

# BATTLETECH™

## FORCEPACK RECORD SHEETS WAVE TWO



### INCLUDES RECORD SHEETS FOR:

- Clan Ad Hoc Star
- Clan Fire Star
- Clan Heavy Star
- Clan Heavy Battle Star
- Clan Support Star
- Clan Striker Star
- ComStar Battle Level II
- ComStar Command Level II
- Inner Sphere Fire Lance
- Inner Sphere Direct Fire Lance
- Inner Sphere Heavy Lance
- Inner Sphere Heavy Battle Lance
- Inner Sphere Striker Lance
- Inner Sphere Support Lance
- Inner Sphere Urban Lance
- Salvage Box: Shilone

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Fire Moth (Dasher) Prime

Movement Points: **Tonnage:** 20  
 Walking: 10 **Tech Base:** Clan  
 Running: 15 [20] **Rules Level:** Standard  
 Jumping: 0 **Role:** Striker

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)			
					Min	Sht	Med	Lng
2	ER Medium Laser	LA	5	7 [DE]	-	5	10	15
1	SRM 6	RA	4	2/Msl [M,C,S]	-	3	6	9
1	SRM 4	RT	3	2/Msl [M,C,S]	-	3	6	9

Ammo: [SRM 4] 25, [SRM 6] 15

BV: 1,251

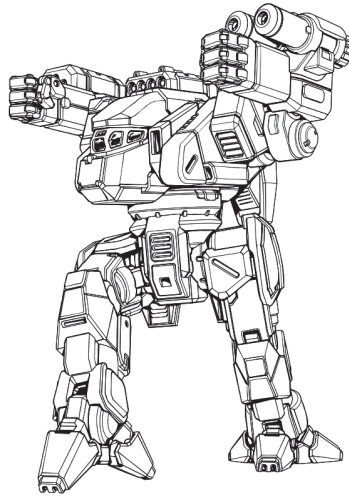


### WARRIOR DATA

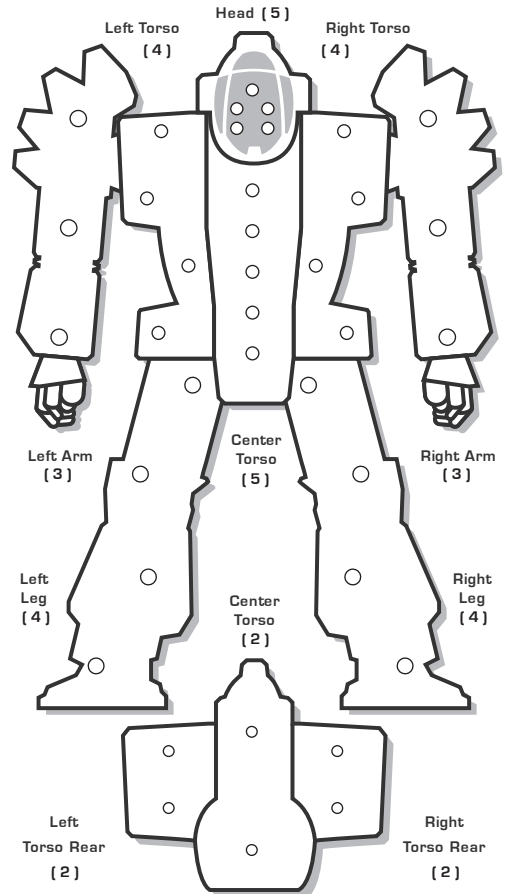
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



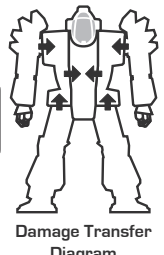
### ARMOR DIAGRAM



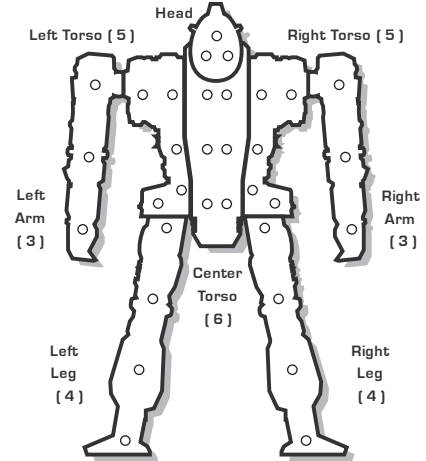
### CRITICAL TABLE

Location	1-3	4-6
<b>Left Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. ER Medium Laser 6. ER Medium Laser	1. Endo Steel 2. Ferro-Fibrous
<b>Right Arm (CASE)</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. SRM 6 6. Ammo [SRM 6] 15	1. Endo Steel 2. Ferro-Fibrous 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
<b>Center Torso</b>	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. MASC 6. Endo Steel
<b>Left Torso</b>	1. XL Fusion Engine 2. XL Fusion Engine 3. Double Heat Sink 4. Double Heat Sink 5. Endo Steel 6. Ferro-Fibrous	1. Ferro-Fibrous 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
<b>Right Torso (CASE)</b>	1. XL Fusion Engine 2. XL Fusion Engine 3. Double Heat Sink 4. Double Heat Sink 5. SRM 4 6. Ammo [SRM 4] 25	1. Endo Steel 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Roll Again 5. Roll Again 6. Roll Again
<b>Left Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Roll Again	
<b>Right Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Roll Again	

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Fire Moth (Dasher) A

Movement Points: Tonnage: 20  
 Walking: 10 Tech Base: Clan  
 Running: 15 [20] Rules Level: Standard  
 Jumping: 0 Role: Scout

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Anti-Missile System	LA	1	[PD]	—	1	—	—
1	TAG	RA	—	[E]	—	5	9	15
1	Active Probe	RA	—	[E]	—	—	—	5
1	Streak SRM 4	RT	3	2/Msl [M,C]	—	4	8	12

(hexes)

Ammo: [AMS] 24, [Streak SRM 4] 25

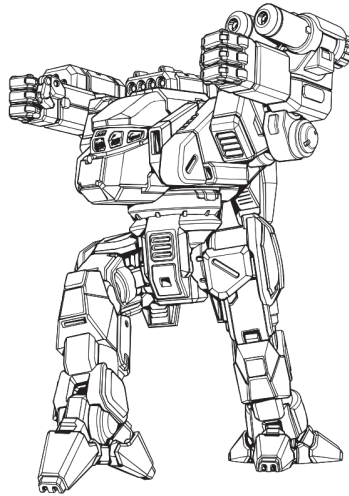
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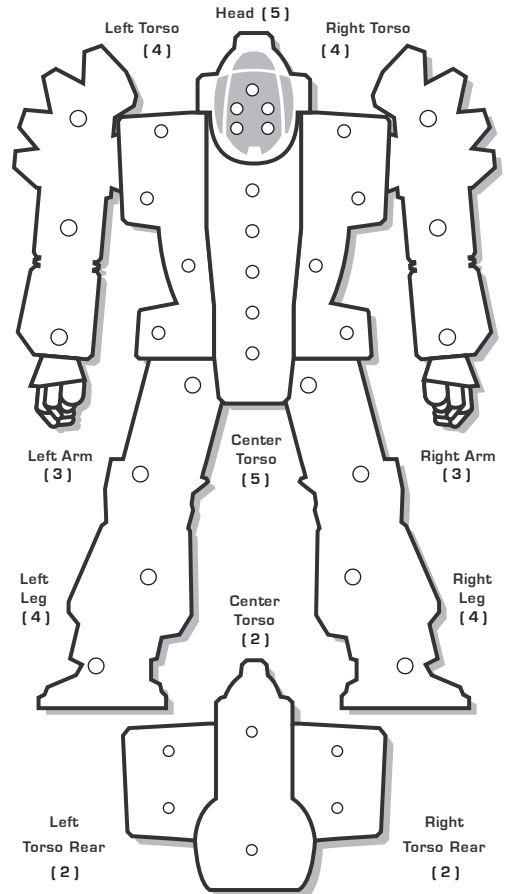
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



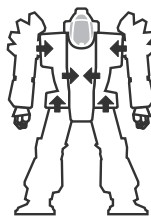
### ARMOR DIAGRAM



### CRITICAL TABLE

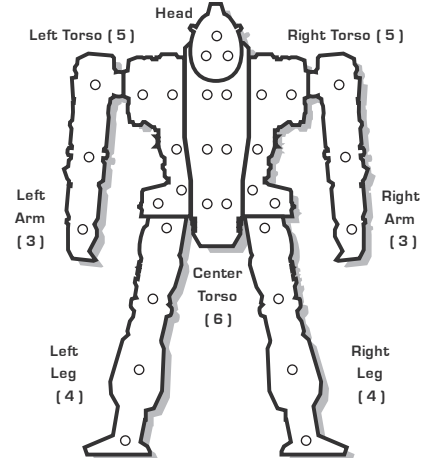
Part	1-3	4-6
<b>Left Arm (CASE)</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Anti-Missile System 6. Ammo [AMS] 24	1. Endo Steel 2. Ferro-Fibrous
<b>Head</b>	1. Life Support 2. Sensors 3. Cockpit 4. Ferro-Fibrous 5. Sensors 6. Life Support	
<b>Right Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. TAG 6. Active Probe	1. Endo Steel 2. Ferro-Fibrous 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
<b>Center Torso</b>	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. MASC 6. Endo Steel
<b>Left Torso</b>	1. XL Fusion Engine 2. XL Fusion Engine 3. Double Heat Sink 4. Double Heat Sink 5. Endo Steel 6. Ferro-Fibrous	1. Ferro-Fibrous 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
<b>Right Torso (CASE)</b>	1. XL Fusion Engine 2. XL Fusion Engine 3. Double Heat Sink 4. Double Heat Sink 5. Streak SRM 4 6. Ammo [Streak SRM 4] 25	1. Endo Steel 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Roll Again 5. Roll Again 6. Roll Again
<b>Left Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Roll Again	
<b>Right Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Roll Again	

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Fire Moth (Dasher) B

Movement Points: **Tonnage:** 20  
 Walking: 10 **Tech Base:** Clan  
 Running: 15 [20] **Rules Level:** Standard  
 Jumping: 0 **Role:** Striker

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)			
					Min	Sht	Med	Lng
1	A-Pod	RL	—	[PD,OS,AI]	—	—	—	—
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
2	Machine Gun	RA	—	2 [DB,AI]	—	1	2	3
1	ECM Suite	RA	—	[E]	—	—	—	6
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12

Ammo: [Machine Gun] 100

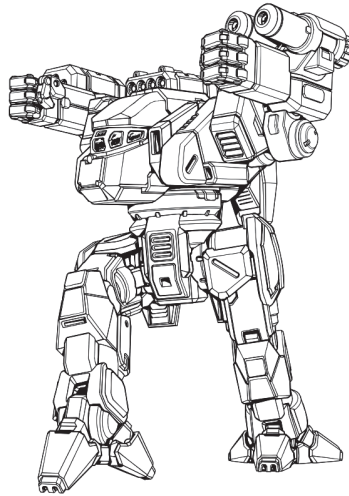
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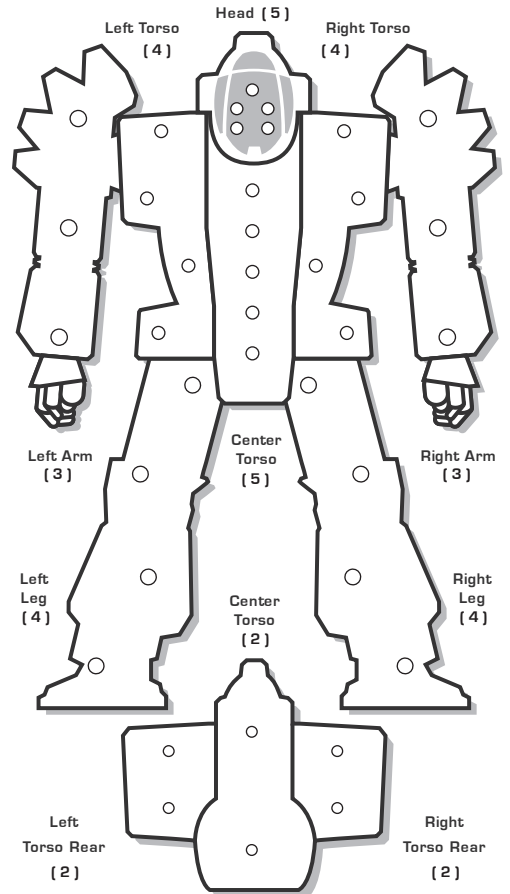
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



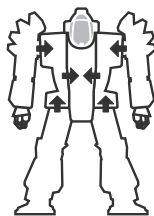
### ARMOR DIAGRAM



### CRITICAL TABLE

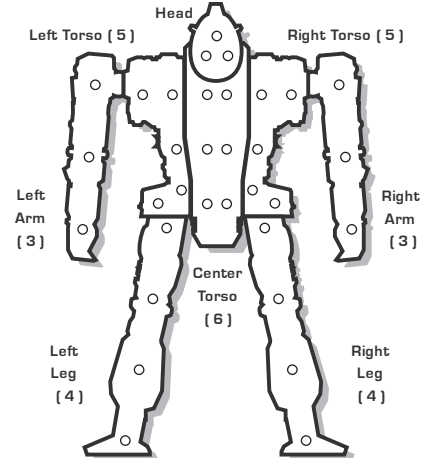
Location	1-3	4-6
<b>Left Arm</b>	<ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>Medium Pulse Laser</li> <li>Endo Steel</li> </ol>	<ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>
<b>Right Arm (CASE)</b>	<ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>Machine Gun</li> <li>Machine Gun</li> </ol>	<ol style="list-style-type: none"> <li>Ammo [Machine Gun] 100</li> <li>ECM Suite</li> <li>Endo Steel</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> </ol>
<b>Center Torso</b>	<ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol>	<ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>MASC</li> <li>Endo Steel</li> </ol>
<b>Left Torso</b>	<ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Endo Steel</li> <li>Ferro-Fibrous</li> </ol>	<ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>
<b>Right Torso</b>	<ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Medium Pulse Laser</li> <li>Endo Steel</li> </ol>	<ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>
<b>Left Leg</b>	<ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Endo Steel</li> <li>Roll Again</li> </ol>	
<b>Right Leg</b>	<ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>A-Pod</li> <li>Endo Steel</li> </ol>	

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Howler (Baboon)

Movement Points:

Walking: 7

Running: 11

Jumping: 0

Tonnage: 20

Tech Base: Clan

Rules Level: Standard

Role: Missile Boat

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	LRM 5	RT	2	1/Msl [M,C,S]	—	7	14	21

Ammo: [LRM 5] 72

BV: 645

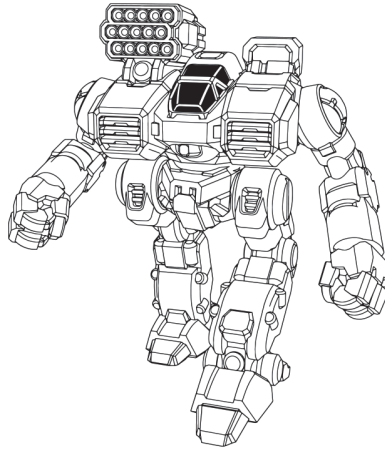


### WARRIOR DATA

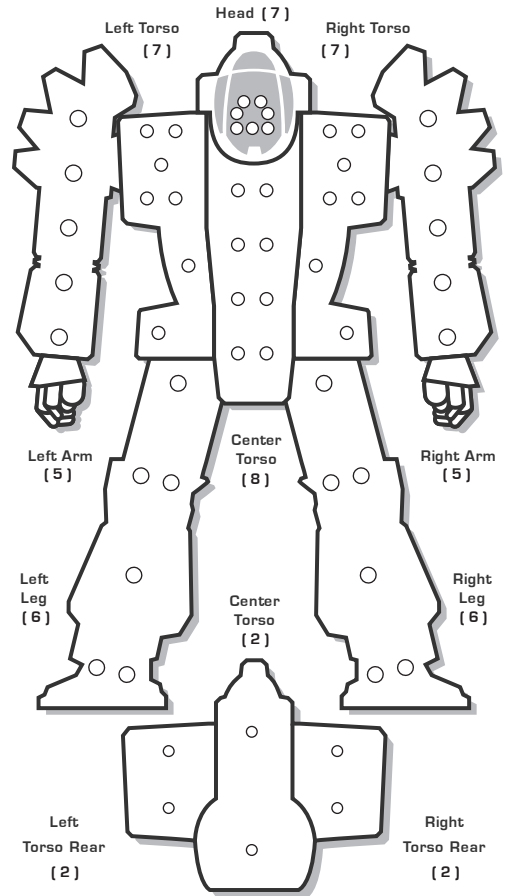
Name: \_\_\_\_\_

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

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

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Roll Again
- Roll Again

4-6

#### Left Torso

- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

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

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Endo Steel
- Ferro-Fibrous

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

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

4-6

#### Right Torso (CASE)

- LRM 5
- LRM 5
- LRM 5
- Ammo [LRM 5] 24
- Ammo [LRM 5] 24
- Ammo [LRM 5] 24

1-3

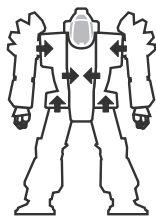
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Leg

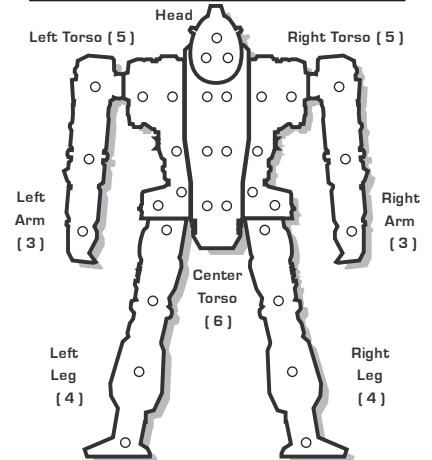
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	10 (20)
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Piranha

Movement Points:

Walking: 9

Running: 14

Jumping: 0

Tonnage: 20

Tech Base: Clan

Rules Level: Standard

Role: Striker

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
6	Machine Gun	LT	—	2 [DB,AI]	—	1	2	3
6	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3
1	ER Small Laser	CT	2	5 [DE]	—	2	4	6

Ammo: [Machine Gun] 200

BV: 998

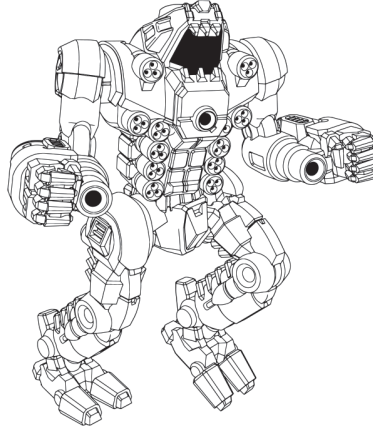


### WARRIOR DATA

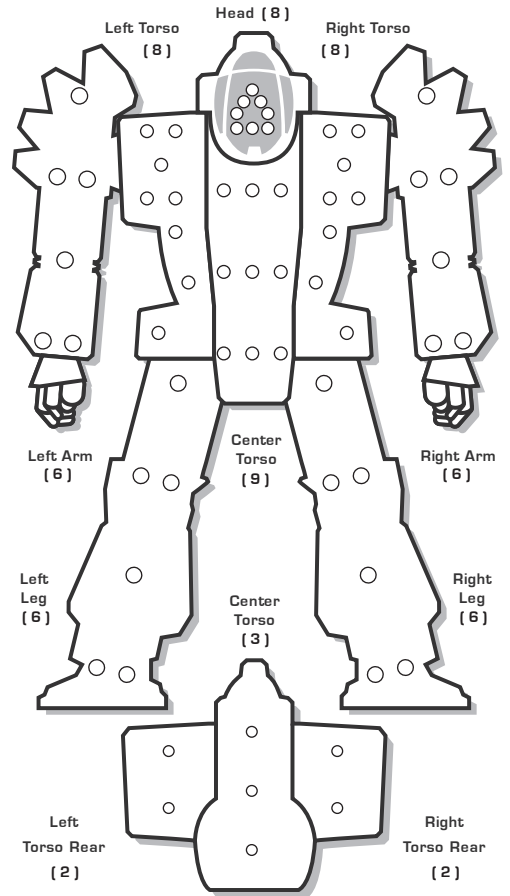
Name: \_\_\_\_\_

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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Roll Again

1-3

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

4-6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Machine Gun
- Machine Gun
- Machine Gun
- Machine Gun

1-3

- Machine Gun
- Machine Gun
- Ammo [Machine Gun] 100
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

1-3

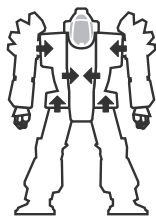
#### Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Heat Sink
- ER Small Laser

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Roll Again

1-3

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

4-6

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Machine Gun
- Machine Gun
- Machine Gun
- Machine Gun

1-3

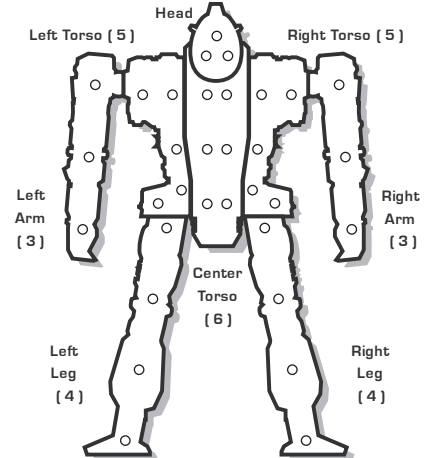
- Machine Gun
- Machine Gun
- Ammo [Machine Gun] 100
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Sinks: 10



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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Fire Falcon Prime

Movement Points:

Walking: 8

Running: 12

Jumping: 0

Tonnage: 25

Tech Base: Clan

Rules Level: Standard

Role: Striker

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
2	ER Small Laser	RA	2	5 [DE]	—	2	4	6
2	Streak SRM 4	LT	3	2/Msl [M,C]	—	4	8	12

Ammo: [Streak SRM 4] 25

BV: 1,451

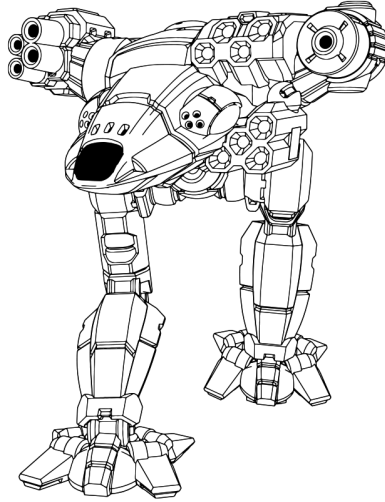


### WARRIOR DATA

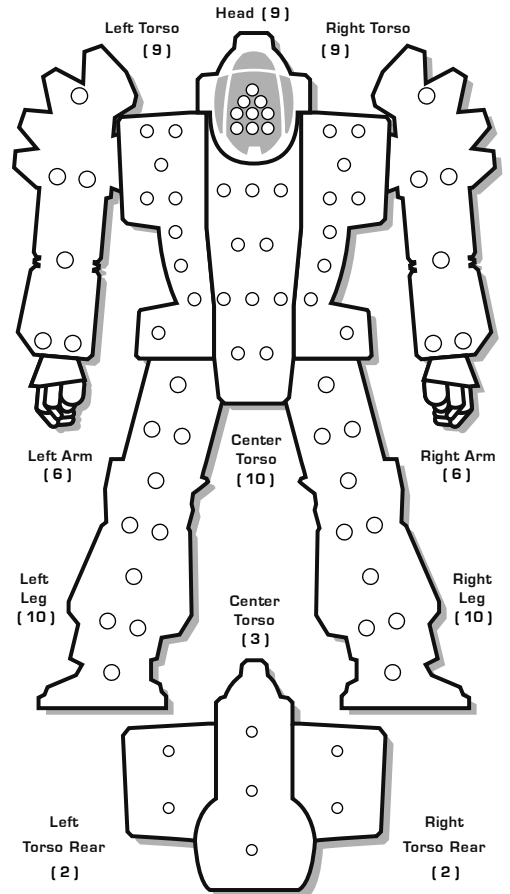
Name: \_\_\_\_\_

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

- Shoulder
- Upper Arm Actuator
- Medium Pulse Laser
- Endo Steel
- Endo Steel
- Endo Steel

1-3

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

4-6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Streak SRM 4
- Streak SRM 4
- Ammo [Streak SRM 4] 25
- Endo Steel

1-3

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

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

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

4-6

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- ER Medium Laser
- ER Small Laser
- ER Small Laser

1-3

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

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

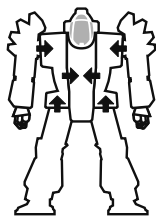
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

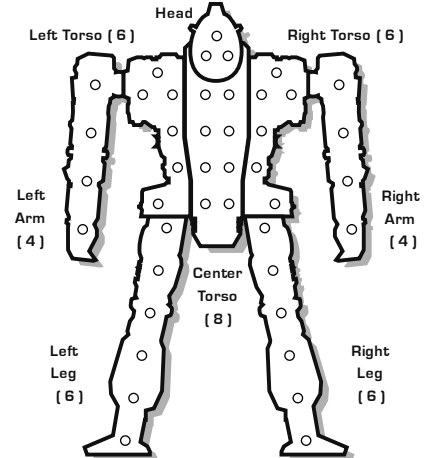
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Fire Falcon A

Movement Points:

Walking: 8

Running: 12

Jumping: 0

Tonnage: 25

Tech Base: Clan

Rules Level: Standard

Role: Striker

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	LA	2	5 [DE]	—	2	4	6
1	Ultra AC/2	RA	1	2/Sht	2	9	18	27
				[DB,R/C]				
1	LRM 10	LT	4	1/Msl [M,C,S]	—	7	14	21

Ammo: [LRM 10] 12, [Ultra AC/2] 45

BV: 822

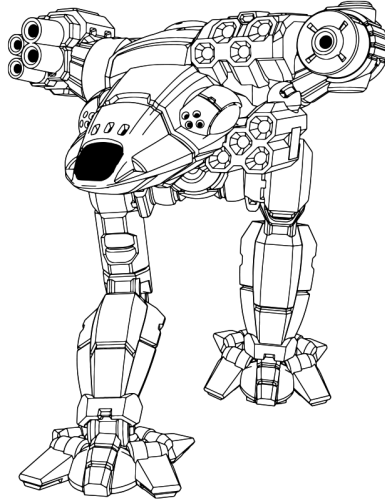


### WARRIOR DATA

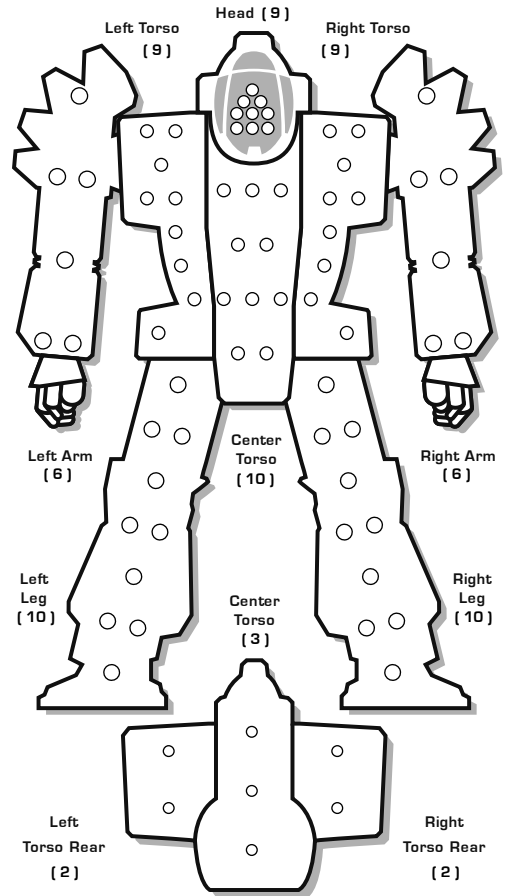
Name: \_\_\_\_\_

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

- Shoulder
- Upper Arm Actuator
- ER Small Laser
- Endo Steel
- Endo Steel
- Endo Steel

1-3

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

4-6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- LRM 10
- Ammo [LRM 10] 12
- Endo Steel
- Endo Steel

1-3

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

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

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

4-6

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Ultra AC/2
- Ultra AC/2
- Ferro-Fibrous
- Ferro-Fibrous

1-3

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

4-6

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Ammo [Ultra AC/2] 45
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

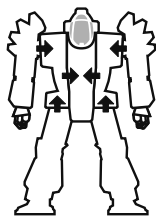
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

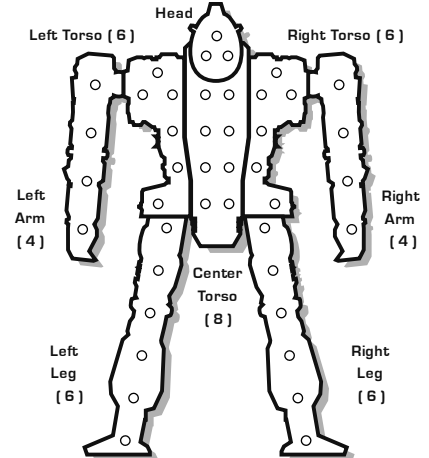
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Double Heat Sinks:  
10 (20)



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



# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Fire Falcon B

Movement Points:

Walking: 8

Running: 12

Jumping: 0

Tonnage: 25

Tech Base: Clan

Rules Level: Standard

Role: Sniper

### Weapons & Equipment Inventory

(hexes)

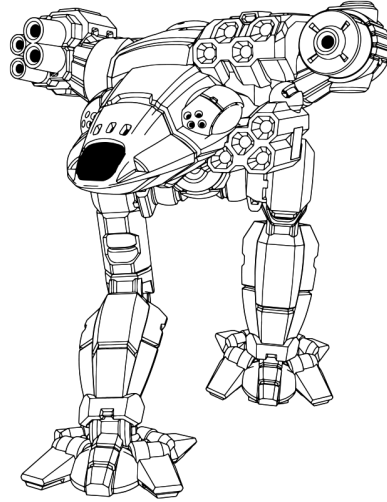
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	Targeting Computer	LT	—	[E]	—	—	—	—

### WARRIOR DATA

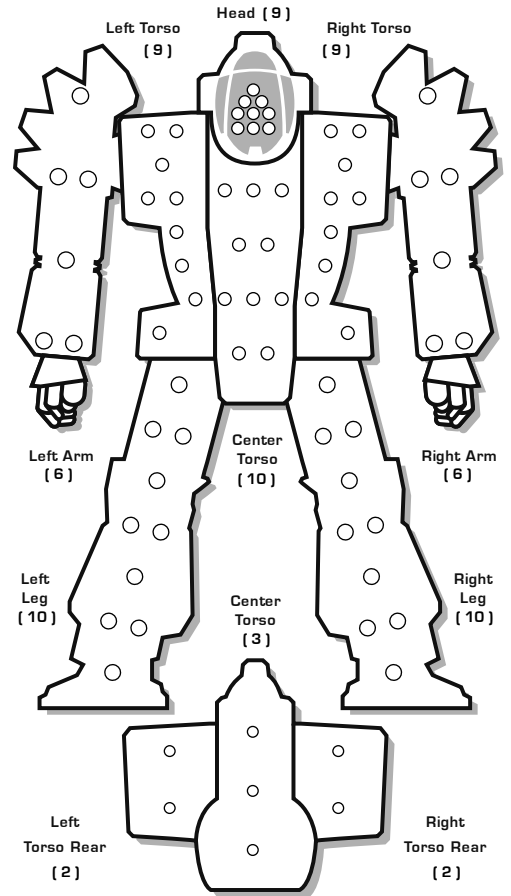
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



BV: 1,570



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- ER Large Laser
- Endo Steel
- Endo Steel
- Endo Steel

1-3

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

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Targeting Computer
- Targeting Computer
- Endo Steel
- Endo Steel

1-3

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

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

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

4-6

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- ER Large Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

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

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

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

4-6

#### Right Leg

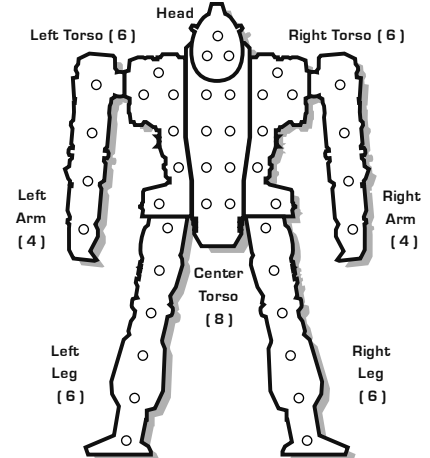
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Double Heat Sinks: 10 (20)



