

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Cataphract CTF-5MOC (Naomi)

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 280 XL

Tonnage: 70

Tech Base: Inner Sphere

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	Plasma Rifle	RA	10	10 [DE,H]	—	5	10	15
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
2	Rocket Launcher 10	LT	3	1/Msl [M,C]	—	5	11	18
1	Heavy PPC	RT	15	15 [DE]	3	6	12	18
2	Rocket Launcher 10	RT	3	1/Msl [M,C]	—	5	11	18
1	ECM Suite (Guardian)	CT	—	[E]	—	—	—	6
1	ER Small Laser	HD	2	3 [DE]	—	2	4	5

Ammo: (Plasma Rifle) 20

BV: 2,028

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Stealth
- Stealth

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Jump Jet
- Medium Pulse Laser
- Rocket Launcher 10
- Rocket Launcher 10
- Stealth
- Stealth

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser
- Sensors
- Life Support

Center Torso

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

1-3

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- ECM Suite (Guardian)
- ECM Suite (Guardian)

4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Plasma Rifle

1-3

- Plasma Rifle
- ER Medium Laser
- Ammo (Plasma Rifle) 10
- Ammo (Plasma Rifle) 10
- Stealth
- Stealth

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Heavy PPC
- Heavy PPC

1-3

- Heavy PPC
- Heavy PPC
- Rocket Launcher 10
- Rocket Launcher 10
- Stealth
- Stealth

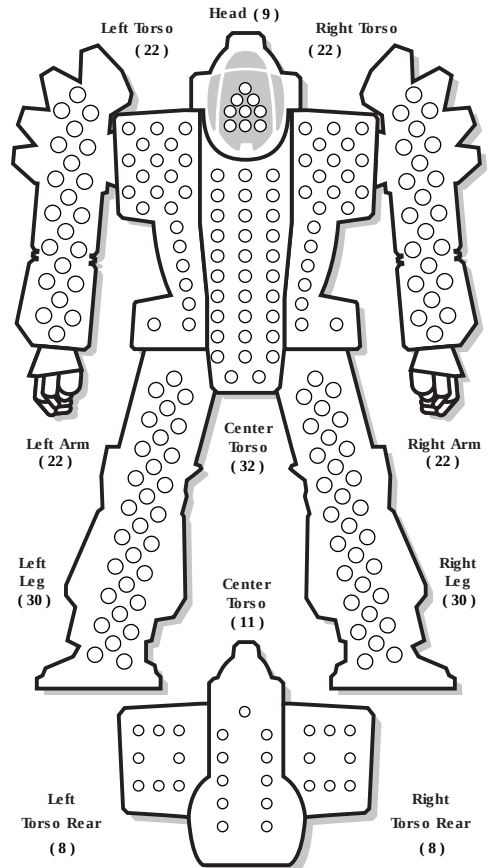
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

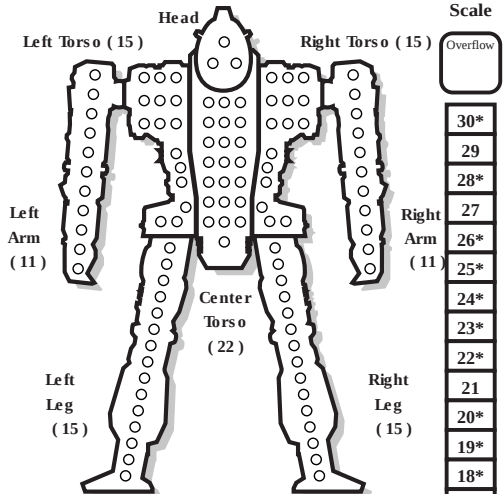
ARMOR DIAGRAM

Stealth



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 15 (30)
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
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