

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: Nova Cat B

Movement Points: Tonnage: 70
Walking: 4 Tech Base: Clan
Running: 6 3059
Jumping: 0 F/X-X-E-A

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	7 [DE]	-	5	10	15
1	ER Medium Laser	LT	5	7 [DE]	-	5	10	15
3	LRM-15	RA	5	1/m	-	7	14	21
3	LRM-15	LA	5	1/m	-	7	14	21
Ammunition Type			Rounds					
LRM-15			80					

Cost: 17,791,917 C-Bills

BV: 2,492
Weapon Heat (40)
Dissipation (32)

WARRIOR DATA

Name:

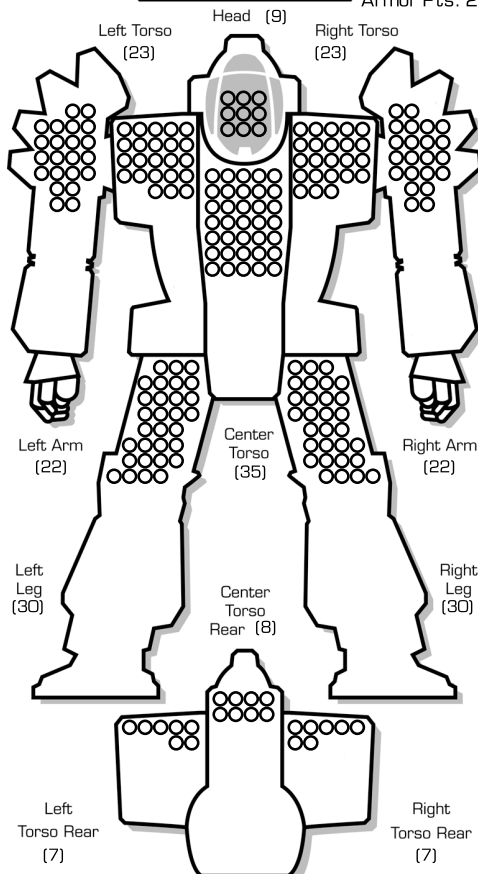
Gunnery Skill:

Piloting Skill:

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

ARMOR DIAGRAM

Armor Pts: 216



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 [LRM-15
- 1-3 [LRM-15
- 1-3 [LRM-15
- 1-3 [LRM-15

Head

- Life Support
- Sensors
- Cockpit
- Endo-Steel
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 [Double Heat Sink
- 1-3 [Double Heat Sink
- 1-3 [LRM-15
- 1-3 [LRM-15

Center Torso

- 1-3 [LRM-15
- 1-3 [LRM-15
- 1-3 [LRM-15
- 1-3 [LRM-15
- 1-3 [LRM-15
- 1-3 [LRM-15

Right Torso

- 1-3 [LRM-15
- 1-3 [LRM-15
- 1-3 [LRM-15
- 1-3 [LRM-15
- 1-3 [LRM-15
- 1-3 [LRM-15

Left Torso (CASE)

- 1-3 [XL Fusion Engine
- 1-3 [XL Fusion Engine
- 1-3 [Double Heat Sink
- 1-3 [Double Heat Sink
- 1-3 [Double Heat Sink
- 1-3 [Double Heat Sink

- 1-3 [Gyro
- 1-3 [XL Fusion Engine
- 1-3 [XL Fusion Engine
- 1-3 [XL Fusion Engine
- 1-3 [Endo-Steel
- 1-3 [Endo-Steel

Right Torso (CASE)

- 1-3 [XL Fusion Engine
- 1-3 [XL Fusion Engine
- 1-3 [Double Heat Sink
- 1-3 [Double Heat Sink
- 1-3 [Double Heat Sink
- 1-3 [Double Heat Sink

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

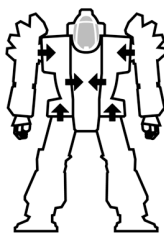
Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo-Steel
- Endo-Steel

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo-Steel
- Endo-Steel

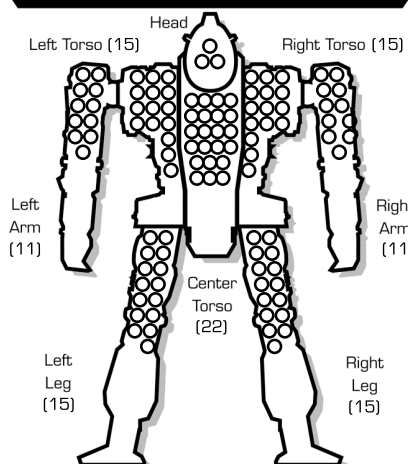
CATALYST
game labs



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Heat Scale



HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 (32) Double
30	Shutdown	○○○○○○○○○○○○○○○○○○○○
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
Overflow
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