

# BATTLETECH™

## BATTLEMECH RECORD SHEET

MECH DATA

Type: Parash 2

Movement Points: 7

Walking: 7

Running: 11

Jumping: 7

Engine Type: 245 XL

Tonnage: 35

Tech Base: Clan

Rules Level: Standard

Role: Striker

Weapons & Equipment Inventory

(hexes)

| Qty | Type                    | Loc | Ht | Dmg       | Min | Sht | Med | Lng |
|-----|-------------------------|-----|----|-----------|-----|-----|-----|-----|
| 1   | Imp. Heavy Medium Laser | LA  | 7  | 10 [DE,X] | —   | 3   | 6   | 9   |
| 1   | Light TAG               | LA  | —  | [E]       | —   | 3   | 6   | 9   |
| 1   | ER Large Pulse Laser    | RA  | 13 | 10 [P]    | —   | 7   | 15  | 23  |
| 1   | Watchdog CEWS           | LT  | —  | [E]       | —   | —   | —   | 3   |

BV: 1,520



WARRIOR DATA

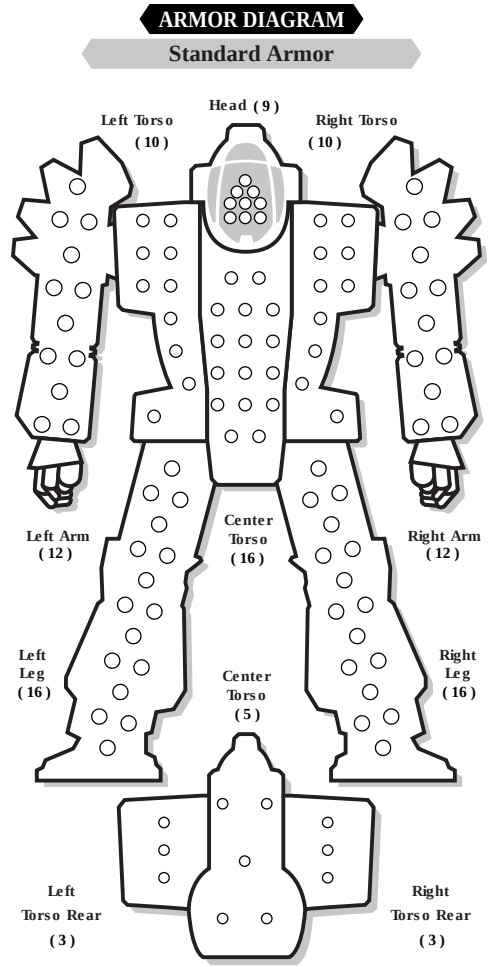
Name: \_\_\_\_\_

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

Hits Taken

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

Consciousness #



CRITICAL TABLE

Left Arm (CASE)

1. Shoulder

2. Upper Arm Actuator

3. Lower Arm Actuator

4. Hand Actuator

5. Imp. Heavy Medium Laser

6. Imp. Heavy Medium Laser

1-3

4-6

Head

1. Life Support

2. Sensors

3. Cockpit

4. Roll Again

5. Sensors

6. Life Support

Center Torso

1. XL Fusion Engine

2. XL Fusion Engine

3. XL Fusion Engine

4. Gyro

5. Gyro

6. Gyro

1-3

4-6

Left Torso

1. XL Fusion Engine

2. XL Fusion Engine

3. Jump Jet

4. Watchdog CEWS

5. Watchdog CEWS

6. Roll Again

1-3

4-6

Right Arm

1. Shoulder

2. Upper Arm Actuator

3. Lower Arm Actuator

4. Hand Actuator

5. ER Large Pulse Laser

6. ER Large Pulse Laser

1-3

4-6

Right Torso

1. XL Fusion Engine

2. XL Fusion Engine

3. Double Heat Sink

4. Double Heat Sink

5. Jump Jet

6. Roll Again

1-3

4-6

Left Leg

1. Hip

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Jump Jet

6. Jump Jet

1-3

4-6

Right Leg

1. Hip

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Jump Jet

6. Jump Jet

1-3

4-6

Engine Hits

Gyro Hits

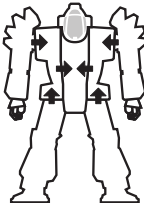
Sensor Hits

Life Support

CATALYST

game labs

Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM

Standard Structure

HEAT DATA

Heat Level\*

Effects

Double Heat Sinks: 10 (20)

|    |                        |   |
|----|------------------------|---|
| 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   |