

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Trebuchet TBT-8B
Movement Points: Tonnage: 50
Walking: 6 Tech Base: Inner Sphere
Running: 9 Rules Level: Standard
Jumping: 5 Role: Missile Boat
Engine Type: 300 XL

Weapons & Equipment Inventory		(hexes)						
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	MML 5	LA	3	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
4	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
2	MML 5	RT	3	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9

Ammo: (MML 5/LRM) 48, (MML 5/SRM) 20

BV: 1,314

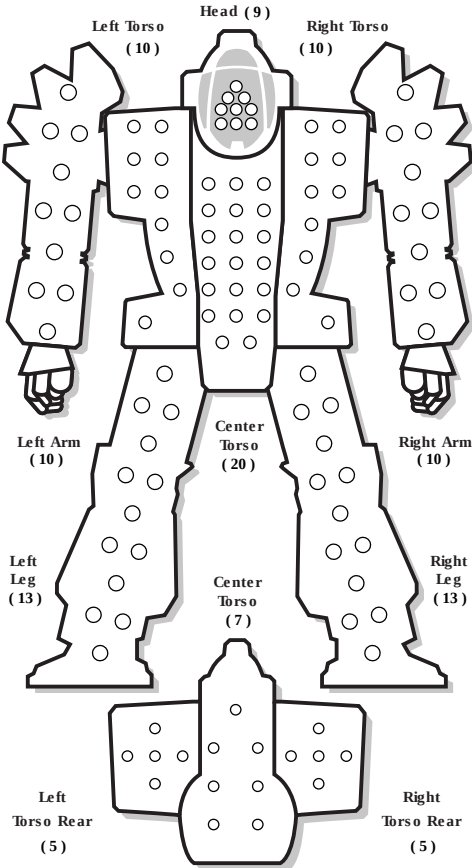
WARRIOR DATA

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

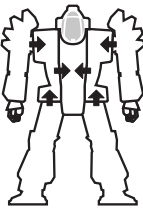
- Left Arm**
- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - MML 5
 - MML 5
- 4-6
- MML 5
 - MML 5
 - MML 5
 - MML 5
 - Endo Steel
 - Endo Steel
- Left Torso (CASE)**
- 1-3
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Ammo (MML 5/LRM) 24
 - Ammo (MML 5/LRM) 24
 - Ammo (MML 5/SRM) 20
- 4-6
- CASE
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Endo Steel
 - Sensors
 - Life Support
- Center Torso**
- 1-3
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 4-6
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Endo Steel

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

- Right Arm**
- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - ER Medium Laser
 - ER Medium Laser
 - ER Medium Laser
- 4-6
- ER Medium Laser
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- Right Torso**
- 1-3
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 4-6
- MML 5
 - MML 5
 - MML 5
 - MML 5
 - MML 5
 - MML 5

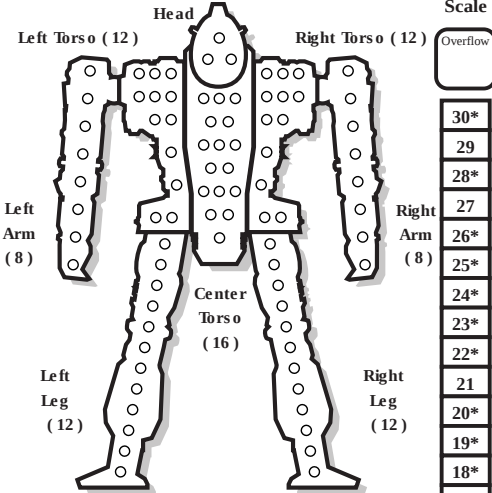
- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
 - Jump Jet



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 13 (26)
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