

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Cougar X 3

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Engine Type: 175 XL

Tonnage: 35

Tech Base: Mixed

Rules Level: Standard

Role: Striker

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	ER Large Pulse Laser	RA	13	10 [P]	—	7	15	23
	Laser							
1	ER Medium Pulse Laser	RA	6	7 [P]	—	5	9	14
	Laser							
1	Streak LRM 10	LT	4	1/Msl [M,C]	—	7	14	21
1	Targeting Computer (C)	RT	—	[E]	—	—	—	—

Ammo: (Streak LRM 10) 12

BV: 1,391



CRITICAL TABLE

Left Arm

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

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ferro-Fibrous [Clan]
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Streak LRM 10 [Clan]
- Streak LRM 10 [Clan]
- Ammo (Streak LRM 10) 12
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous [Clan]
- Ferro-Fibrous [Clan]

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous [Clan]
- Sensors
- Life Support

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Heavy Duty Gyro
- Heavy Duty Gyro
- Heavy Duty Gyro

1-3

- Heavy Duty Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Roll Again
- Roll Again

4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink [Clan]
- Double Heat Sink [Clan]
- ER Large Pulse Laser [Clan]

1-3

- ER Large Pulse Laser [Clan]
- ER Large Pulse Laser [Clan]
- ER Medium Pulse Laser [Clan]
- ER Medium Pulse Laser [Clan]
- Ferro-Fibrous [Clan]
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink [Clan]
- Double Heat Sink [Clan]
- Targeting Computer [Clan]
- Targeting Computer [Clan]

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

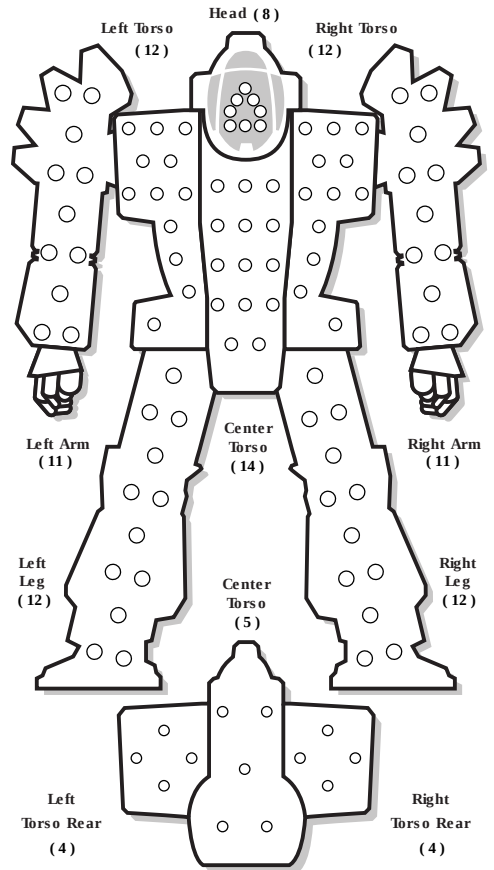
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous [Clan]
- Ferro-Fibrous [Clan]

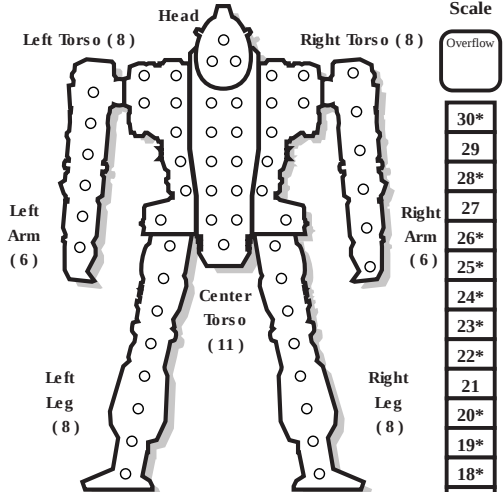
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Composite



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 11 (22)
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*
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3
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