BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Catapult II CPLT-L7

Movement Points:		**Tonnage:**	70
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Era:**	Dark Age
Jumping:	4		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	CT	5	5	—	4	8	12
1	TSEMP Cannon	RT	10	—	—	5	10	15
1	TSEMP Cannon	LT	10	—	—	5	10	15
1	LRM 20	RA	6	1/Msl	6	7	14	21
1	LRM 20	LA	6	1/Msl	6	7	14	21

Cost: 16,117,133 **BV:** 2,574

WARRIOR DATA

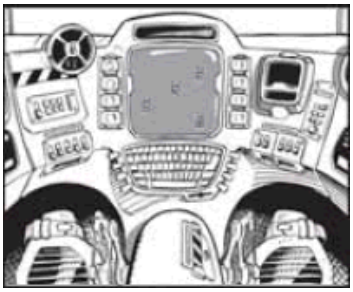
Name: _____

Gunnery Skill: 4 **Piloting Skill:** 5

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

RULES LEVELS

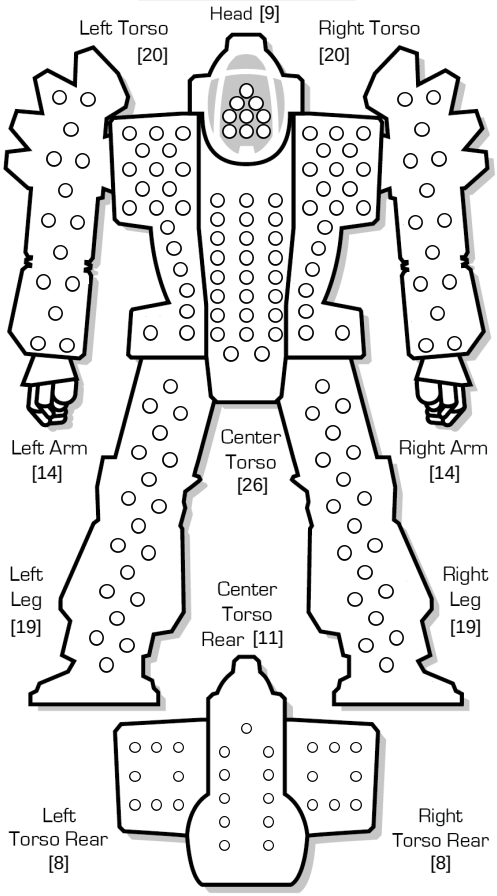
Current:	Advanced
Era Specific:	Advanced
Year Specific:	Advanced



Generated @ MORDEL.NET

Armor Factor = 168

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. LRM 20 (1-3)
4. LRM 20 (1-3)
5. LRM 20 (1-3)
6. LRM 20 (1-3)
1. LRM 20 (4-6)
2. *Endo Steel* (4-6)
3. *Endo Steel* (4-6)
4. *Endo Steel* (4-6)
5. *Endo Steel* (4-6)
6. *Endo Steel* (4-6)

Left Torso

1. XL Engine
2. XL Engine
3. XL Engine (1-3)
4. Jump Jet (1-3)
5. Jump Jet (1-3)
6. TSEMP Cannon (1-3)
1. TSEMP Cannon (4-6)
2. TSEMP Cannon (4-6)
3. TSEMP Cannon (4-6)
4. TSEMP Cannon (4-6)
5. LRM 20 (Ammo 6)
6. LRM 20 (Ammo 6)

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

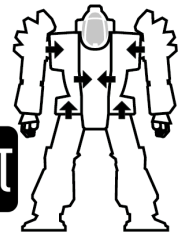
Head

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

Center Torso

1. XL Engine
2. XL Engine
3. XL Engine (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)
1. Gyro (4-6)
2. XL Engine (4-6)
3. XL Engine (4-6)
4. XL Engine (4-6)
5. ER Medium Laser (4-6)
6. ER Medium Laser (4-6)

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



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. LRM 20 (1-3)
4. LRM 20 (1-3)
5. LRM 20 (1-3)
6. LRM 20 (1-3)
1. LRM 20 (4-6)
2. *Endo Steel* (4-6)
3. *Endo Steel* (4-6)
4. *Endo Steel* (4-6)
5. *Endo Steel* (4-6)
6. *Endo Steel* (4-6)

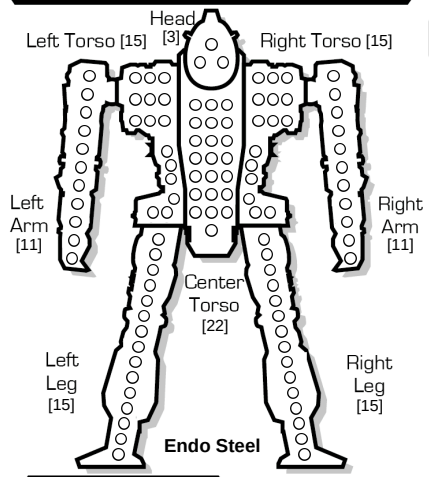
Right Torso

1. XL Engine
2. XL Engine
3. XL Engine (1-3)
4. Jump Jet (1-3)
5. Jump Jet (1-3)
6. TSEMP Cannon (1-3)
1. TSEMP Cannon (4-6)
2. TSEMP Cannon (4-6)
3. TSEMP Cannon (4-6)
4. TSEMP Cannon (4-6)
5. LRM 20 (Ammo 6)
6. LRM 20 (Ammo 6)

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. *Endo Steel*
6. *Endo Steel*

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 [20] 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

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

© 2016 The Topps Company, Inc. Classic BattleTech, 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.