

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Trebuchet TBT-9K
Movement Points: Tonnage: 50
Walking: 5 Tech Base: Inner Sphere
Running: 8 Rules Level: Standard
Jumping: 5 Role: Striker
Engine Type: 250 XL

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MRM 20	LA	6	1/Msl [M,C]	—	3	8	15
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
2	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	C3 Computer (Slave)	LT	—	[E]	—	—	—	—
1	MRM 20	RT	6	1/Msl [M,C]	—	3	8	15

Ammo: (MRM 20) 36

BV: 1,329



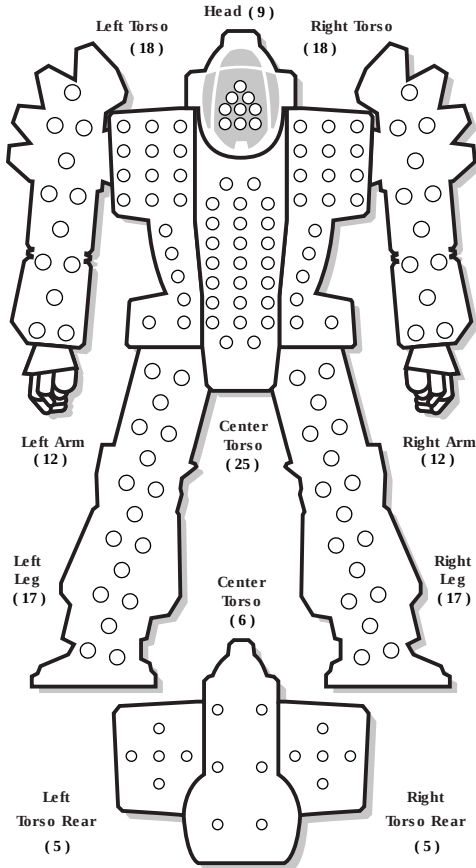
WARRIOR DATA

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

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

ARMOR DIAGRAM

Standard Armor

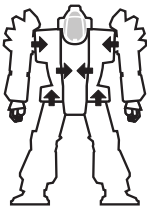


CRITICAL TABLE

- Left Arm**
- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Lower Arm Actuator
 - 4. Hand Actuator
 - 5. MRM 20
 - 6. MRM 20
- Center Torso**
- 1. MRM 20
 - 2. Medium Laser
 - 3. Endo Steel
 - 4. Endo Steel
 - 5. Endo Steel
 - 6. Endo Steel
- Left Torso (CASE)**
- 1. XL Fusion Engine
 - 2. XL Fusion Engine
 - 3. XL Fusion Engine
 - 4. Ammo (MRM 20) 12
 - 5. Ammo (MRM 20) 12
 - 6. Ammo (MRM 20) 12
- Right Torso**
- 1. XL Fusion Engine
 - 2. XL Fusion Engine
 - 3. XL Fusion Engine
 - 4. Ammo (MRM 20) 12
 - 5. Ammo (MRM 20) 12
 - 6. Ammo (MRM 20) 12
- Left Leg**
- 1. Hip
 - 2. Upper Leg Actuator
 - 3. Lower Leg Actuator
 - 4. Foot Actuator
 - 5. Jump Jet
 - 6. Jump Jet
- Right 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. Roll Again
 - 5. Sensors
 - 6. Life Support
- Right Arm**
- 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Lower Arm Actuator
 - 4. Medium Pulse Laser
 - 5. Medium Pulse Laser
 - 6. Endo Steel
- Center Torso**
- 1. XL Fusion Engine
 - 2. XL Fusion Engine
 - 3. XL Fusion Engine
 - 4. Gyro
 - 5. Gyro
 - 6. Gyro
- Right Torso**
- 1. XL Fusion Engine
 - 2. XL Fusion Engine
 - 3. XL Fusion Engine
 - 4. MRM 20
 - 5. MRM 20
 - 6. MRM 20

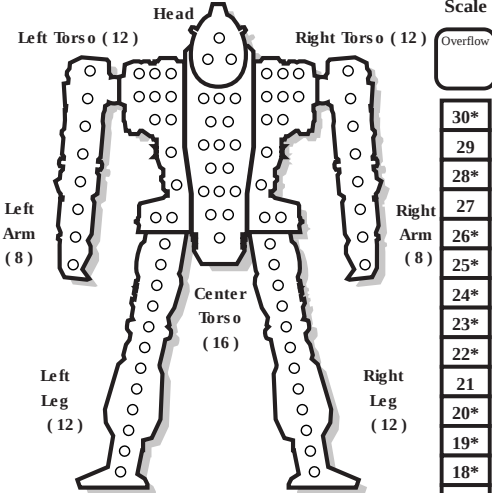
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects
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

Double Heat Sinks:
10 (20)

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