

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Catapult CPLT-H2

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 260 Fusion

Tonnage: 65

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

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	PPC	LA	10	10 [DE]	3	6	12	18
1	Rocket Launcher 20	LA	5	1/Msl [M,C]	—	3	7	12
3	Rocket Launcher 20	RA	5	1/Msl [M,C]	—	3	7	12
2	Rocket Launcher 20	LT	5	1/Msl [M,C]	—	3	7	12
2	Rocket Launcher 20	RT	5	1/Msl [M,C]	—	3	7	12
2	Medium Laser	CT	3	5 [DE]	—	3	6	9

BV: 1,473

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- PPC
- PPC
- PPC
- Rocket Launcher 20

1-3

- Rocket Launcher 20
- Rocket Launcher 20
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Roll Again

4-6

Left Torso

- Jump Jet
- Jump Jet
- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20

1-3

- Rocket Launcher 20
- Rocket Launcher 20
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Roll Again

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Head

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

1-3

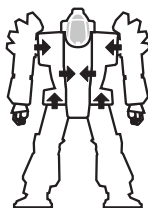
Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Medium Laser

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20

1-3

- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20
- Roll Again

4-6

Right Torso

- Jump Jet
- Jump Jet
- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20
- Rocket Launcher 20

1-3

- Rocket Launcher 20
- Rocket Launcher 20
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Roll Again

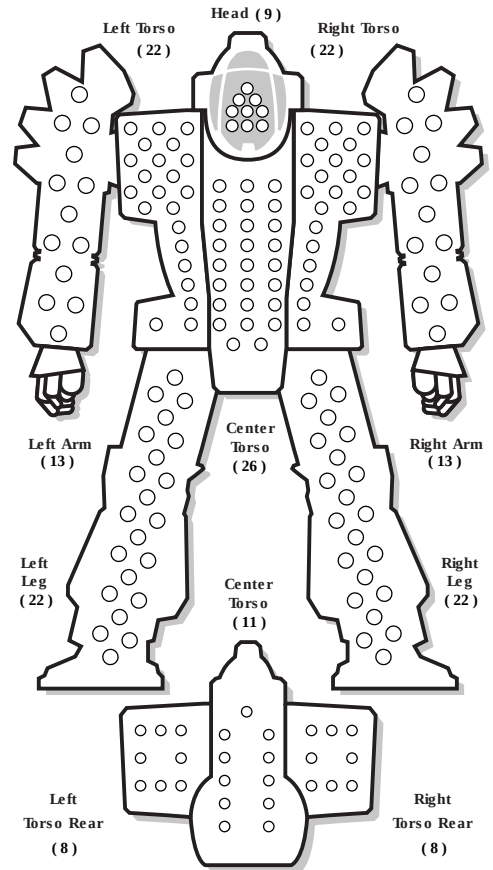
4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

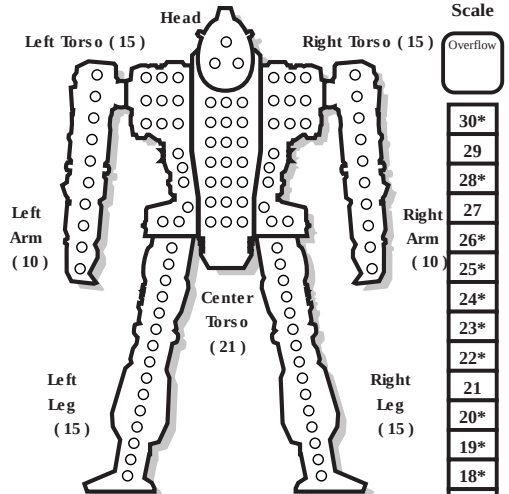
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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*
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20*
19*
18*
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16
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4
3
2
1
0