

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Catapult CPLT-K3

Movement Points: **Tonnage:** 65
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 **Rules Level:** Standard
 Jumping: 0 **Role:** Sniper
 Engine Type: 260 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10 [DE]	—	7	14	23
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Machine Gun	LT	—	2 [DB,AI]	—	1	2	3
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3

Ammo: (Machine Gun) 200

BV: 1,437



WARRIOR DATA

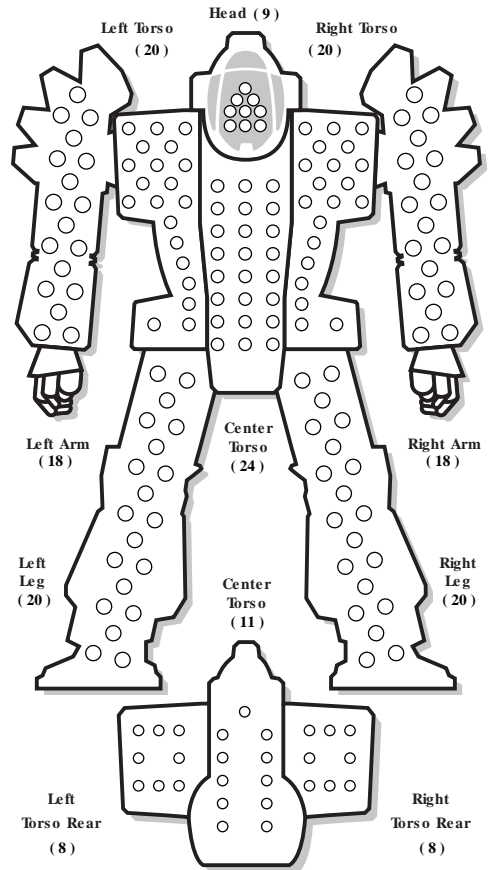
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

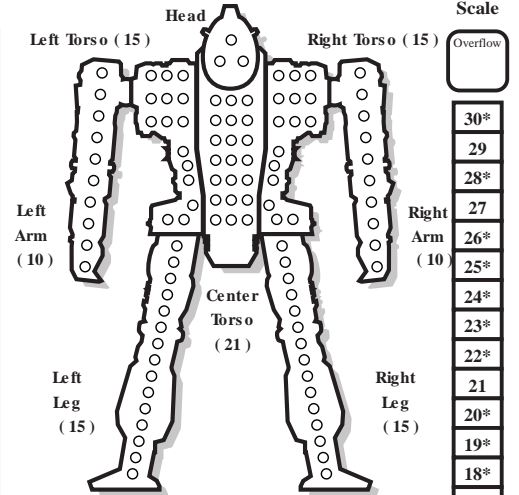
ARMOR DIAGRAM

Standard Armor



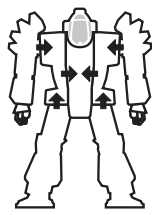
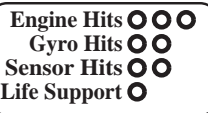
INTERNAL STRUCTURE DIAGRAM

Standard Structure



CRITICAL TABLE

Location	1-3	4-6
Left Arm	1. Shoulder 2. Upper Arm Actuator 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	1. Double Heat Sink 2. Double Heat Sink 3. ER PPC 4. ER PPC 5. ER PPC 6. Roll Again
Right Arm	1. Shoulder 2. Upper Arm Actuator 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	1. Double Heat Sink 2. Double Heat Sink 3. ER PPC 4. ER PPC 5. LER PPC 6. Roll Again
Center Torso	1. Life Support 2. Sensors 3. Cockpit 4. Roll Again 5. Sensors 6. Life Support	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
Left Torso	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Ammo (Machine Gun) 200 6. Roll Again
Right Torso	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink
Left Leg	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Medium Laser 5. Machine Gun 6. Roll Again	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Medium Laser 5. Machine Gun 6. Roll Again
Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 20 (40)
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	○○○○