

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Catapult CPLT-C1b

Movement Points: **Tonnage:** 65
Walking: 4 **Tech Base:** Inner Sphere
Running: 6 **Rules Level:** Standard
Jumping: 4 **Role:** Missile Boat
Engine Type: 260 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LA	5	1/Msl [M,C,S]	6	7	14	21
1	LRM 15	RA	5	1/Msl [M,C,S]	6	7	14	21
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
2	Medium Laser	CT	3	5 [DE]	—	3	6	9

Ammo: (LRM 15) 32

BV: 1,570

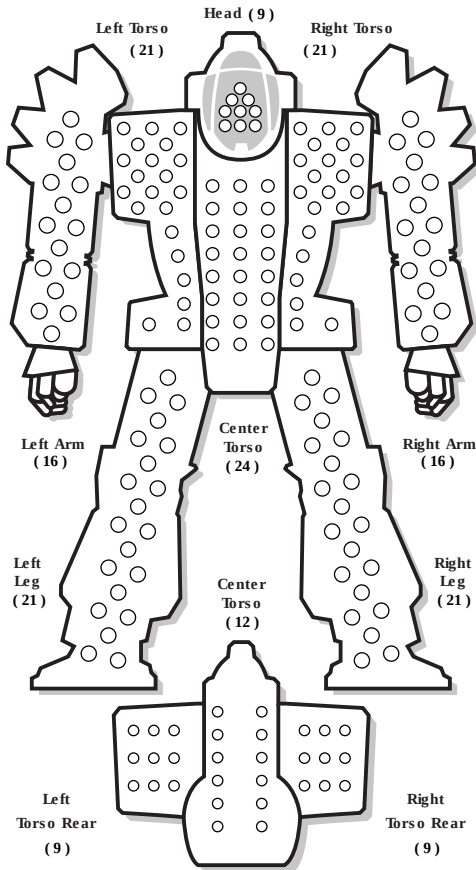
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

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

ARMOR DIAGRAM

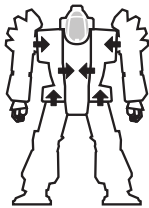
Ferro-Fibrous



CRITICAL TABLE

Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. LRM 15		3. Cockpit		3. LRM 15
	4. LRM 15		4. Roll Again		4. LRM 15
	5. LRM 15		5. Sensors		5. LRM 15
	6. Ferro-Fibrous		6. Life Support		6. Ferro-Fibrous
Center Torso		Left Torso (CASE)		Right Torso (CASE)	
4-6	1. Ferro-Fibrous	1-3	1. Gyro	1-3	1. Double Heat Sink
	2. Roll Again		2. Fusion Engine		2. Double Heat Sink
	3. Roll Again		3. Fusion Engine		3. Double Heat Sink
	4. Roll Again		4. Gyro		4. Jump Jet
	5. Roll Again		5. Gyro		5. Jump Jet
	6. Roll Again		6. Medium Laser		6. Medium Laser
Left Leg		Engine Hits		Right Leg	
4-6	1. Hip	4-6	1. Gyro	4-6	1. Hip
	2. Upper Leg Actuator		2. Fusion Engine		2. Upper Leg Actuator
	3. Lower Leg Actuator		3. Fusion Engine		3. Lower Leg Actuator
	4. Foot Actuator		4. Fusion Engine		4. Foot Actuator
	5. Ferro-Fibrous		5. Medium Laser		5. Ferro-Fibrous
	6. Ferro-Fibrous		6. Medium Laser		6. Ferro-Fibrous
Right Leg		Gyro Hits		Double Heat Sinks	
4-6	1. Hip	4-6	1. Gyro	4-6	1. Double Heat Sink
	2. Upper Leg Actuator		2. Fusion Engine		2. Double Heat Sink
	3. Lower Leg Actuator		3. Fusion Engine		3. Double Heat Sink
	4. Foot Actuator		4. Gyro		4. Double Heat Sink
	5. Ferro-Fibrous		5. Gyro		5. Double Heat Sink
	6. Ferro-Fibrous		6. Roll Again		6. Double Heat Sink

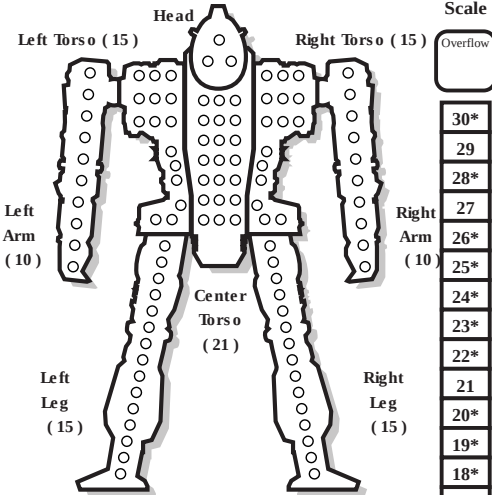
Engine Hits
Gyro Hits
Sensor Hits
Life Support



Damage Transfer Diagram

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	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Heat Scale

Overflow

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