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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Arctic Cheetah (Hankyu) Prime

Movement Points: **Tonnage:** 30  
 Walking: 8 **Tech Base:** Clan  
 Running: 12 **Rules Level:** Standard  
 Jumping: 6 **Role:** Striker

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	LRM 5	LA	2	1/Msl [M,C,S]	—	7	14	21
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	LRM 5	RA	2	1/Msl [M,C,S]	—	7	14	21
1	TAG	LT	—	[E]	—	5	9	15
1	ECM Suite	LT	—	[E]	—	—	—	6
1	Flamer	RT	3	2 [DE,H,AI]	—	1	2	3
1	Active Probe	RT	—	[E]	—	—	—	5

(hexes)

Ammo: [LRM 5] 48

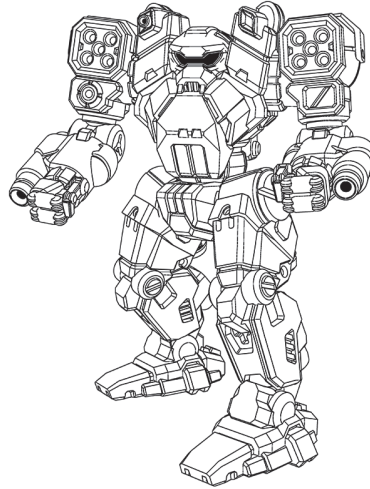
BV: 1,334



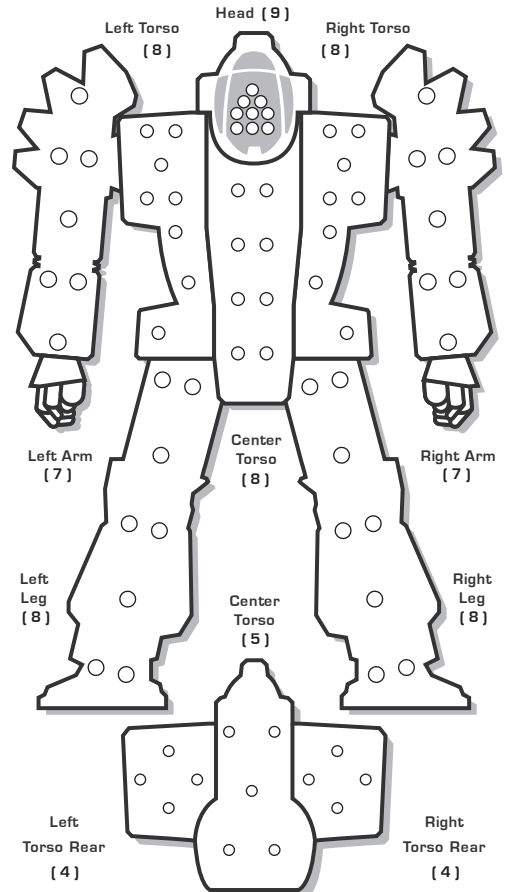
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead

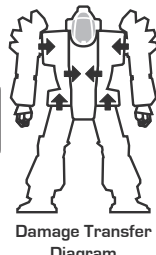


### ARMOR DIAGRAM

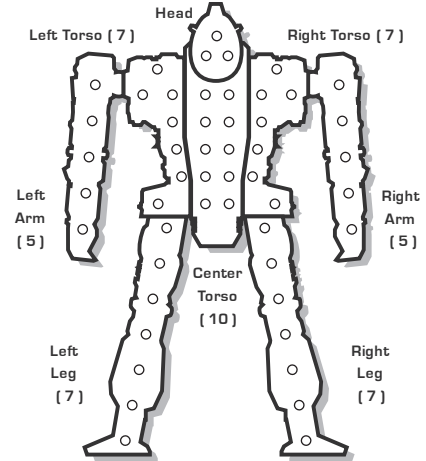


### CRITICAL TABLE

Location	1-3	4-6
<b>Left Arm</b>	<ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol>	<ol style="list-style-type: none"> <li>Endo Steel</li> <li>Ferro-Fibrous</li> </ol>
<b>Right Arm</b>	<ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol>	<ol style="list-style-type: none"> <li>Endo Steel</li> <li>Ferro-Fibrous</li> </ol>
<b>Center Torso</b>	<ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>Roll Again</li> </ol>	<ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> </ol>
<b>Left Torso (CASE)</b>	<ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Ammo [LRM 5] 24</li> </ol>	<ol style="list-style-type: none"> <li>Gyro</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> </ol>
<b>Right Torso (CASE)</b>	<ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Double Heat Sink</li> </ol>	<ol style="list-style-type: none"> <li>Endo Steel</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> </ol>
<b>Left Leg</b>	<ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> </ol>	<ol style="list-style-type: none"> <li>Active Probe</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>
<b>Right Leg</b>	<ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> </ol>	<ol style="list-style-type: none"> <li>Endo Steel</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> </ol>



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Arctic Cheetah (Hankyu) A

Movement Points: **Tonnage:** 30  
 Walking: 8 **Tech Base:** Clan  
 Running: 12 **Rules Level:** Standard  
 Jumping: 6 **Role:** Striker

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 6	LA	4	2/[Msl [M,C]	—	4	8	12
1	Flamer	LA	3	2/[DE,H,AI]	—	1	2	3
1	Streak SRM 6	RA	4	2/[Msl [M,C]	—	4	8	12
1	Small Pulse Laser	RA	2	3/[P,AI]	—	2	4	6

(hexes)

Min Sht Med Lng

1 Streak SRM 6 LA 4 2/[Msl [M,C] — 4 8 12

1 Flamer LA 3 2/[DE,H,AI] — 1 2 3

1 Streak SRM 6 RA 4 2/[Msl [M,C] — 4 8 12

1 Small Pulse Laser RA 2 3/[P,AI] — 2 4 6

Ammo: [Streak SRM 6] 30

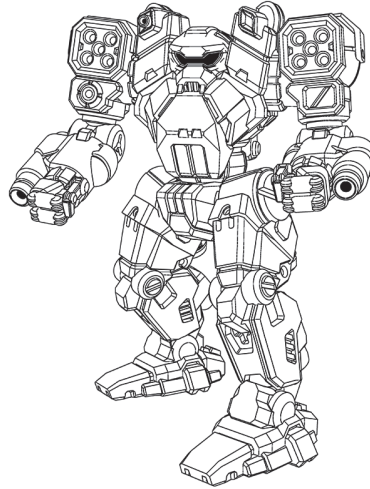
BV: 1,117

### WARRIOR DATA

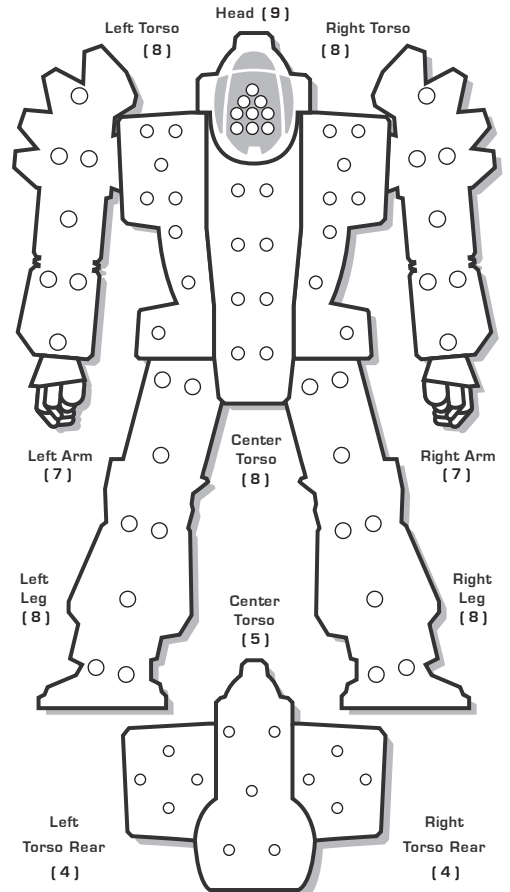
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



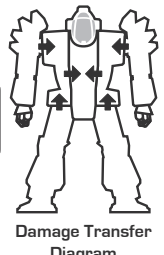
### ARMOR DIAGRAM



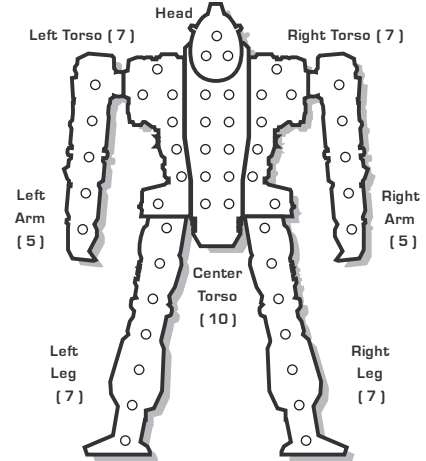
### CRITICAL TABLE

- |  |  |   |
|--|--|---|
| <p><b>Left Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Hand Actuator</li> <li>Streak SRM 6</li> <li>Streak SRM 6</li> </ol>   | <p><b>Head</b></p> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Ferro-Fibrous</li> <li>Sensors</li> <li>Life Support</li> </ol>  | <p><b>Right Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Hand Actuator</li> <li>Streak SRM 6</li> <li>Streak SRM 6</li> </ol>   |
| <p><b>Left Torso (CASE)</b></p> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Ammo [Streak SRM 6] 15</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> | <p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol> <p>4-6</p> | <p><b>Right Torso (CASE)</b></p> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Ammo [Streak SRM 6] 15</li> <li>Endo Steel</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> |
| <p><b>Left Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>  | <p><b>Right Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>   |   |

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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

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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Arctic Cheetah (Hankyu) B

Movement Points: **Tonnage:** 30  
 Walking: 8 **Tech Base:** Clan  
 Running: 12 **Rules Level:** Standard  
 Jumping: 6 **Role:** Striker

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	7 [DE]	-	5	10	15
1	Medium Pulse Laser	LA	4	7 [P]	-	4	8	12
1	LB 2-X AC	RA	1	2 [DB,C/F/S]	4	10	20	30
1	Flamer	RA	3	2 [DE,H,A]	-	1	2	3

(hexes)

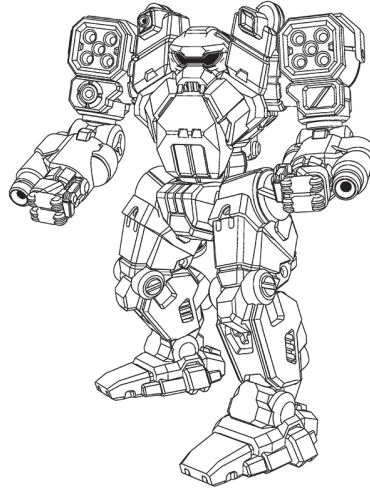
Ammo: [LB-2X Cluster] 45

BV: 1,076

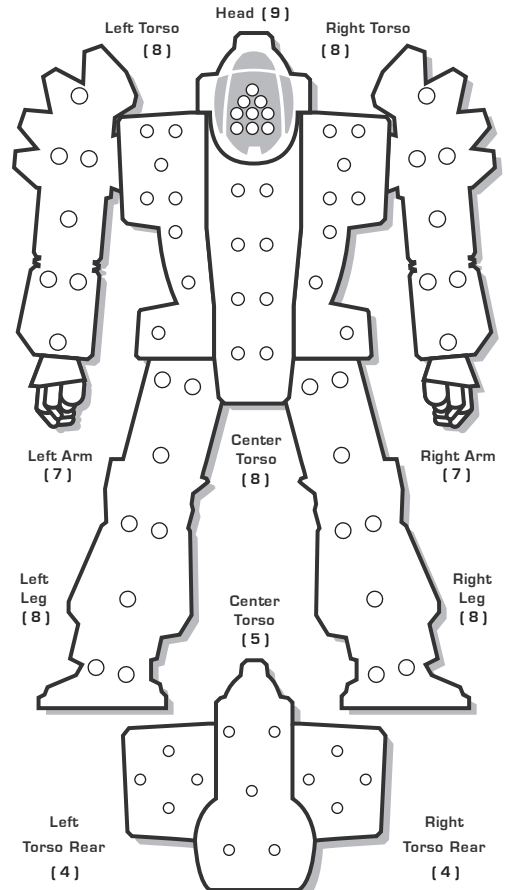


### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken: 1 2 3 4 5 6  
 Consciousness #: 3 5 7 10 11 Dead



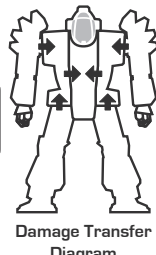
### ARMOR DIAGRAM



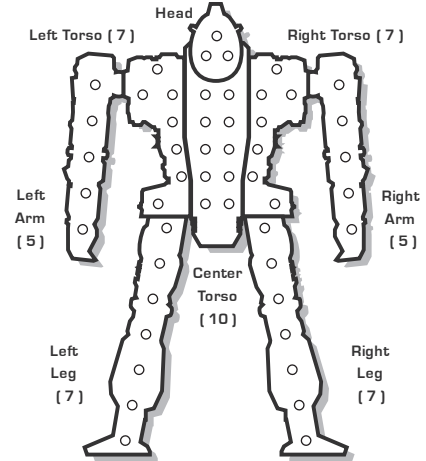
### CRITICAL TABLE

Location	1-3	4-6
<b>Head</b>	1. Life Support 2. Sensors 3. Cockpit 4. Ferro-Fibrous 5. Sensors 6. Life Support	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Gyro 5. Gyro 6. Gyro
<b>Left Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. ER Medium Laser 6. Medium Pulse Laser	1. Endo Steel 2. Ferro-Fibrous
<b>Right Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. LB 2-X AC 4. LB 2-X AC 5. LB 2-X AC 6. Flamer	1. Endo Steel 2. Ferro-Fibrous 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
<b>Center Torso</b>	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. Jump Jet 6. Jump Jet
<b>Left Torso</b>	1. XL Fusion Engine 2. XL Fusion Engine 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Ferro-Fibrous	1. Ferro-Fibrous 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
<b>Right Torso (CASE)</b>	1. XL Fusion Engine 2. XL Fusion Engine 3. Double Heat Sink 4. Double Heat Sink 5. Ammo [LB-2X Cluster] 45 6. Endo Steel	1. Endo Steel 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Roll Again 5. Roll Again 6. Roll Again
<b>Left Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet
<b>Right Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet	

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Hellion Prime

Movement Points:

Walking: 7

Running: 11 [14]

Jumping: 0

Tonnage: 30

Tech Base: Clan

Rules Level: Standard

Role: Striker

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
2	Streak SRM 2	LT	2	2/Msl [M,C]	—	4	8	12
1	LRM 10	RT	4	1/Msl [M,C,S]	—	7	14	21
1	Streak SRM 2	RT	2	2/Msl [M,C]	—	4	8	12
1	ER Medium Laser	HD	5	7 [DE]	—	5	10	15

Ammo: [LRM 10] 12, [Streak SRM 2] 50

BV: 1,873

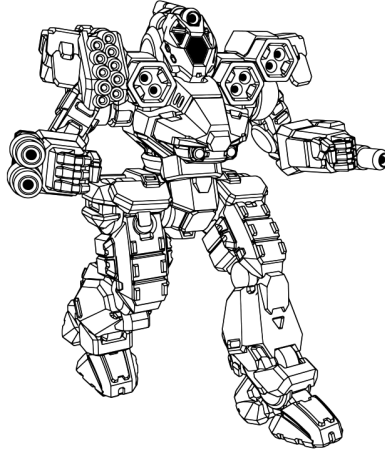


### WARRIOR DATA

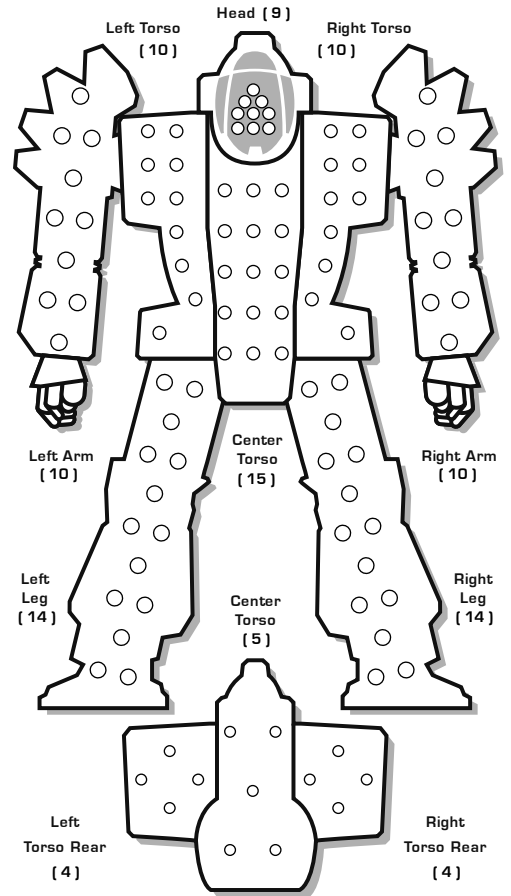
Name: \_\_\_\_\_

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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Ferro-Fibrous

1-3

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

4-6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Streak SRM 2
- Streak SRM 2
- Ammo [Streak SRM 2] 50
- Endo Steel

1-3

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

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

#### Center Torso

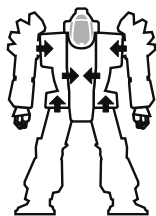
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

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

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- ER Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous

1-3

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

4-6

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- LRM 10
- Streak SRM 2
- Ammo [LRM 10] 12
- MASC

1-3

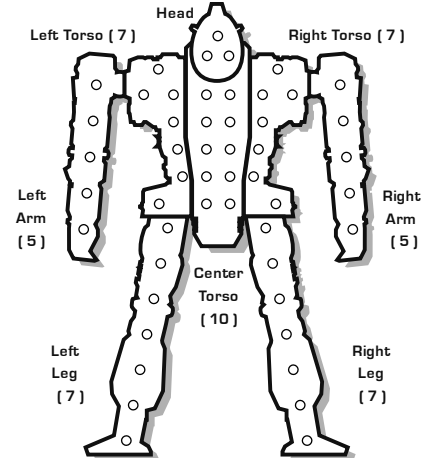
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Double Heat Sinks: 10 (20)



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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Hellion A

Movement Points:

Walking: 7

Running: 11 [14]

Jumping: 0

Tonnage: 30

Tech Base: Clan

Rules Level: Standard

Role: Missile Boat

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LA	4	1/Msl [M,C,S]	—	7	14	21
1	LRM 10	RA	4	1/Msl [M,C,S]	—	7	14	21
1	LRM 10	CT	4	1/Msl [M,C,S]	—	7	14	21
1	ER Medium Laser	HD	5	7 [DE]	—	5	10	15

Ammo: [LRM 10] 36

BV: 1,543

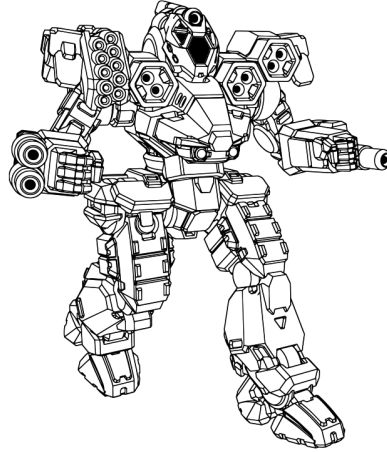


### WARRIOR DATA

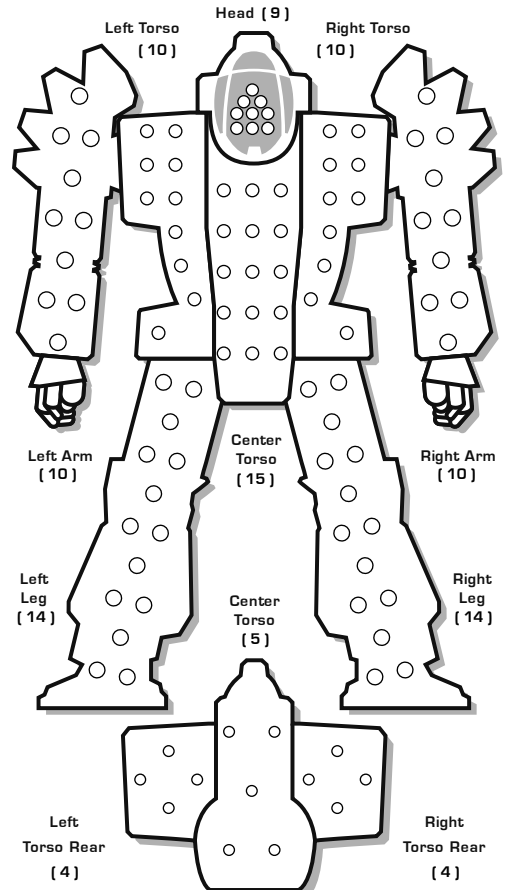
Name: \_\_\_\_\_

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 (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 10
- Ammo [LRM 10] 12
- Ferro-Fibrous

1-3

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

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

1-3

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

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

1-3

#### Center Torso (CASE)

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM 10
- Ammo [LRM 10] 12

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 10
- Ammo [LRM 10] 12
- Ferro-Fibrous

1-3

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

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- MASC
- Endo Steel
- Endo Steel
- Roll Again

1-3

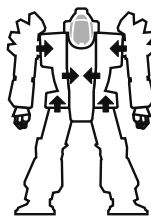
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

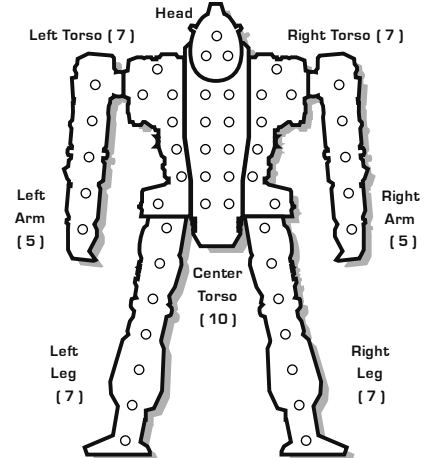
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Hellion B

Movement Points:

Walking: 7

Running: 11 [14]

Jumping: 0

Tonnage: 30

Tech Base: Clan

Rules Level: Standard

Role: Striker

### Weapons & Equipment Inventory

(hexes)

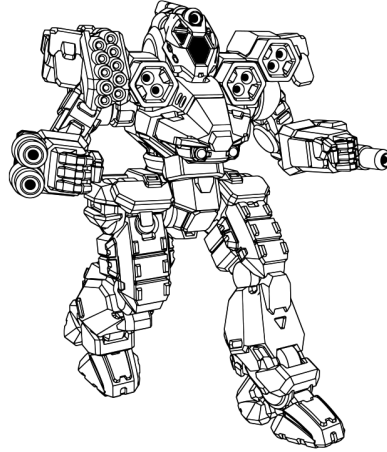
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Large Laser	RA	18	16 [DE]	—	5	10	15
2	Heavy Medium Laser	LT	7	10 [DE]	—	3	6	9
2	Heavy Medium Laser	RT	7	10 [DE]	—	3	6	9
1	Heavy Small Laser	HD	3	6 [DE]	—	1	2	3

### WARRIOR DATA

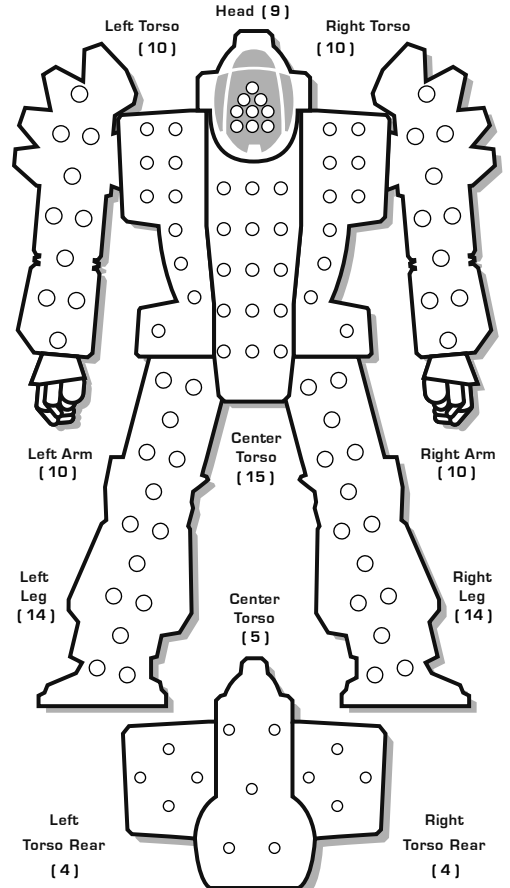
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



BV: 1,569



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous

1-3

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

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Heavy Medium Laser
- Heavy Medium Laser

1-3

- Heavy Medium Laser
- Heavy Medium Laser
- Endo Steel
- Endo Steel
- Roll Again

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Heavy Small Laser
- Sensors
- Life Support

1-3

#### Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser

1-3

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

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Heavy Medium Laser
- Heavy Medium Laser

1-3

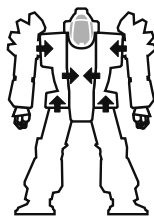
- Heavy Medium Laser
- Heavy Medium Laser
- MASC
- Endo Steel
- Endo Steel
- Roll Again

4-6

#### Right Leg

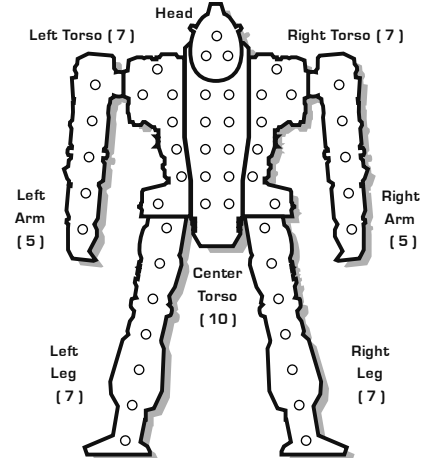
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	13 (26)
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
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Incubus (Vixen)

Movement Points:

Walking: 9

Running: 14

Jumping: 0

Tonnage: 30

Tech Base: Clan

Rules Level: Standard

Role: Striker

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
2	Machine Gun	LT	—	2 [DB, AI]	—	1	2	3
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
2	Machine Gun	RT	—	2 [DB, AI]	—	1	2	3

Ammo: [Machine Gun] 100

BV: 1,596

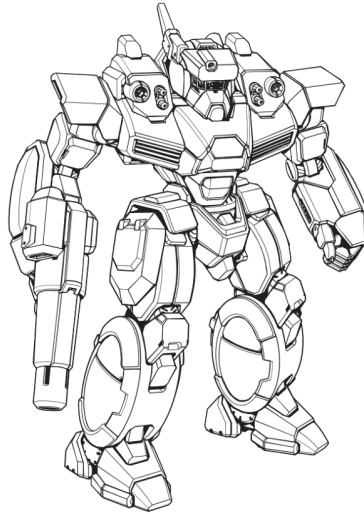


### WARRIOR DATA

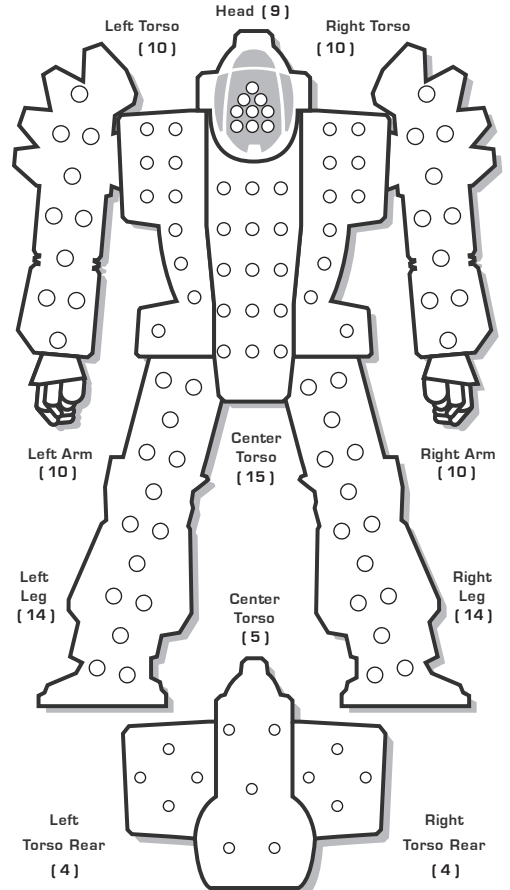
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



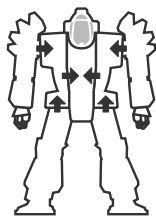
### CRITICAL TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
  - Roll Again
- 4-6
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- Left Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - ER Medium Laser
  - Machine Gun
  - Machine Gun
  - Endo Steel
- 1-3
- Endo Steel
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6
- Ferro-Fibrous
  - Roll Again
  - Roll Again

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Roll Again
  - Sensors
  - Life Support

- Center Torso (CASE)**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Ammo [Machine Gun] 100
  - Endo Steel
- 4-6

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

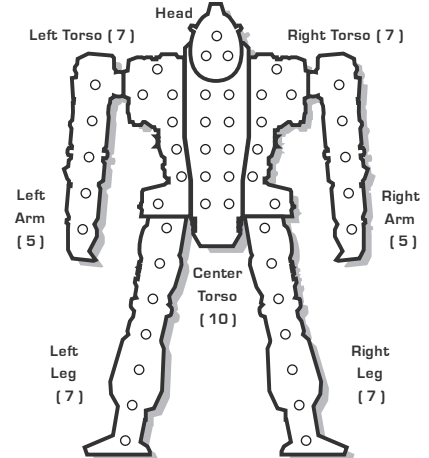


Damage Transfer Diagram

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3 Hand Actuator
- Large Pulse Laser
  - Large Pulse Laser
- 4-6
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- Right Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - ER Medium Laser
  - Machine Gun
  - Machine Gun
  - Endo Steel
- 1-3
- Endo Steel
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6
- Roll Again
  - Roll Again
  - Roll Again

- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Endo Steel
  - Ferro-Fibrous

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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



# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Incubus (Vixen) 2

Movement Points:

Walking: 9

Running: 14

Jumping: 0

Tonnage: 30

Tech Base: Clan

Rules Level: Standard

Role: Striker

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
2	Machine Gun	LT	—	2 [DB, AI]	—	1	2	3
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
2	Machine Gun	RT	—	2 [DB, AI]	—	1	2	3

Ammo: [Machine Gun] 100

BV: 1,913

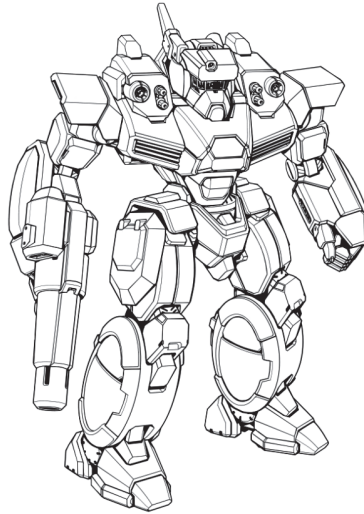


### WARRIOR DATA

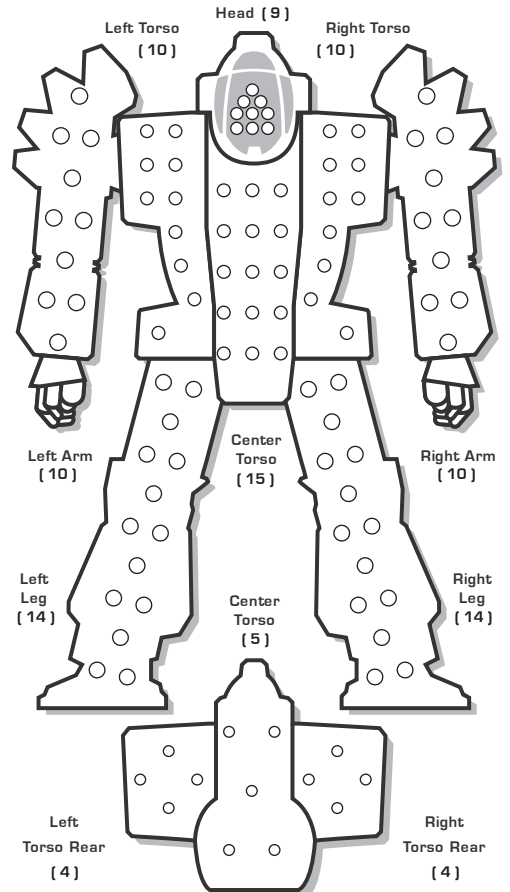
Name: \_\_\_\_\_

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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

