BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Pariah (Septicemia) B

Movement Points:		Tonnage:	55
Walking:	5	Tech Base:	Clan
Running:	8	Era:	Jihad
Jumping:	7		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	H	2	3	–	2	4	6
1	Large Pulse Laser	RT	10	10	–	6	14	20
1	Large Pulse Laser	LT	10	10	–	6	14	20
~~1~~	~~Targeting Computer~~	~~LT~~	~~0~~					
1	Small Pulse Laser	RA	2	3	–	2	4	6
~~1~~	~~Small Pulse Laser~~	~~LA~~	~~2~~	~~3~~	~~–~~	~~2~~	~~4~~	~~6~~

Cost: 14,686,896 **BV:** 3,234

WARRIOR DATA

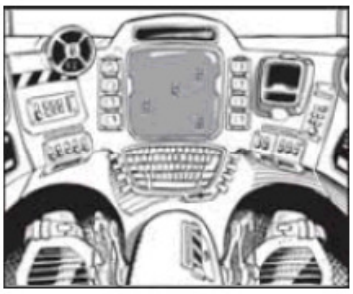
Name: chihawk (Player 4)

Gunnery Skill: 2 Piloting Skill: 5

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

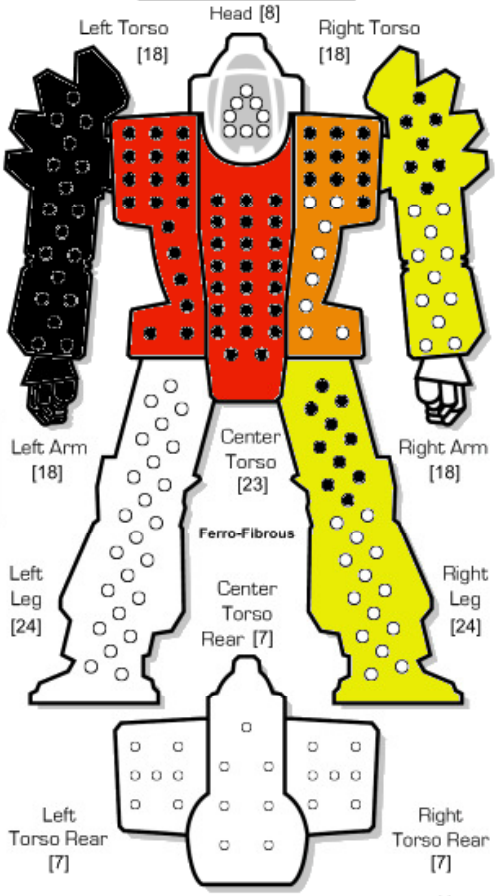
RULES LEVELS

Current:	Tournament Legal
Era Specific:	Tournament Legal
Year Specific:	Tournament Legal



Armor Factor = 172

ARMOR DIAGRAM



CRITICAL HIT TABLE

Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Pulse Laser
5. Sensors
6. Life Support

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Improved Jump Jet
6. Improved Jump Jet

Left Torso
1. XL Engine
2. ~~XL Engine~~
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

1. Large Pulse Laser
2. Large Pulse Laser
3. Targeting Computer
4. ~~Targeting Computer~~
5. Targeting Computer
6. *Roll Again*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Small Pulse Laser
6. *Ferro-Fibrous*

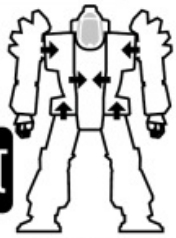
1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

Right Torso
1. XL Engine
2. XL Engine
3. Double Heat Sink
4. Double Heat Sink
5. Improved Jump Jet
6. Improved Jump Jet

1. Improved Jump Jet
2. Improved Jump Jet
3. Large Pulse Laser
4. Large Pulse Laser
5. *Roll Again*
6. *Roll Again*

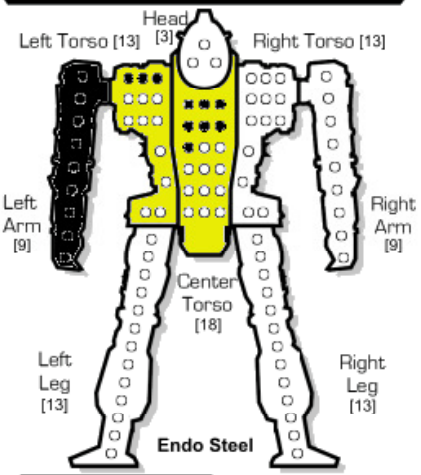
Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow 12

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 Sinks: 13 [26] Double

Heat Level*	Effects	
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	

© 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.