

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Catapult CPLT-C4

Movement Points: **Tonnage:** 65
Walking: 4 **Tech Base:** Inner Sphere
Running: 6 **Rules Level:** Introductory
Jumping: 4 **Role:** Missile Boat
Engine Type: 260 Fusion

Weapons & Equipment Inventory		(hexes)						
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	LA	6	1/Msl [M,C,S]	6	7	14	21
1	LRM 20	RA	6	1/Msl [M,C,S]	6	7	14	21
2	Small Laser	CT	1	3 [DE]	—	1	2	3

Ammo: (LRM 20) 24

BV: 1,358

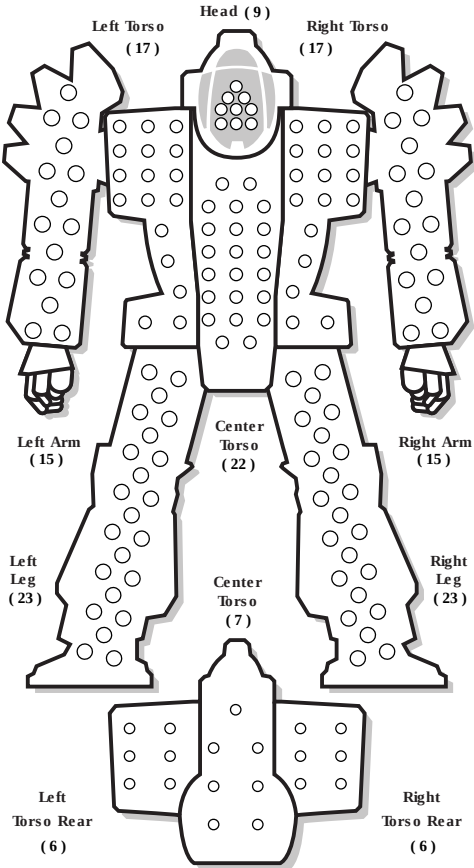
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

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

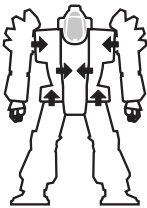
ARMOR DIAGRAM

Standard Armor



CRITICAL TABLE

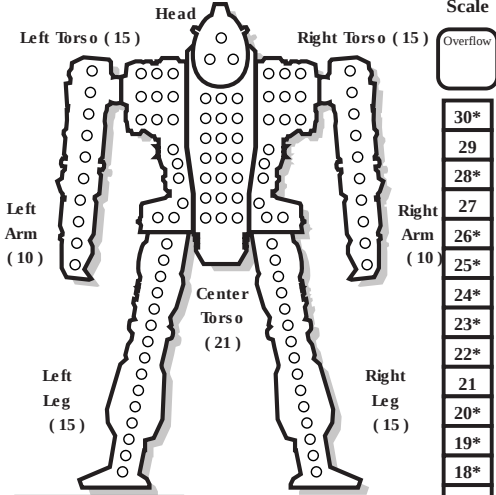
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. LRM 20		3. Cockpit		3. LRM 20
	4. LRM 20		4. Roll Again		4. LRM 20
	5. LRM 20		5. Sensors		5. LRM 20
	6. LRM 20		6. Life Support		6. LRM 20
Center Torso		Left Torso		Right Torso	
4-6	1. LRM 20	1-3	1. Gyro	1-3	1. LRM 20
	2. Roll Again		2. Fusion Engine		2. Roll Again
	3. Roll Again		3. Fusion Engine		3. Roll Again
	4. Roll Again		4. Gyro		4. Roll Again
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Gyro		6. Roll Again
4-6	1. Gyro	1-3	1. Jump Jet	1-3	1. Jump Jet
	2. Fusion Engine		2. Jump Jet		2. Jump Jet
	3. Fusion Engine		3. Ammo (LRM 20) 6		3. Ammo (LRM 20) 6
	4. Fusion Engine		4. Ammo (LRM 20) 6		4. Ammo (LRM 20) 6
	5. Small Laser		5. Roll Again		5. Roll Again
	6. Small Laser		6. Roll Again		6. Roll Again
Left Leg		Engine Hits		Right Leg	
4-6	1. Hip	4-6	Gyro Hits	4-6	1. Hip
	2. Upper Leg Actuator		Sensor Hits		2. Upper Leg Actuator
	3. Lower Leg Actuator		Life Support		3. Lower Leg Actuator
	4. Foot Actuator				4. Foot Actuator
	5. Roll Again				5. Roll Again
	6. Roll Again				6. Roll Again



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
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