#### Center Torso (CASE)

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

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Machine Gun
- Machine Gun
- Endo Steel

1-3

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

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

#### Head

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

1-3

4-6

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER PPC
- ER PPC

1-3

#### Center Torso (CASE)

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

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Machine Gun
- Machine Gun
- Endo Steel

1-3

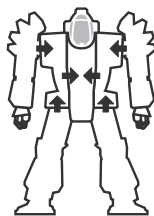
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

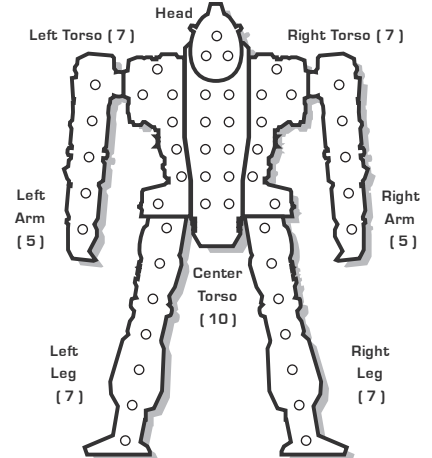
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Double Heat Sinks:  
10 (20)



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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Incubus (Vixen) 3

Movement Points:

Walking: 9

Running: 14

Jumping: 0

Tonnage: 30

Tech Base: Clan

Rules Level: Standard

Role: Striker

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 6	RA	4	2/Msl [M,C]	—	4	8	12
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
2	Machine Gun	LT	—	2 [DB,AI]	—	1	2	3
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
2	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3

Ammo: [Machine Gun] 100, [Streak SRM 6] 15

BV: 1,324

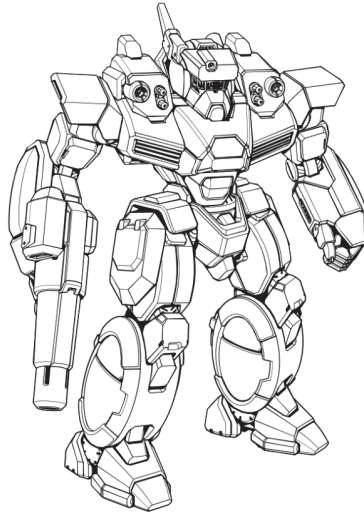


### WARRIOR DATA

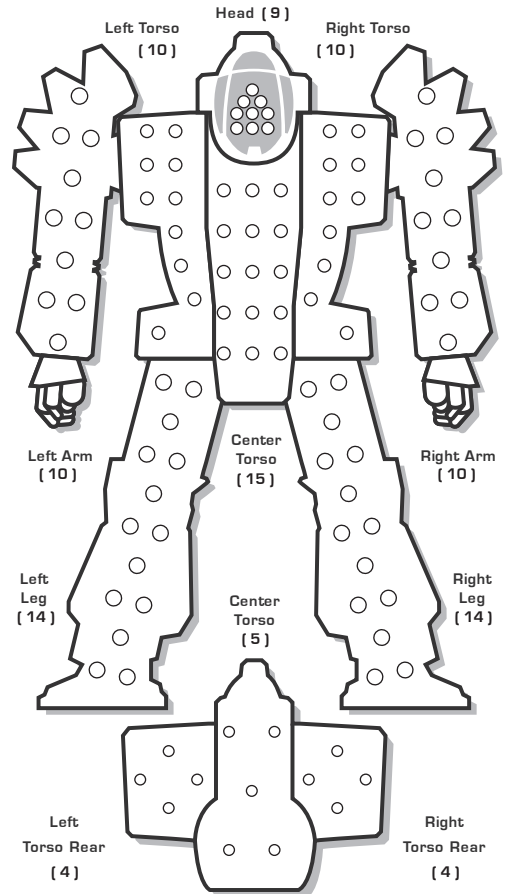
Name: \_\_\_\_\_

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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

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

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Medium Pulse Laser
- Machine Gun
- Machine Gun
- Endo Steel

1-3

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

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

#### Head

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

1-3

#### Center Torso (CASE)

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo (Machine Gun) 100
- Endo Steel

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Streak SRM 6
- Streak SRM 6

1-3

- Ammo (Streak SRM 6) 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Medium Pulse Laser
- Machine Gun
- Machine Gun
- Endo Steel

1-3

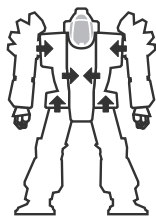
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

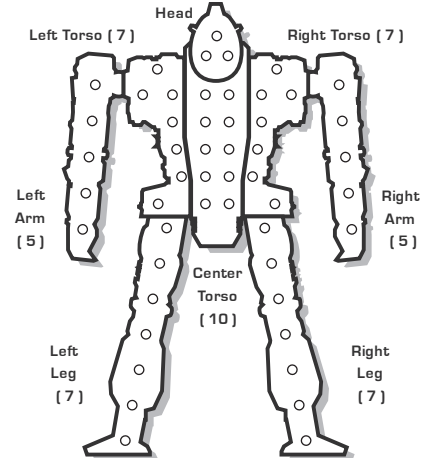
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Double Heat Sinks:  
10 (20)



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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Kit Fox (Uller) Prime

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 30

Tech Base: Clan

Rules Level: Standard

Role: Sniper

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	Small Pulse Laser	LA	2	3 [P, AI]	—	2	4	6
1	Streak SRM 4	RA	3	2/Msl [M, C]	—	4	8	12
1	LB 5-X AC	RA	1	5 [DB, C/F/S]	3	8	15	24

Ammo: [LB-5X Cluster] 20, [Streak SRM 4] 25

BV: 1,085

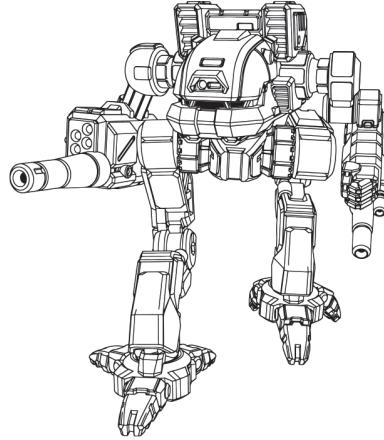


### WARRIOR DATA

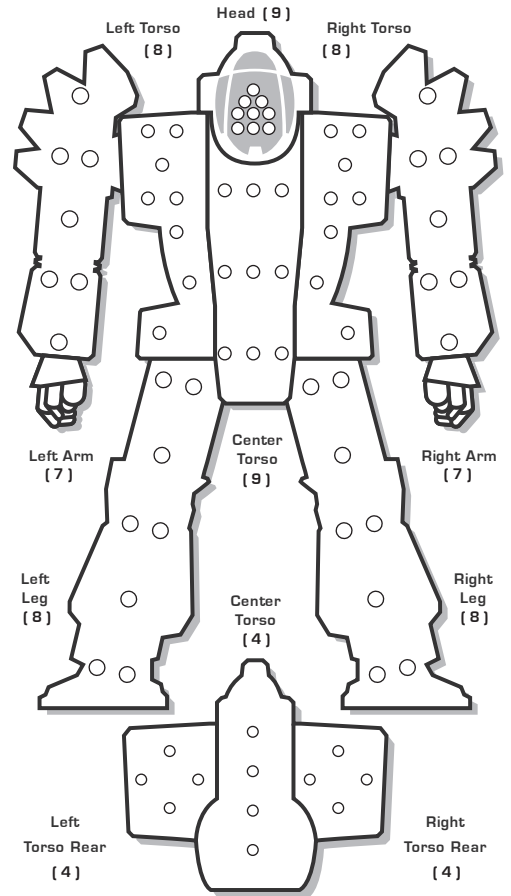
Name: \_\_\_\_\_

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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- Small Pulse Laser

1-3

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

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

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

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

- #### Center Torso
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro

4-6

- #### Right Torso
- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Double Heat Sink
  - Double Heat Sink

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Streak SRM 4
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC

1-3

- LB 5-X AC
- Ammo [Streak SRM 4] 25
- Ammo [LB-5X Cluster] 20
- Endo Steel
- Ferro-Fibrous
- Roll Again

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous

1-3

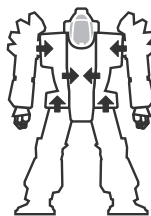
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

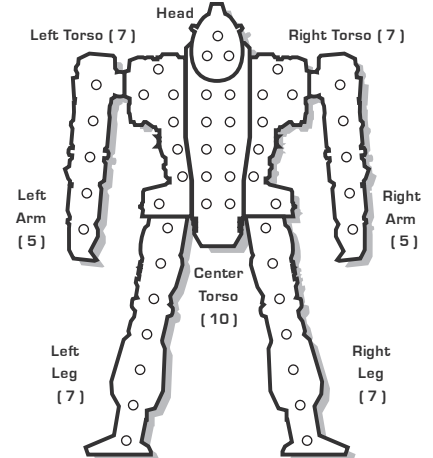
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Double Heat Sinks: 10 (20)



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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Kit Fox (Uller) A

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 30

Tech Base: Clan

Rules Level: Standard

Role: Sniper

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	LA	5	7 [DE]	-	5	10	15
1	Gauss Rifle	RA	1	15 [DB.X]	2	7	15	22

Ammo: [Gauss] 16

BV: 1,310

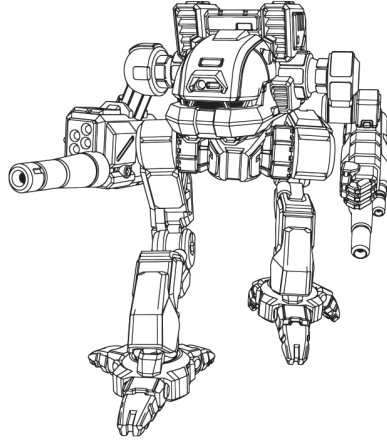


### WARRIOR DATA

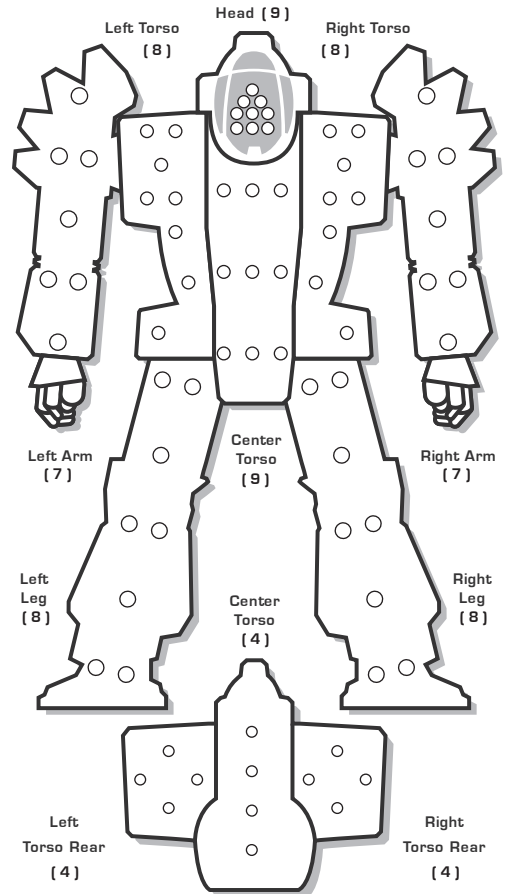
Name: \_\_\_\_\_

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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

1-3

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

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

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

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

#### Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Endo Steel
- Ferro-Fibrous

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous

1-3

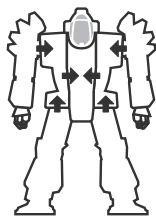
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

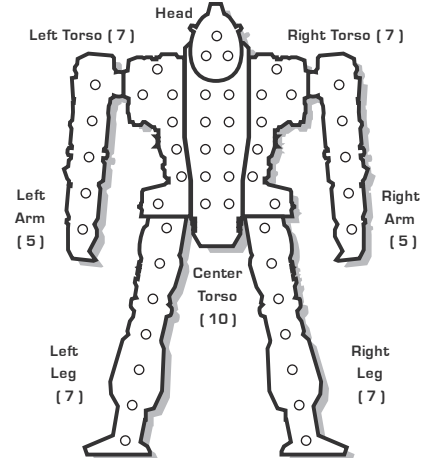
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Double Heat Sinks: 10 (20)



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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Kit Fox (Uller) B

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 30

Tech Base: Clan

Rules Level: Standard

Role: Striker

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER Small Laser	LA	2	5 [DE]	—	2	4	6
1	Ultra AC/10	RA	3	10/Sht [DB,R/C]	—	6	12	18
1	SRM 6	RA	4	2/Msl [M,C,S]	—	3	6	9

Ammo: [SRM 6] 15, [Ultra AC/10] 20

BV: 1,087

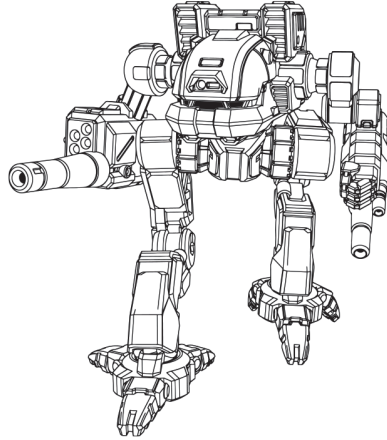


### WARRIOR DATA

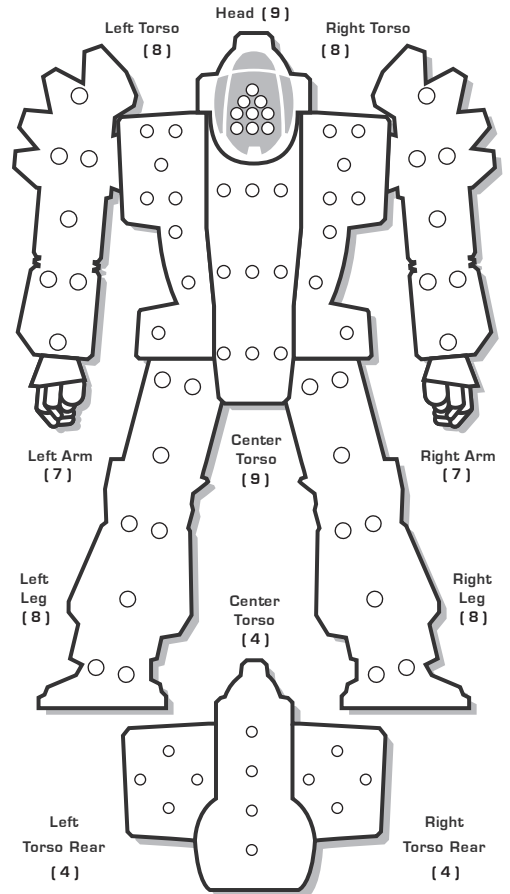
Name: \_\_\_\_\_

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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Small Laser

1-3

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

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

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

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

- #### Center Torso
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10

1-3

- SRM 6
- Ammo [SRM 6] 15
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Ammo [Ultra AC/10] 10
- Ammo [Ultra AC/10] 10
- Endo Steel
- Endo Steel

1-3

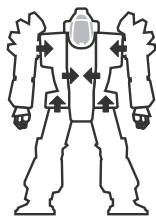
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

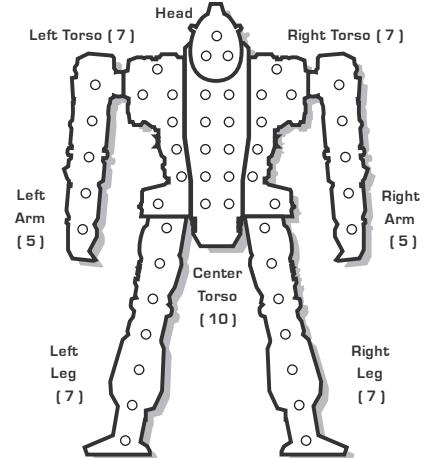
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Pack Hunter

Movement Points:

Walking: 7

Running: 11

Jumping: 7

Tonnage: 30

Tech Base: Clan

Rules Level: Standard

Role: Striker

### Weapons & Equipment Inventory

(hexes)

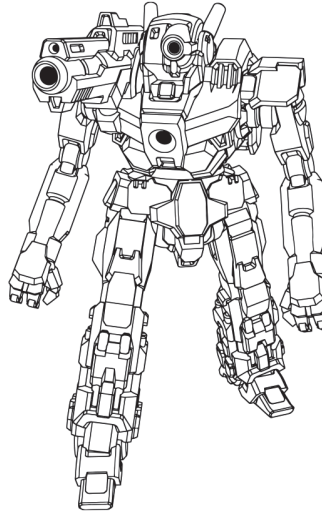
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RT	15	15 [DE]	-	7	14	23

### WARRIOR DATA

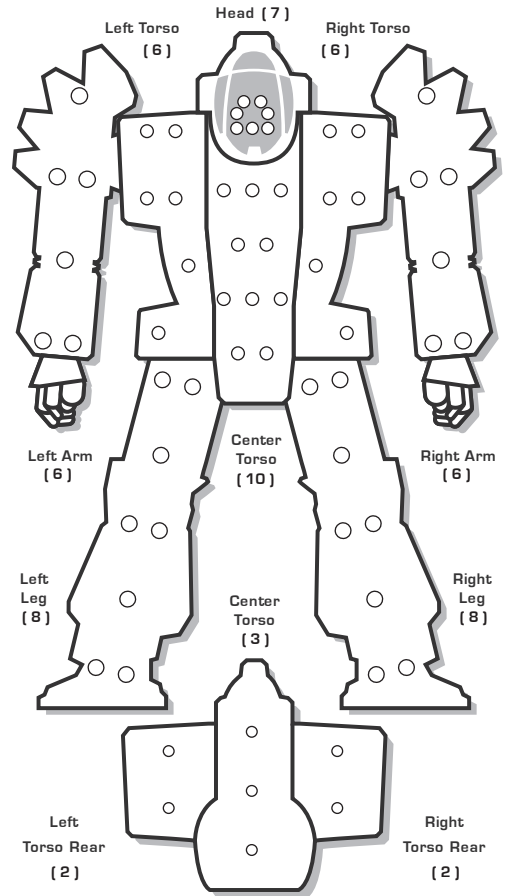
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



BV: 1,369



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

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

4-6

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- Jump Jet
- Endo Steel

1-3

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

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

#### Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

1-3

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Roll Again

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

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

4-6

#### Right Torso

- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- Jump Jet
- ER PPC

1-3

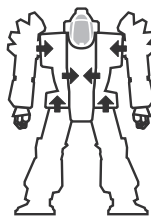
- ER PPC
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

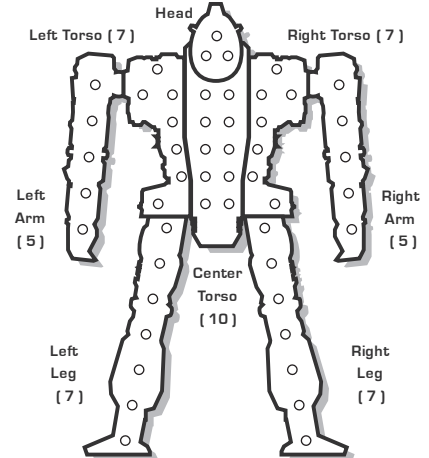
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Cougar Prime

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 35

Tech Base: Clan

Rules Level: Standard

Role: Sniper

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	LRM 10	LT	4	1/Msl [M,C,S]	—	7	14	21
1	LRM 10	RT	4	1/Msl [M,C,S]	—	7	14	21

Ammo: [LRM 10] 24

BV: 1,485

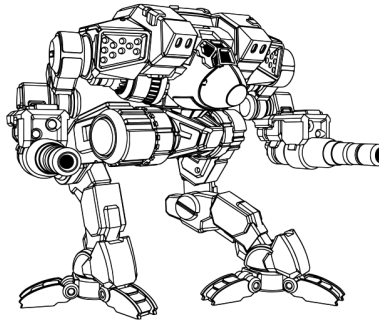


### WARRIOR DATA

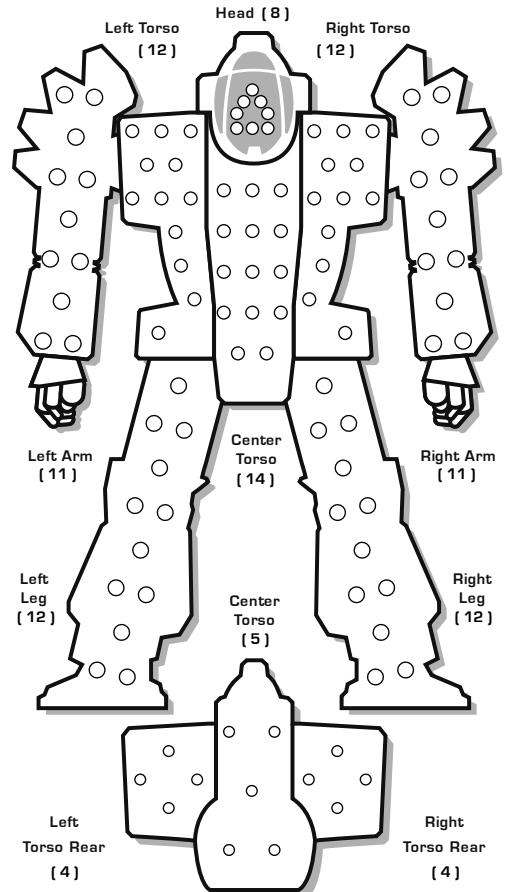
Name: \_\_\_\_\_

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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Large Pulse Laser

1-3

- Large Pulse Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- LRM 10
- Ammo [LRM 10] 12
- Endo Steel
- Endo Steel

1-3

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

4-6

#### Left Leg

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

#### Head

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

1-3

- #### Center Torso
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Large Pulse Laser

1-3

- Large Pulse Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- LRM 10
- Ammo [LRM 10] 12

1-3

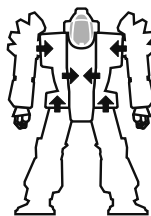
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

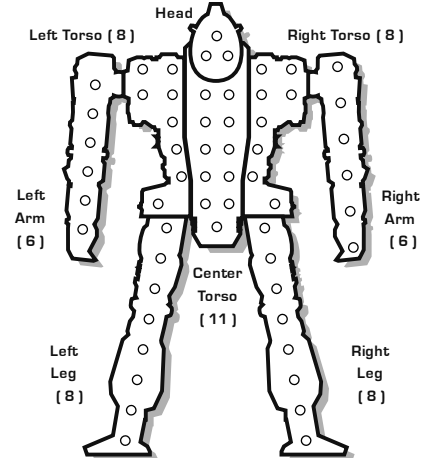
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Double Heat Sinks: 10 (20)



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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Cougar A

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 35

Tech Base: Clan

Rules Level: Standard

Role: Missile Boat

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	7 [DE]	-	5	10	15
1	ER Medium Laser	RA	5	7 [DE]	-	5	10	15
1	LRM 20 w/Artemis IV	LT	6	1/Msl [M,C,S]	-	7	14	21
1	LRM 20 w/Artemis IV	RT	6	1/Msl [M,C,S]	-	7	14	21
1	Small Pulse Laser	HD	2	3 [P,AI]	-	2	4	6

Ammo: [LRM 20 Artemis-capable] 24

BV: 1,697

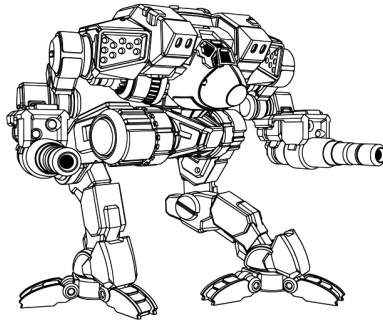


### WARRIOR DATA

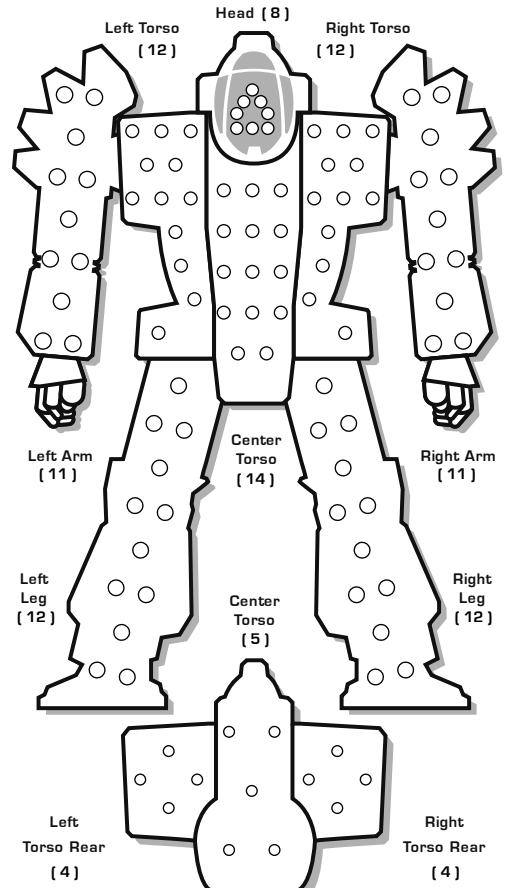
Name: \_\_\_\_\_

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 (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser

1-3

- Ammo [LRM 20 Artemis-capable] 6
- Ammo [LRM 20 Artemis-capable] 6
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- LRM 20
- LRM 20
- LRM 20
- LRM 20

1-3

- Artemis IV FCS
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Small Pulse Laser
- Sensors
- Life Support

1-3

- #### Center Torso
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser

1-3

- Ammo [LRM 20 Artemis-capable] 6
- Ammo [LRM 20 Artemis-capable] 6
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- LRM 20
- LRM 20

1-3

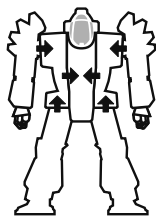
- LRM 20
- LRM 20
- Artemis IV FCS
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Leg

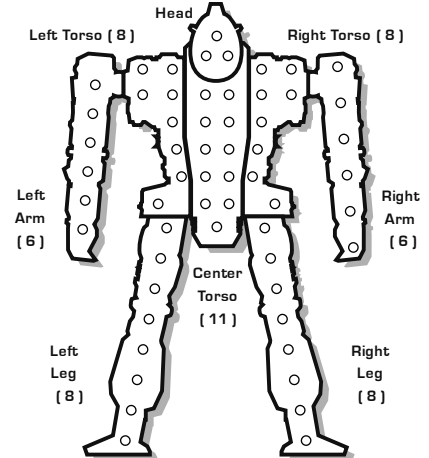
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
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



# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Cougar B

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 35

Tech Base: Clan

Rules Level: Standard

Role: Sniper

### Weapons & Equipment Inventory

(hexes)

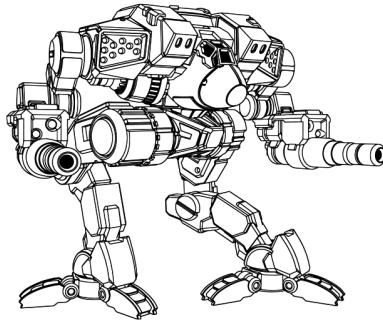
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15 [DE]	-	7	14	23
1	ER PPC	RA	15	15 [DE]	-	7	14	23
1	ER Medium Laser	HD	5	7 [DE]	-	5	10	15

### WARRIOR DATA

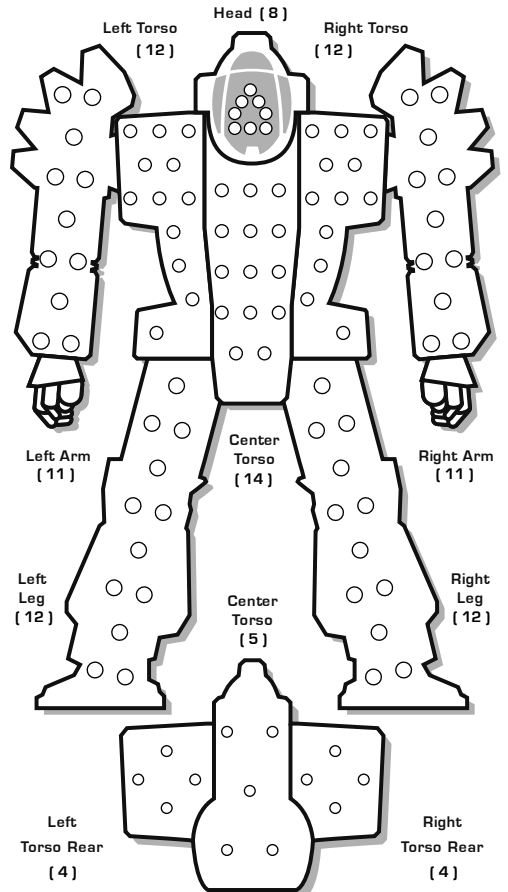
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



BV: 1,774



### CRITICAL TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
- 1-3 [Double Heat Sink  
Double Heat Sink  
Double Heat Sink  
Double Heat Sink

- ER PPC
  - ER PPC
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

- Left Torso**
- XL Fusion Engine
  - XL Fusion Engine
- 1-3 [Double Heat Sink  
Double Heat Sink  
Double Heat Sink  
Double Heat Sink

- Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Roll Again
- 4-6

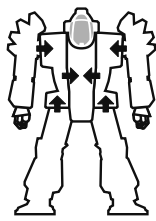
- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Ferro-Fibrous
  - Ferro-Fibrous

- Head**
- Life Support
  - Sensors
  - Cockpit
  - ER Medium Laser
  - Sensors
  - Life Support

- Center Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3

- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Endo Steel
  - Endo Steel
- 4-6

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



Damage Transfer Diagram

- Right Arm**
- Shoulder
  - Upper Arm Actuator
- 1-3 [Double Heat Sink  
Double Heat Sink  
Double Heat Sink  
Double Heat Sink

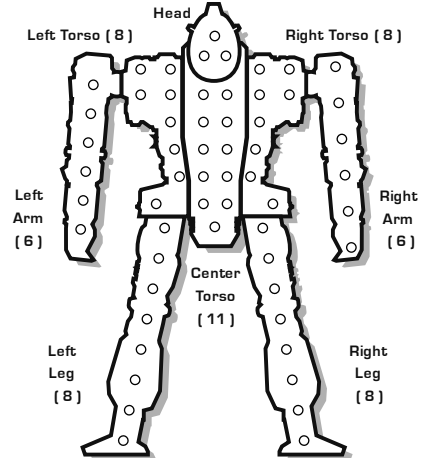
- ER PPC
  - ER PPC
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

- Right Torso**
- XL Fusion Engine
  - XL Fusion Engine
- 1-3 [Double Heat Sink  
Double Heat Sink  
Double Heat Sink  
Double Heat Sink

- Double Heat Sink
  - Double Heat Sink
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
- 4-6

- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Ferro-Fibrous
  - Ferro-Fibrous

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	16 (32)
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Horned Owl (Peregrine)

Movement Points: \_\_\_\_\_ Tonnage: 35  
 Walking: 6 Tech Base: Clan  
 Running: 9 Rules Level: Standard  
 Jumping: 6 Role: Striker

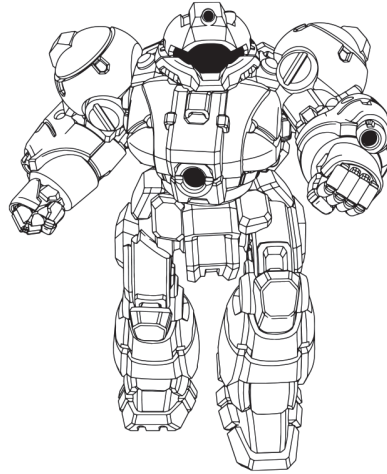
### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	Large Pulse Laser	CT	10	10 [P]	—	6	14	20

