BATTLETECH

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Catapult CPLT-K2

Movement Points:		**Tonnage:**	65
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Introductory
Jumping:	0	**Role:**	Sniper
Engine Type:	260 Fusion		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	LA	10	10 [DE]	3	6	12	18
1	PPC	RA	10	10 [DE]	3	6	12	18
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Machine Gun	LT	—	2 [DB,AI]	—	1	2	3
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3

Ammo: (Machine Gun) 200

BV: 1,319

WARRIOR DATA

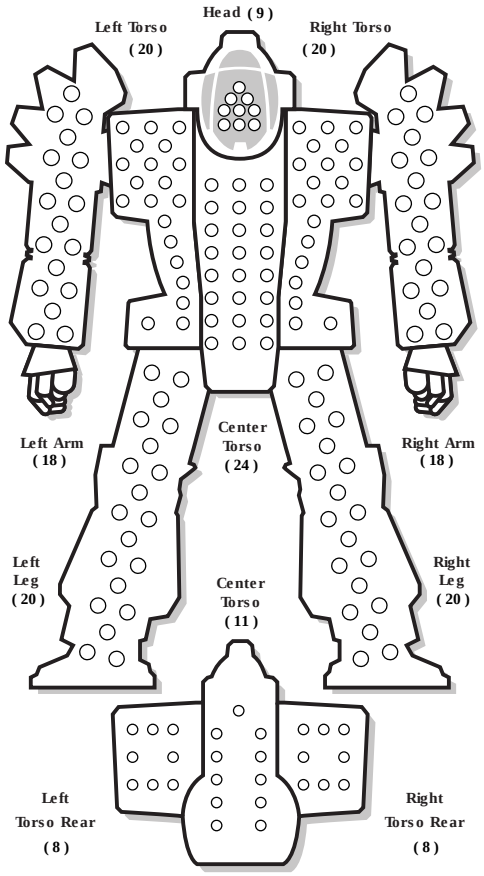
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

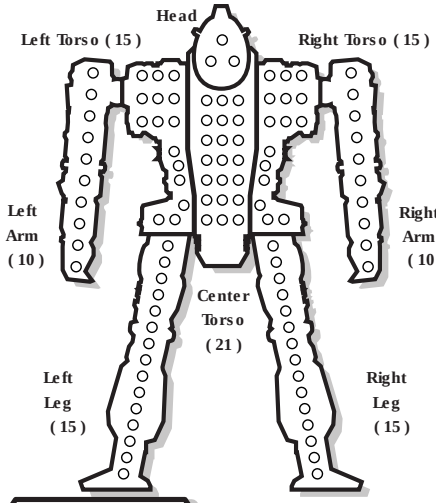
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. PPC (1-3)
4. PPC (1-3)
5. PPC (1-3)
6. Roll Again

4-6: 1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Left Torso

1. Heat Sink
2. Heat Sink
3. Medium Laser
4. Machine Gun
5. Roll Again
6. Roll Again

4-6: 1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

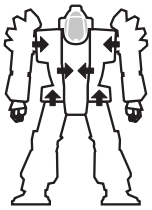
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3: 1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro

4-6: 1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Heat Sink 6. Ammo (Machine Gun) 200

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



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. PPC (1-3)
4. PPC (1-3)
5. PPC (1-3)
6. Roll Again

4-6: 1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Right Torso

1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Medium Laser
5. Machine Gun
6. Roll Again

4-6: 1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

HEAT DATA

Heat Sinks: 20

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	

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