

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### MECH DATA

Type: Mad Cat Mk II 2

Movement Points:

Walking: 4

Running: 6

Jumping: 3

Engine Type: 360 XL

Tonnage: 90

Tech Base: Clan

Rules Level: Standard

Role: Brawler

### 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          | LB 20-X AC      | LA  | 6  | 20          | —   | 4   | 8   | 12  |
| [DB,C/F/S] |                 |     |    |             |     |     |     |     |
| 1          | Gauss Rifle     | RA  | 1  | 15 [DB,X]   | 2   | 7   | 15  | 22  |
| 2          | Streak SRM 4    | LT  | 3  | 2/Msl [M,C] | —   | 4   | 8   | 12  |
| 1          | ER Medium Laser | LT  | 5  | 7 [DE]      | —   | 5   | 10  | 15  |
| 2          | Streak SRM 4    | RT  | 3  | 2/Msl [M,C] | —   | 4   | 8   | 12  |
| 1          | ER Medium Laser | RT  | 5  | 7 [DE]      | —   | 5   | 10  | 15  |

Ammo: (Gauss) 16, (LB-20X) 5, (LB-20X Cluster) 5, (Streak SRM 4) 50

BV: 2,743



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC

1-3

- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- Ferro-Fibrous

4-6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Streak SRM 4
- Streak SRM 4
- ER Medium Laser

1-3

- Ammo (Streak SRM 4) 25
- Ammo (LB-20X) 5
- Ammo (LB-20X Cluster) 5
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

#### Head

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

#### Center Torso

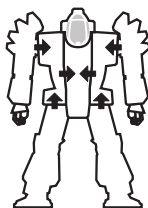
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Endo Steel

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



Damage Transfer Diagram

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Streak SRM 4
- Streak SRM 4
- ER Medium Laser

1-3

- Ammo (Streak SRM 4) 25
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

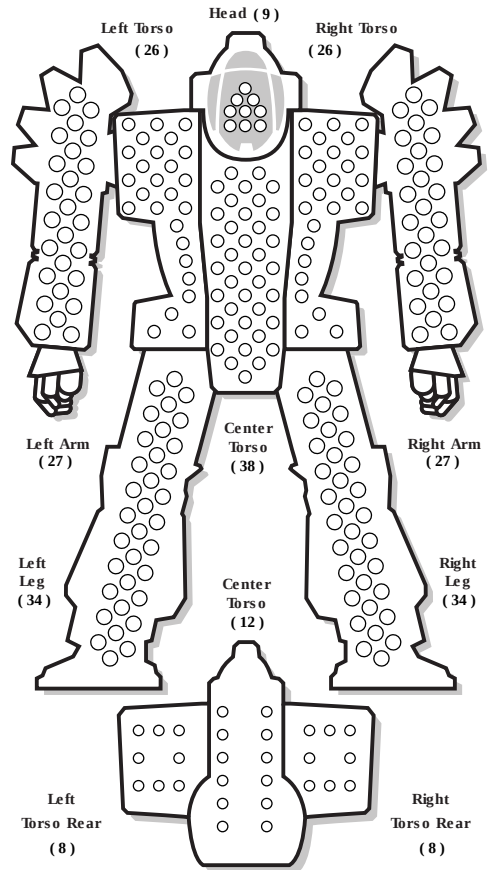
4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

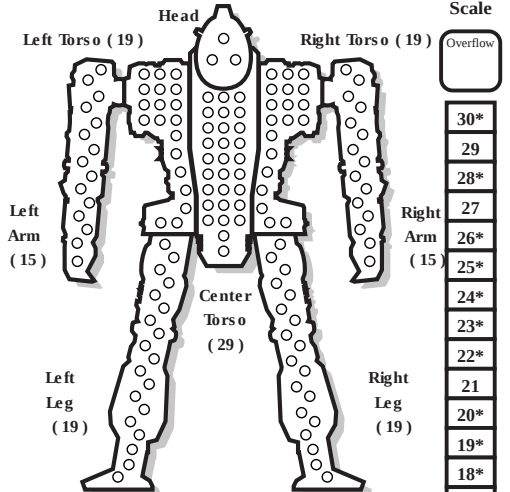
### ARMOR DIAGRAM

#### Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



### HEAT DATA

| Heat Level* | Effects                | Double Heat Sinks: 13 (26) |
|-------------|------------------------|----------------------------|
| 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

|     |
|-----|
| 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   |