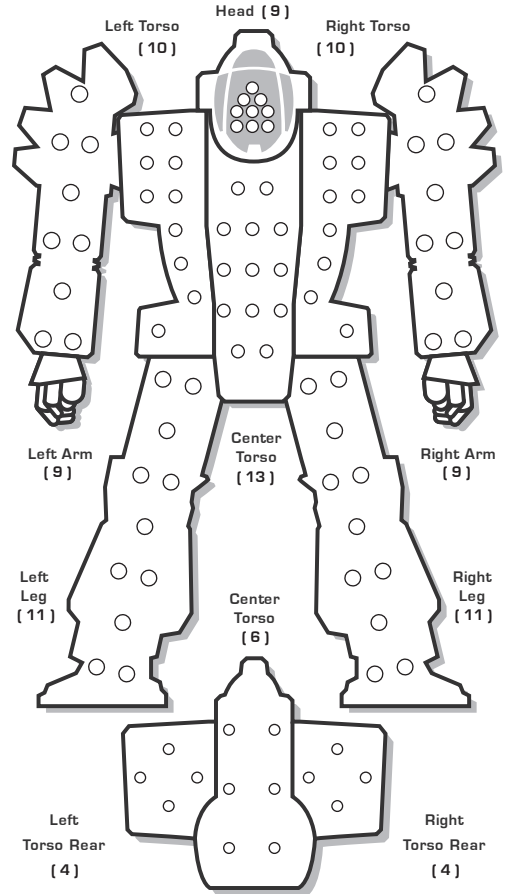
(hexes)

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken: 1 2 3 4 5 6  
 Consciousness #: 3 5 7 10 11 Dead



### ARMOR DIAGRAM



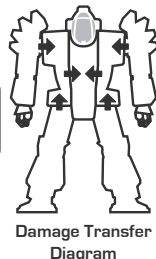
BV: 1,434



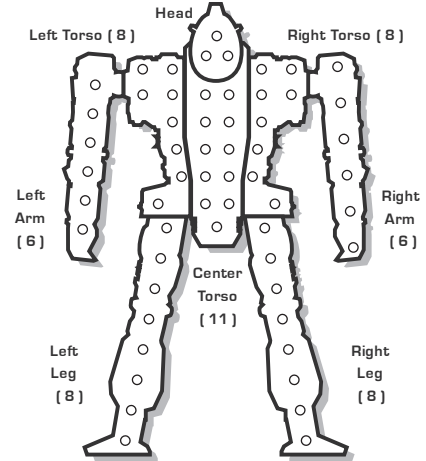
### CRITICAL TABLE

Location	1	2	3	4	5	6
<b>Left Arm</b>	Shoulder	Upper Arm Actuator	Lower Arm Actuator	Hand Actuator	Medium Pulse Laser	Endo Steel
<b>Right Arm</b>	Shoulder	Upper Arm Actuator	Lower Arm Actuator	Hand Actuator	Medium Pulse Laser	Endo Steel
<b>Center Torso</b>	Fusion Engine	Fusion Engine	Fusion Engine	Gyro	Gyro	Gyro
<b>Left Torso</b>	Double Heat Sink	Double Heat Sink	Jump Jet	Endo Steel	Endo Steel	Ferro-Fibrous
<b>Right Torso</b>	Double Heat Sink	Double Heat Sink	Jump Jet	Endo Steel	Endo Steel	Ferro-Fibrous
<b>Left Leg</b>	Hip	Upper Leg Actuator	Lower Leg Actuator	Foot Actuator	Jump Jet	Jump Jet
<b>Right Leg</b>	Hip	Upper Leg Actuator	Lower Leg Actuator	Foot Actuator	Jump Jet	Jump Jet

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Horned Owl (Peregrine) 2

Movement Points: Tonnage: 35  
 Walking: 6 Tech Base: Clan  
 Running: 9 Rules Level: Standard  
 Jumping: 6 Role: Missile Boat

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	LRM 5	LT	2	1/Msl [M,C,S]	-	7	14	21
3	LRM 5	RT	2	1/Msl [M,C,S]	-	7	14	21

(hexes)

Ammo: [LRM 5] 96

BV: 1,191

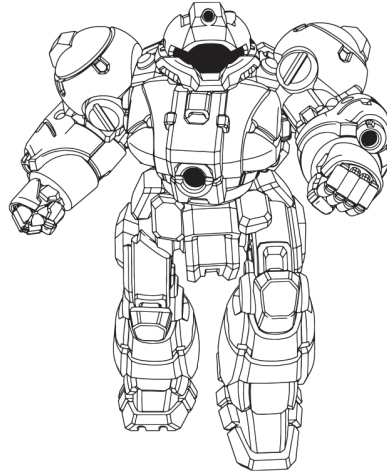


### WARRIOR DATA

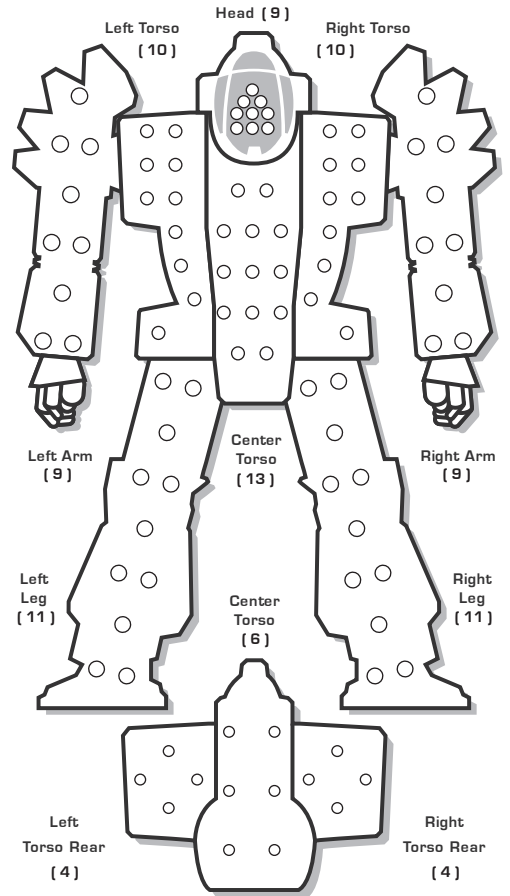
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



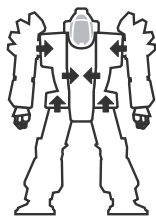
### ARMOR DIAGRAM



### CRITICAL TABLE

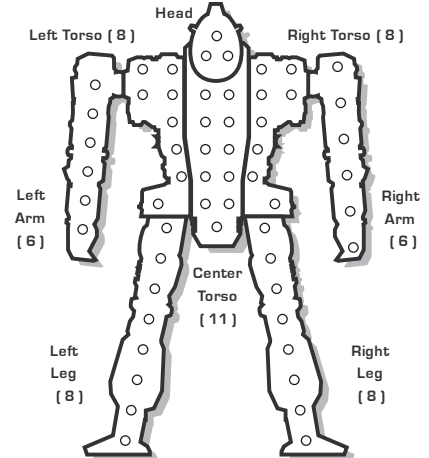
Part	1	2	3	4	5	6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Endo Steel	6. Ferro-Fibrous
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Endo Steel	6. Endo Steel
<b>Center Torso</b>	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso (CASE)</b>	1. Double Heat Sink	2. Double Heat Sink	3. Jump Jet	4. LRM 5	5. LRM 5	6. LRM 5
<b>Right Torso (CASE)</b>	1. Double Heat Sink	2. Double Heat Sink	3. Jump Jet	4. LRM 5	5. LRM 5	6. LRM 5
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Battle Cobra Prime

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 40

Tech Base: Clan

Rules Level: Standard

Role: Sniper

### Weapons & Equipment Inventory

(hexes)

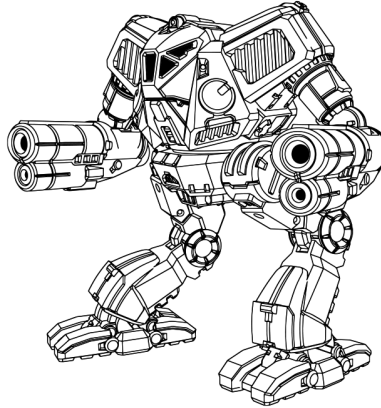
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
1	Small Pulse Laser	LA	2	3 [P,AI]	—	2	4	6
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Small Pulse Laser	RA	2	3 [P,AI]	—	2	4	6

### WARRIOR DATA

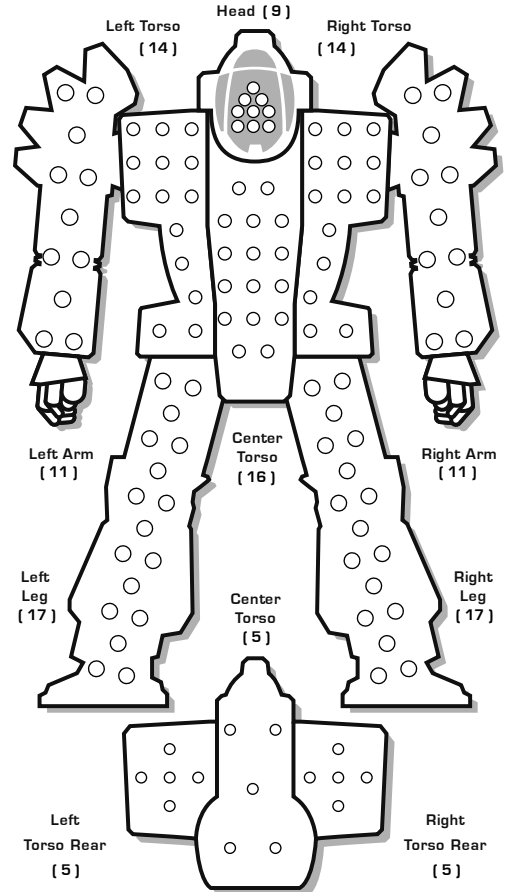
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



BV: 1,487



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- Small Pulse Laser

1-3

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

4-6

#### Left Torso

- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

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

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

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

1-3

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Endo Steel
- Ferro-Fibrous

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- Small Pulse Laser

1-3

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

4-6

#### Right Torso

- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

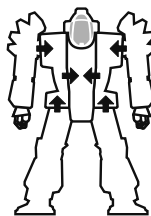
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

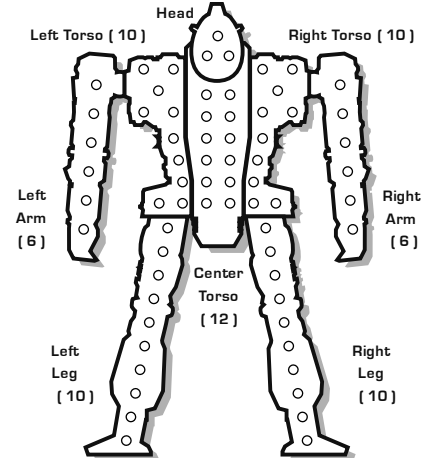
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Double Heat Sinks: 10 (20)



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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Battle Cobra A

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 40

Tech Base: Clan

Rules Level: Standard

Role: Striker

### Weapons & Equipment Inventory

(hexes)

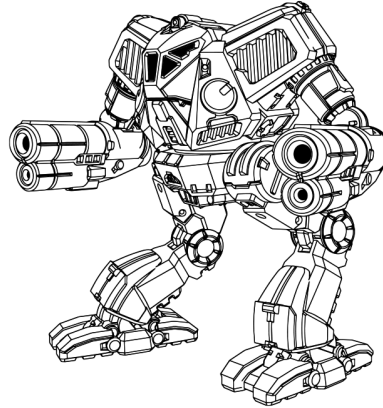
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
3	Small Pulse Laser	LA	2	3 [P, AI]	—	2	4	6
2	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
3	Small Pulse Laser	RA	2	3 [P, AI]	—	2	4	6

### WARRIOR DATA

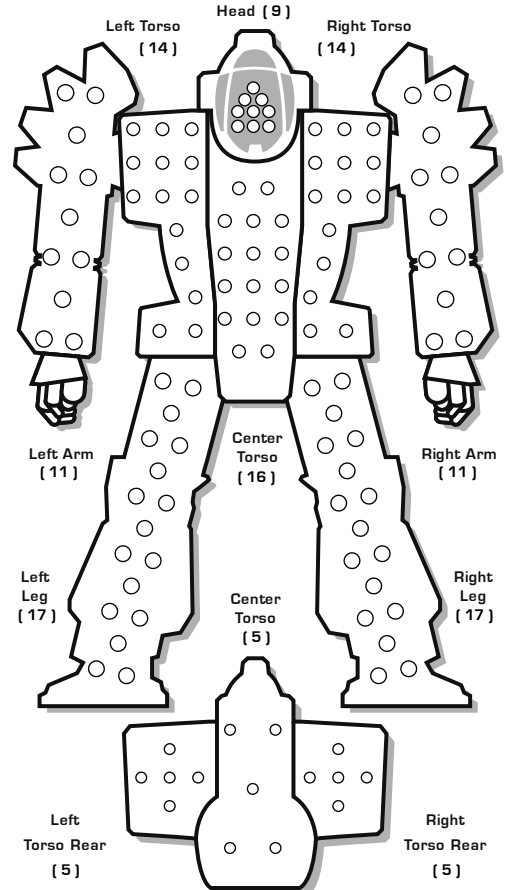
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



BV: 1,466



### CRITICAL TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Medium Pulse Laser
  - Medium Pulse Laser
  - Small Pulse Laser

- Small Pulse Laser
- Small Pulse Laser

- 4-6
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

#### Left Torso

- Endo Steel
  - Endo Steel
  - Endo Steel
- 1-3
- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous

- 4-6
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

#### Left Leg

- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
5. Roll Again
6. Roll Again

#### Head

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

#### Center Torso

- Fusion Engine
  - Fusion Engine
- 1-3
- Fusion Engine
  - Gyro
  - Gyro
  - Gyro

- 4-6
- Gyro
  - Fusion Engine
  - Fusion Engine
  - Endo Steel
  - Ferro-Fibrous

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Medium Pulse Laser
  - Medium Pulse Laser
  - Small Pulse Laser

- Small Pulse Laser
- Small Pulse Laser

- 4-6
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

#### Right Torso

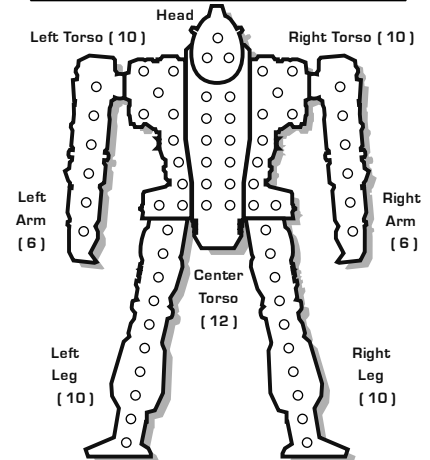
- Endo Steel
  - Endo Steel
  - Endo Steel
- 1-3
- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous

- 4-6
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

#### Right Leg

- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Double Heat Sinks:  
10 (20)



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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Battle Cobra B

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 40

Tech Base: Clan

Rules Level: Standard

Role: Sniper

### Weapons & Equipment Inventory

(hexes)

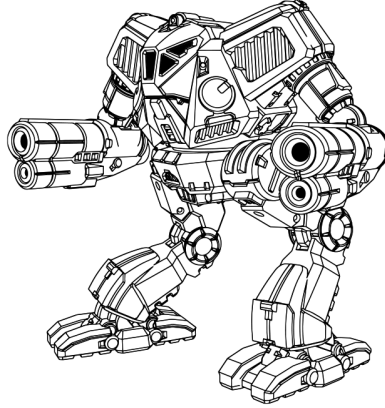
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15 [DE]	—	7	14	23
1	Small Pulse Laser	LA	2	3 [P, AI]	—	2	4	6
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	Small Pulse Laser	RA	2	3 [P, AI]	—	2	4	6

### WARRIOR DATA

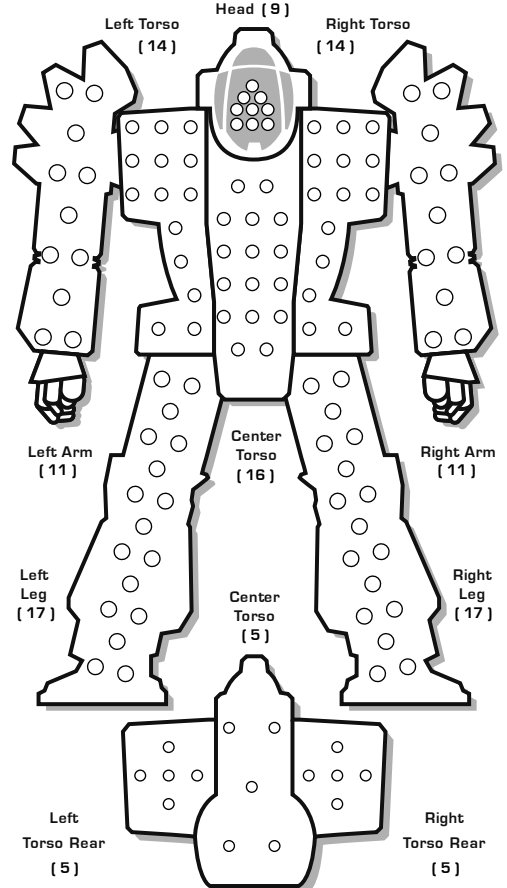
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



BV: 1,892



### CRITICAL TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - ER PPC
  - ER PPC
  - Small Pulse Laser
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- Left Torso**
- Endo Steel
  - Endo Steel
  - Endo Steel
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Roll Again
  - Sensors
  - Life Support

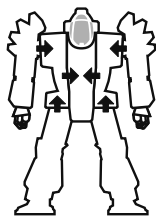
- Center Torso**
- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again

- Right Torso**
- Endo Steel
  - Endo Steel
  - Endo Steel
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - ER PPC
  - ER PPC
  - Small Pulse Laser
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Right Torso**
- Endo Steel
  - Endo Steel
  - Endo Steel
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

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

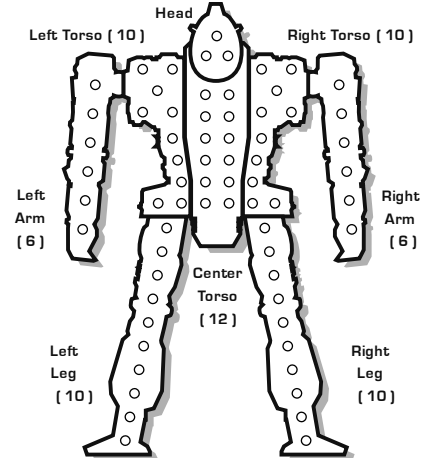


Damage Transfer Diagram

- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Double Heat Sinks: 10 (20)



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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Conjurer (Hellhound)

Movement Points: \_\_\_\_\_ Tonnage: 50  
 Walking: 6 Tech Base: Clan  
 Running: 9 Rules Level: Standard  
 Jumping: 6 Role: Skirmisher

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
2	Streak SRM 2	LT	2	2/Msl [M,C]	—	4	8	12
2	ER Medium Laser	RT	5	7 [DE]	—	5	10	15

(hexes)

Ammo: [Streak SRM 2] 50

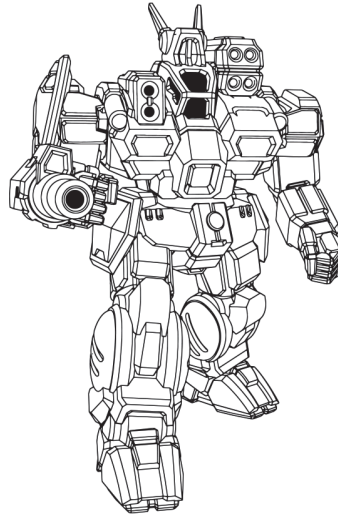
BV: 1,813



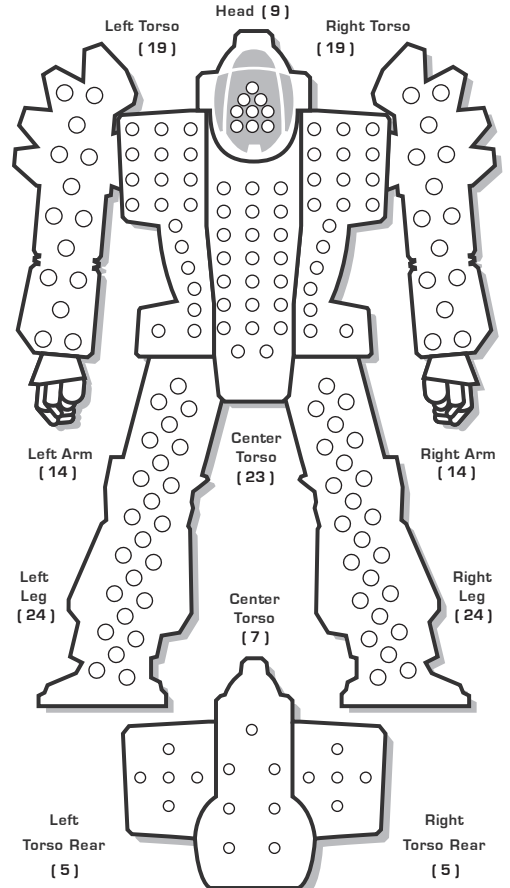
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



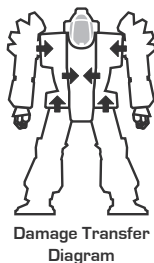
### ARMOR DIAGRAM



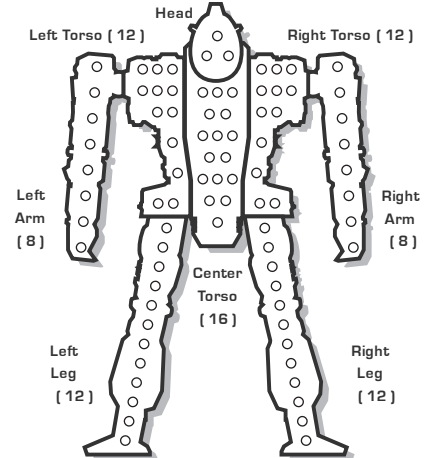
### CRITICAL TABLE

Location	1	2	3	4	5	6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>1-3</b>						
<b>4-6</b>	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Left Torso (CASE)</b>	1. Jump Jet	2. Jump Jet	3. Streak SRM 2	4. Streak SRM 2	5. Ammo [Streak SRM 2] 50	6. Endo Steel
<b>1-3</b>						
<b>4-6</b>	1. Ferro-Fibrous	2. Ferro-Fibrous	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
<b>Center Torso</b>	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>1-3</b>						
<b>4-6</b>	1. Gyro	2. Fusion Engine	3. Fusion Engine	4. Fusion Engine	5. Jump Jet	6. Jump Jet
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Large Pulse Laser	6. Large Pulse Laser
<b>1-3</b>						
<b>4-6</b>	1. Ferro-Fibrous	2. Ferro-Fibrous	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Right Torso</b>	1. Jump Jet	2. Jump Jet	3. ER Medium Laser	4. ER Medium Laser	5. Endo Steel	6. Endo Steel
<b>1-3</b>						
<b>4-6</b>	1. Ferro-Fibrous	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Double Heat Sinks: 10 (20)



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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Conjurer (Hellhound) 2

Movement Points: **Tonnage:** 50  
 Walking: 7 **Tech Base:** Clan  
 Running: 11 **Rules Level:** Standard  
 Jumping: 7 **Role:** Skirmisher

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	LA	4	7 [P]	-	4	8	12
1	ATM 9	RA	6	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	-	3	6	9
1	Targeting Computer	HD	-	[E]	-	-	-	-

(hexes)

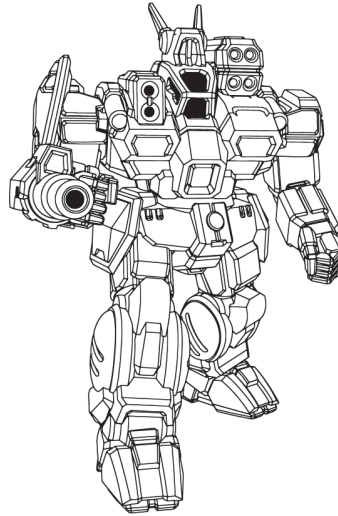
Ammo: [ATM 9] 7, [ATM 9 ER] 7, [ATM 9 HE] 7

BV: 2,097

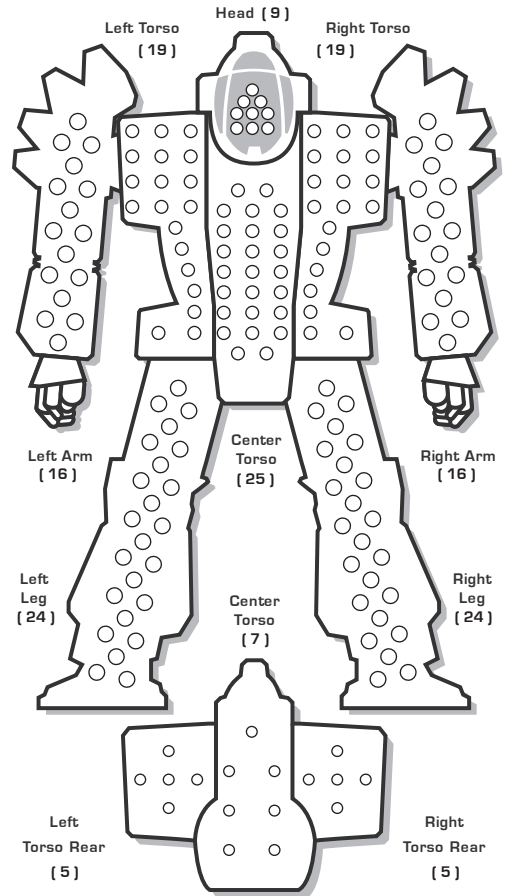
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



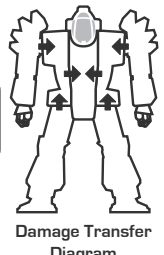
### ARMOR DIAGRAM



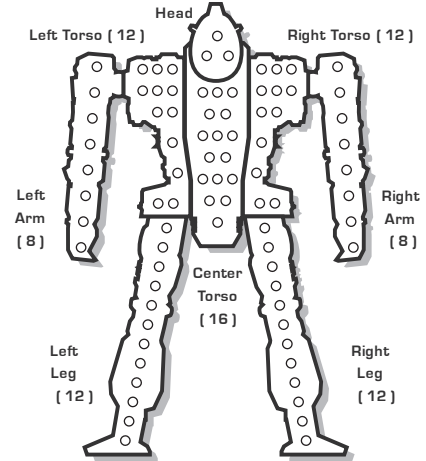
### CRITICAL TABLE

Location	1-3	4-6
<b>Left Arm</b>	<ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>Medium Pulse Laser</li> <li>Medium Pulse Laser</li> </ol>	<ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>
<b>Right Arm (CASE)</b>	<ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>ATM 9</li> <li>ATM 9</li> <li>ATM 9</li> </ol>	<ol style="list-style-type: none"> <li>ATM 9</li> <li>Ammo [ATM 9] 7</li> <li>Ammo [ATM 9 ER] 7</li> <li>Ammo [ATM 9 HE] 7</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> </ol>
<b>Head</b>	<ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Targeting Computer</li> <li>Sensors</li> <li>Life Support</li> </ol>	
<b>Center Torso</b>	<ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol>	<ol style="list-style-type: none"> <li>Gyro</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Jump Jet</li> <li>Ferro-Fibrous</li> </ol>
<b>Left Torso</b>	<ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Jump Jet</li> <li>Jump Jet</li> <li>Jump Jet</li> <li>Endo Steel</li> </ol>	<ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>
<b>Right Torso</b>	<ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Jump Jet</li> <li>Jump Jet</li> <li>Jump Jet</li> <li>Endo Steel</li> </ol>	<ol style="list-style-type: none"> <li>Endo Steel</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>
<b>Left Leg</b>	<ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>	
<b>Right Leg</b>	<ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>	

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



### 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	Double Heat Sinks:
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	○



# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Hunchback IIC

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 50

Tech Base: Clan

Rules Level: Standard

Role: Ambusher

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	LT	7	20/Sht	-	4	8	12
				[DB,R/C]				
1	Ultra AC/20	RT	7	20/Sht	-	4	8	12
				[DB,R/C]				
2	ER Medium Laser	CT	5	7 [DE]	-	5	10	15

Ammo: [Ultra AC/20] 10

BV: 1,679

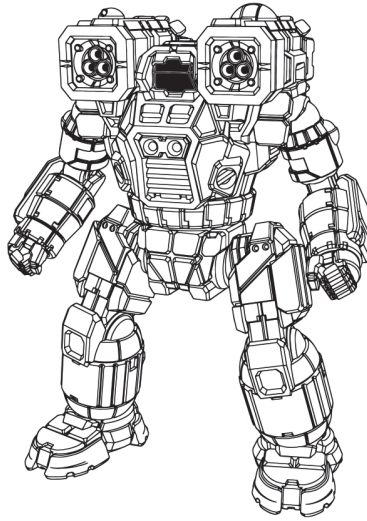


### WARRIOR DATA

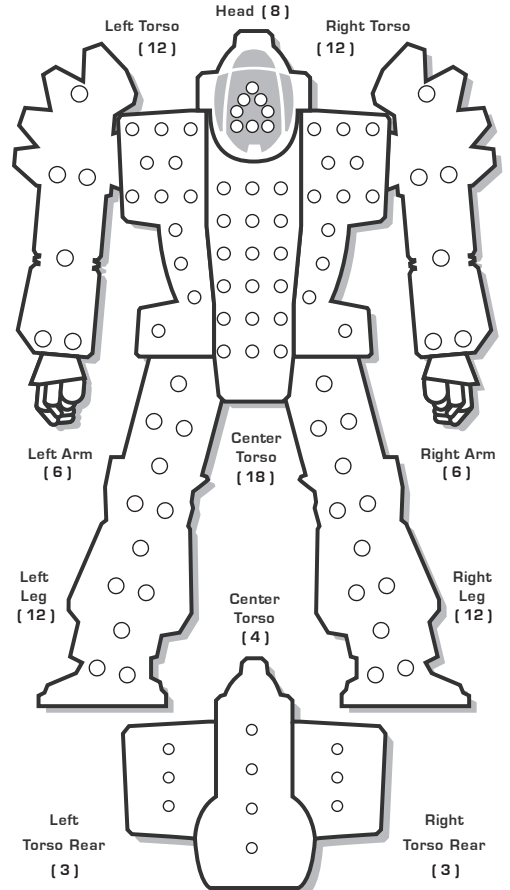
Name: \_\_\_\_\_

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

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

1-3

- [Double Heat Sink
- [Double Heat Sink
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- [Ultra AC/20
- [Ultra AC/20
- [Ultra AC/20
- [Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ammo [Ultra AC/20] 5
- Endo Steel

1-3

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

1-3

#### Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- ER Medium Laser

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

#### Right Arm

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

1-3

- [Double Heat Sink
- [Double Heat Sink
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

#### Right Torso (CASE)

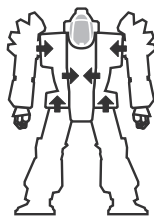
- XL Fusion Engine
- XL Fusion Engine
- [Ultra AC/20
- [Ultra AC/20
- [Ultra AC/20
- [Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ammo [Ultra AC/20] 5
- Endo Steel

1-3

4-6

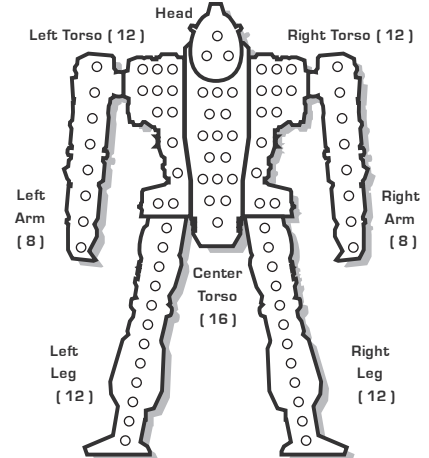
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Double Heat Sinks: 12 [24]



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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Hunchback IIC 2

