

CLASSIC

BATTLETECH

3072 RECORD SHEETS



CATALYST
game labs

RECORD SHEET DESIGN BY DAVID L. MCCULLOCH

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: C-MK-O MALAK INVICTUS

Movement Points: Tonnage: 30
 Walking: 7 Tech Base: Inner Sphere
 Running: 11 3069
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C ³ CPU	LT	—	(E)	—	—	—	—
1	Flamer	RA	3	2 (DE,H,AI)	—	1	2	3
1	Retractable Blade	LA	0	3	—	—	—	—
1	Light PPC	RT	5	5 (DE)	3	6	12	18
1	SRM 2	LT	2	2/Msl (M,C,S)	—	3	6	9
1	ER Medium Laser	H	5	5 (DE)	—	4	8	12

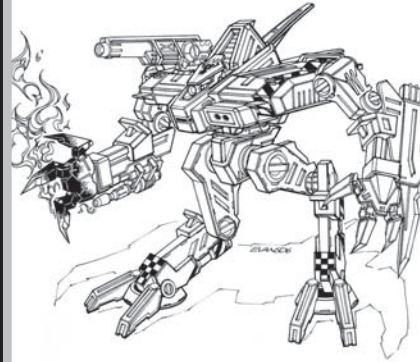
Cost: 6,557,363 C-bills BV: 837

WARRIOR DATA

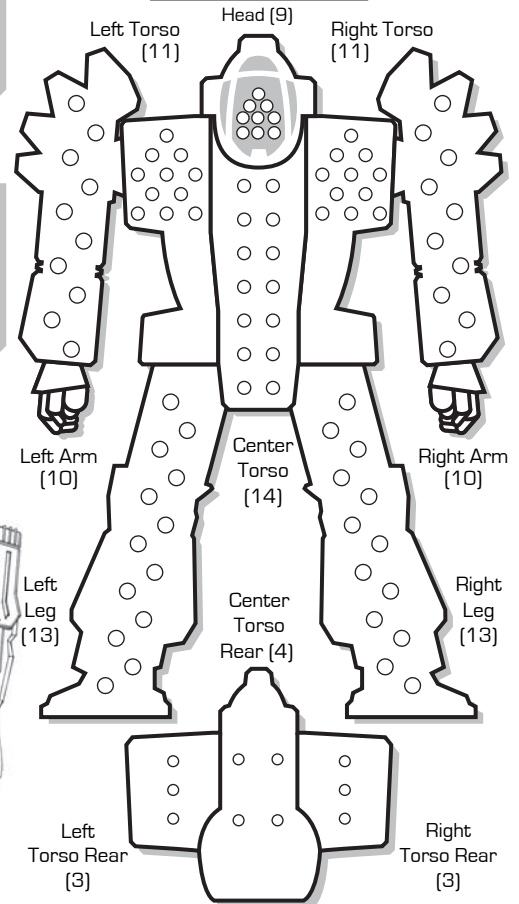
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Retractable Blade
- Retractable Blade
- Retractable Blade
- Light Ferro-Fibrous
- Light Ferro-Fibrous

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Improved C³ CPU
- Improved C³ CPU
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- SRM 2
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Light Ferro-Fibrous
- Light Ferro-Fibrous

Head

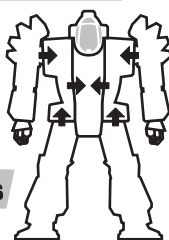
- Life Support
- Sensors
- Small Cockpit
- Sensors
- ER Medium Laser
- Roll Again

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- XL Gyro
- XL Gyro
- XL Gyro

- XL Gyro
- XL Gyro
- XL Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand
- Flamer
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

Right Torso

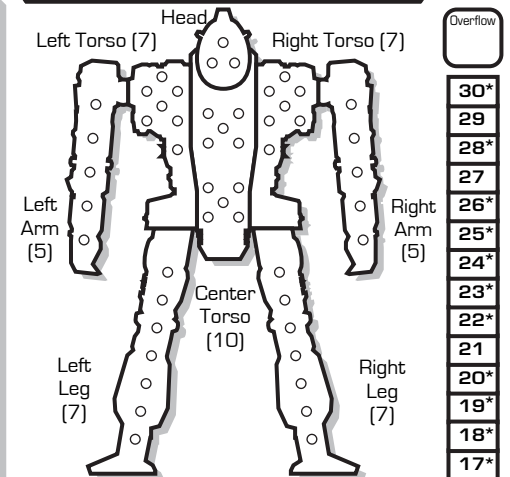
- Light Fusion Engine
- Light Fusion Engine
- Light PPC
- Light PPC
- Ammo (SRM 2) 50
- CASE

- Light Ferro-Fibrous
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Light Ferro-Fibrous
- Light Ferro-Fibrous

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

CLASSIC BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **C-CRG-0 GRIGORI INVICTUS**

