BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Shadow Cat II 3

Movement Points:		**Tonnage:**	60
Walking:	6	**Tech Base:**	Clan
Running:	9	**Rules Level:**	Standard
Jumping:	6	**Role:**	Skirmisher
Engine Type:	360 XL		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
2	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12
2	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15

Ammo: (Streak SRM 6) 30

BV: 2,348

WARRIOR DATA

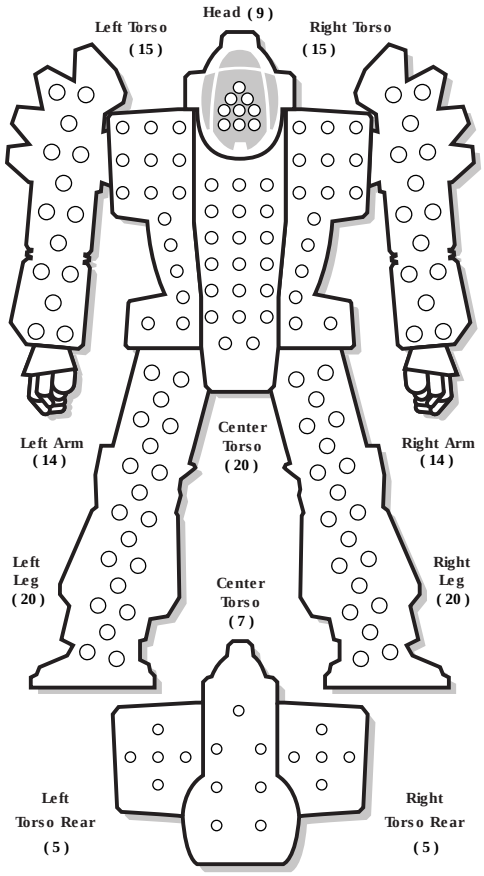
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

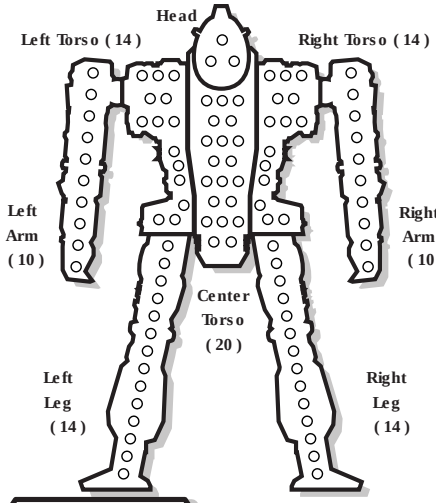
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

CRITICAL TABLE

Left Arm

1-3
1. **Shoulder**
2. **Upper Arm Actuator**
3. **Lower Arm Actuator**
4. **Hand Actuator**
5. Endo Steel
6. Endo Steel

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. **XL Fusion Engine**
2. **XL Fusion Engine**
3. **Jump Jet**
4. **Jump Jet**
5. **Streak SRM 6**
6. **Streak SRM 6**

4-6
1. **Streak SRM 6**
2. **Streak SRM 6**
3. **Ammo (Streak SRM 6) 15**
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

1. **Hip**
2. **Upper Leg Actuator**
3. **Lower Leg Actuator**
4. **Foot Actuator**
5. Roll Again
6. Roll Again

Head

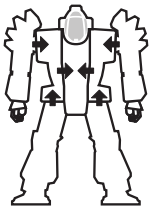
1. **Life Support**
2. **Sensors**
3. **Cockpit**
4. Endo Steel
5. **Sensors**
6. **Life Support**

Center Torso

1-3
1. **XL Fusion Engine**
2. **XL Fusion Engine**
3. **XL Fusion Engine**
4. **Gyro**
5. **Gyro**
6. **Gyro**

4-6
1. **Gyro**
2. **XL Fusion Engine**
3. **XL Fusion Engine**
4. **XL Fusion Engine**
5. **Jump Jet**
6. **Jump Jet**

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



Damage Transfer Diagram

Right Arm

1-3
1. **Shoulder**
2. **Upper Arm Actuator**
3. **ER Large Laser**
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

1-3
1. **XL Fusion Engine**
2. **XL Fusion Engine**
3. **Jump Jet**
4. **Jump Jet**
5. **Streak SRM 6**
6. **Streak SRM 6**

4-6
1. **Streak SRM 6**
2. **Streak SRM 6**
3. **Ammo (Streak SRM 6) 15**
4. **ER Medium Laser**
5. Ferro-Fibrous
6. Roll Again

Right Leg

1. **Hip**
2. **Upper Leg Actuator**
3. **Lower Leg Actuator**
4. **Foot Actuator**
5. Roll Again
6. Roll Again

HEAT DATA

Double Heat Sinks: 11 (22)

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	

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