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 50

Tech Base: Clan

Rules Level: Standard

Role: Ambusher

### Weapons & Equipment Inventory

(hexes)

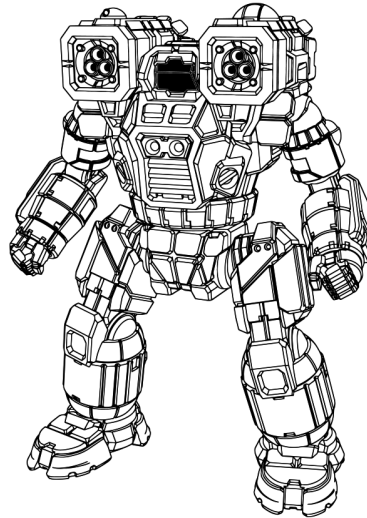
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Heavy Large Laser	LT	18	16 [DE]	—	5	10	15
2	Heavy Large Laser	RT	18	16 [DE]	—	5	10	15
2	Medium Pulse Laser	CT	4	7 [P]	—	4	8	12

### WARRIOR DATA

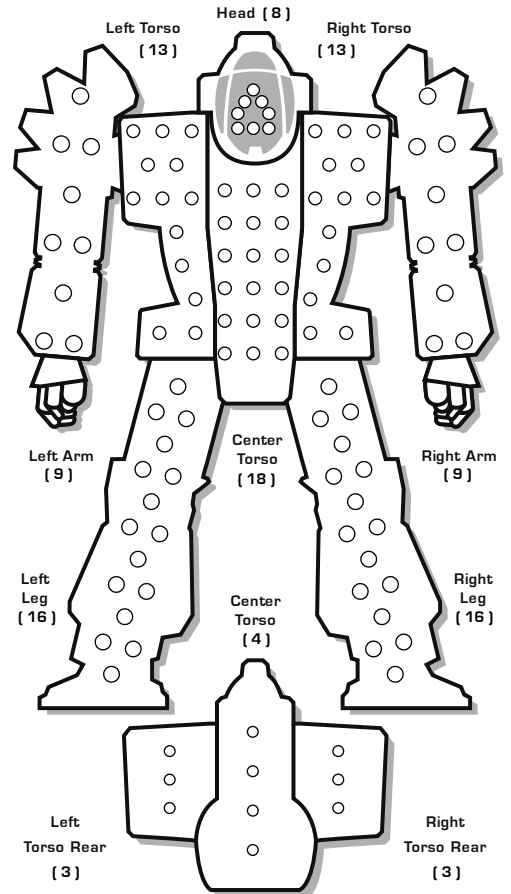
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



BV: 1,869



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 [Double Heat Sink
- 4 [Double Heat Sink
- 5 [Double Heat Sink
- 6 [Double Heat Sink

1-3

- [Double Heat Sink
- [Double Heat Sink
- 4-6 [Double Heat Sink
- 4 [Double Heat Sink
- 5 Endo Steel
- 6 Endo Steel

4-6

#### Left Torso

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

1-3

- 1 [Heavy Large Laser
- 2 [Heavy Large Laser
- 3 [Heavy Large Laser
- 4-6 [Heavy Large Laser
- 5 [Heavy Large Laser
- 6 [Heavy Large Laser

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

1-3

#### Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- 4-6 XL Fusion Engine
- 4 XL Fusion Engine
- 5 Medium Pulse Laser
- 6 Medium Pulse Laser

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 [Double Heat Sink
- 4 [Double Heat Sink
- 5 [Double Heat Sink
- 6 [Double Heat Sink

1-3

- [Double Heat Sink
- [Double Heat Sink
- 4-6 [Double Heat Sink
- 4 [Double Heat Sink
- 5 Endo Steel
- 6 Endo Steel

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 [Double Heat Sink
- 4 [Double Heat Sink
- 5 [Heavy Large Laser
- 6 [Heavy Large Laser

1-3

- 1 [Heavy Large Laser
- 2 [Heavy Large Laser
- 3 [Heavy Large Laser
- 4-6 [Heavy Large Laser
- 5 Endo Steel
- 6 Endo Steel

4-6

#### Right Leg

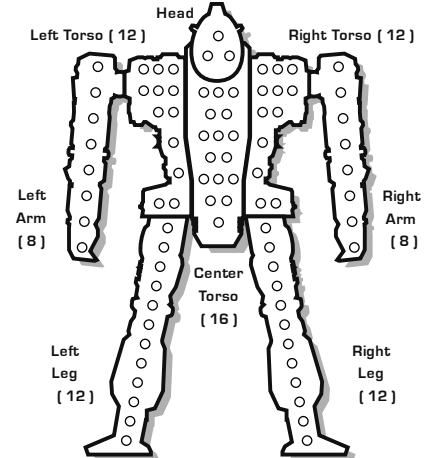
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	19 (38)
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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Huntsman (Nobori-nin) Prime

Movement Points: **Tonnage:** 50  
 Walking: 5 **Tech Base:** Clan  
 Running: 8 **Rules Level:** Standard  
 Jumping: 5 **Role:** Skirmisher

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	A-Pod	LL	—	[PD,OS,AI]	—	—	—	—
1	A-Pod	RL	—	[PD,OS,AI]	—	—	—	—
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	Streak SRM 6	LA	4	2/Msl [M,C]	—	4	8	12
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Ultra AC/2	RA	1	2/Sht [DB,R/C]	2	9	18	27
1	Anti-Missile System	LT	1	[PD]	—	1	—	—
1	Flamer	LT	3	2 [DE,H,AI]	—	1	2	3
1	TAG	LT	—	[E]	—	5	9	15
1	LRM 10 w/Artemis IV	RT	4	1/Msl [M,C,S]	—	7	14	21
1	Active Probe	RT	—	[E]	—	—	—	5

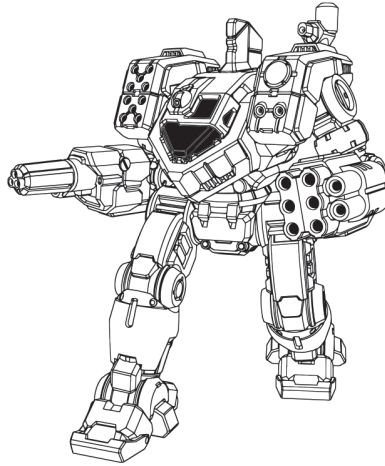
Ammo: [AMS] 24, [LRM 10 Artemis-capable] 12, [Streak SRM 6] 15, [Ultra AC/2] 45

BV: 2,108

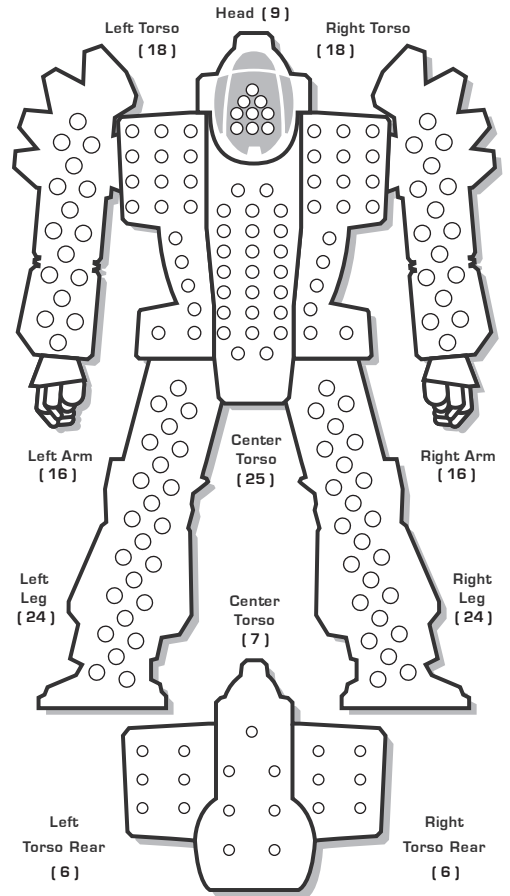


### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken: 1 2 3 4 5 6  
 Consciousness #: 3 5 7 10 11 Dead



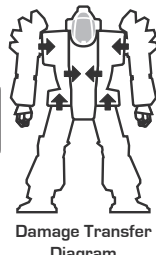
### ARMOR DIAGRAM



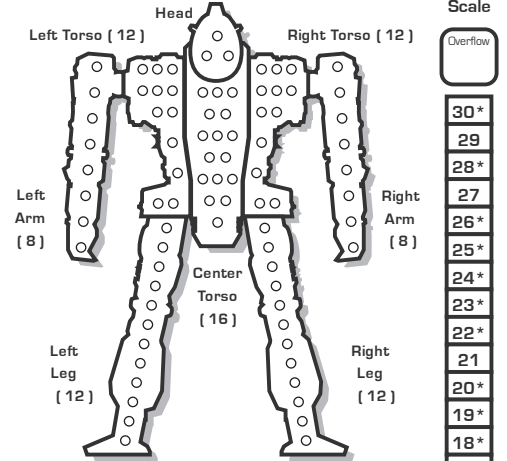
### CRITICAL TABLE

Location	1-3	4-6
<b>Left Arm (CASE)</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. ER Medium Laser 5. ER Medium Laser 6. Streak SRM 6	1. Streak SRM 6 2. Ammo [Streak SRM 6] 15 3. Endo Steel 4. Endo Steel 5. Ferro-Fibrous 6. Roll Again
<b>Right Arm (CASE)</b>	1. Shoulder 2. Upper Arm Actuator 3. ER Medium Laser 4. ER Medium Laser 5. Ultra AC/2 6. Ultra AC/2	1. Ammo [Ultra AC/2] 45 2. Endo Steel 3. Endo Steel 4. Roll Again 5. Roll Again 6. Roll Again
<b>Center Torso</b>	1. Life Support 2. Sensors 3. Cockpit 4. Ferro-Fibrous 5. Sensors 6. Life Support	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Gyro 5. Gyro 6. Gyro
<b>Left Torso (CASE)</b>	1. XL Fusion Engine 2. XL Fusion Engine 3. Jump Jet 4. Anti-Missile System 5. Ammo [AMS] 24 6. Flamer	1. Gyro 2. XL Fusion Engine 3. XL Fusion Engine 4. XL Fusion Engine 5. Jump Jet 6. Endo Steel
<b>Right Torso (CASE)</b>	1. TAG 2. Endo Steel 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Roll Again	1. XL Fusion Engine 2. XL Fusion Engine 3. Jump Jet 4. LRM 10 5. Artemis IV FCS 6. Ammo [LRM 10 Artemis-capable] 12
<b>Left Leg</b>	1. TAG 2. Endo Steel 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Roll Again	1. Active Probe 2. Endo Steel 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Roll Again 6. Roll Again
<b>Right Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. A-Pod	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. A-Pod

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	10 (20)
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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Huntsman (Nobori-nin) A

Movement Points:

Walking:	5	Tonnage:	50
Running:	8	Tech Base:	Clan
Jumping:	5	Rules Level:	Standard
		Role:	Sniper

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	10 [P]	-	6	14	20
1	LRM 10	LA	4	1/Msl [M,C,S]	-	7	14	21
1	Large Pulse Laser	RA	10	10 [P]	-	6	14	20
1	LB 2-X AC	RA	1	2 [DB,C/F/S]	4	10	20	30

Ammo: [LB-2X] 45, [LRM 10] 12

BV: 2,034

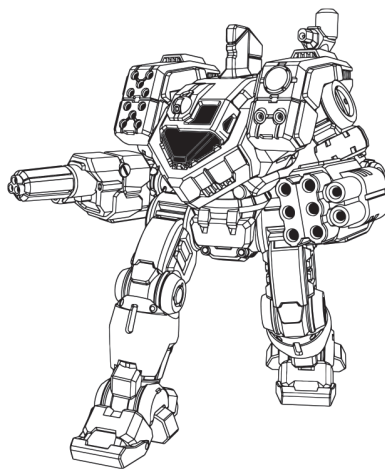


### WARRIOR DATA

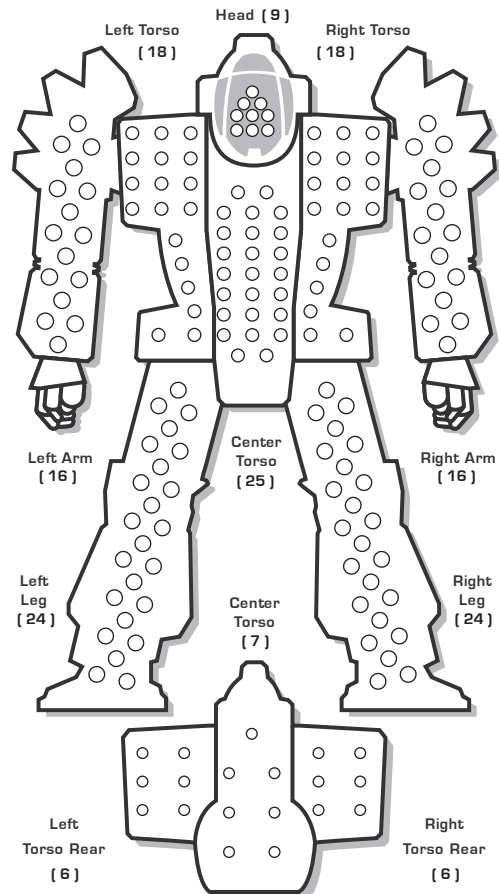
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

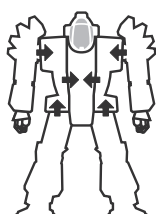


### ARMOR DIAGRAM



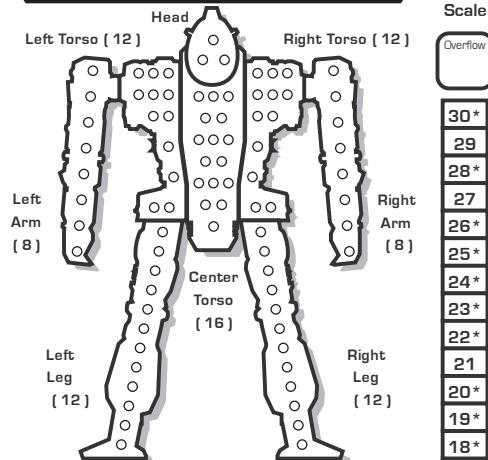
### CRITICAL TABLE

<b>Left Arm</b>	<b>Head</b>	<b>Right Arm</b>
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Lower Arm Actuator	3. Cockpit	3. Large Pulse Laser
1-3 [Large Pulse Laser]	4. Ferro-Fibrous	4. Large Pulse Laser
5. Large Pulse Laser	5. Sensors	5. LB 2-X AC
6. LRM 10	6. Life Support	6. LB 2-X AC
	<b>Center Torso</b>	
1. Endo Steel	1. XL Fusion Engine	1. LB 2-X AC
2. Endo Steel	2. XL Fusion Engine	2. Endo Steel
4-6 Ferro-Fibrous	3. XL Fusion Engine	2. Endo Steel
4. Roll Again	1-3 Gyro	4. Roll Again
5. Roll Again	4. Gyro	5. Roll Again
6. Roll Again	5. Gyro	6. Roll Again
	6. Gyro	
<b>Left Torso (CASE)</b>		<b>Right Torso (CASE)</b>
1. XL Fusion Engine		1. XL Fusion Engine
2. XL Fusion Engine		2. XL Fusion Engine
1-3 [Double Heat Sink]		3. Double Heat Sink
4. Double Heat Sink		4. Double Heat Sink
5. Jump Jet		5. Jump Jet
6. Ammo [LRM 10] 12		6. Ammo [LB-2X] 45
1. Endo Steel		1. Endo Steel
2. Ferro-Fibrous		2. Ferro-Fibrous
3. Ferro-Fibrous		3. Ferro-Fibrous
4-6 Ferro-Fibrous		4. Roll Again
5. Roll Again		5. Roll Again
6. Roll Again		6. Roll Again
<b>Left Leg</b>		<b>Right Leg</b>
1. Hip		1. Hip
2. Upper Leg Actuator		2. Upper Leg Actuator
3. Lower Leg Actuator		3. Lower Leg Actuator
4. Foot Actuator		4. Foot Actuator
5. Jump Jet		5. Jump Jet
6. Roll Again		6. Roll Again



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	12 [24]
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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Huntsman (Nobori-nin) B

Movement Points: **Tonnage:** 50  
 Walking: 5 **Tech Base:** Clan  
 Running: 8 **Rules Level:** Standard  
 Jumping: 5 **Role:** Skirmisher

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	LA	2	10	—	6	12	18
[DB,C/F/S]								
1	ER PPC	RA	15	15 [DE]	—	7	14	23
2	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
2	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3

Ammo: [LB-10X] 10, [LB-10X Cluster] 10, [Machine Gun] 200

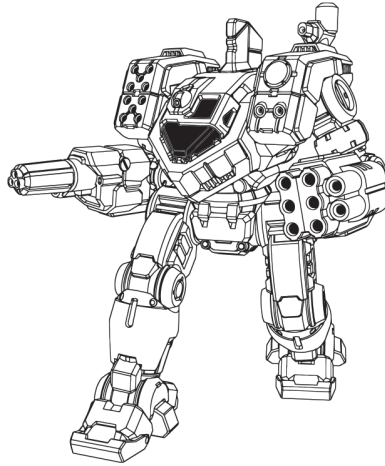
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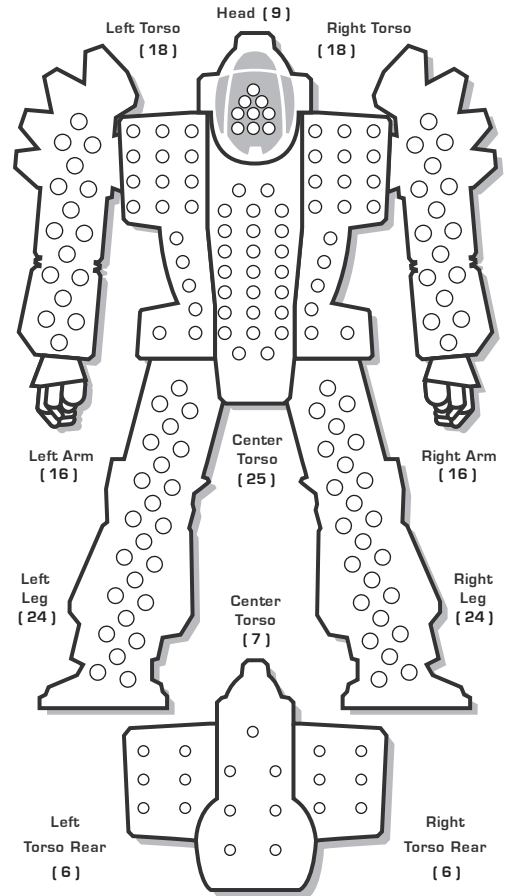
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



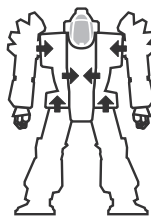
### CRITICAL TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - LB 10-X AC
  - LB 10-X AC
  - LB 10-X AC
  - LB 10-X AC
- 1-3**
- LB 10-X AC
  - Endo Steel
  - Endo Steel
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
- 4-6**
- Left Torso (CASE)**
- XL Fusion Engine
  - XL Fusion Engine
  - Jump Jet
  - Ammo [LB-10X] 10
  - Ammo [LB-10X Cluster] 10
  - Endo Steel
- 1-3**
- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Jump Jet
  - Roll Again

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Ferro-Fibrous
  - Sensors
  - Life Support

- Center Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Jump Jet
  - Endo Steel
- 4-6**

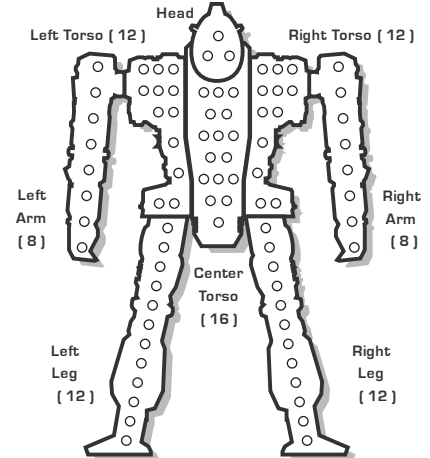
Engine Hits ○○○○  
 Gyro Hits ○○○○  
 Sensor Hits ○○○○  
 Life Support ○



Damage Transfer Diagram

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - ER PPC
  - ER PPC
  - Medium Pulse Laser
  - Medium Pulse Laser
- 1-3**
- Endo Steel
  - Endo Steel
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Right Torso (CASE)**
- XL Fusion Engine
  - XL Fusion Engine
  - Jump Jet
  - Machine Gun
  - Machine Gun
  - Ammo [Machine Gun] 200
- 1-3**
- Endo Steel
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Jump Jet
  - Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Black Lanner Prime

Movement Points: **Tonnage:** 55  
 Walking: 7 **Tech Base:** Clan  
 Running: 11 [14] **Rules Level:** Standard  
 Jumping: 0 **Role:** Skirmisher

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	LA	5	7 [DE]	-	5	10	15
1	ER Large Laser	RA	12	10 [DE]	-	8	15	25
1	LRM 10	LT	4	1/Msl [M,C,S]	-	7	14	21
1	SRM 6	RT	4	2/Msl [M,C,S]	-	3	6	9
1	ECM Suite	HD	-	[E]	-	-	-	6

(hexes)

Ammo: [LRM 10] 12, [SRM 6] 15

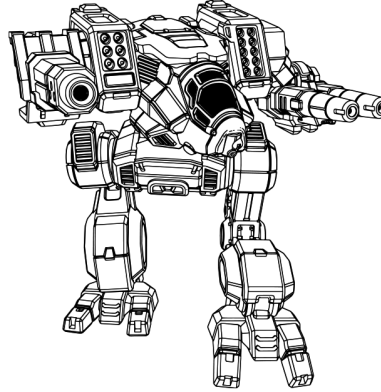
BV: 2,268



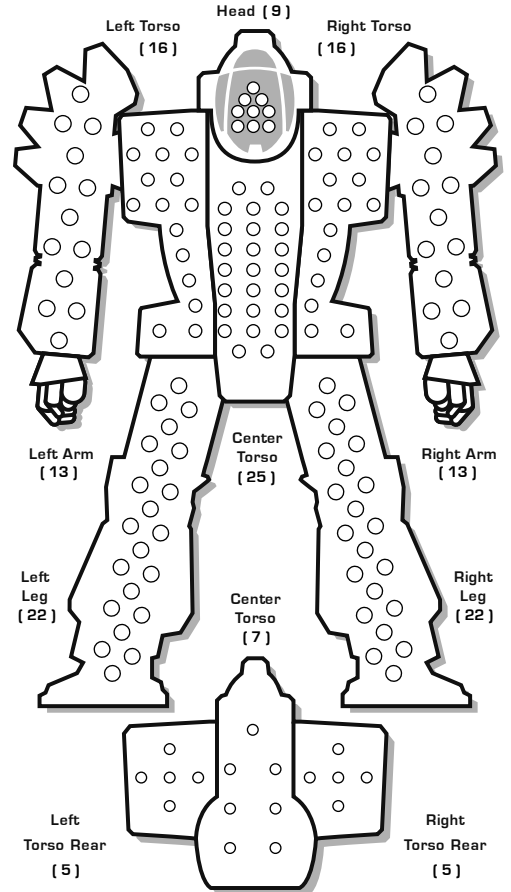
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



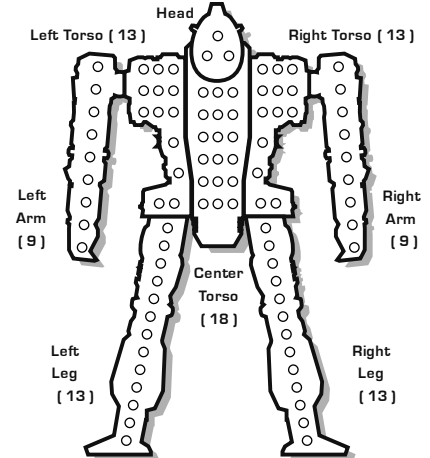
### CRITICAL TABLE

Location	1	2	3	4	5	6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. ER Medium Laser	4. ER Medium Laser	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. ER Large Laser	4. Endo Steel	5. Endo Steel	6. Roll Again
<b>Center Torso</b>	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Left Torso (CASE)</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. LRM 10	4. Ammo [LRM 10] 12	5. Endo Steel	6. Endo Steel
<b>Right Torso (CASE)</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. SRM 6	4. Ammo [SRM 6] 15	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Left Leg</b>	1. Endo Steel	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ferro-Fibrous	6. Ferro-Fibrous



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	10 (20)
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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Black Lanner A

Movement Points:

Walking: 7

Running: 11 [14]

Jumping: 0

Tonnage: 55

Tech Base: Clan

Rules Level: Standard

Role: Skirmisher

### Weapons & Equipment Inventory

(hexes)

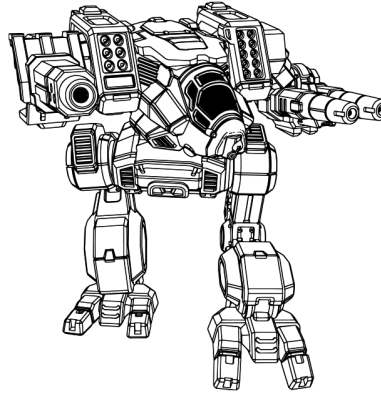
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	LA	4	7 [P]	-	4	8	12
1	ER PPC	RA	15	15 [DE]	-	7	14	23
1	TAG	LT	-	[E]	-	5	9	15
1	Active Probe	RT	-	[E]	-	-	-	5
1	ECM Suite	HD	-	[E]	-	-	-	6

### WARRIOR DATA

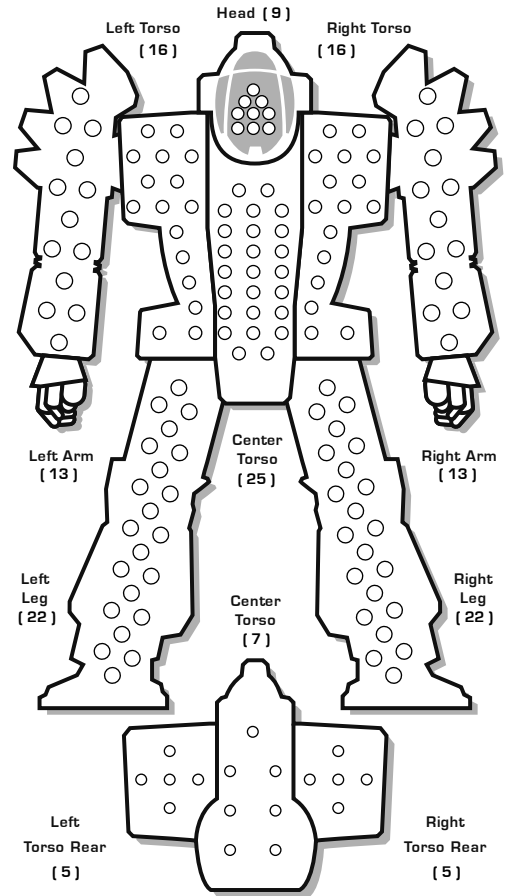
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



BV: 2,308



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Medium Pulse Laser
- Medium Pulse Laser
- Ferro-Fibrous
- Ferro-Fibrous

1-3

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

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- TAG
- Endo Steel
- Endo Steel
- Endo Steel

1-3

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

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

#### Head

- Life Support
- Sensors
- Cockpit
- ECM Suite
- Sensors
- Life Support

1-3

#### Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- MASC
- MASC

#### Right Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Endo Steel
- Endo Steel

1-3

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

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Active Probe
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

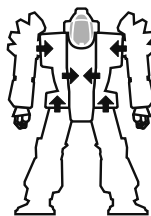
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

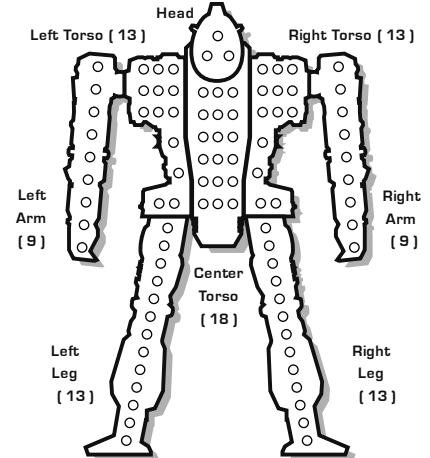
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Black Lanner B

Movement Points:

Walking: 7

Running: 11 [14]

Jumping: 0

Tonnage: 55

Tech Base: Clan

Rules Level: Standard

Role: Missile Boat

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	LA	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20	RA	6	1/Msl [M,C,S]	—	7	14	21

Ammo: [LRM 20] 18

BV: 1,961

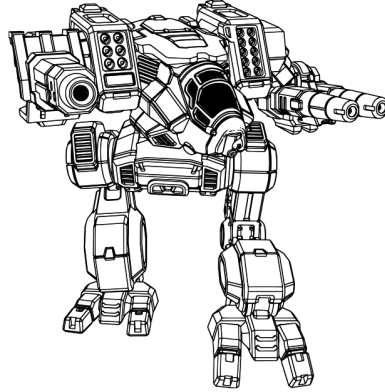


### WARRIOR DATA

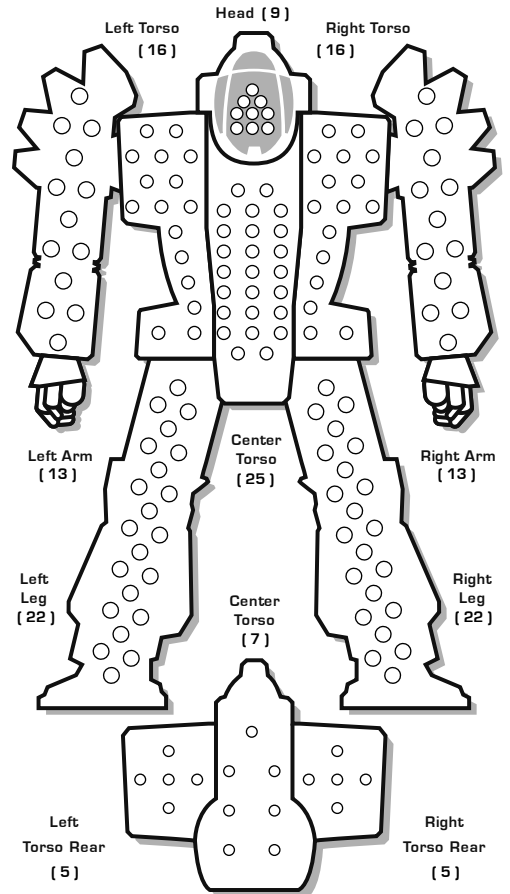
Name: \_\_\_\_\_

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

- Shoulder
- Upper Arm Actuator
- LRM 20
- LRM 20
- LRM 20
- LRM 20

1-3

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

4-6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Ammo [LRM 20] 6
- Ammo [LRM 20] 6
- Endo Steel
- Endo Steel

1-3

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

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

#### Head

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

1-3

#### Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- MASC
- MASC

#### Right Arm

- Shoulder
- Upper Arm Actuator
- LRM 20
- LRM 20
- LRM 20
- LRM 20

1-3

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

4-6

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Ammo [LRM 20] 6
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

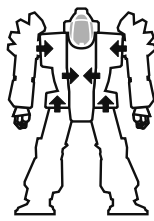
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

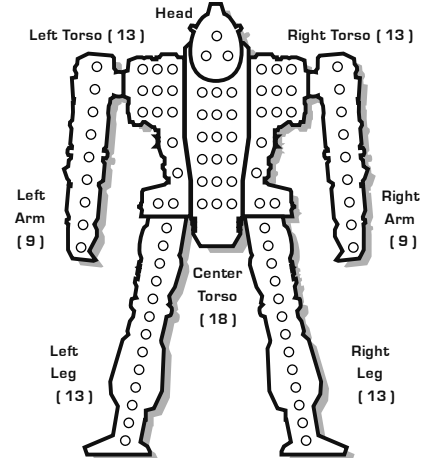
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 (20)
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



# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Vapor Eagle (Goshawk)

Movement Points: **Tonnage:** 55  
**Walking:** 6 **Tech Base:** Clan  
**Running:** 9 **Rules Level:** Standard  
**Jumping:** 6 **Role:** Skirmisher

