

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Catapult CPLT-A1

Movement Points: Tonnage: 65  
 Walking: 4 Tech Base: Inner Sphere  
 Running: 6  
 Jumping: 4 D/C-E-D-D

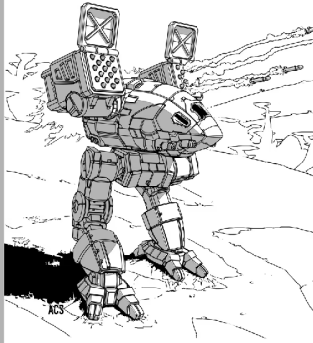
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM-15	RA	5	1/m	6	7	14	21
1	LRM-15	LA	5	1/m	6	7	14	21
Ammunition Type		Rounds						
LRM-15		32						

Cost: 5,460,125 C-Bills  
 +120,000 (ammo) BV: 1,285  
 Weapon Heat (10)  
 Dissipation (15)

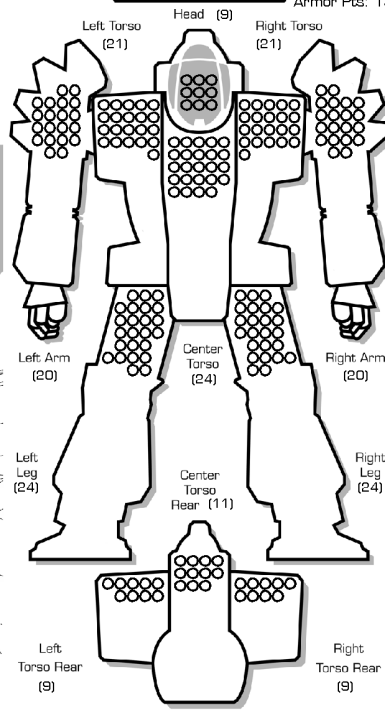
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken: 1 2 3 4 5 6  
 Consciousness#: 3 5 7 10 11 Dead



### ARMOR DIAGRAM

Armor Pts: 192



### HIT LOCATION CHART

Roll	Left	Fr/Bk	Right
2	LT (C)	CT (C)	RT (C)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

### TO HIT MODIFIERS

Attacker:	
Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Damage:	
Sensors	+2
Shoulder	+4
Arm Actuator (Each)	+1
Target:	
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped (Additional)	+1
Partial Cover	+1
Prone:	
Adjacent	-2
Not Adjacent	+1
Range:	
Short	+0
Medium	+2
Long	+4

### CRITICAL HIT TABLE

Location	1	2	3	4	5	6
<b>Left Arm</b>	Shoulder	Upper Arm Actuator	LRM-15	LRM-15	LRM-15	Roll Again
<b>Right Arm</b>	Shoulder	Upper Arm Actuator	LRM-15	LRM-15	LRM-15	Roll Again
<b>Center Torso</b>	Fusion Engine	Fusion Engine	Fusion Engine	Gyro	Gyro	Roll Again
<b>Left Torso</b>	Jump Jet	Jump Jet	LRM 15 (8)	LRM 15 (8)	Roll Again	Roll Again
<b>Right Torso</b>	Jump Jet	Jump Jet	LRM 15 (8)	LRM 15 (8)	Roll Again	Roll Again
<b>Left Leg</b>	Hip	Upper Leg Actuator	Lower Leg Actuator	Foot Actuator	Heat Sink	Heat Sink
<b>Right Leg</b>	Hip	Upper Leg Actuator	Lower Leg Actuator	Foot Actuator	Heat Sink	Heat Sink

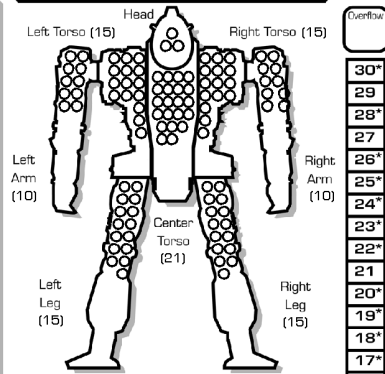
**Head**  
 1. Life Support  
 2. Sensors  
 3. Cockpit  
 4. Roll Again  
 5. Sensors  
 6. Life Support

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

**CATALYST** game logo

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	15 Single
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

Overheat
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

### PUNCH CHART

Roll	Left	Fr/Bk	Right
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

### KICK CHART

Roll	Left	Fr/Bk	Right
1-3	LL	RL	RL
4-6	LL	LL	RL

### PHYSICAL ATTACKS

Punch	+0	Punch	1/10t
Kick	-2	Kick	1/5t
* Hatchet	-1	Std	1/5t
* Sword	-2	Std	1/10t
* Blade	-2	Std	1/10t

\* Add +4 to pick table

Copyright 2024 The Topps Company, Inc. Battletech, Mech and BattleMech are trademarks of The Topps Company, Inc. All Rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

Turn	Move	Hexes	Mod	Prev	Move	Weap	Other	Total	Sink	Level	Notes

### CLUSTER HITS

Roll	2	3	4	5	6	7	9	10	12	15	20	30	40
2	1	1	1	1	2	2	3	3	4	5	6	10	12
3	1	1	2	2	2	2	3	3	4	5	6	10	12
4	1	1	2	2	3	3	4	4	5	6	9	12	18
5	1	2	2	3	3	4	5	6	8	9	12	18	24
6	1	2	2	3	4	4	5	6	8	9	12	18	24
7	1	2	3	3	4	4	5	6	8	9	12	18	24
8	2	2	3	3	4	4	5	6	8	9	12	18	24
9	2	2	3	4	5	6	7	8	10	12	16	24	32
10	2	3	3	4	5	6	7	8	10	12	16	24	32
11	2	3	4	5	6	7	9	10	12	15	20	30	40
12	2	3	4	5	6	7	9	10	12	15	20	30	40