BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Hatchetman HCT-5D

Movement Points:		**Tonnage:**	45
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Standard
Jumping:	4	**Role:**	Brawler

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Hatchet	RA	—	9	—	—	—	—
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	Ultra AC/10	RT	4	10/Sht [DB,R/C]	—	6	12	18

Ammo: (Ultra AC/10) 20

BV: 1,012

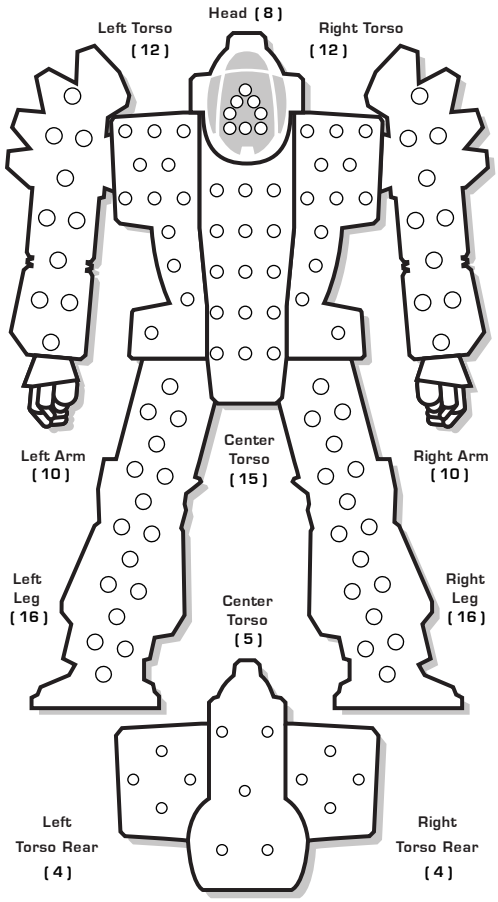
WARRIOR DATA

Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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

ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Roll Again
6. Roll Again

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ER Medium Laser
2. Targeting Computer [IS]
3. Targeting Computer [IS]
4. Targeting Computer [IS]
5. Targeting Computer [IS]
6. Roll Again

Left Leg

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

Head

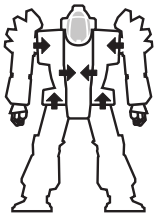
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
6. Roll Again

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



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Hatchet
6. Hatchet

1. Hatchet
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

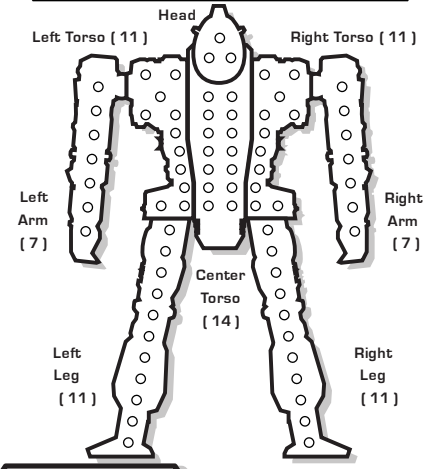
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10

1. Ultra AC/10
2. Ultra AC/10
3. Ultra AC/10
4. Ultra AC/10
5. Ammo (Ultra AC/10) 10
6. Ammo (Ultra AC/10) 10

Right Leg

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

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

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Hatchetman HCT-5DD

Movement Points:		**Tonnage:**	45
Walking:	5	**Tech Base:**	Inner Sphere
Running:	8	**Rules Level:**	Standard
Jumping:	5	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Hatchet	RA	—	9	—	—	—	—
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	Rotary AC/2	RT	1	2/Sht [DB,R/C]	—	6	12	18

Ammo: (RAC/2) 90

BV: 1,112

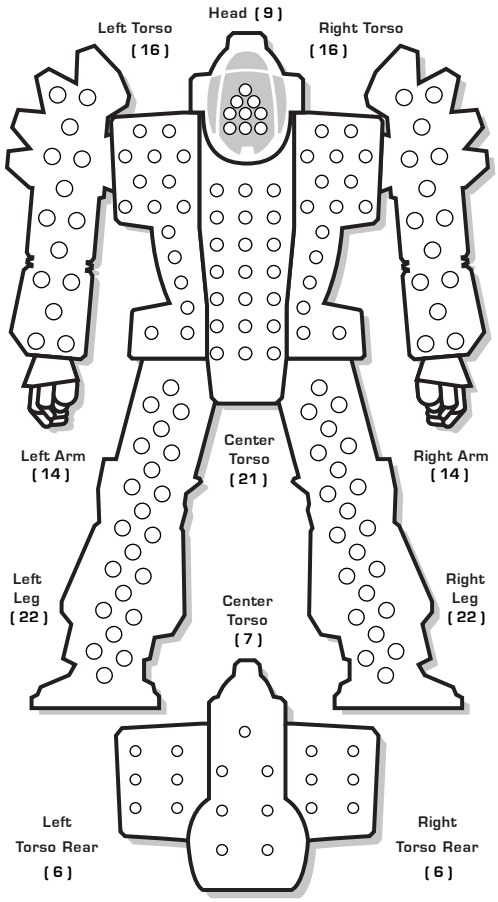
WARRIOR DATA

Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

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

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. ER Medium Laser
2. Targeting Computer [IS]
3. Targeting Computer [IS]
4. Targeting Computer [IS]
5. Roll Again
6. Roll Again

