

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Catapult II CPLT-L7L

Movement Points: **Tonnage:** 70
Walking: 4 **Tech Base:** Inner Sphere
Running: 6 **Rules Level:** Advanced
Jumping: 4 **Role:** Skirmisher
Engine Type: 280 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MML 9	LA	5	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	MML 9	RA	5	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Plasma Rifle	LT	10	10 [DE,H]	—	5	10	15
1	Plasma Rifle	RT	10	10 [DE,H]	—	5	10	15

Ammo: (MML 9/LRM) 26, (MML 9/SRM) 22, (Plasma Rifle) 20

BV: 1,656

WARRIOR DATA

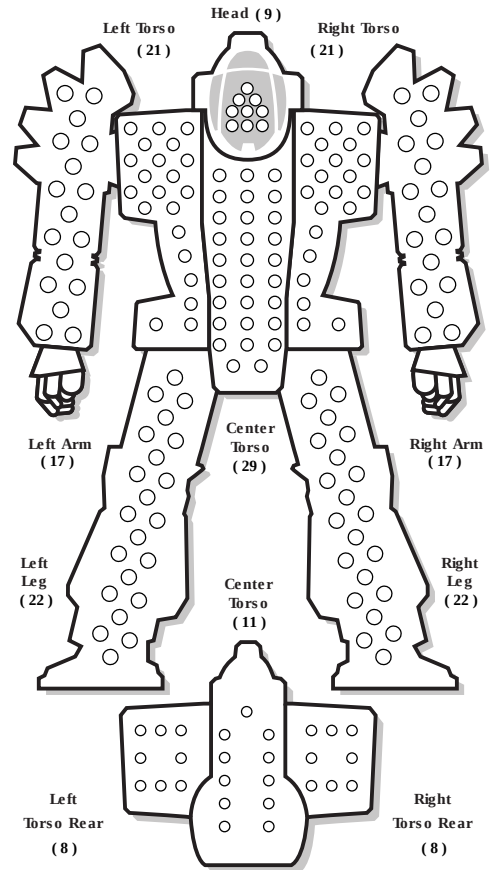
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM

Heat-Dissipating



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- MML 9
- MML 9
- MML 9
- MML 9

1-3

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

Right Arm

- Shoulder
- Upper Arm Actuator
- MML 9
- MML 9
- MML 9
- MML 9

4-6

Center Torso

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

1-3

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Plasma Rifle

1-3

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Heat-Dissipating
- Heat-Dissipating

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

4-6

- Plasma Rifle
- Ammo (Plasma Rifle) 10
- Ammo (MML 9/LRM) 13
- Ammo (MML 9/SRM) 11
- Heat-Dissipating
- Heat-Dissipating

Left Leg

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

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Plasma Rifle

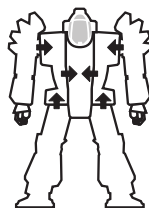
1-3

4-6

- Plasma Rifle
- Ammo (Plasma Rifle) 10
- Ammo (MML 9/LRM) 13
- Ammo (MML 9/SRM) 11
- Heat-Dissipating
- Heat-Dissipating

Right Leg

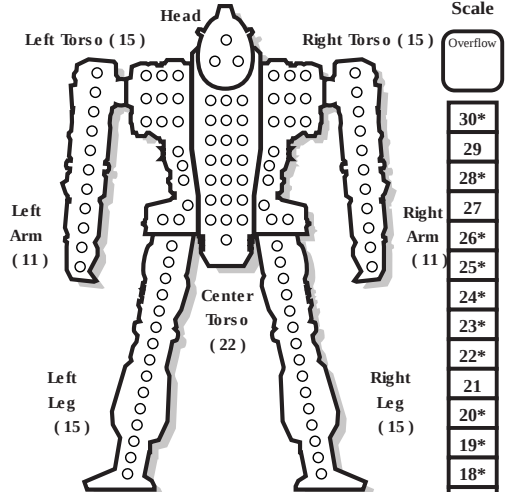
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Level*	Effects
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

Double Heat Sinks:
10 (20)

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