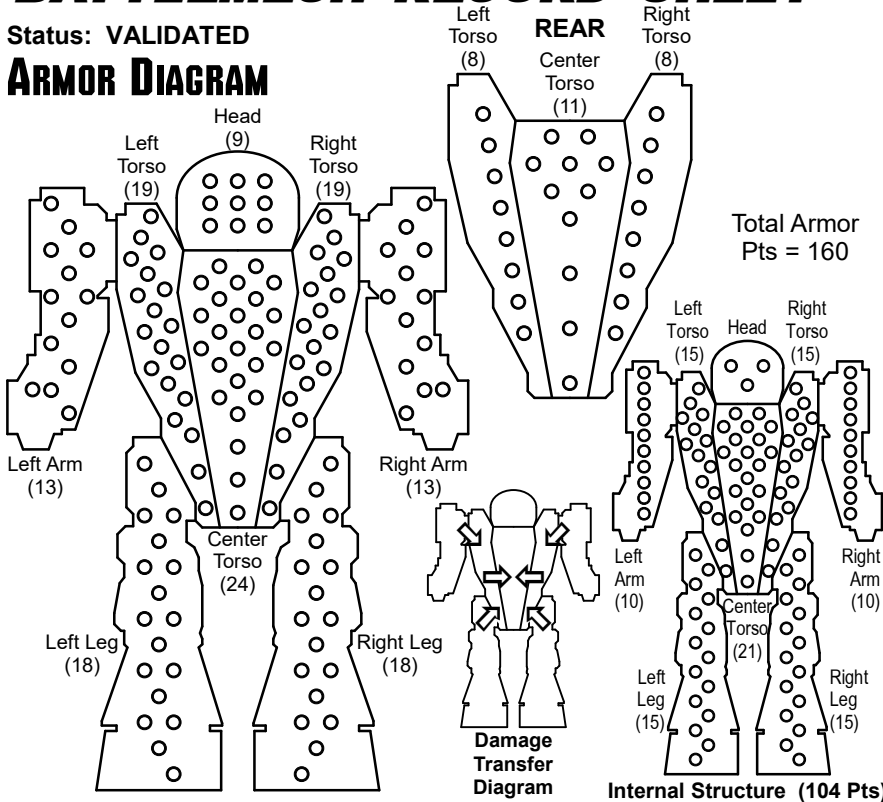


BATTLETECH®

BATTLEMECH RECORD SHEET

Status: **VALIDATED**

ARMOR DIAGRAM



Left Arm		CRITICAL HIT TABLE		Right Arm	
1.	Shoulder	1-3	Head 1. Life Support 2. Sensors 3. Cockpit 4. Single Heat Sink 5. Sensors 6. Life Support	1.	Shoulder
2.	Upper Arm Actuator			2.	Upper Arm Actuator
3.	LRM 15			3.	LRM 15
4.	LRM 15			4.	LRM 15
5.	LRM 15			5.	LRM 15
6.	Roll Again			6.	Roll Again
1.	Roll Again	4-6	Center Torso 1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1.	Roll Again
2.	Roll Again			2.	Roll Again
3.	Roll Again			3.	Roll Again
4.	Roll Again			4.	Roll Again
5.	Roll Again			5.	Roll Again
6.	Roll Again			6.	Roll Again
1.	Roll Again	1-3	Left Torso 1. Jump Jet 2. Jump Jet 3. Medium Laser 4. Ammo (LRM 15) 8 5. Roll Again 6. Roll Again	1.	Jump Jet
2.	Roll Again			2.	Jump Jet
3.	Roll Again			3.	Medium Laser
4.	Roll Again			4.	Ammo (LRM 15) 8
5.	Roll Again			5.	Roll Again
6.	Roll Again			6.	Roll Again
1.	Roll Again	4-6	Right Torso 1. Jump Jet 2. Jump Jet 3. Medium Laser 4. Ammo (LRM 15) 8 5. Roll Again 6. Roll Again	1.	Roll Again
2.	Roll Again			2.	Roll Again
3.	Roll Again			3.	Roll Again
4.	Roll Again			4.	Roll Again
5.	Roll Again			5.	Roll Again
6.	Roll Again			6.	Roll Again
1.	Roll Again	1-3	Left Leg 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Single Heat Sink 6. Single Heat Sink	1.	Roll Again
2.	Roll Again			2.	Roll Again
3.	Roll Again			3.	Roll Again
4.	Roll Again			4.	Roll Again
5.	Roll Again			5.	Roll Again
6.	Roll Again			6.	Roll Again
1.	Roll Again	4-6	Right Leg 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Single Heat Sink 6. Single Heat Sink	1.	Roll Again
2.	Roll Again			2.	Roll Again
3.	Roll Again			3.	Roll Again
4.	Roll Again			4.	Roll Again
5.	Roll Again			5.	Roll Again
6.	Roll Again			6.	Roll Again

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

Battle Value: **1,399**
 Weapon Value: **1,057 / 1,057**
 Cost, C-Bills: **5,790,126**

'MECH DATA

Type: **Catapult CPLT-C1**

Mass: **65 tons**

Movement Points: Tech, Config. & Level:

Walking: **4** **Inner Sphere**
 Running: **6** **Biped 'Mech**
 Jumping: **4** **Level 1 / 3025**

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RA	5	1/hit	6	7	14	21
1	LRM 15	LA	5	1/hit	6	7	14	21
2	Medium Laser	CT	3	5	-	3	6	9
1	Medium Laser	LT	3	5	-	3	6	9
1	Medium Laser	RT	3	5	-	3	6	9

Ammo Type: LRM 15 Rounds: 16 BV2: 76

Total Heat Sinks: 15 Single

○○○○○○○○○○○○○○○○○○○○

Auto Eject: Operational Disabled Weapon Heat: (22)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

