

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### ARMOR DIAGRAM

### MECH DATA

Type: Catapult CPLT-C1

**Movement Points:**  
 Walking: 4      **Tonnage:** 65  
 Running: 6      **Tech Base:** Inner Sphere  
 Jumping: 4      **Rules Level:** Introductory  
                          **Role:** Missile Boat

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LA	5	1/Msl	6	7	14	21
				[M,C,S]				
1	LRM 15	RA	5	1/Msl	6	7	14	21
				[M,C,S]				
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
2	Medium Laser	CT	3	5 [DE]	—	3	6	9

Total Heat (Dissipation): 22 (15)

Ammo: (LRM 15) 16

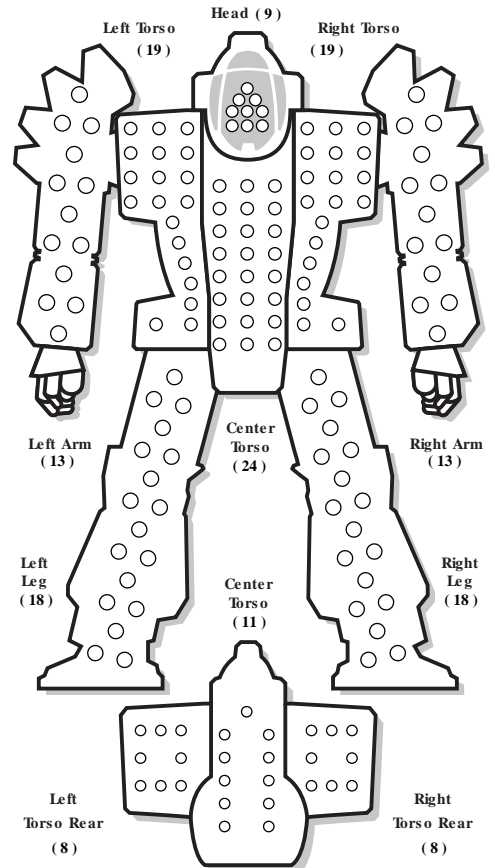
BV: 1,399



### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### CRITICAL TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - LRM 15
  - LRM 15
  - LRM 15
  - Roll Again

- Center Torso**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Left Torso**
- Jump Jet
  - Jump Jet
  - Medium Laser
  - Ammo (LRM 15) 8
  - Roll Again
  - Roll Again

- Right Torso**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Heat Sink
  - Heat Sink

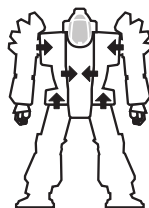
- Head**
- Life Support
  - Sensors
  - Cockpit
  - Heat Sink
  - Sensors
  - Life Support

- Right Arm**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Right Torso**
- Jump Jet
  - Jump Jet
  - Medium Laser
  - Ammo (LRM 15) 8
  - Roll Again
  - Roll Again

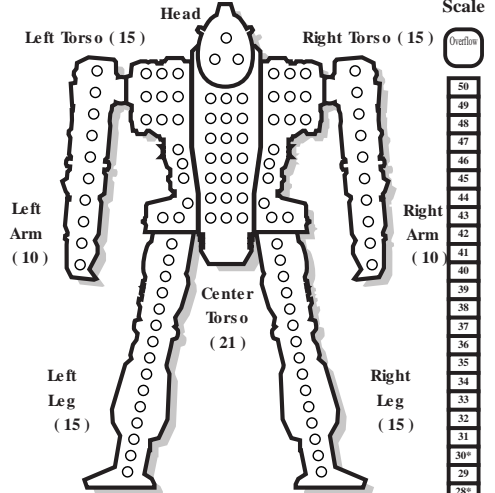
- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Heat Sink
  - Heat Sink

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



Heat Scale

50
49
48
47
46
45
44
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9
8
7
6
5
4
3
2
1
0

### HEAT DATA

Heat Sinks: ○○○○○○○○○○  
 15

Heat Level* Effects	Heat Level* Effects
32 Pilot damage, avoid on 8+	50 Shutdown
31 -6 Movement Points	49 -9 Movement Points
30 Shutdown, avoid on 12+	48 +7 Modifier to Fire
28 Ammo Exp, avoid on 8+	47 Pilot damage, avoid on -10+
26 Shutdown, avoid on 10+	46 Shutdown, avoid on 20+
25 -5 Movement Points	45 Ammo Explosion
24 +4 Modifier to Fire	44 System failure, avoid on 10+
23 Ammo Exp, avoid on 6+	43 -8 Movement Points
22 Shutdown, avoid on 8+	42 Shutdown, avoid on 18+
20 -4 Movement Points	41 +6 Modifier to Fire
19 Ammo Exp, avoid on 4+	40 Ammo Exp, avoid on 12+
18 Shutdown, avoid on 6+	39 Pilot damage, avoid on 10+
17 +3 Modifier to Fire	38 Shutdown, avoid on 16+
15 -3 Movement Points	37 -7 Movement Points
14 Shutdown, avoid on 4+	36 System failure, avoid on 8+
13 +2 Modifier to Fire	35 Ammo Exp, avoid on 10+
10 -2 Movement Points	34 Shutdown, avoid on 14+
8 +1 Modifier to Fire	33 +5 Modifier to Fire
5 -1 Movement Points	