

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Champion CHP-1N
Movement Points: Tonnage: 60
Walking: 5 Tech Base: Inner Sphere
Running: 8 Rules Level: Standard
Jumping: 0 Role: Skirmisher
Engine Type: 300 Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
2	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	LB 10-X AC	RT	2	10	—	6	12	18
				[DB,C/F/S]				
2	Small Laser	CT	1	3 [DE]	—	1	2	3

Ammo: (LB 10-X) 10, (LB 10-X Cluster) 10, (SRM 6 Artemis) 15

BV: 1,216



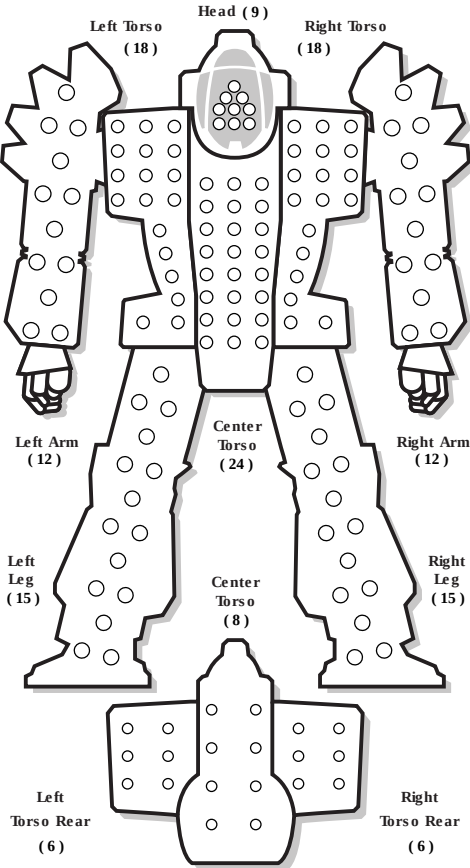
WARRIOR DATA

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

1-3

- Shoulder
- Upper Arm Actuator
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

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

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Right Arm

1-3

- Shoulder
- Upper Arm Actuator
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

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

Center Torso

1-3

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Small Laser
- Small Laser

Left Torso

1-3

- SRM 6
- SRM 6
- Artemis IV FCS
- Medium Laser
- Medium Laser
- Ammo (SRM 6 Artemis) 15

4-6

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

1-3

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

4-6

- Ammo (LB 10-X Cluster) 10
- Ammo (LB 10-X) 10
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

Left Leg

1-3

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

1-3

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

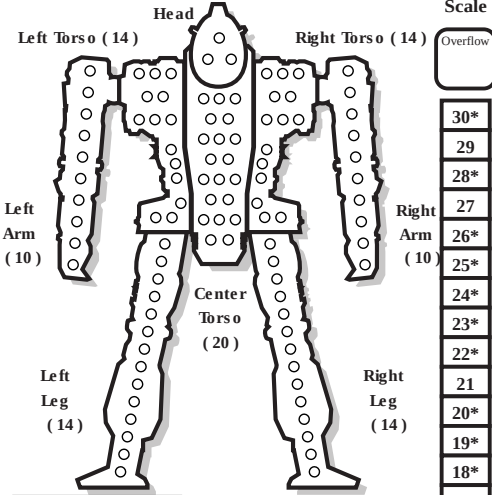
Engine Hits ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○

CATALYST game labs

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
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

30*	Overflow
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	