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)			
					Min	Sht	Med	Lng
3	Machine Gun	LA	—	2 [DB, AI]	—	1	2	3
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	Streak SRM 2	LT	2	2/Msl [M, C]	—	4	8	12
1	Machine Gun	LT	—	2 [DB, AI]	—	1	2	3
2	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	Streak SRM 2	RT	2	2/Msl [M, C]	—	4	8	12
1	Targeting Computer	RT	—	[E]	—	—	—	—

Ammo: [Machine Gun] 100, [Streak SRM 2] 50

BV: 2,368



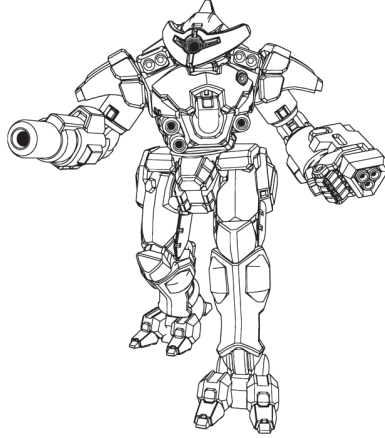
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken: 

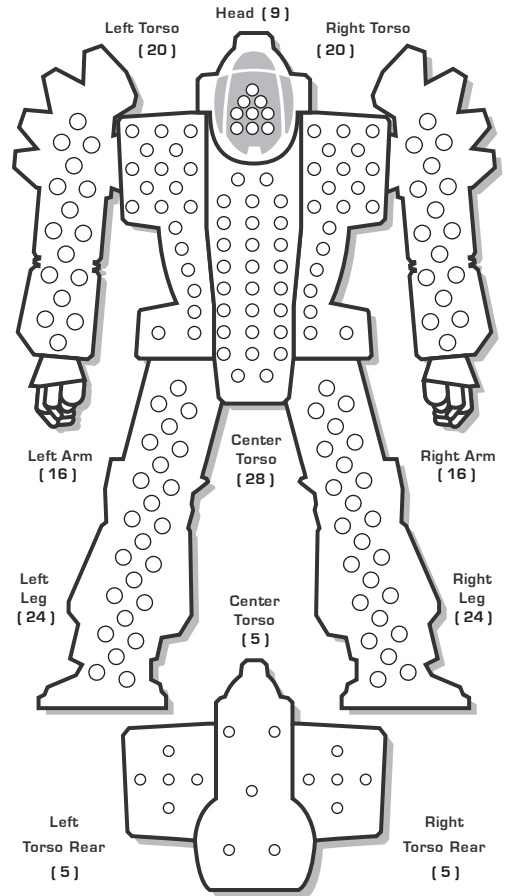
1	2	3	4	5	6
---	---	---	---	---	---

  
 Consciousness #: 

3	5	7	10	11	Dead
---	---	---	----	----	------



### ARMOR DIAGRAM



### CRITICAL TABLE

- Left Arm (CASE)**
- 1. Shoulder
  - 2. Upper Arm Actuator
  - 3. Lower Arm Actuator
  - 4. Hand Actuator
  - 5. Machine Gun
  - 6. Machine Gun
- 1-3**
- 1. Machine Gun
  - 2. Ammo [Machine Gun] 100
- 4-6**
- 3. Endo Steel
  - 4. Ferro-Fibrous
  - 5. Ferro-Fibrous
  - 6. Roll Again
- Left Torso (CASE)**
- 1. XL Fusion Engine
  - 2. XL Fusion Engine
  - 3. Jump Jet
  - 4. Medium Pulse Laser
  - 5. Streak SRM 2
  - 6. Machine Gun
- 1-3**
- 1. Ammo [Streak SRM 2] 50
  - 2. Endo Steel
  - 3. Endo Steel
- 4-6**
- 4. Ferro-Fibrous
  - 5. Roll Again
  - 6. Roll Again

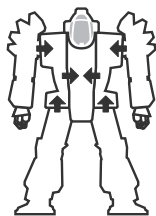
- Head**
- 1. Life Support
  - 2. Sensors
  - 3. Cockpit
  - 4. Roll Again
  - 5. Sensors
  - 6. Life Support

- 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
- 4-6**
- 3. XL Fusion Engine
  - 4. XL Fusion Engine
  - 5. Endo Steel
  - 6. Ferro-Fibrous

- Right Arm**
- 1. Shoulder
  - 2. Upper Arm Actuator
  - 3. Lower Arm Actuator
  - 4. Large Pulse Laser
  - 5. Large Pulse Laser
  - 6. Endo Steel
- 1-3**
- 1. Ferro-Fibrous
  - 2. Ferro-Fibrous
- 4-6**
- 3. Roll Again
  - 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again

- Right Torso**
- 1. XL Fusion Engine
  - 2. XL Fusion Engine
  - 3. Jump Jet
  - 4. Medium Pulse Laser
  - 5. Medium Pulse Laser
  - 6. Streak SRM 2
- 1-3**
- 1. Targeting Computer
  - 2. Targeting Computer
  - 3. Targeting Computer
- 4-6**
- 4. Endo Steel
  - 5. Endo Steel
  - 6. Ferro-Fibrous

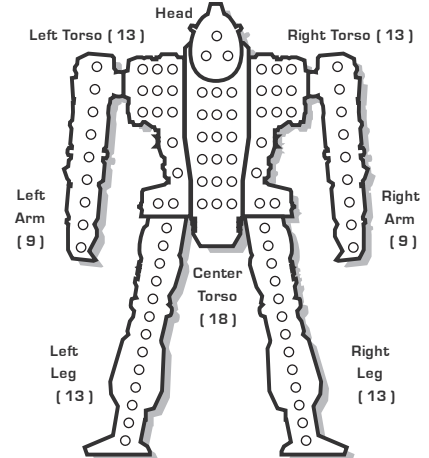
Engine Hits ○○○○  
 Gyro Hits ○○○○  
 Sensor Hits ○○○○  
 Life Support ○



Damage Transfer Diagram

- 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 DATA

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

Double Heat Sinks: 11 (22)



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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Vapor Eagle (Goshawk) 2

Movement Points: **Tonnage:** 55  
**Walking:** 6 **Tech Base:** Clan  
**Running:** 9 **Rules Level:** Standard  
**Jumping:** 6 **Role:** Skirmisher

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Machine Gun	LA	—	2 [DB,AI]	—	1	2	3
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	Ultra AC/10	LT	3	10/Sht [DB,R/C]	—	6	12	18
1	Machine Gun	LT	—	2 [DB,AI]	—	1	2	3
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	Targeting Computer	RT	—	[E]	—	—	—	—

Ammo: [Machine Gun] 100, [Ultra AC/10] 20

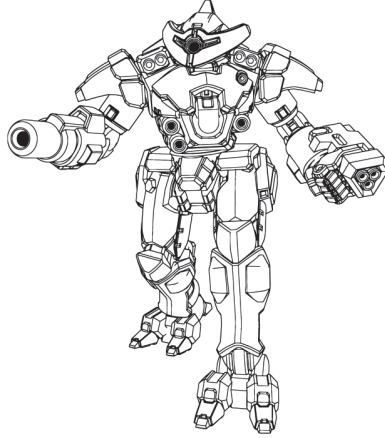
BV: 1,989



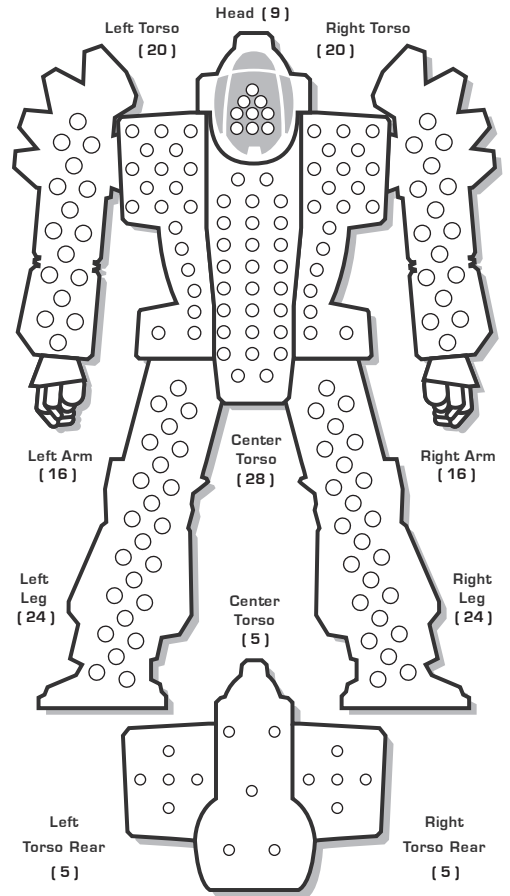
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead



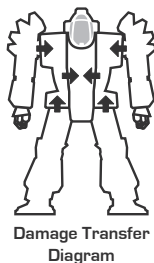
### ARMOR DIAGRAM



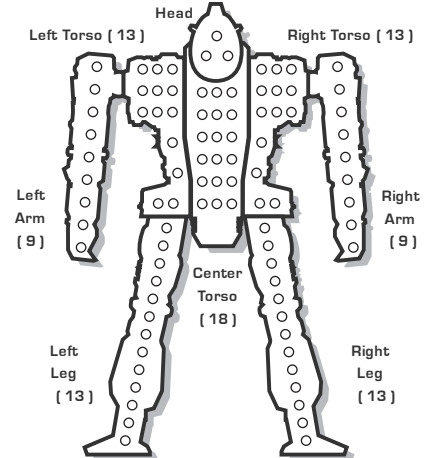
### CRITICAL TABLE

Location	1-3	4-6
<b>Left Arm (CASE)</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Machine Gun 6. Machine Gun	1. Machine Gun 2. Ammo [Machine Gun] 100 3. Endo Steel 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Roll Again
<b>Right Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Medium Pulse Laser 5. Endo Steel 6. Ferro-Fibrous	1. Ferro-Fibrous 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
<b>Center Torso</b>	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. Endo Steel 6. Ferro-Fibrous
<b>Left Torso</b>	1. XL Fusion Engine 2. XL Fusion Engine 3. Jump Jet 4. Ultra AC/10 5. Ultra AC/10 6. Ultra AC/10	1. Ultra AC/10 2. Machine Gun 3. Endo Steel 4. Endo Steel 5. Ferro-Fibrous 6. Roll Again
<b>Right Torso (CASE)</b>	1. XL Fusion Engine 2. XL Fusion Engine 3. Jump Jet 4. Medium Pulse Laser 5. Ammo [Ultra AC/10] 10 6. Ammo [Ultra AC/10] 10	1. Targeting Computer 2. Targeting Computer 3. Targeting Computer 4. Endo Steel 5. Endo Steel 6. Ferro-Fibrous
<b>Left Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet
<b>Right Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet	

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	10 (20)
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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Crossbow Prime

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 65

Tech Base: Clan

Rules Level: Standard

Role: Missile Boat

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	LA	6	1/Msl [M,C,S]	—	7	14	21
	w/Artemis IV							
1	LRM 20	RA	6	1/Msl [M,C,S]	—	7	14	21
	w/Artemis IV							

Ammo: [LRM 20 Artemis-capable] 24

BV: 1,829

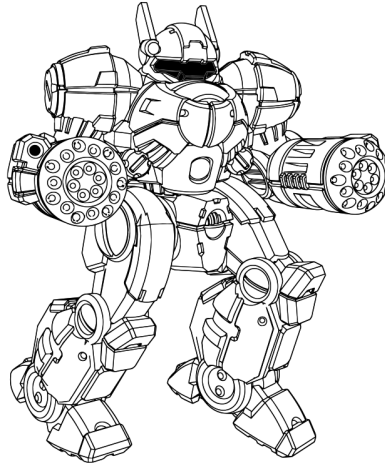


### WARRIOR DATA

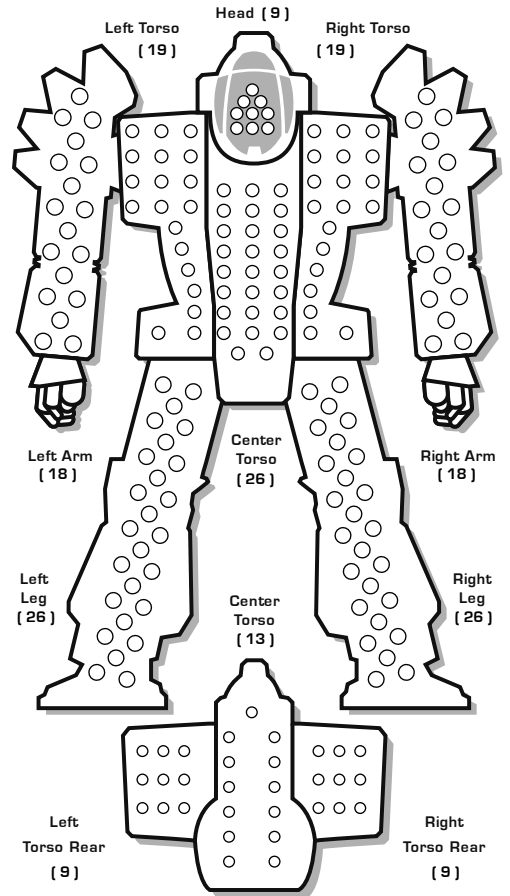
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL TABLE

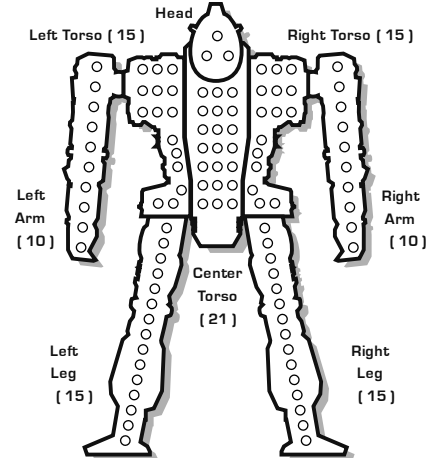
Location	1	2	3	4	5	6
<b>Left Arm (CASE)</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. LRM 20	5. LRM 20	6. LRM 20
<b>Right Arm (CASE)</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. LRM 20	5. LRM 20	6. LRM 20
<b>Center Torso</b>	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Right Torso</b>	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	10 (20)
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
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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Crossbow A

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 65

Tech Base: Clan

Rules Level: Standard

Role: Skirmisher

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 6	LA	4	2/Msl [M,C]	-	4	8	12
1	Medium Pulse Laser	LA	4	7 [P]	-	4	8	12
1	LRM 5	LA	2	1/Msl [M,C,S]	-	7	14	21
1	Streak SRM 6	RA	4	2/Msl [M,C,S]	-	4	8	12
1	Medium Pulse Laser	RA	4	7 [P]	-	4	8	12
1	LRM 5	RA	2	1/Msl [M,C,S]	-	7	14	21

Ammo: [LRM 5] 48, [Streak SRM 6] 30

BV: 1,797

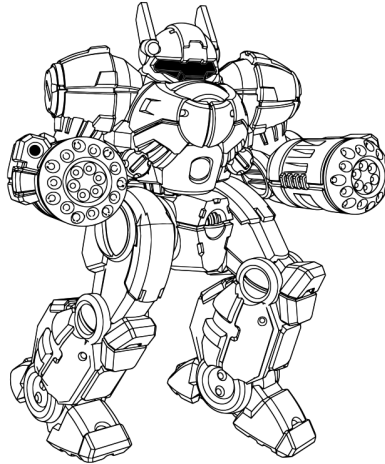


### WARRIOR DATA

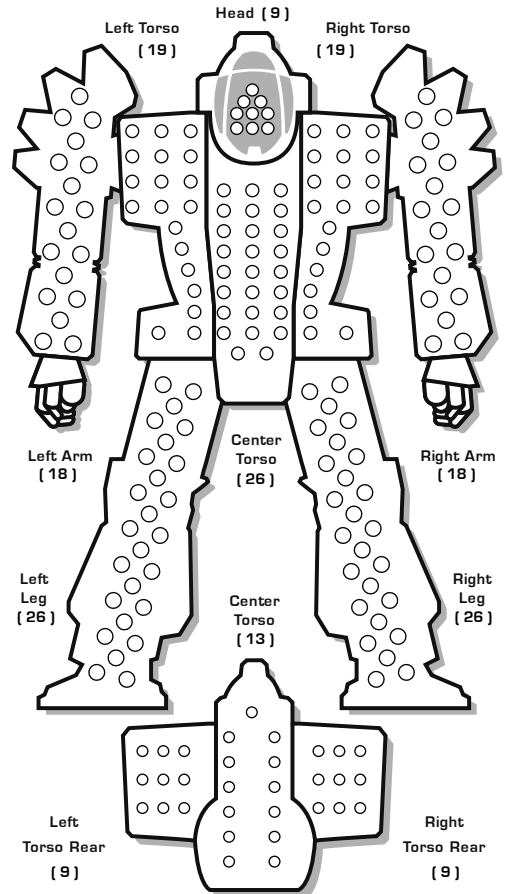
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



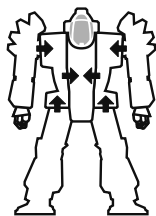
### ARMOR DIAGRAM



### CRITICAL TABLE

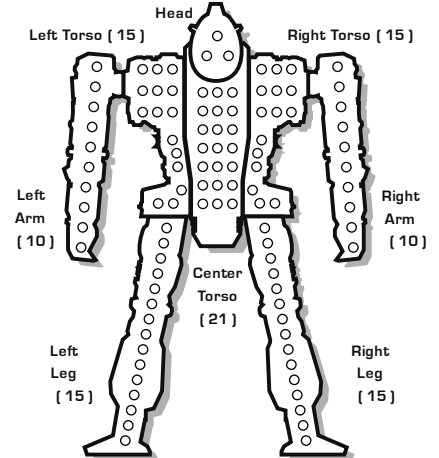
Location	1	2	3	4	5	6
<b>Left Arm (CASE)</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Streak SRM 6	5. Streak SRM 6	6. Medium Pulse Laser
<b>Right Arm (CASE)</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Streak SRM 6	5. Streak SRM 6	6. Medium Pulse Laser
<b>Center Torso</b>	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Right Torso</b>	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	10 (20)
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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Crossbow B

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 65

Tech Base: Clan

Rules Level: Standard

Role: Skirmisher

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Streak SRM 6	LA	4	2/Msl [M,C]	-	4	8	12
2	Streak SRM 6	RA	4	2/Msl [M,C]	-	4	8	12

Ammo: [Streak SRM 6] 60

BV: 1,687

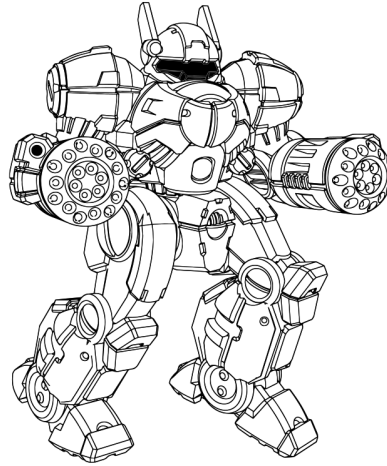


### WARRIOR DATA

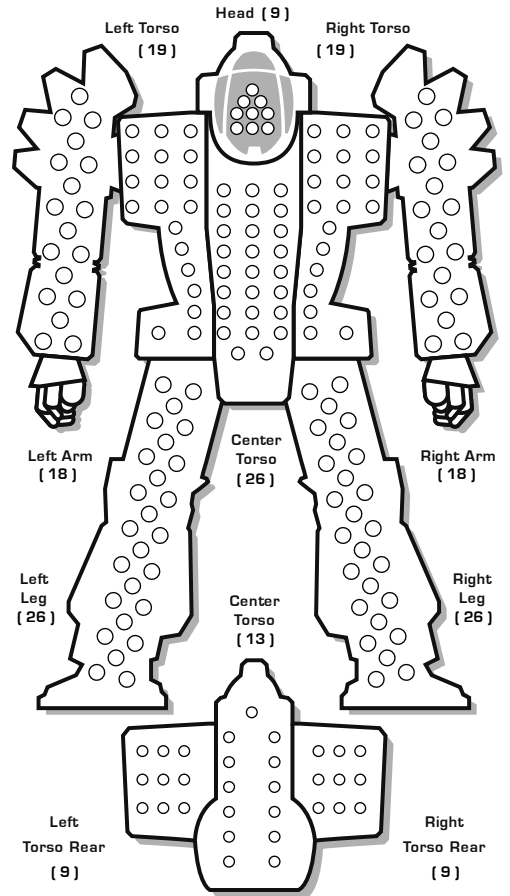
Name: \_\_\_\_\_

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 (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Streak SRM 6
- Streak SRM 6
- Streak SRM 6

1-3

- Streak SRM 6
- Ammo [Streak SRM 6] 15
- Ammo [Streak SRM 6] 15
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

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

1-3

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

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

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

1-3

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

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

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Streak SRM 6
- Streak SRM 6
- Streak SRM 6

1-3

- Streak SRM 6
- Ammo [Streak SRM 6] 15
- Ammo [Streak SRM 6] 15
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

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

1-3

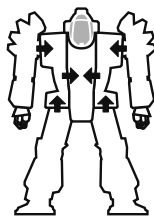
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

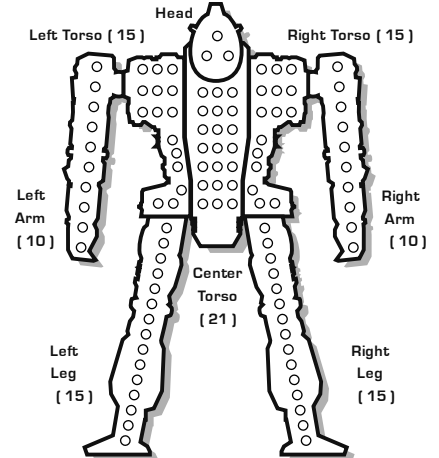
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Double Heat Sinks: 10 (20)



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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Ebon Jaguar (Cauldron-Born) Prime

Movement Points: \_\_\_\_\_ Tonnage: 65  
 Walking: 5 Tech Base: Clan  
 Running: 8 Rules Level: Standard  
 Jumping: 0 Role: Skirmisher

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 5-X AC	LA	1	5 [DB,C/F/S]	3	8	15	24
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	LRM 10	LT	4	1/Msl [M,C,S]	-	7	14	21
1	ER Medium Laser	LT	5	7 [DE]	-	5	10	15
1	SRM 2	RT	2	2/Msl [M,C,S]	-	3	6	9

Ammo: [Gauss] 16, [LB-5X] 20, [LB-5X Cluster] 20, [LRM 10] 24, [SRM 2] 50

BV: 1,952

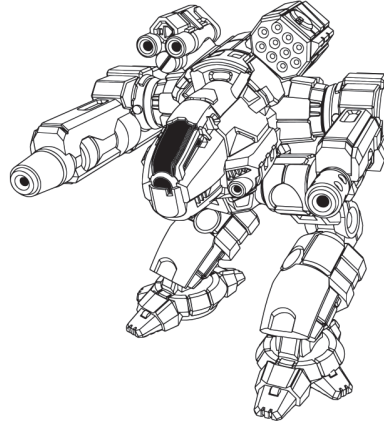


### WARRIOR DATA

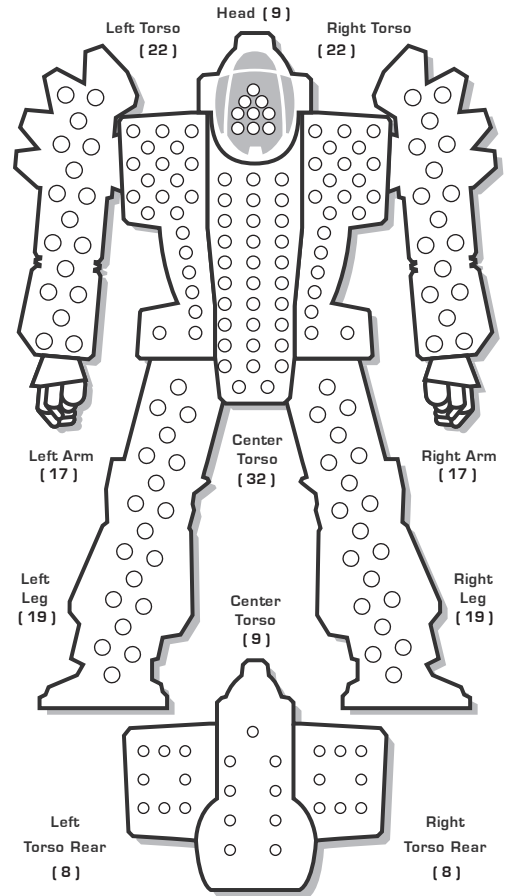
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



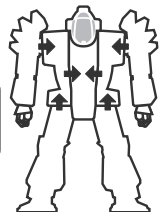
### ARMOR DIAGRAM



### CRITICAL TABLE

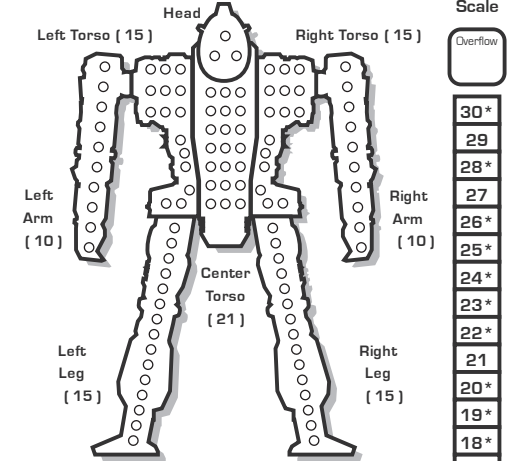
	Head	Right Arm (CASE)
1-3	<ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Ferro-Fibrous</li> <li>Sensors</li> <li>Life Support</li> </ol>	<ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Gauss Rifle</li> <li>Gauss Rifle</li> <li>Gauss Rifle</li> <li>Gauss Rifle</li> </ol>
4-6	<p>Center Torso</p> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol>	<ol style="list-style-type: none"> <li>Gauss Rifle</li> <li>Gauss Rifle</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> </ol>
1-3	<ol style="list-style-type: none"> <li>Gyro</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Endo Steel</li> <li>Ferro-Fibrous</li> </ol>	<p>Right Torso (CASE)</p> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>SRM 2</li> <li>Ammo (SRM 2) 50</li> <li>Ammo (Gauss) 8</li> <li>Ammo (Gauss) 8</li> </ol>
4-6	<ol style="list-style-type: none"> <li>Endo Steel</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	<ol style="list-style-type: none"> <li>Endo Steel</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	13 (26)
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

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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Ebon Jaguar (Cauldron-Born) A

Movement Points: **Tonnage:** 65  
 Walking: 5 **Tech Base:** Clan  
 Running: 8 **Rules Level:** Standard  
 Jumping: 0 **Role:** Skirmisher

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	Flamer	LA	3	2 [DE,H,AI]	—	1	2	3
1	Machine Gun	LA	—	2 [DB,AI]	—	1	2	3
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	Machine Gun	RA	—	2 [DB,AI]	—	1	2	3
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
2	ER Medium Laser (R)	LT	5	7 [DE]	—	5	10	15
1	Ultra AC/20	RT	7	20/Sht	—	4	8	12

(hexes)

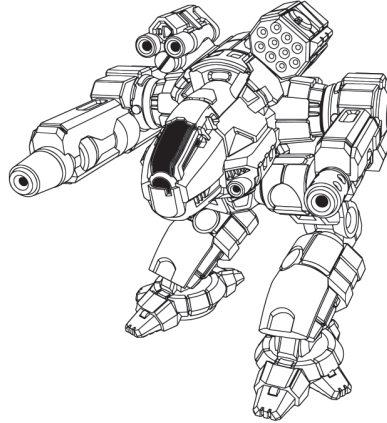
Ammo: [Machine Gun] 200, [Ultra AC/20] 15

BV: 2,429

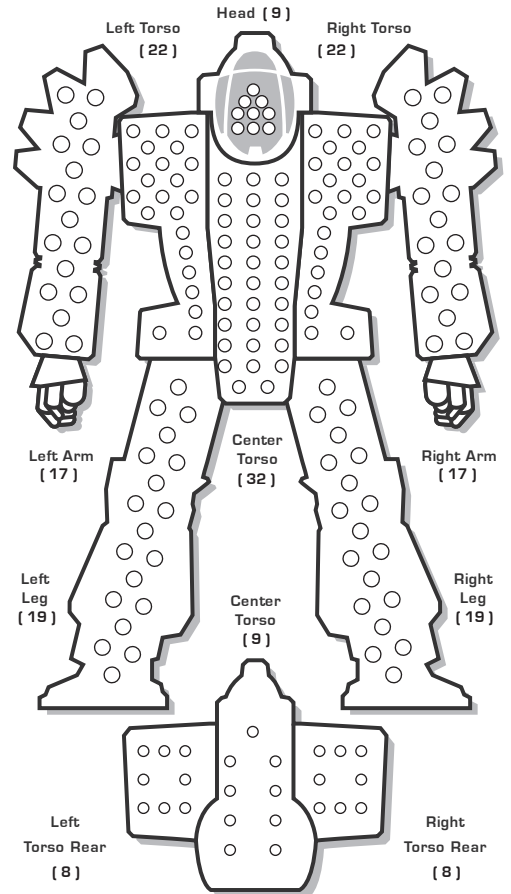


### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken: 1 2 3 4 5 6  
 Consciousness #: 3 5 7 10 11 Dead



### ARMOR DIAGRAM



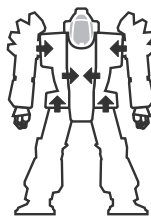
### CRITICAL TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - ER Large Laser
  - Flamer
  - Machine Gun
  - Ferro-Fibrous
- 1-3**
- Ferro-Fibrous
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Left Torso (CASE)**
- XL Fusion Engine
  - XL Fusion Engine
  - ER Medium Laser
  - ER Medium Laser (R)
  - ER Medium Laser (R)
  - Ammo [Ultra AC/20] 5
- 1-3**
- Ammo [Ultra AC/20] 5
  - Ammo [Ultra AC/20] 5
  - Ammo [Machine Gun] 200
- 4-6**
- Endo Steel
  - Ferro-Fibrous
  - Roll Again

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Ferro-Fibrous
  - Sensors
  - Life Support

- Center Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Endo Steel
  - Ferro-Fibrous
- 4-6**

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



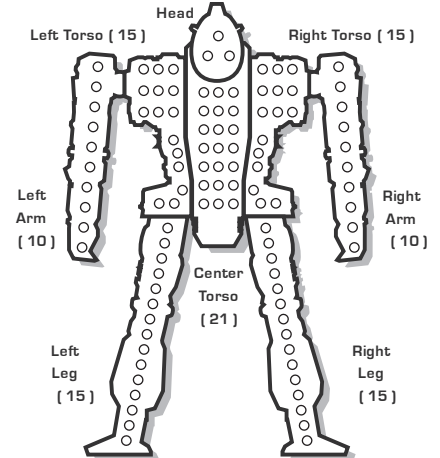
Damage Transfer Diagram

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - ER Large Laser
  - Medium Pulse Laser
  - Machine Gun
  - Ferro-Fibrous
- 1-3**
- Ferro-Fibrous
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**

- Right Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - Ultra AC/20
  - Ultra AC/20
  - Ultra AC/20
  - Ultra AC/20
- 1-3**
- Ultra AC/20
  - Ultra AC/20
  - Ultra AC/20
  - Ultra AC/20
  - Endo Steel
  - Roll Again
- 4-6**

- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Endo Steel
  - Endo Steel

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Ebon Jaguar (Cauldron-Born) B

Movement Points: **Tonnage:** 65  
 Walking: 5 **Tech Base:** Clan  
 Running: 8 **Rules Level:** Standard  
 Jumping: 0 **Role:** Sniper

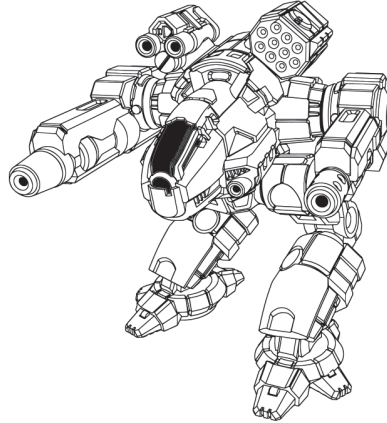
### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15 [DE]	—	7	14	23
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	TAG	LT	—	[E]	—	5	9	15
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	Active Probe	RT	—	[E]	—	—	—	5

