

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Catapult CPLT-C1

Movement Points: Tonnage: 65
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 2561
 Jumping: 4 D/C-E-D-D

Weapons & Equipment Inventory (hexes)

Qty	Type	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/m	6	7	14	21
1	LRM-15	LA	5	1/m	6	7	14	21

Ammunition Type	Rounds
LRM-15	16

Cost: 5,691,125 C-Bills +60,000 (ammo)
 BV: 1,847 (Base: 1,399)
 Weapon Heat (22)
 Dissipation (15)

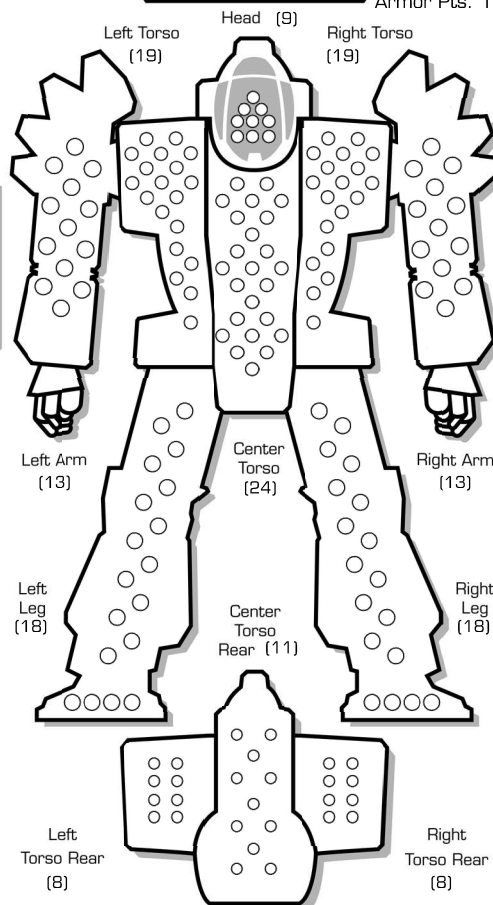
WARRIOR DATA

Name:
 Gunnery Skill: 3 Piloting Skill: 4
 Hits Taken
 Consciousness#

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

ARMOR DIAGRAM

Armor Pts: 160



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 LRM-15
- 1-3 LRM-15
- 1-3 LRM-15
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Left Torso

- Jump Jet
- Jump Jet
- 3 Medium Laser
- 1-3 @LRM 15 (8)
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

Center Torso

- 1-3 Fusion Engine
- 1-3 Fusion Engine
- 1-3 Fusion Engine
- 4-6 Gyro
- 4-6 Gyro
- 4-6 Gyro

- 1-3 Gyro
- 1-3 Fusion Engine
- 1-3 Fusion Engine
- 4-6 Fusion Engine
- 4-6 Medium Laser
- 4-6 Medium Laser

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

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 LRM-15
- 1-3 LRM-15
- 1-3 LRM-15
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

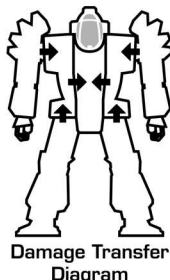
Right Torso

- Jump Jet
- Jump Jet
- 3 Medium Laser
- 1-3 @LRM 15 (8)
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

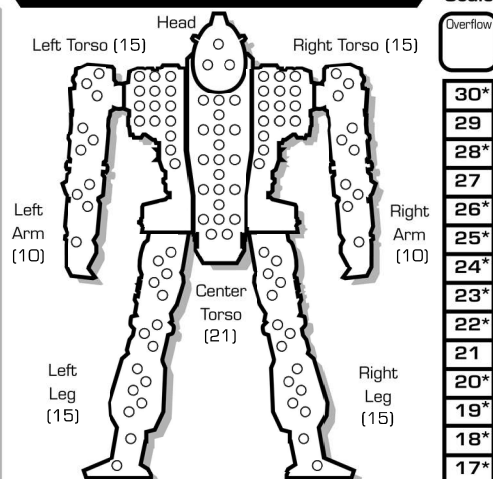
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink



INTERNAL STRUCTURE DIAGRAM

Heat Scale



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	15 Single
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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Battlemaster BLR-1G

Movement Points: Tonnage: 85
Walking: 4 Tech Base: Inner Sphere
Running: 6 2633
Jumping: 0 D/C-E-D-D

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	(R) Medium Laser	RT	3	5 [DE]	-	3	6	9
1	SRM-6	LT	4	2/m	-	3	6	9
2	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	(R) Medium Laser	LT	3	5 [DE]	-	3	6	9
1	PPC	RA	10	10 [DE]	3	6	12	18
2	Machine Gun	LA	0	2	-	1	2	3

Ammunition Type	Rounds
MG	200
SRM-6	30

Cost: 8,399,493 C-Bills
+55,000 (ammo)
BV: 2,005 (Base: 1,519)
Weapon Heat (32)
Dissipation (18)

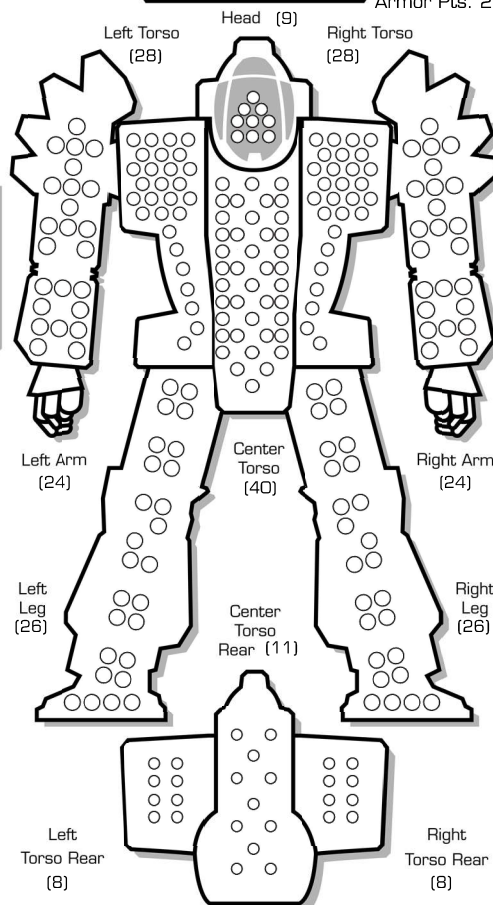
WARRIOR DATA

Name:
Gunnery Skill: 3 Piloting Skill: 4
Hits Taken
Consciousness#

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

ARMOR DIAGRAM

Armor Pts: 232



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Machine Gun
- Machine Gun

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

Left Torso

- SRM-6
- SRM-6
- Medium Laser
- Medium Laser
- (R) Medium Laser
- @MG (200)

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

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

Head

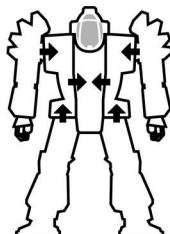
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Roll Again
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- PPC
- PPC

- PPC
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- Heat Sink
- Medium Laser
- Medium Laser
- (R) Medium Laser
- Roll Again
- Roll Again

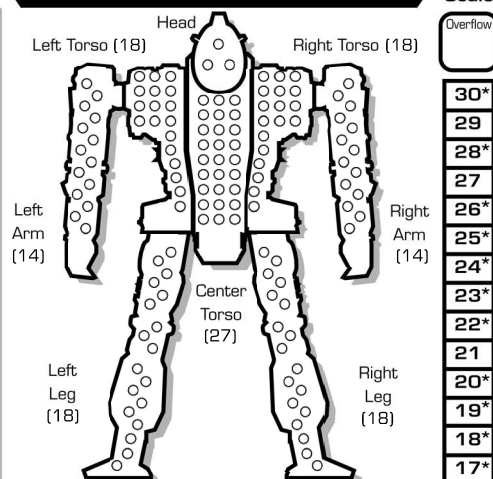
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

INTERNAL STRUCTURE DIAGRAM

Heat Scale



HEAT DATA

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20	-4 Movement Points	
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17	+3 Modifier to Fire	
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
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5	-1 Movement Points	

Heat Scale
Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
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1
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