

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Griffin GRF-1N

Movement Points: Tonnage: 55
 Walking: 5 Tech Base: Inner Sphere
 Running: 8
 Jumping: 5 D/C-E-D-D

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM-10	RT	4	1/m	6	7	14	21
1	PPC	RA	10	10 [DE]	3	6	12	18

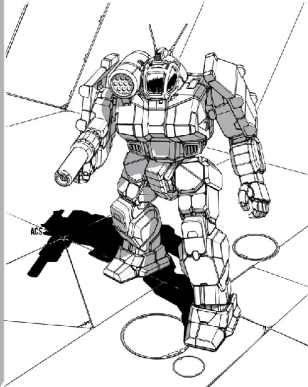
Ammunition Type: LRM-10
 Rounds: 24

Cost: 4,864,107 C-Bills
 +60,000 (ammo)

BV: 1,272
 Weapon Heat [14]
 Dissipation [12]

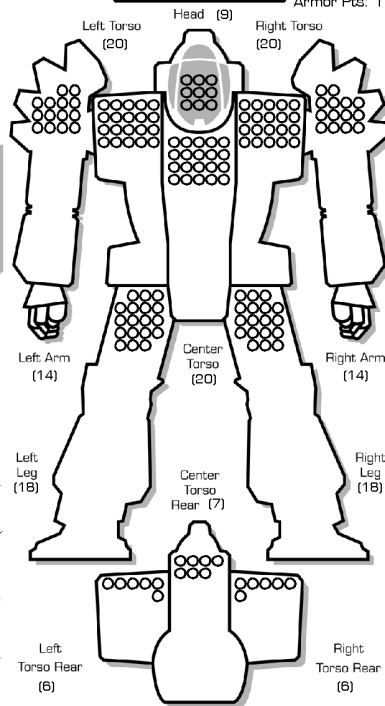
WARRIOR DATA

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



ARMOR DIAGRAM

Armor Pts: 152



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

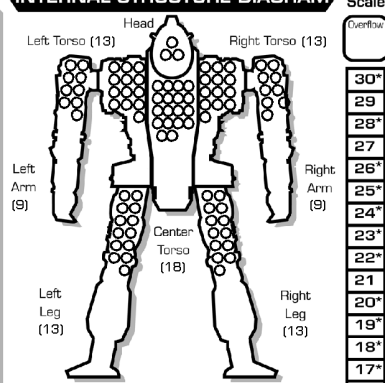
Location	Roll	Effect
Left Arm	1-3	Shoulder
	1-3	Upper Arm Actuator
	1-3	Lower Arm Actuator
	4-6	Hand Actuator
	4-6	Roll Agein
	4-6	Roll Agein
Center Torso	1-3	Fusion Engine
	1-3	Fusion Engine
	1-3	Fusion Engine
	4-6	Gyro
	4-6	Gyro
	4-6	Gyro
Left Torso	1-3	Jump Jet
	1-3	Jump Jet
	1-3	Roll Agein
	4-6	Roll Agein
	4-6	Roll Agein
	4-6	Roll Agein
Right Torso	1-3	Jump Jet
	1-3	Jump Jet
	1-3	LRM-10
	4-6	LRM-10 (12)
	4-6	LRM-10 (12)
	4-6	Roll Agein
Left Leg	1-3	Roll Agein
	1-3	Roll Agein
	1-3	Roll Agein
	4-6	Roll Agein
	4-6	Roll Agein
	4-6	Roll Agein
Right Leg	1-3	Hip
	1-3	Upper Leg Actuator
	1-3	Lower Leg Actuator
	4-6	Foot Actuator
	4-6	Roll Agein
	4-6	Roll Agein

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	12 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

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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