Movement Points: **Tonnage: 60**
 Walking: 4 **Tech Base: Inner Sphere**
 Running: 6 **3069**
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C ³ CPU	LT	—	(E)	—	—	—	—
1	MRM 20	RA	6	1/Msl (M,C)	—	3	8	15
1	Retractable Blade	LA	0	6	—	—	—	—
1	LRM 15	LT	5	1/Msl (M,C,S)	6	7	14	21
1	Streak SRM 4	LT	3	2/Msl (M,C)	—	3	6	9
1	Light PPC	H	5	5 (DE)	3	6	12	18

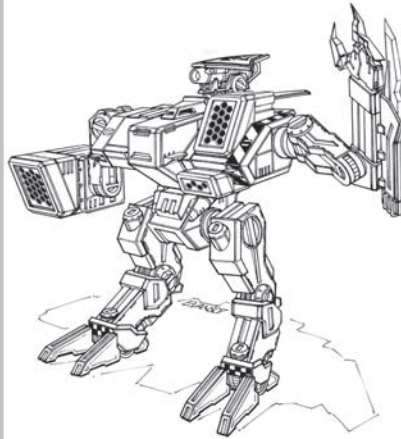
Cost: 12,327,600 C-bills **BV: 1,313**

WARRIOR DATA

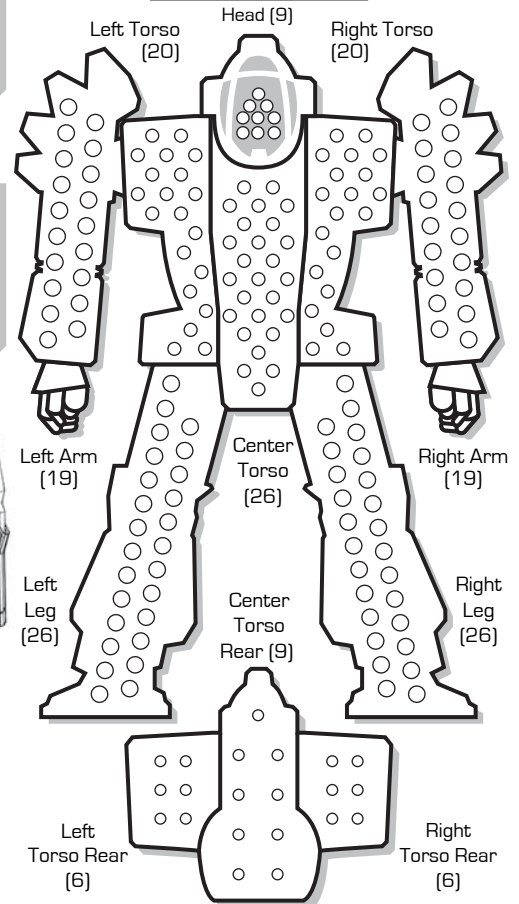
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Retractable Blade
- Retractable Blade
- Retractable Blade
- Retractable Blade
- Roll Again

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- 1-3 Improved C³ CPU
- Improved C³ CPU
- LRM 15
- LRM 15

- LRM 15
- Streak SRM 4
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Light Ferro-Fibrous
- Light Ferro-Fibrous

Head

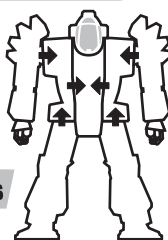
- Life Support
- Sensors
- Small Cockpit
- Sensors
- Light PPC
- Light PPC

Center Torso

- Light Fusion Engine
- Light Fusion Engine
- 1-3 Light Fusion Engine
- XL Gyro
- XL Gyro
- XL Gyro

- XL Gyro
- XL Gyro
- XL Gyro
- 4-6 Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 MRM 20
- MRM 20
- MRM 20
- Light Ferro-Fibrous

- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

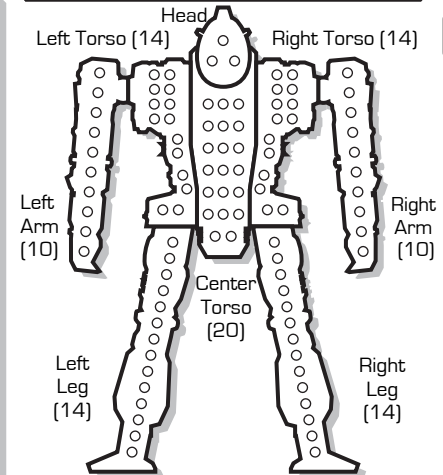
- Light Fusion Engine
- Light Fusion Engine
- 1-3 Ammo (MRM) 12
- Ammo (LRM) 8
- Ammo (LRM) 8
- Ammo (Streak) 25

- CASE
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Light Ferro-Fibrous
- Light Ferro-Fibrous

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

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	