Left Leg

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

Head

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

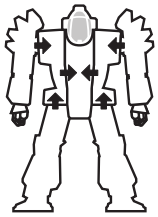
Center Torso

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. Jump Jet
6. Roll Again

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

CATALYST game labs



Damage Transfer Diagram

Right Arm

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

4-6
1. Hatchet
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

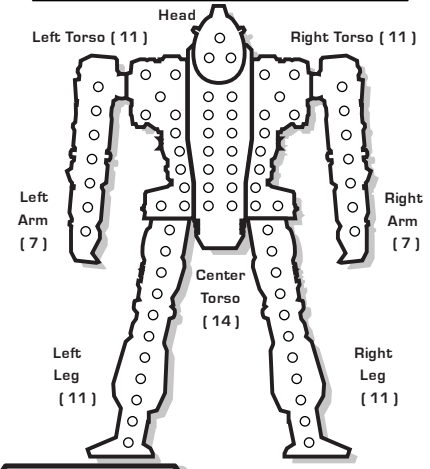
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Rotary AC/2
5. Rotary AC/2
6. Rotary AC/2

4-6
1. Ammo (RAC/2) 45
2. Ammo (RAC/2) 45
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

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

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

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Hatchetman HCT-5DT

Movement Points:		**Tonnage:**	45
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Standard
Jumping:	4	**Role:**	Brawler

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Hatchet	RA	—	9	—	—	—	—
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Small Laser	RA	2	3 [DE]	—	2	4	5
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	ER Small Laser	LT	2	3 [DE]	—	2	4	5
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	ECM Suite (Guardian)	LT	—	[E]	—	—	—	6
1	Snub-Nose PPC w/Capacitor	RT	10	10/8/5 [DE,V]	—	9	13	15
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Small Laser	RT	2	3 [DE]	—	2	4	5
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	ER Small Laser	CT	2	3 [DE]	—	2	4	5

BV: 1,509

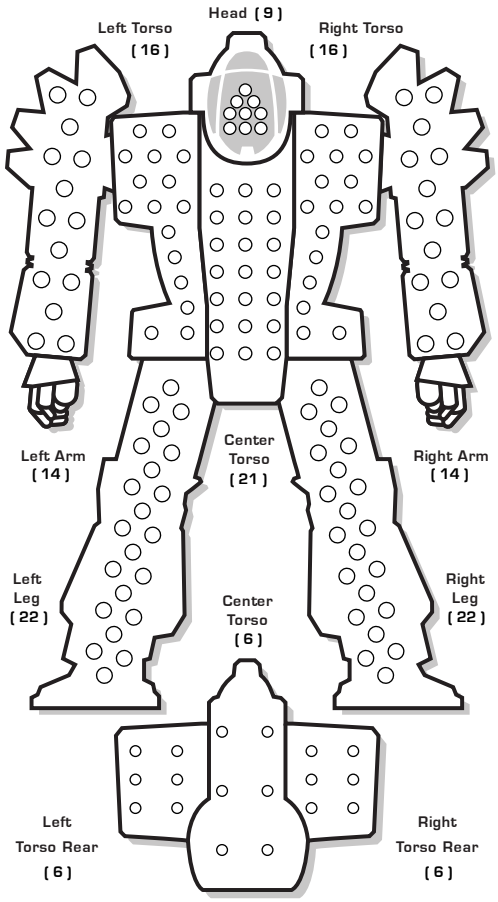
WARRIOR DATA

Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Roll Again
6. Roll Again

4-6

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. ER Medium Laser
5. ER Small Laser
6. Targeting Computer [IS]

1-3

1. Targeting Computer [IS]
2. Targeting Computer [IS]
3. ECM Suite (Guardian)
4. ECM Suite (Guardian)
5. Roll Again
6. Roll Again

4-6

Left Leg

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

Head

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

Center Torso

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

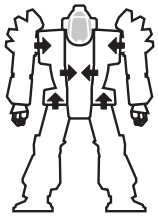
1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ER Medium Laser
6. ER Small Laser

4-6

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

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Hatchet
6. Hatchet

1-3

1. Hatchet
2. ER Medium Laser
3. ER Small Laser
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

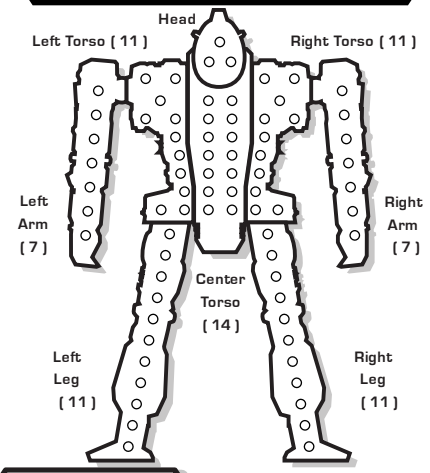
1. Snub-Nose PPC
2. Snub-Nose PPC
3. PPC Capacitor
4. ER Medium Laser
5. ER Small Laser
6. Roll Again

4-6

Right Leg

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

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

Double Heat Sinks: 10 (20)

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	
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8	+1 Modifier to Fire	
5	-1 Movement Points	

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