

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Catapult CPLT-K6

Movement Points: **Tonnage:** 65
 Walking: 3 **Tech Base:** Inner Sphere
 Running: 5 **Rules Level:** Advanced
 Jumping: 3 **Role:** Missile Boat
 Engine Type: 195 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AES	LA	—	[E]	—	—	—	—
1	Extended LRM 15	LA	8	1/Msl [M,C,S]	10	12	22	38
1	AES	RA	—	[E]	—	—	—	—
1	Extended LRM 15	RA	8	1/Msl [M,C,S]	10	12	22	38
2	ER Small Laser	LT	2	3 [DE]	—	2	4	5
2	ER Small Laser	RT	2	3 [DE]	—	2	4	5

Ammo: (ELRM 15) 24

BV: 1,619



WARRIOR DATA

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

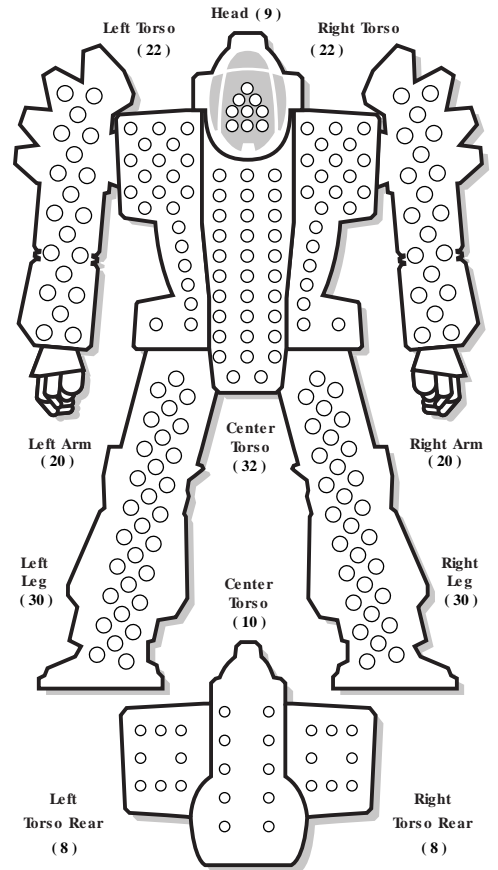
1	2	3	4	5	6
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 Consciousness #:

3	5	7	10	11	Dead
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ARMOR DIAGRAM

Light Ferro-Fibrous



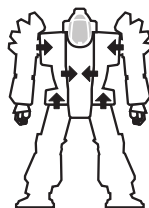
CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - AES
 - AES
 - AES
 - Extended LRM 15
- 1-3**
- Extended LRM 15
 - Extended LRM 15
 - Extended LRM 15
 - Extended LRM 15
 - Extended LRM 15
 - Ammo (ELRM 15) 6
- 4-6**
- Left Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3**
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Jump Jet
 - ER Small Laser
 - ER Small Laser
- 4-6**

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Light Ferro-Fibrous
 - Sensors
 - Life Support
- Center Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3**
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Light Ferro-Fibrous
- 4-6**

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

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - AES
 - AES
 - AES
 - Extended LRM 15
- 1-3**
- Extended LRM 15
 - Extended LRM 15
 - Extended LRM 15
 - Extended LRM 15
 - Extended LRM 15
 - Ammo (ELRM 15) 6
- 4-6**
- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3**
- Jump Jet
 - ER Small Laser
 - ER Small Laser
 - Ammo (ELRM 15) 6
 - Ammo (ELRM 15) 6
 - Light Ferro-Fibrous
- 4-6**

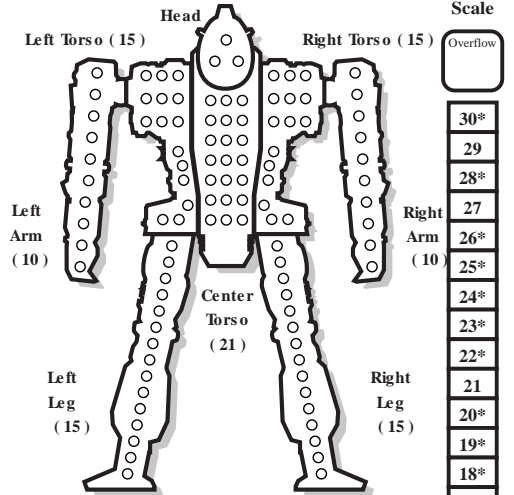


Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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

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	○