

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Trebuchet TBT-XK7

Movement Points:

Walking: 4 [5]

Running: 6 [8]

Jumping: 4

Engine Type: 250 XL

Tonnage: 50

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Skirmisher

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	Streak SRM 6	LA	4	2/Msl [M,C]	—	3	6	9
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Shield (Small)	LA	—	3	—	—	—	—
1	Chain Whip	RA	—	3	—	—	—	—
1	ER Flamer	LT	4	2 [DE,H,AI]	—	3	5	7
1	Modular Armor	LT	—	[E]	—	—	—	—
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	3	6	9
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Modular Armor	RT	—	[E]	—	—	—	—
1	Modular Armor	CT	—	[E]	—	—	—	—

Ammo: (Streak SRM 6) 15

BV: 1,549



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Streak SRM 6
- Streak SRM 6

1-3

- ER Medium Laser
- Shield (Small)
- Shield (Small)
- Shield (Small)
- Endo Steel
- Endo Steel

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Flamer
- Ammo (Streak SRM 6) 15
- Modular Armor

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Triple Strength Myomer
- Triple Strength Myomer
- Triple Strength Myomer

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- 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
- Jump Jet
- Modular Armor

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Chain Whip
- Chain Whip

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Streak SRM 6
- Streak SRM 6
- Medium Pulse Laser

1-3

- Modular Armor
- Endo Steel
- Endo Steel
- Triple Strength Myomer
- Triple Strength Myomer
- Triple Strength Myomer

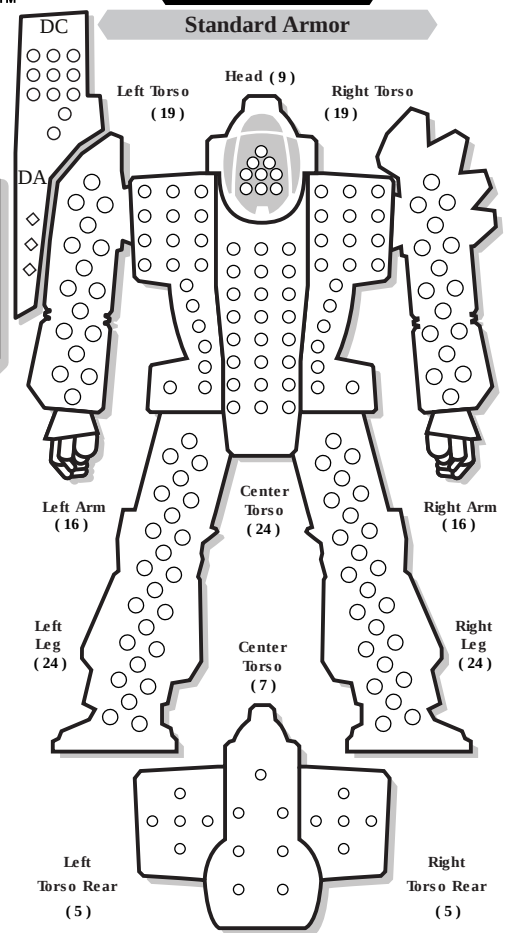
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

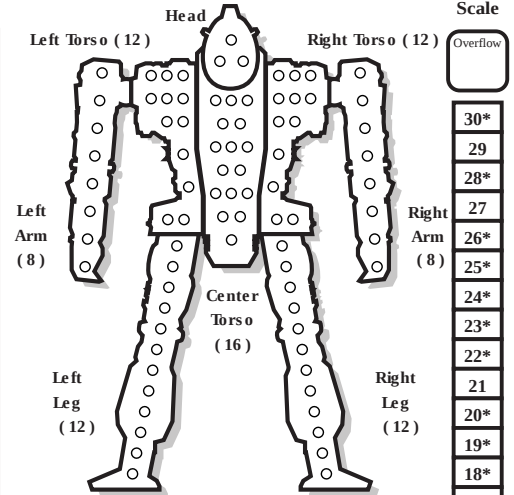
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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	○