. Endo-Steel
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. MASC
6. MASC

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



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. ER Large Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Endo-Steel
6. Endo-Steel

Right Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Streak SRM-6
5. Streak SRM-6
6. @Streak SRM 6 (15)

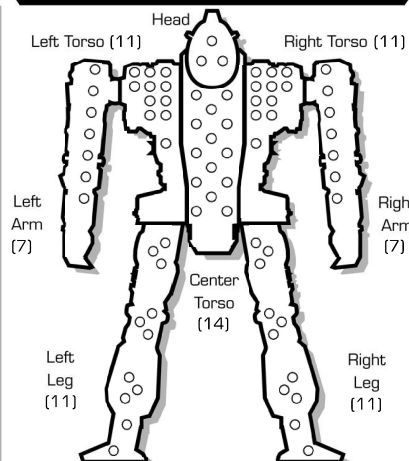
1. @Streak SRM 6 (15)
2. Endo-Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM

Heat Scale



HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (26) 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
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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Vulture (Mad Dog) B

Movement Points: Tonnage: 60
Walking: 5 Tech Base: Clan
Running: 8 2963
Jumping: 0 F/X-E-E-D

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Streak SRM-6	RT	4	2/m	-	4	8	12
[M, C/C2/6]								
1	LRM-20	LT	6	1/m	-	7	14	21
w/Artemis IV FCS [M, C/S/C5/20]								
3	Medium Pulse Laser	RA	4	7 [P]	-	4	8	12
2	ER Large Laser	LA	12	10 [DE]	-	8	15	25
Ammunition Type			Rounds					
Streak SRM-6			15					
LRM-20 (Artemis)			6					

Cost: 15,591,200 C-Bills
+114,000 (ammo)

BV: 3,517 (Base: 2,284)
Weapon Heat (50)
Dissipation (24)

WARRIOR DATA

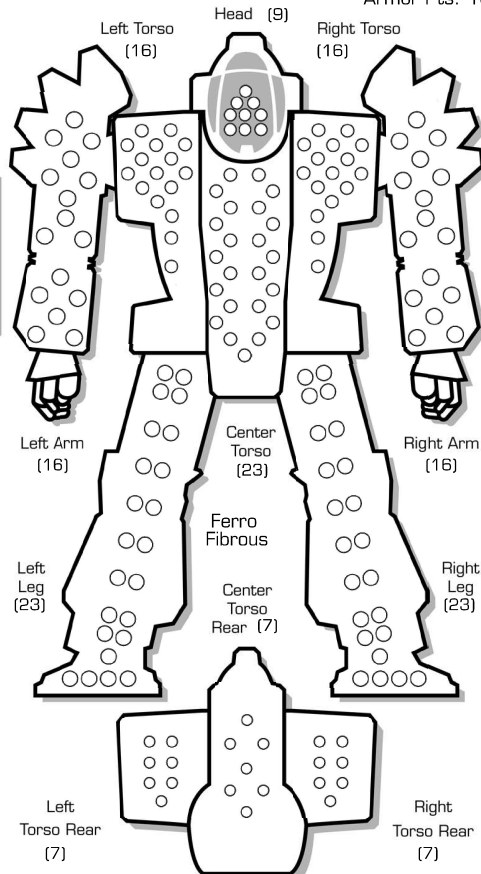
Name:

Gunnery Skill: 2 Piloting Skill: 4

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

ARMOR DIAGRAM

Armor Pts: 163



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser
6. ER Large Laser

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Ferro-Fibrous

4-6

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. LRM-20
4. LRM-20
5. LRM-20
6. LRM-20

1-3

1. Artemis IV FCS
2. @LRM 20 Artemis (6)
3. Roll Again
4. Roll Again
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

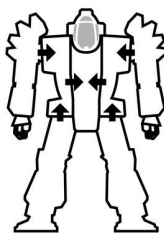
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
6. Roll Again

4-6

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



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. Medium Pulse Laser

1-3

1. Medium Pulse Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Ferro-Fibrous

4-6

Right Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. Streak SRM-6
4. Streak SRM-6
5. Streak SRM-6
6. Streak SRM-6

1-3

1. @Streak SRM 6 (15)
2. Roll Again
3. Roll Again
4. Roll Again
5. Ferro-Fibrous
6. Ferro-Fibrous

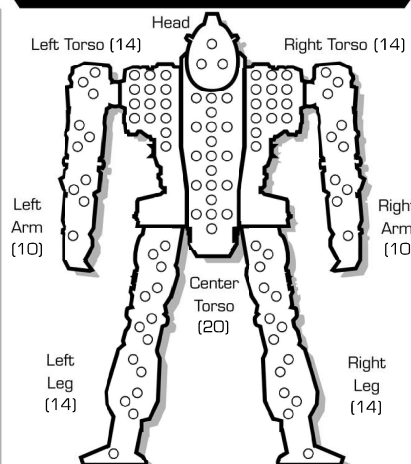
4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM

Heat Scale



HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) 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
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