

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### MECH DATA

Type: Cestus CTS-7A

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 260 XL

Tonnage: 65

Tech Base: Inner Sphere

Rules Level: Standard

Role: Brawler

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

|                 |   |   |   |    |    |      |
|-----------------|---|---|---|----|----|------|
| Hits Taken      | 1 | 2 | 3 | 4  | 5  | 6    |
| Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead |

### Weapons & Equipment Inventory

(hexes)

| Qty | Type               | Loc   | Ht | Dmg         | Min | Sht | Med | Lng |
|-----|--------------------|-------|----|-------------|-----|-----|-----|-----|
| 1   | Medium Pulse Laser | LA    | 4  | 6 [P]       | —   | 2   | 4   | 6   |
| 1   | ER Medium Laser    | LA    | 5  | 5 [DE]      | —   | 4   | 8   | 12  |
| 1   | Medium Pulse Laser | RA    | 4  | 6 [P]       | —   | 2   | 4   | 6   |
| 1   | ER Medium Laser    | RA    | 5  | 5 [DE]      | —   | 4   | 8   | 12  |
| 2   | Streak SRM 4       | LT    | 3  | 2/Msl [M,C] | —   | 3   | 6   | 9   |
| 1   | LB 20-X AC         | CT/RT | 6  | 20          | —   | 4   | 8   | 12  |

[DB,C/F/S]

Ammo: (LB 20-X) 5, (LB 20-X Cluster) 10, (Streak SRM 4) 25

BV: 1,519



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Medium Pulse Laser
- ER Medium Laser
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Streak SRM 4
- Streak SRM 4
- Ammo (Streak SRM 4) 25

1-3

- Ammo (LB 20-X) 5
- Ammo (LB 20-X Cluster) 5
- Ammo (LB 20-X Cluster) 5
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

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

1-3

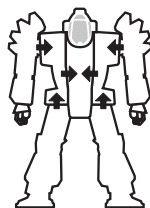
#### Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LB 20-X AC
- LB 20-X AC

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Medium Pulse Laser
- ER Medium Laser
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC

1-3

- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC

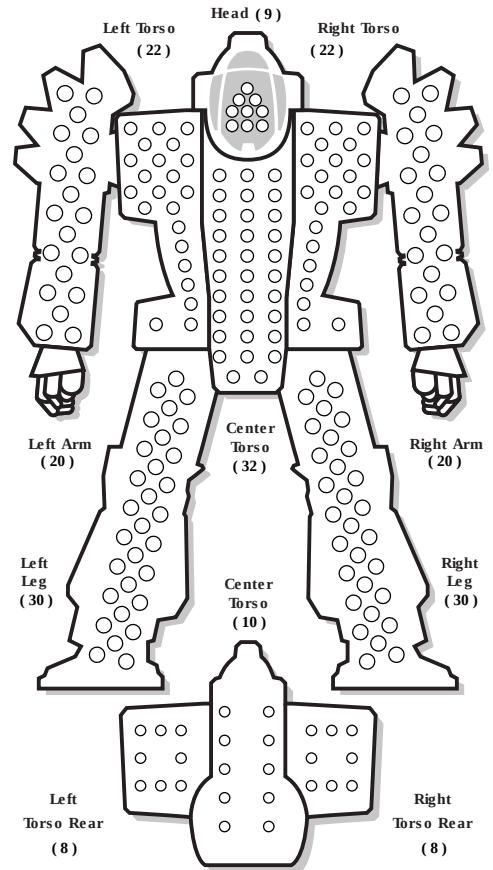
4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

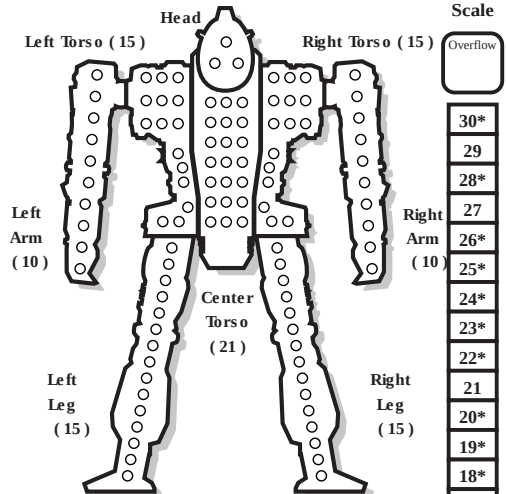
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



### HEAT DATA

| Heat Level* | Effects                | Double Heat Sinks: 12 (24) |
|-------------|------------------------|----------------------------|
| 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     | ○○○                        |