BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Trebuchet TBT-3C

Movement Points:		Tonnage:	50
Walking:	6	Tech Base:	Inner Sphere
Running:	9		2780
Jumping:	0		E/E-F-E-D

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5 [DE]	–	3	6	9
1	LRM-15 w/Artemis IV FCS	RT	5	1/m [M, C/S/C5/15]	6	7	14	21
2	Medium Laser	RA	3	5 [DE]	–	3	6	9
1	LRM-15 w/Artemis IV FCS	LA	5	1/m [M, C/S/C5/15]	6	7	14	21
1	Medium Laser	LA	3	5 [DE]	–	3	6	9

Ammunition Type	Rounds
LRM-15 (Artemis)	32

Cost: 9,636,000 C-Bills +240,000 (ammo)

BV: 1,342

Weapon Heat (22)
Dissipation (20)

WARRIOR DATA

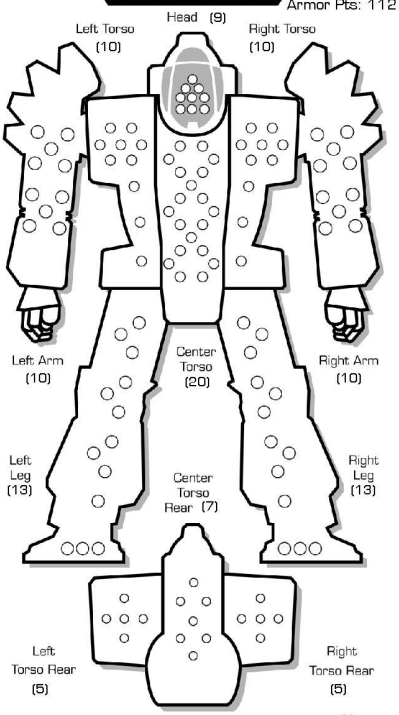
Name:

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

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

ARMOR DIAGRAM

Armor Pts: 112



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

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM-15
6. LRM-15

4-6
1. LRM-15
2. Artemis IV FCS
3. Medium Laser
4. Endo-Steel
5. Endo-Steel
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo-Steel
5. Sensors
6. Life Support

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. Medium Laser
6. Endo-Steel

4-6
1. Endo-Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Medium Laser
6. Endo-Steel

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Ammo (LRM 15 Artemis) 8
5. Ammo (LRM 15 Artemis) 8
6. CASE

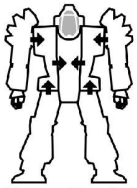
4-6
1. Endo-Steel
2. Endo-Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. LRM-15
5. LRM-15
6. LRM-15

4-6
1. Artemis IV FCS
2. Ammo (LRM 15 Artemis) 8
3. Ammo (LRM 15 Artemis) 8
4. CASE
5. Endo-Steel
6. Endo-Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

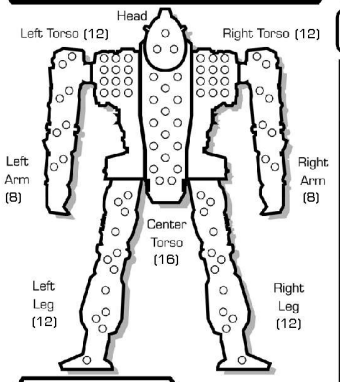
Left Leg

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

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 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: 10 (20) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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