

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Disco Turkey TD-C01

Movement Points: Tonnage: 75
 Walking: 5 Tech Base: Mixed
 Running: 8
 Jumping: 5 E/XX-ED

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser (IG)	RT	5	5 [DE]	-	4	8	12
2	Flamer (IG)	RT	3	2 [DE, H/AI]	-	1	2	3
1	C3 Computer (Master)	RT	0	[E]	-	-	-	-
1	ER Medium Laser (IG)	LT	5	5 [DE]	-	4	8	12
2	Flamer (IG)	LT	3	2 [DE, H/AI]	-	1	2	3
1	Claws	RA	0	11 [PA]	-	1	0	0
1	Claws	LA	0	11 [PA]	-	1	0	0

Cost: 20,592,250 C-Bills +0 (ammo) BV: 1,352
 Weapon Heat (22)
 Dissipation (28)

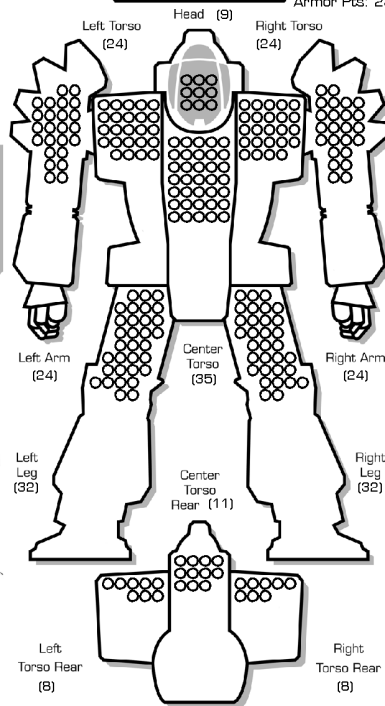
WARRIOR DATA

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



ARMOR DIAGRAM

Armor Pts: 231



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

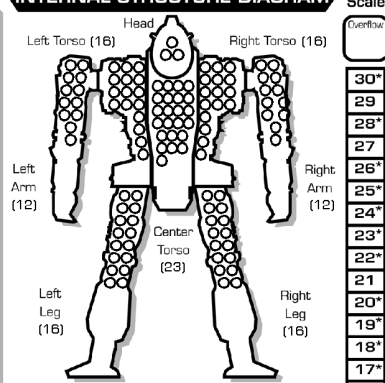
Location	1	2	3	4	5	6
Head	Life Support	Sensors	Cockpit	Roll Again	Sensors	Life Support
Left Arm	Shoulder	Upper Arm Actuator	Lower Arm Actuator	Claws	Claws	Claws
Right Arm	Shoulder	Upper Arm Actuator	Lower Arm Actuator	Claws	Claws	Claws
Center Torso	XL Fusion Engine	XL Fusion Engine	XL Fusion Engine	Gyro	Gyro	Gyro
Left Torso	XL Fusion Engine	XL Fusion Engine	XL Fusion Engine	ER Medium Laser (IG)	Flamer (IG)	Flamer (IG)
Right Torso	XL Fusion Engine	XL Fusion Engine	XL Fusion Engine	ER Medium Laser (IG)	Flamer (IG)	Flamer (IG)
Left Leg	Hip	Upper Leg Actuator	Lower Leg Actuator	Foot Actuator	Jump Jet	Jump Jet
Right Leg	Hip	Upper Leg Actuator	Lower Leg Actuator	Foot Actuator	Jump Jet	Jump Jet

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

CATALYST Game Labs

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	14 (28)
28	Ammo Exp. avoid on 8+	Double
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

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

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