

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Catapult CPLT-K2-k

Movement Points: **Tonnage:** 65
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 3033
 Jumping: 0 D/X-E-D-A

Weapons & Equipment Inventory (hexes)

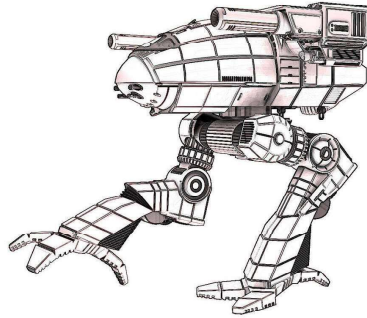
#	Type	Loc	Ht	Dmg	m	S	M	L	X
1	PPC	LA	10	10	3	6	12	18	24
1	PPC	RA	10	10	3	6	12	18	24
1	Medium Laser	LT	3	5	-	3	6	9	12
1	Medium Laser	RT	3	5	-	3	6	9	12

Cost: 5,338,025 C-Bills

BV: 1,827 (Base: 1,324)
 Weapon Heat (26)
 Dissipation (22)

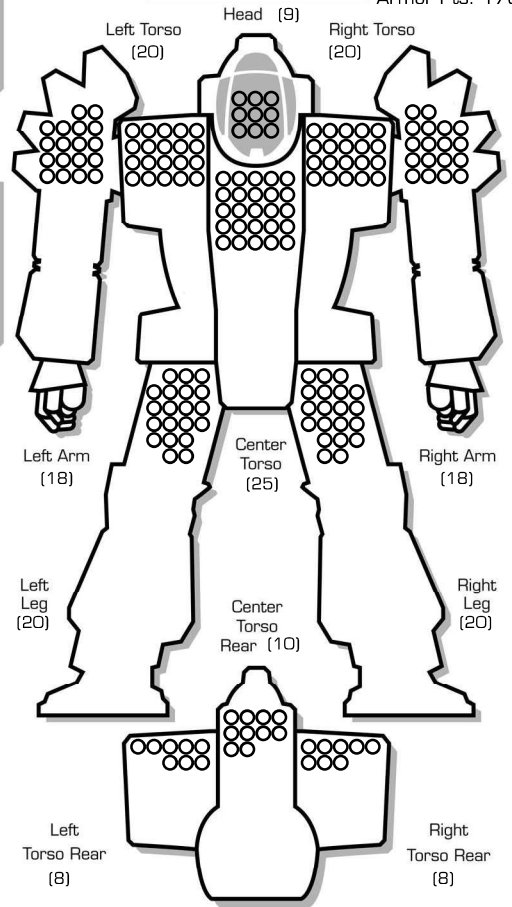
WARRIOR DATA

Name: [Akai Oni (DC)]
 Gunnery Skill: 3 Piloting Skill: 4
 Hits Taken: 1 2 3 4 5 6
 Consciousness: 3 5 7 10 11 Dead
 Pilot Edge: ○○○○



ARMOR DIAGRAM

Armor Pts: 176



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- PPC
- PPC
- PPC
- Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- PPC
- PPC
- PPC
- Roll Again

Center Torso

- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro

Left Torso

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Medium Laser
- Roll Again
- Roll Again

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Heat Sink
- Heat Sink

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

HIT LOCATION CHART

Roll	Left	Fr/Bk	Right
2	crit/LT	crit/CT	crit/RT
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

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

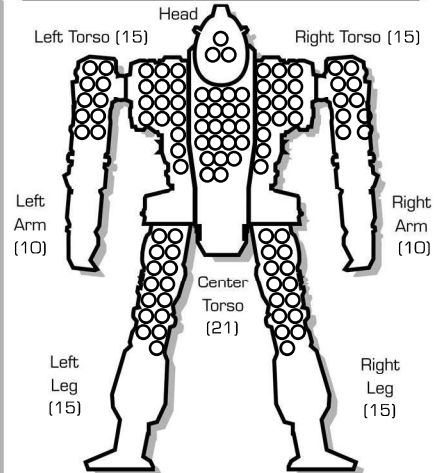
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

INTERNAL STRUCTURE DIAGRAM

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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 22 Single
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	○○○○○