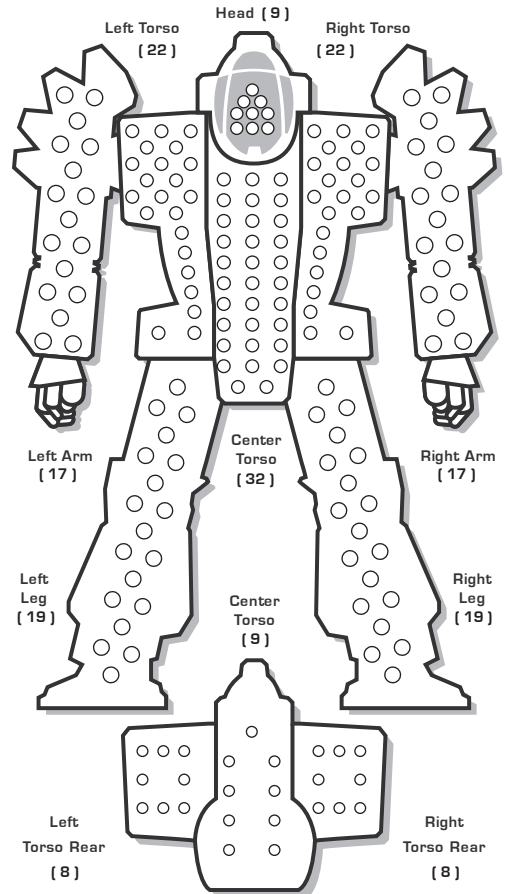
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM

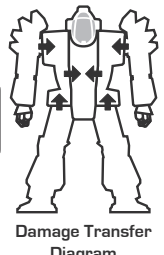


BV: 2,535

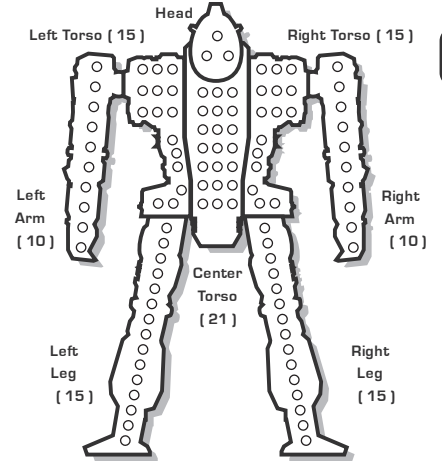


### CRITICAL TABLE

Location	1	2	3	4	5	6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. ER PPC	4. ER PPC	5. Large Pulse Laser	6. Large Pulse Laser
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. ER PPC	4. ER PPC	5. Large Pulse Laser	6. Large Pulse Laser
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. Medium Pulse Laser	4. TAG	5. Endo Steel	6. Ferro-Fibrous
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. Medium Pulse Laser	4. Active Probe	5. Endo Steel	6. Roll Again
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	13 (26)
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

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



# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Linebacker Prime

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 65

Tech Base: Clan

Rules Level: Standard

Role: Skirmisher

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15 [DE]	-	7	14	23
1	ER PPC	RA	15	15 [DE]	-	7	14	23
1	LRM 5	LT	2	1/Msl [M,C,S]	-	7	14	21
1	Streak SRM 4	RT	3	2/Msl [M,C]	-	4	8	12
1	ER Small Laser (R)	RT	2	5 [DE]	-	2	4	6

Ammo: [LRM 5] 24, [Streak SRM 4] 25

BV: 2,390

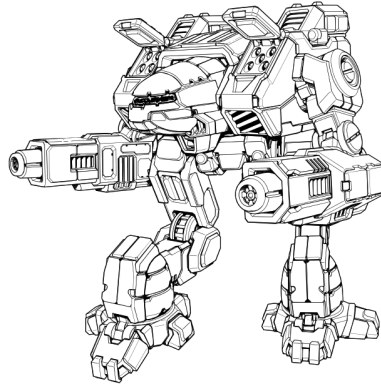


### WARRIOR DATA

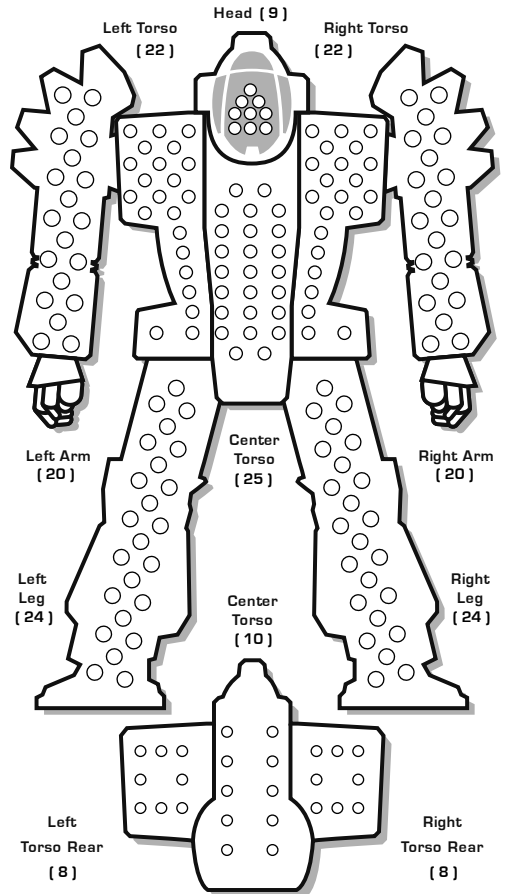
Name: \_\_\_\_\_

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

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Endo Steel
- Ferro-Fibrous

1-3

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

4-6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- LRM 5
- Ammo [LRM 5] 24
- Endo Steel
- Ferro-Fibrous

1-3

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

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

#### Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

#### Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Roll Again

#### Right Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Endo Steel
- Ferro-Fibrous

1-3

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

4-6

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Streak SRM 4
- ER Small Laser (R)
- Ammo [Streak SRM 4] 25
- Endo Steel

1-3

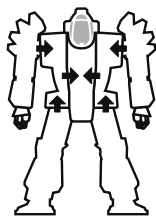
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

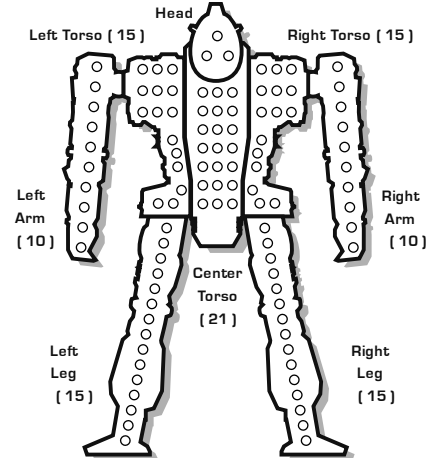
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	14 (28)
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 Level	Heat Sink Count
30*	14
29	13
28*	12
27	11
26*	10
25*	9
24*	8
23*	7
22*	6
21	5
20*	4
19*	3
18*	2
17*	1
16	0
15*	0
14*	0
13*	0
12	0
11	0
10*	0
9	0
8*	0
7	0
6	0
5*	0
4	0
3	0
2	0
1	0
0	0

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Linebacker A

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 65

Tech Base: Clan

Rules Level: Standard

Role: Sniper

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	LRM 15	LT	5	1/Msl [M,C,S]	—	7	14	21
2	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	LRM 5	RT	2	1/Msl [M,C,S]	—	7	14	21

Ammo: [LRM 15] 16, [LRM 5] 24

BV: 2,264

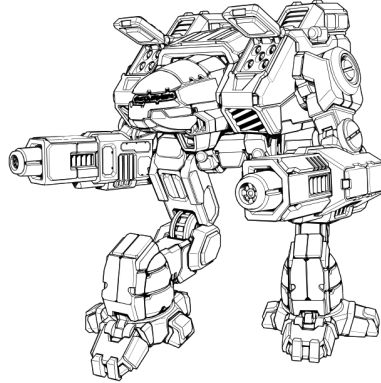


### WARRIOR DATA

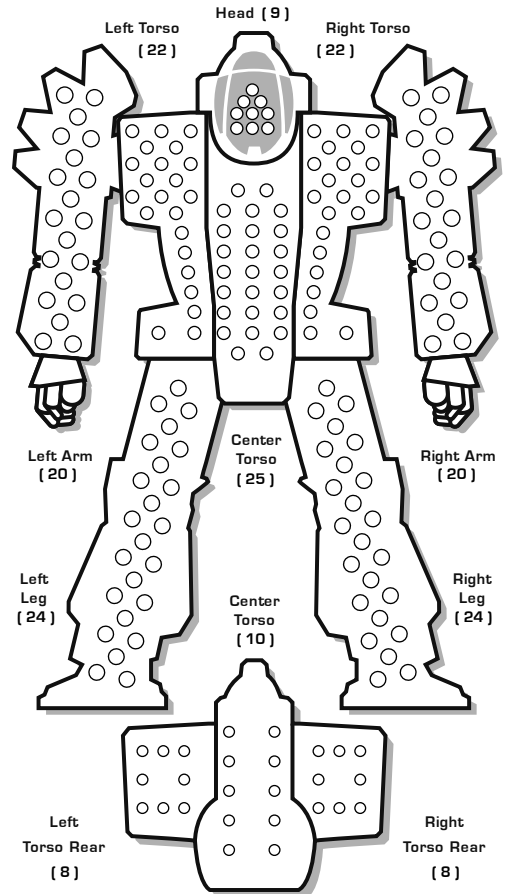
Name: \_\_\_\_\_

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

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - ER Large Laser
  - Endo Steel

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

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- LRM 15
- LRM 15
- Ammo [LRM 15] 8
- Ammo [LRM 15] 8

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

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

#### Head

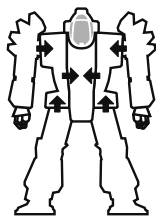
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

#### Center Torso

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

- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Endo Steel
  - Roll Again
- 4-6

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - ER Large Laser
  - Endo Steel
- 1-3

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

#### Right Torso (CASE)

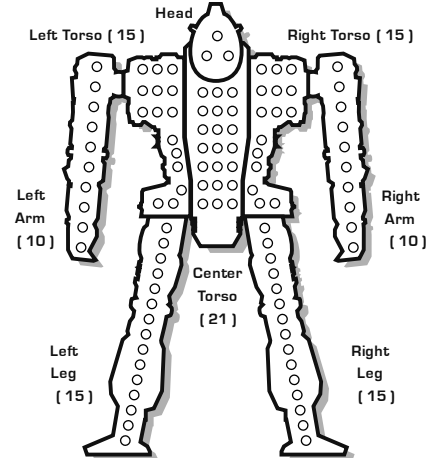
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- ER Medium Laser
- LRM 5
- Ammo [LRM 5] 24

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

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	14 (28)
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
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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Linebacker B

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 65

Tech Base: Clan

Rules Level: Standard

Role: Skirmisher

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Small Laser	LT	2	5 [DE]	—	2	4	6
1	Gauss Rifle	RT	1	15 [DB.X]	2	7	15	22

Ammo: [Gauss] 16

BV: 2,048

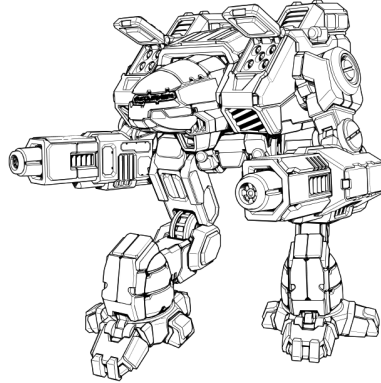


### WARRIOR DATA

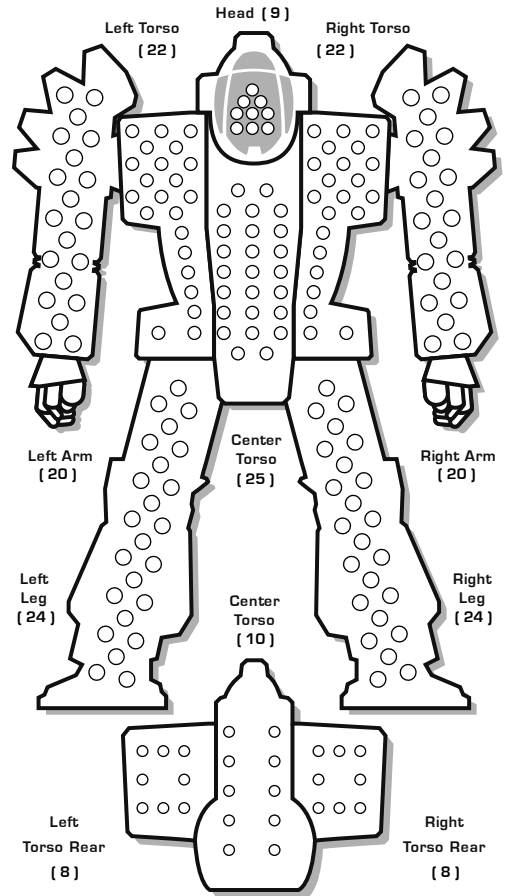
Name: \_\_\_\_\_

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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

1-3

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

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- ER Small Laser
- Endo Steel
- Ferro-Fibrous
- Roll Again

1-3

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

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

#### Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

- #### Center Torso
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro

4-6

- #### Right Torso (CASE)
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Endo Steel
  - Roll Again

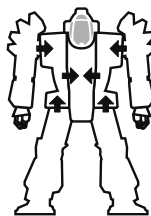
1-3

4-6

1-3

4-6

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Endo Steel

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

#### Right Torso (CASE)

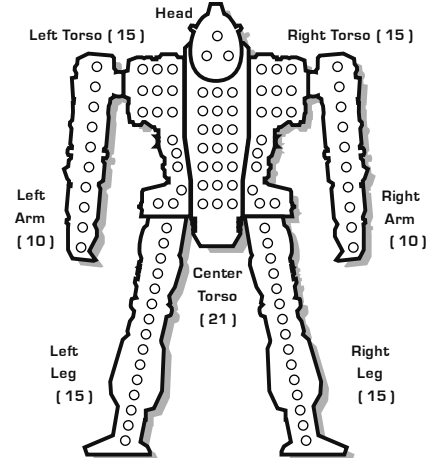
- XL Fusion Engine
- XL Fusion Engine
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Endo Steel
- Ferro-Fibrous

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	14 (28)
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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Nova Cat Prime

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 70

Tech Base: Clan

Rules Level: Standard

Role: Sniper

### Weapons & Equipment Inventory

(hexes)

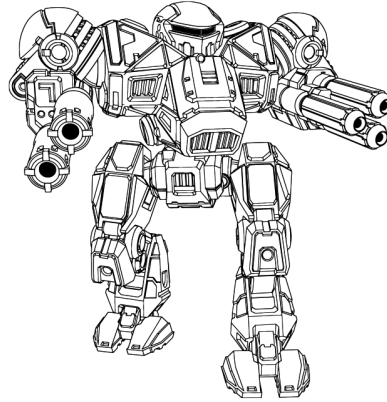
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	ER Large Laser	LA	12	10 [DE]	-	8	15	25
2	ER PPC	RA	15	15 [DE]	-	7	14	23

### WARRIOR DATA

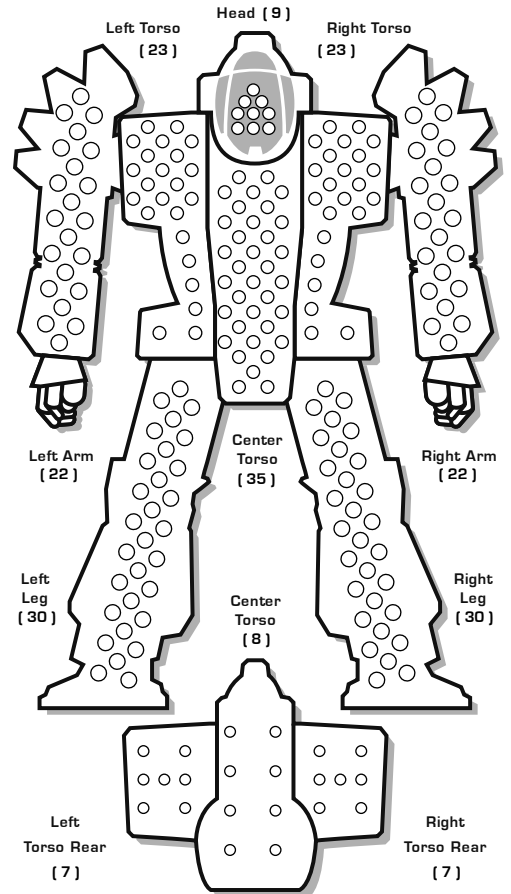
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



BV: 2,530



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 [Double Heat Sink
- 4 [Double Heat Sink
- 5 [Double Heat Sink
- 6 [Double Heat Sink

- ER Large Laser
- ER Large Laser
- ER Large Laser
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

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

- [Double Heat Sink
- [Double Heat Sink
- [Double Heat Sink
- 4-6 [Double Heat Sink
- 5 [Double Heat Sink
- 6 [Double Heat Sink

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

#### Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

#### Center Torso

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

- Gyro
- XL Fusion Engine
- 4-6 XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 [Double Heat Sink
- 4 [Double Heat Sink
- 5 [Double Heat Sink
- 6 [Double Heat Sink

- [ER PPC
- [ER PPC
- 4-6 [ER PPC
- [ER PPC
- Roll Again
- Roll Again

#### Right Torso

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

- [Double Heat Sink
- [Double Heat Sink
- [Double Heat Sink
- 4-6 [Double Heat Sink
- 5 [Double Heat Sink
- 6 [Double Heat Sink

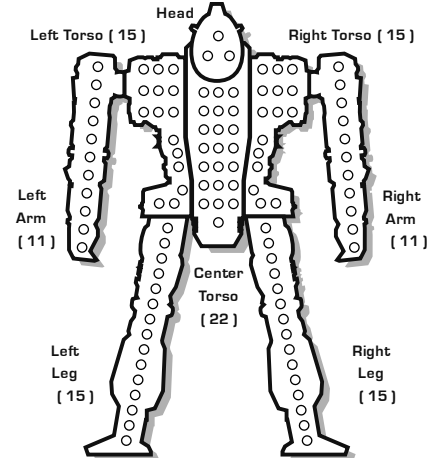
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	25 [50]
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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Nova Cat A

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 70

Tech Base: Clan

Rules Level: Standard

Role: Sniper

### Weapons & Equipment Inventory

(hexes)

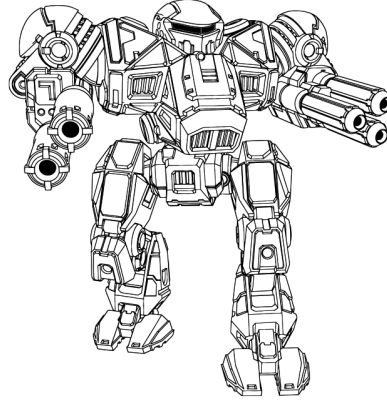
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	LA	12	10 [DE]	—	8	15	25
2	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	Targeting Computer	RT	—	[E]	—	—	—	—

### WARRIOR DATA

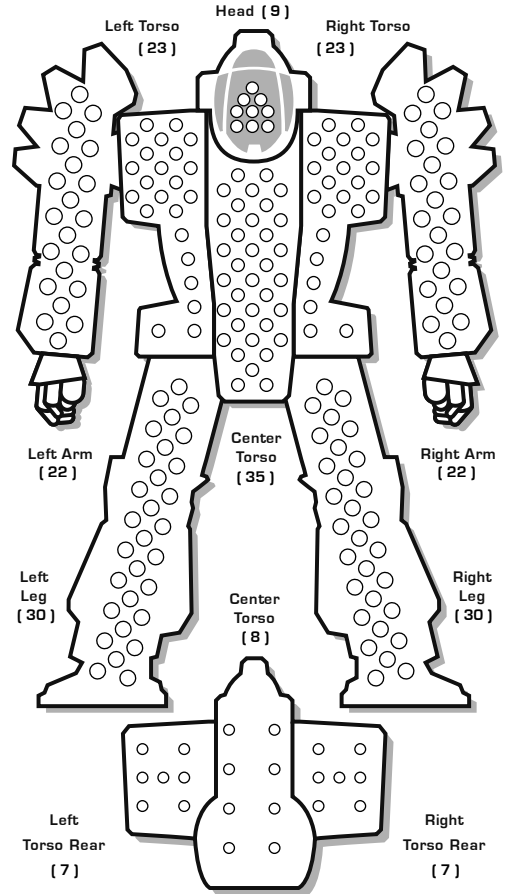
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



BV: 2,629



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 [Double Heat Sink
- 4 [Double Heat Sink
- 5 [Double Heat Sink
- 6 [Double Heat Sink

- [Double Heat Sink
- [Double Heat Sink
- 4-6 [Double Heat Sink
- [Double Heat Sink
- ER Large Laser
- ER Large Laser

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 [Double Heat Sink
- [Double Heat Sink
- [Double Heat Sink
- [Double Heat Sink

- [Double Heat Sink
- [Double Heat Sink
- 4-6 [Double Heat Sink
- [Double Heat Sink
- Jump Jet
- Jump Jet

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

#### Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

#### Center Torso

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

- 4-6 Gyro
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 [Double Heat Sink
- [Double Heat Sink
- 5 [Double Heat Sink
- [Double Heat Sink

- [Double Heat Sink
- [Double Heat Sink
- 4-6 [Double Heat Sink
- [Double Heat Sink
- ER Large Laser
- ER Large Laser

#### Right Torso

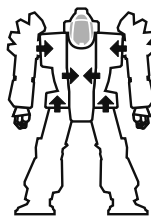
- XL Fusion Engine
- XL Fusion Engine
- 1-3 [Double Heat Sink
- [Double Heat Sink
- [Double Heat Sink
- [Double Heat Sink

- Jump Jet
- Jump Jet
- 4-6 [Targeting Computer
- Targeting Computer
- Targeting Computer
- [Targeting Computer

#### Right Leg

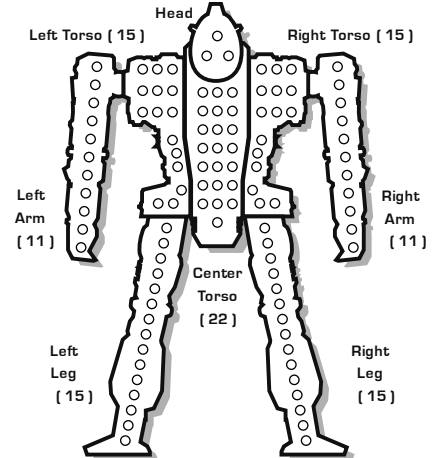
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 25 [50]
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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Nova Cat B

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 70

Tech Base: Clan

Rules Level: Standard

Role: Missile Boat

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	LRM 15	LA	5	1/Msl [M,C,S]	—	7	14	21
3	LRM 15	RA	5	1/Msl [M,C,S]	—	7	14	21
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15

Ammo: [LRM 15] 80

BV: 2,492

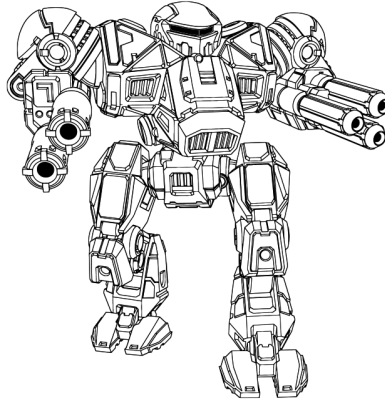


### WARRIOR DATA

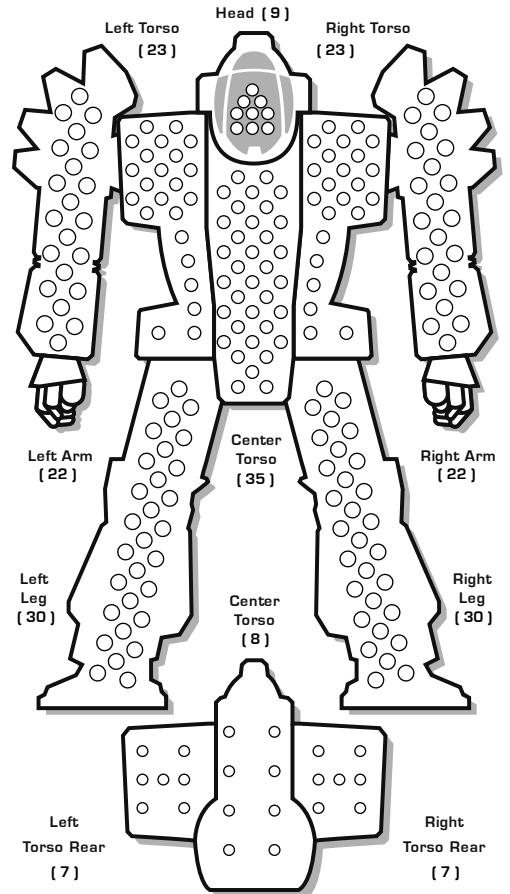
Name: \_\_\_\_\_

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

- Shoulder
- Upper Arm Actuator
- [LRM 15]
- [LRM 15]
- [LRM 15]
- [LRM 15]

1-3

- [LRM 15]
- [LRM 15]

4-6

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

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- [Double Heat Sink]
- [Double Heat Sink]
- [Double Heat Sink]
- [Double Heat Sink]

1-3

- ER Medium Laser
- Ammo [LRM 15] 8
- Ammo [LRM 15] 8
- Ammo [LRM 15] 8
- Ammo [LRM 15] 8
- Ammo [LRM 15] 8

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

#### Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

#### Center Torso

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

1-3

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel

#### Right Arm

- Shoulder
- Upper Arm Actuator
- [Double Heat Sink]
- [Double Heat Sink]
- [LRM 15]
- [LRM 15]

1-3

- [LRM 15]
- [LRM 15]

4-6

- Roll Again
- Roll Again

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- [Double Heat Sink]
- [Double Heat Sink]
- [Double Heat Sink]
- [Double Heat Sink]

1-3

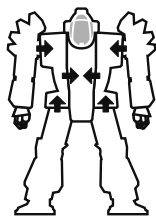
- ER Medium Laser
- Ammo [LRM 15] 8
- Ammo [LRM 15] 8
- Ammo [LRM 15] 8
- Ammo [LRM 15] 8
- Ammo [LRM 15] 8

4-6

#### Right Leg

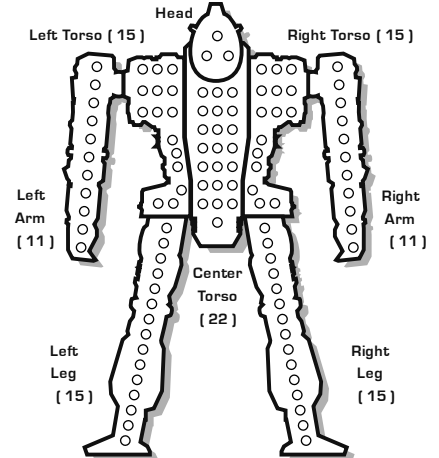
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 16 [32]
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 Level	Effects
30*	Overflow
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	

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Night Gyr Prime

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 75

Tech Base: Clan

Rules Level: Standard

Role: Skirmisher

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER PPC	LA	15	15 [DE]	-	7	14	23
1	Ultra AC/10	RA	3	10/Sht	-	6	12	18
[DB,R/C]								
1	Medium Pulse Laser	LT	4	7 [P]	-	4	8	12
1	Medium Pulse Laser	RT	4	7 [P]	-	4	8	12
1	Medium Pulse Laser	HD	4	7 [P]	-	4	8	12

Ammo: [Ultra AC/10] 20

BV: 2,830

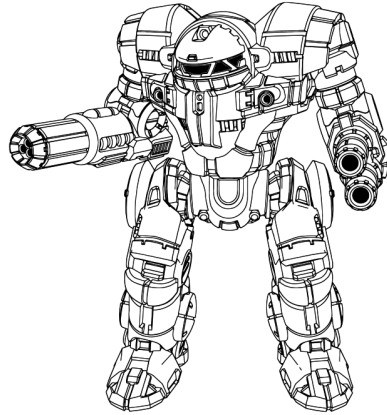


### WARRIOR DATA

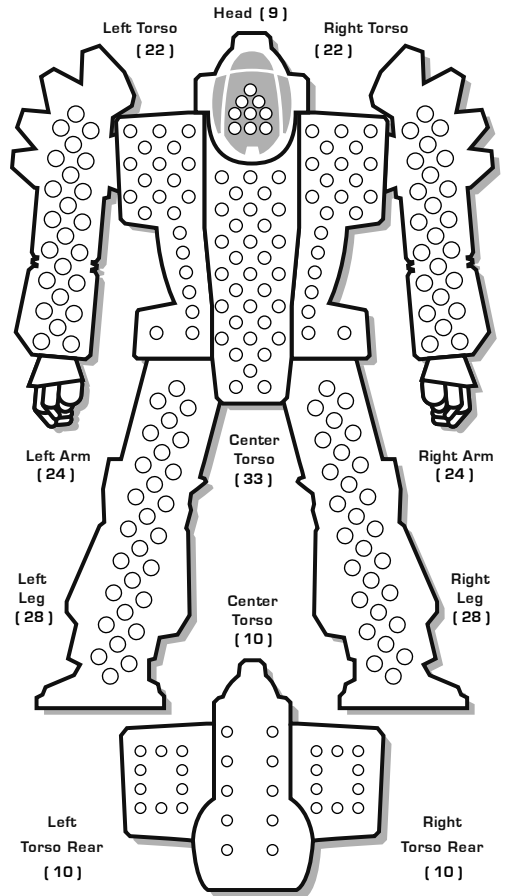
Name: \_\_\_\_\_

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

- Shoulder
- Upper Arm Actuator
- [Double Heat Sink
- [Double Heat Sink
- [Double Heat Sink
- [Double Heat Sink

1-3

- [ER PPC
- [ER PPC
- [ER PPC
- [ER PPC
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- [Double Heat Sink
- [Double Heat Sink
- [Double Heat Sink
- [Double Heat Sink

1-3

- Medium Pulse Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Head

- Life Support
- Sensors
- Cockpit
- Medium Pulse Laser
- Sensors
- Life Support

1-3

#### Center Torso

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

4-6

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- [Double Heat Sink
- [Double Heat Sink
- Ultra AC/10
- Ultra AC/10

1-3

- Ultra AC/10
- Ultra AC/10
- Ammo [Ultra AC/10] 10
- Ammo [Ultra AC/10] 10
- Endo Steel
- Endo Steel

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- [Double Heat Sink
- [Double Heat Sink
- [Double Heat Sink
- [Double Heat Sink

1-3

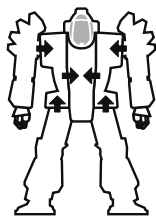
- Medium Pulse Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Leg

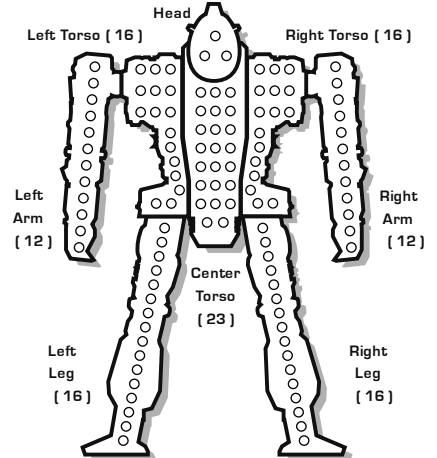
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

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



Damage Transfer Diagram

### 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	Double Heat Sinks: 20 (40)
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	○○○○○○○○○○○○○○○○○

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Night Gyr A

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 75

Tech Base: Clan

Rules Level: Standard

Role: Skirmisher

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
2	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	Ultra AC/20	RA	7	20/Sht	—	4	8	12
					[DB,R/C]			
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12
1	Medium Pulse Laser	HD	4	7 [P]	—	4	8	12

