

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Trebuchet TBT-7M

Movement Points: **Tonnage:** 50
Walking: 5 **Tech Base:** Inner Sphere
Running: 8 **Rules Level:** Standard
Jumping: 5 **Role:** Missile Boat
Engine Type: 250 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LA	5	1/Msl [M,C,S]	6	7	14	21
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Narc	LT	—	[M]	—	3	6	9
1	LRM 15	RT	5	1/Msl [M,C,S]	6	7	14	21

Ammo: (LRM 15 Narc) 16, (Narc) 12

BV: 1,348



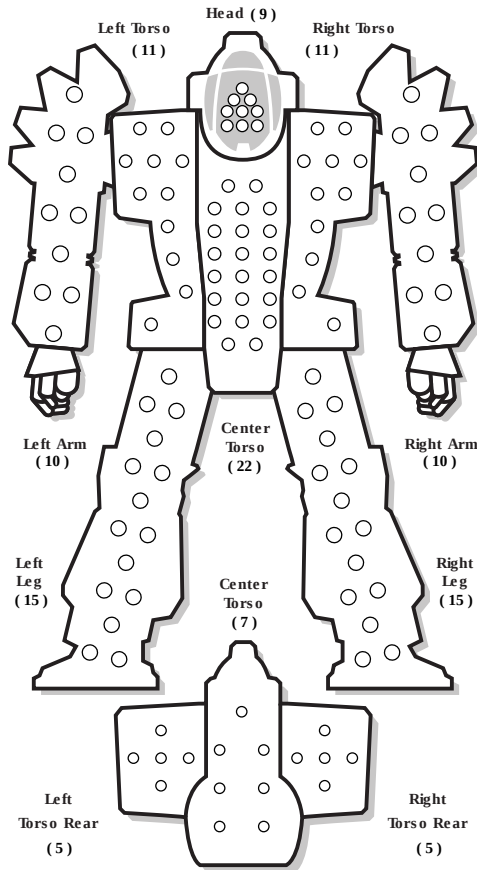
WARRIOR DATA

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

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

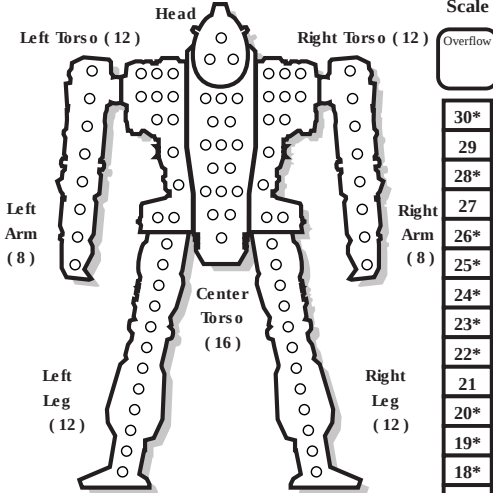
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



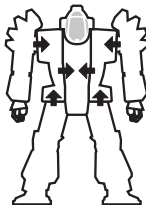
Heat Scale

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

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. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. Roll Again		4. Medium Laser
	5. LRM 15		5. Sensors		5. Medium Laser
	6. LRM 15		6. Life Support		6. Endo Steel
Center Torso		Right Torso		Endo Steel	
4-6	1. LRM 15	1-3	1. XL Fusion Engine	4-6	1. Endo Steel
	2. Medium Laser		2. XL Fusion Engine		2. Endo Steel
	3. Endo Steel		3. XL Fusion Engine		3. Endo Steel
	4. Endo Steel		4. Gyro		4. Roll Again
	5. Endo Steel		5. Gyro		5. Roll Again
	6. Endo Steel		6. Gyro		6. Roll Again
Left Torso (CASE)		Right Torso (CASE)		Heat Data	
1-3	1. XL Fusion Engine	1-3	1. Gyro	1-3	Heat Level*
	2. XL Fusion Engine		2. XL Fusion Engine		Effects
	3. XL Fusion Engine		3. XL Fusion Engine		Double Heat Sinks:
	4. Narc		4. XL Fusion Engine		10 (20)
	5. Narc		5. Jump Jet		
	6. Ammo (LRM 15 Narc) 8		6. Roll Again		
Left Leg		Engine Hits		Effects	
4-6	1. Hip	4-6	Gyro Hits	4-6	30 Shutdown
	2. Upper Leg Actuator		Sensor Hits		28 Ammo Exp, avoid on 8+
	3. Lower Leg Actuator		Life Support		26 Shutdown, avoid on 10+
	4. Foot Actuator				25 -5 Movement Points
	5. Jump Jet				24 +4 Modifier to Fire
	6. Jump Jet				23 Ammo Exp, avoid on 6+
Right Leg		Gyro Hits		Effects	
4-6	1. Hip	4-6	Sensor Hits	4-6	22 Shutdown, avoid on 8+
	2. Upper Leg Actuator		Life Support		20 -4 Movement Points
	3. Lower Leg Actuator				19 Ammo Exp, avoid on 4+
	4. Foot Actuator				18 Shutdown, avoid on 6+
	5. Jump Jet				17 +3 Modifier to Fire
	6. Jump Jet				15 -3 Movement Points



Damage Transfer Diagram