Ammo: [Streak SRM 6] 15, [Ultra AC/20] 15

BV: 2,680

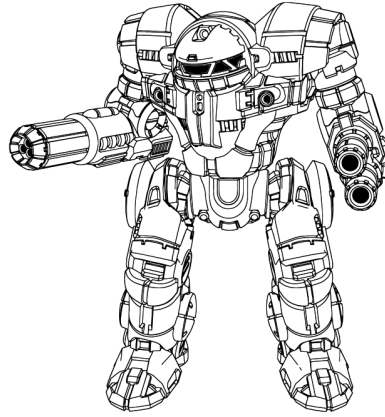


### WARRIOR DATA

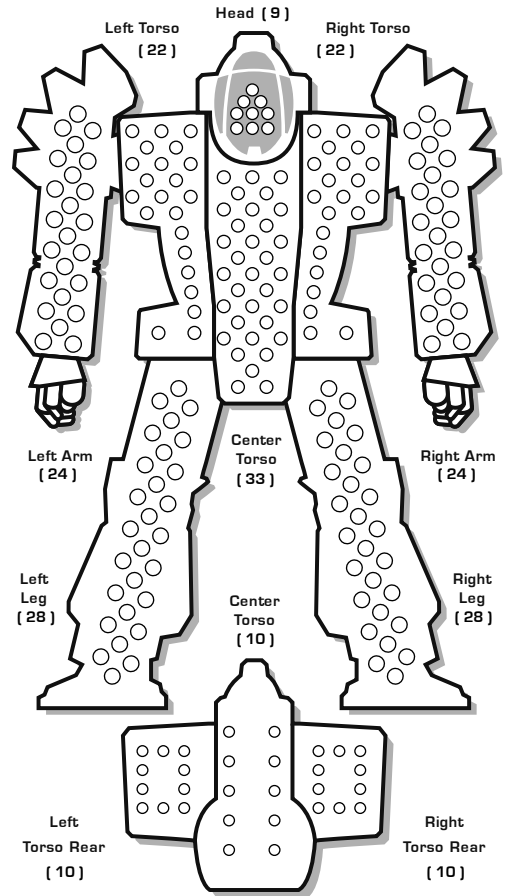
Name: \_\_\_\_\_

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

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

1-3

- Large Pulse Laser
- Large Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Streak SRM 6
- Streak SRM 6
- Ammo [Streak SRM 6] 15
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

1-3

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Head

- Life Support
- Sensors
- Cockpit
- Medium Pulse Laser
- Sensors
- Life Support

#### Center Torso

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

1-3

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20

1-3

4-6

- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Endo Steel
- Endo Steel

#### Right Torso (CASE)

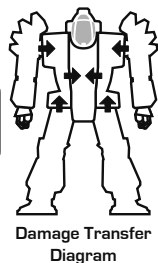
- XL Fusion Engine
- XL Fusion Engine
- Streak SRM 6
- Streak SRM 6
- Ammo [Ultra AC/20] 5
- Ammo [Ultra AC/20] 5
- Ammo [Ultra AC/20] 5
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

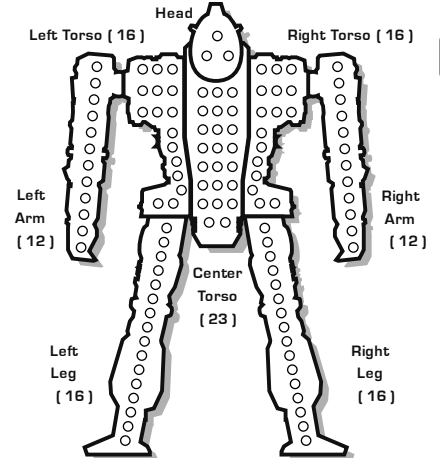
4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 16 [32]
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



# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Night Gyr B

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 75

Tech Base: Clan

Rules Level: Standard

Role: Sniper

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	LB 2-X AC	LT	1	2 [DB,C/F/S]	4	10	20	30
1	LB 2-X AC	RT	1	2 [DB,C/F/S]	4	10	20	30

Ammo: [Gauss] 24, [LB-2X Cluster] 45

BV: 2,140

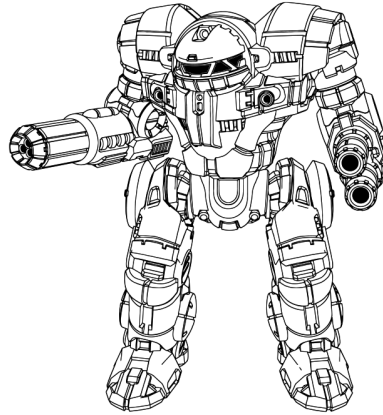


### WARRIOR DATA

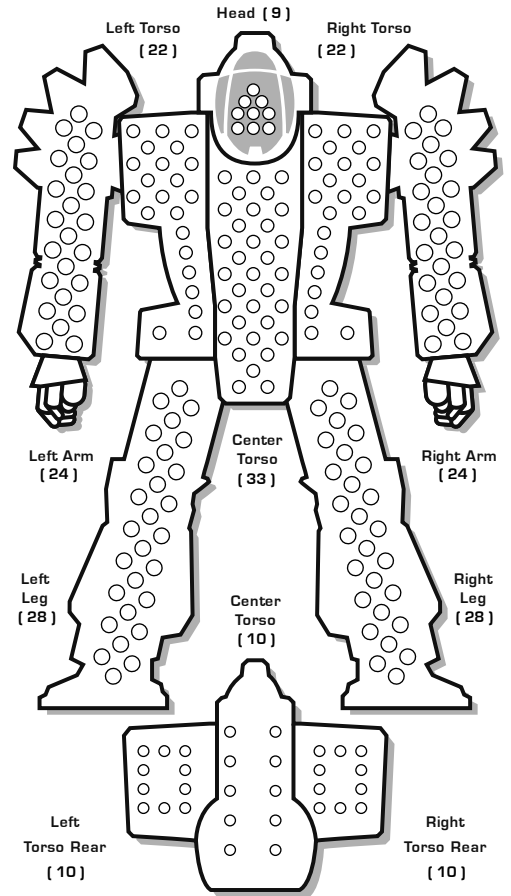
Name: \_\_\_\_\_

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 (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 Gauss Rifle
- 4 Gauss Rifle
- 5 Gauss Rifle
- 6 Gauss Rifle

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- 5 Sensors
- 6 Life Support

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 Gauss Rifle
- 4 Gauss Rifle
- 5 Gauss Rifle
- 6 Gauss Rifle

#### Center Torso

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

#### Right Torso

- 1 Gauss Rifle
- 2 Gauss Rifle
- 4-6 Endo Steel
- 4 Endo Steel
- 5 Roll Again
- 6 Roll Again

#### Left Torso (CASE)

- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 1-3 LB 2-X AC
- 4 LB 2-X AC
- 5 LB 2-X AC
- 6 Ammo [LB-2X Cluster] 45

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

#### Right Torso

- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 1-3 LB 2-X AC
- 4 LB 2-X AC
- 5 LB 2-X AC
- 6 Ammo [Gauss] 8

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

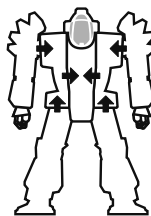
- 1 Ammo [Gauss] 8
- 2 Endo Steel
- 3 Endo Steel
- 4-6 Endo Steel
- 5 Endo Steel
- 6 Endo Steel

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

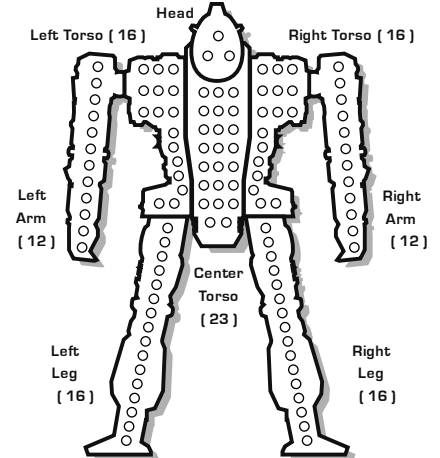
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Double Heat Sinks: 12 [24]



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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Warhammer IIC

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 80

Tech Base: Clan

Rules Level: Standard

Role: Brawler

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15 [DE]	-	7	14	23
1	ER PPC	RA	15	15 [DE]	-	7	14	23
2	Medium Pulse Laser	LT	4	7 [P]	-	4	8	12
2	Medium Pulse Laser	RT	4	7 [P]	-	4	8	12
1	SRM 6	RT	4	2/Msl [M,C,S]	-	3	6	9
1	Medium Pulse Laser	HD	4	7 [P]	-	4	8	12

Ammo: [SRM 6] 15

BV: 2,570

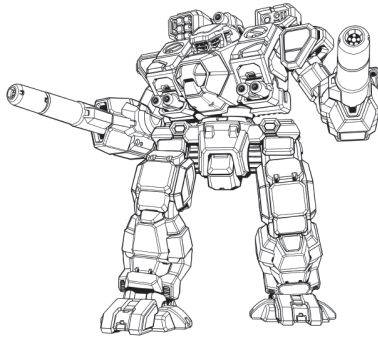


### WARRIOR DATA

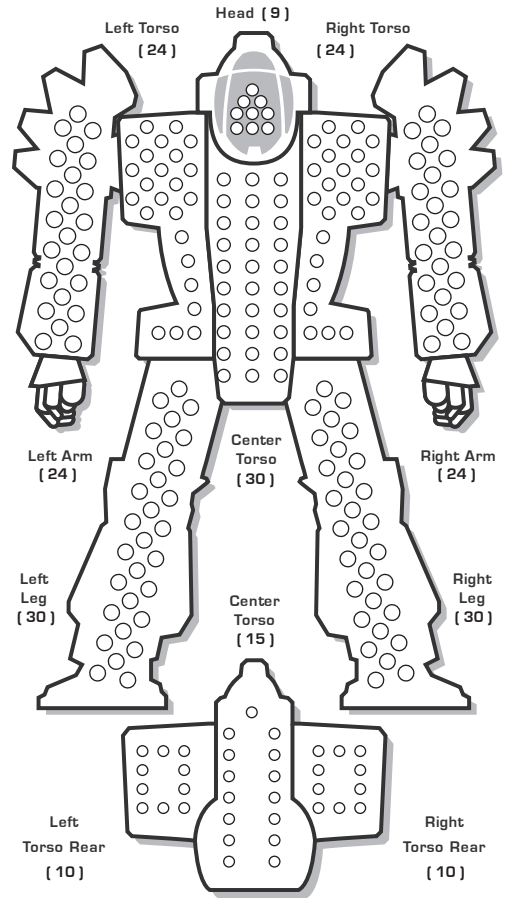
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- [ER PPC
- [ER PPC
- Endo Steel

1-3

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

4-6

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Medium Pulse Laser
- Medium Pulse Laser
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Medium Pulse Laser
- Sensors
- Life Support

1-3

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- [ER PPC
- [ER PPC
- Endo Steel

1-3

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

4-6

#### Right Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser
- Medium Pulse Laser

1-3

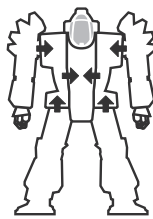
- SRM 6
- Ammo [SRM 6] 15
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Leg

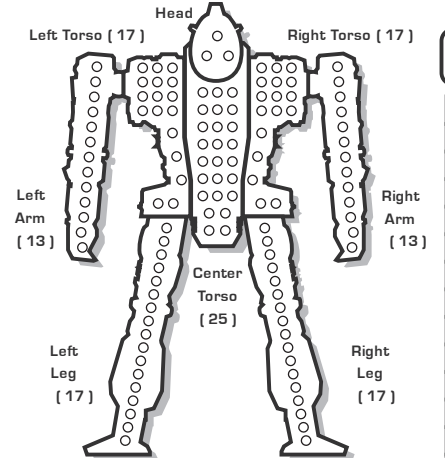
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Warhammer IIC 2

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 80

Tech Base: Clan

Rules Level: Standard

Role: Missile Boat

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15 [DE]	-	7	14	23
1	ER PPC	RA	15	15 [DE]	-	7	14	23
1	LRM 15	LT	5	1/Msl [M,C,S]	-	7	14	21
1	LRM 15	RT	5	1/Msl [M,C,S]	-	7	14	21
1	SRM 6	RT	4	2/Msl [M,C,S]	-	3	6	9

Ammo: [LRM 15] 24, [SRM 6] 15

BV: 2,482

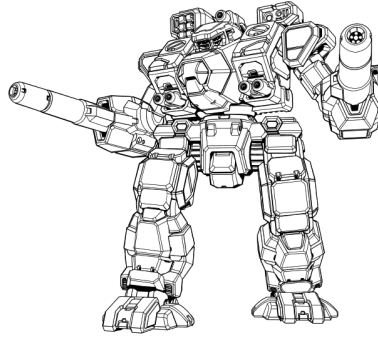


### WARRIOR DATA

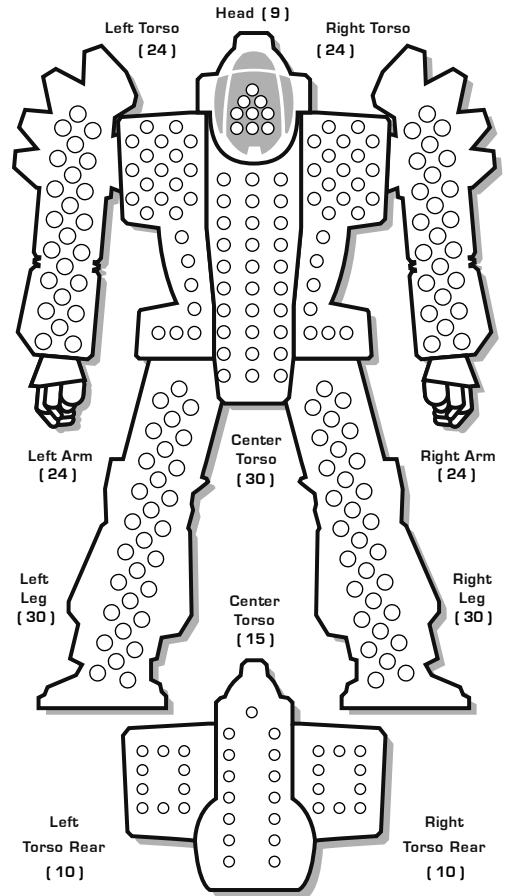
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL TABLE

Part	Hexes	Priority
<b>Head</b>		
1. Life Support	1	1-3
2. Sensors	2	1-3
3. Cockpit	3	1-3
4. Roll Again	4	1-3
5. Sensors	5	1-3
6. Life Support	6	1-3
<b>Center Torso</b>		
1. Fusion Engine	1	1-3
2. Fusion Engine	2	1-3
3. Fusion Engine	3	1-3
4. Gyro	4	1-3
5. Gyro	5	1-3
6. Gyro	6	1-3
<b>Right Arm</b>		
1. Shoulder	1	1-3
2. Upper Arm Actuator	2	1-3
3. Lower Arm Actuator	3	1-3
4. Double Heat Sink	4	1-3
5. Double Heat Sink	5	1-3
6. ER PPC	6	1-3
<b>Right Torso (CASE)</b>		
1. Double Heat Sink	1	1-3
2. Double Heat Sink	2	1-3
3. LRM 15	3	1-3
4. SRM 6	4	1-3
5. SRM 6	5	1-3
6. Ammo (SRM 6) 15	6	1-3
<b>Left Arm</b>		
1. Shoulder	1	1-3
2. Upper Arm Actuator	2	1-3
3. Lower Arm Actuator	3	1-3
4. Double Heat Sink	4	1-3
5. Double Heat Sink	5	1-3
6. ER PPC	6	1-3
<b>Left Torso (CASE)</b>		
1. Double Heat Sink	1	1-3
2. Double Heat Sink	2	1-3
3. Double Heat Sink	3	1-3
4. Double Heat Sink	4	1-3
5. LRM 15	5	1-3
6. LRM 15	6	1-3
<b>Right Leg</b>		
1. Hip	1	1-3
2. Upper Leg Actuator	2	1-3
3. Lower Leg Actuator	3	1-3
4. Foot Actuator	4	1-3
5. Double Heat Sink	5	1-3
6. Double Heat Sink	6	1-3
<b>Left Leg</b>		
1. Hip	1	1-3
2. Upper Leg Actuator	2	1-3
3. Lower Leg Actuator	3	1-3
4. Foot Actuator	4	1-3
5. Double Heat Sink	5	1-3
6. Double Heat Sink	6	1-3

Engine Hits ○○○○

Gyro Hits ○○○

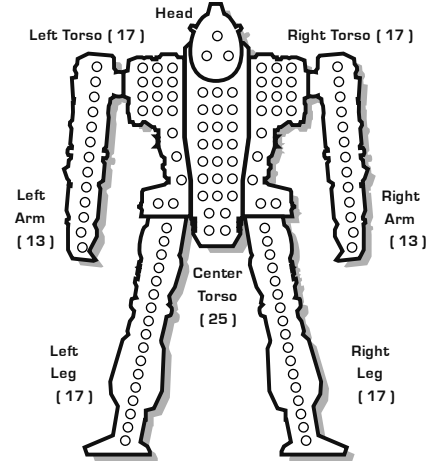
Sensor Hits ○○○

Life Support ○



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Warhammer IIC 3

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 80

Tech Base: Clan

Rules Level: Standard

Role: Brawler

### Weapons & Equipment Inventory

(hexes)

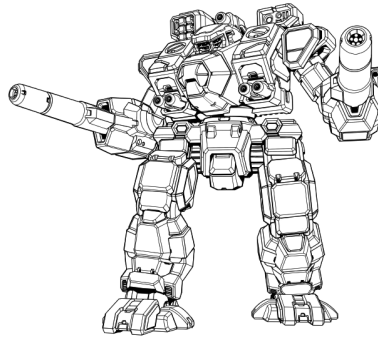
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Large Laser	LA	18	16 [DE]	—	5	10	15
1	Heavy Large Laser	RA	18	16 [DE]	—	5	10	15
2	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
2	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Medium Pulse Laser	HD	4	7 [P]	—	4	8	12

### WARRIOR DATA

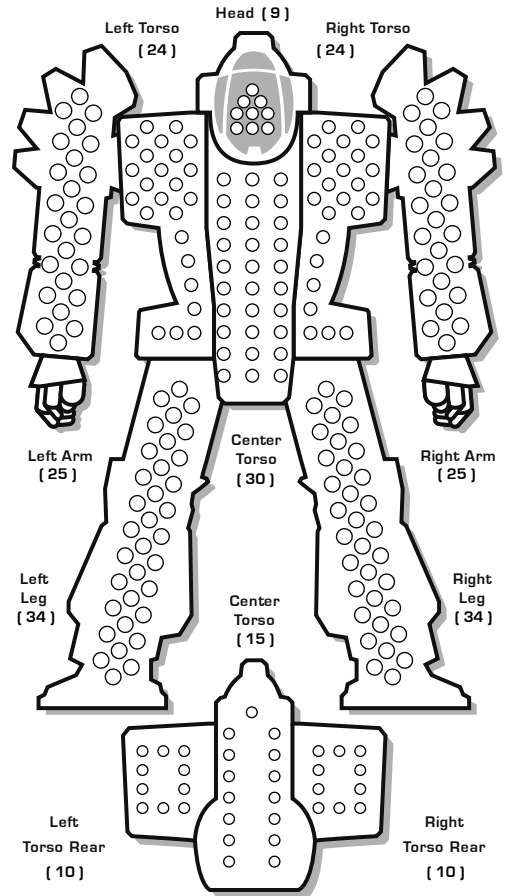
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



BV: 2,382



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Heavy Large Laser

1-3

- Heavy Large Laser
- Heavy Large Laser
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Medium Pulse Laser
- Medium Pulse Laser
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Medium Pulse Laser
- Sensors
- Life Support

1-3

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Heavy Large Laser

1-3

- Heavy Large Laser
- Heavy Large Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous

4-6

#### Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser
- Medium Pulse Laser

1-3

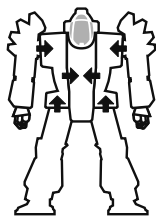
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Leg

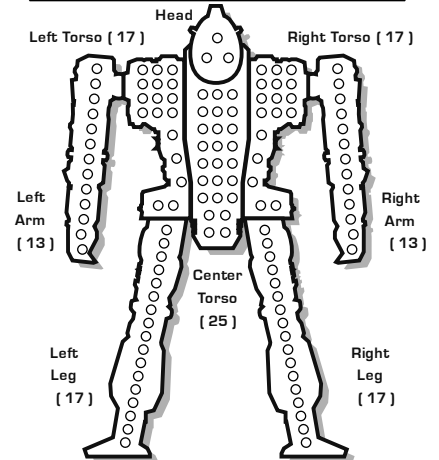
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 22 [44]
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Marauder IIC

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 85

Tech Base: Clan

Rules Level: Standard

Role: Brawler

### Weapons & Equipment Inventory

(hexes)

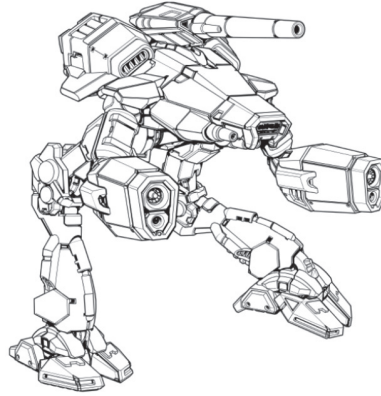
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15 [DE]	-	7	14	23
1	Medium Pulse Laser	LA	4	7 [P]	-	4	8	12
1	ER PPC	RA	15	15 [DE]	-	7	14	23
1	Medium Pulse Laser	RA	4	7 [P]	-	4	8	12
1	ER PPC	LT	15	15 [DE]	-	7	14	23
1	ER Small Laser	LT	2	5 [DE]	-	2	4	6
1	ER Small Laser	RT	2	5 [DE]	-	2	4	6
2	ER Small Laser	CT	2	5 [DE]	-	2	4	6

### WARRIOR DATA

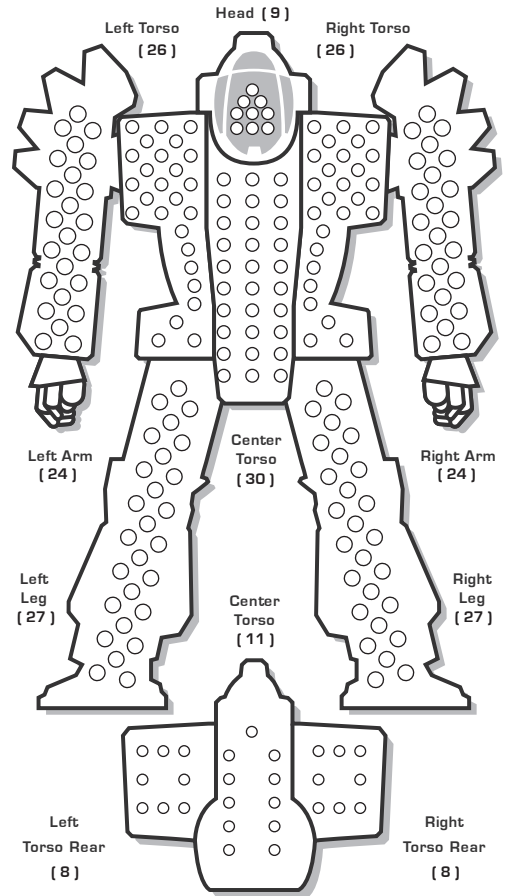
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



BV: 2,680



### CRITICAL TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- ER PPC
  - ER PPC
  - Medium Pulse Laser

- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

- Left Torso**
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 1-3

- ER PPC
  - ER PPC
  - ER Small Laser
  - Endo Steel
  - Endo Steel
  - Endo Steel
- 4-6

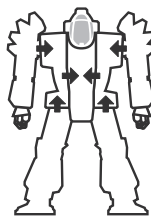
- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Double Heat Sink
  - Double Heat Sink

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Ferro-Fibrous
  - Sensors
  - Life Support

- Center Torso**
- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3

- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - ER Small Laser
  - ER Small Laser
- 4-6

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



Damage Transfer Diagram

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- ER PPC
  - ER PPC
  - Medium Pulse Laser

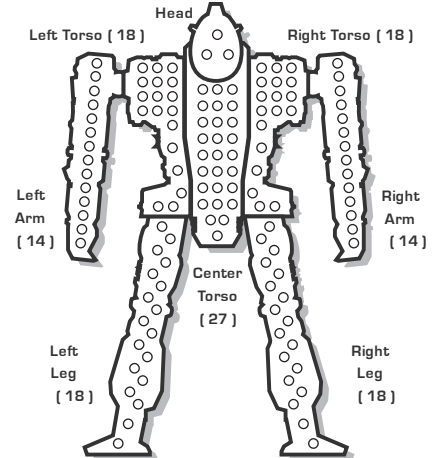
- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

- Right Torso**
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 1-3

- ER Small Laser
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Roll Again
- 4-6

- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Double Heat Sink
  - Double Heat Sink

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Double Heat Sinks: 21 (42)



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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Marauder IIC 2

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 85

Tech Base: Clan

Rules Level: Standard

Role: Skirmisher

### Weapons & Equipment Inventory

(hexes)

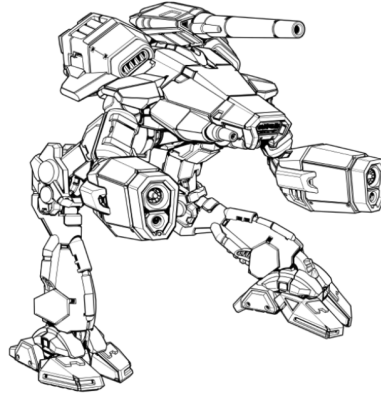
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Large Laser	LA	18	16 [DE]	—	5	10	15
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	Heavy Large Laser	RA	18	16 [DE]	—	5	10	15
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	ER Large Laser	CT	12	10 [DE]	—	8	15	25

### WARRIOR DATA

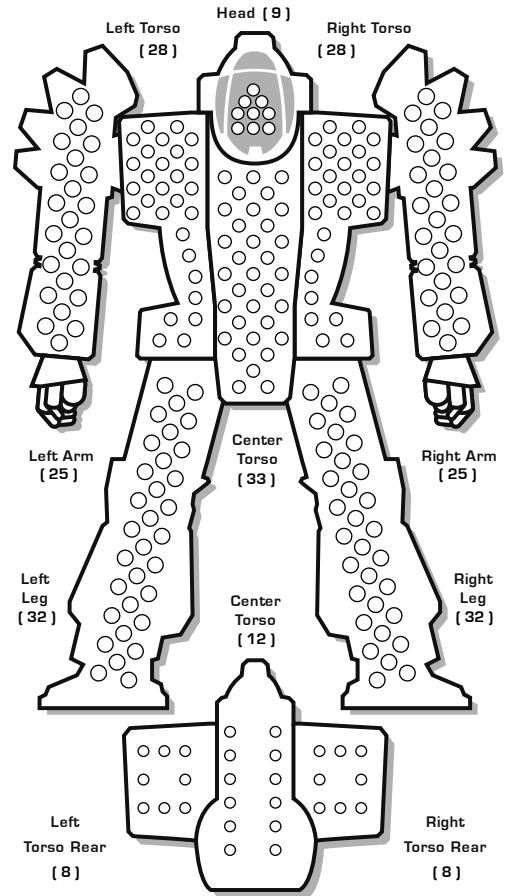
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



BV: 2,358



### CRITICAL TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3**
- Double Heat Sink
  - Double Heat Sink
  - Heavy Large Laser

- Heavy Large Laser
  - Heavy Large Laser
  - Medium Pulse Laser
- 4-6**
- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous

#### Left Torso

- Double Heat Sink
  - Double Heat Sink
- 1-3**
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink

- Double Heat Sink
  - Double Heat Sink
  - Jump Jet
- 4-6**
- Jump Jet
  - Endo Steel
  - Endo Steel

#### Left Leg

- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
- 4-6**
- Foot Actuator
  - Double Heat Sink
  - Double Heat Sink

#### Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
  - Fusion Engine
  - Fusion Engine
- 1-3**
- Gyro
  - Gyro
  - Gyro

- Gyro
  - Fusion Engine
  - Fusion Engine
- 4-6**
- Fusion Engine
  - ER Large Laser
  - Endo Steel

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

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3**
- Double Heat Sink
  - Double Heat Sink
  - Heavy Large Laser

- Heavy Large Laser
  - Heavy Large Laser
  - Medium Pulse Laser
- 4-6**
- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous

#### Right Torso

- Double Heat Sink
  - Double Heat Sink
- 1-3**
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink

- Jump Jet
  - Jump Jet
  - Endo Steel
- 4-6**
- Endo Steel
  - Endo Steel
  - Endo Steel

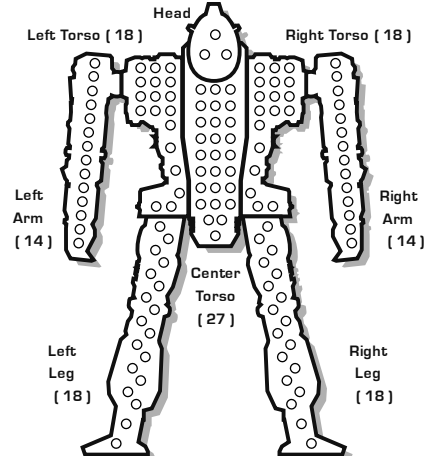
#### Right Leg

- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
- 4-6**
- Foot Actuator
  - Double Heat Sink
  - Double Heat Sink



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



Heat Scale

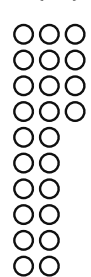
Overflow

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
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

Double Heat Sinks: 24 (48)



# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Warhawk (Masakari) Prime

Movement Points: **Tonnage:** 85  
**Walking:** 4 **Tech Base:** Clan  
**Running:** 6 **Rules Level:** Standard  
**Jumping:** 0 **Role:** Sniper

### Weapons & Equipment Inventory

(hexes)

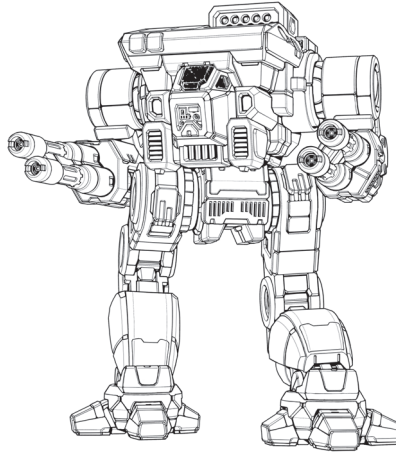
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER PPC	LA	15	15 [DE]	-	7	14	23
1	LRM 10	LA	4	1/Msl [M,C,S]	-	7	14	21
2	ER PPC	RA	15	15 [DE]	-	7	14	23
1	Targeting Computer	RT	-	[E]	-	-	-	-

Ammo: [LRM 10] 12

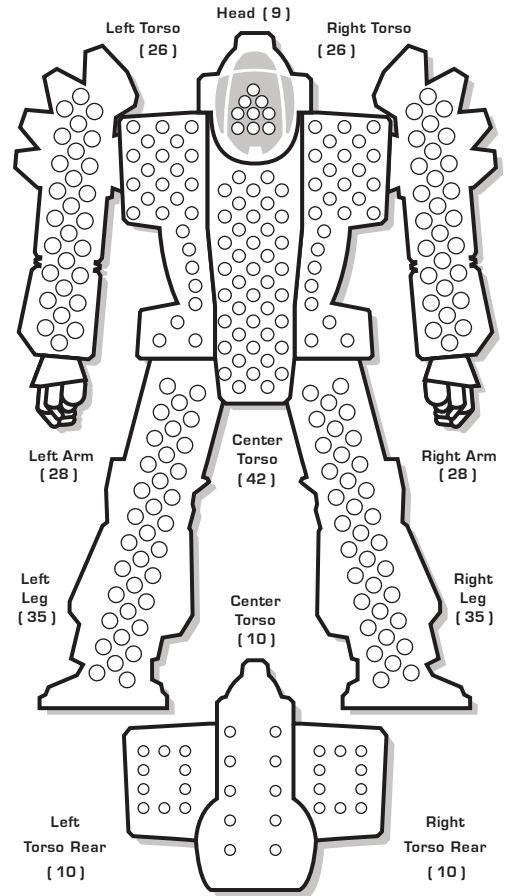
BV: 3,194

### WARRIOR DATA

Name: \_\_\_\_\_  
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
Hits Taken: 1 2 3 4 5 6  
Consciousness #: 3 5 7 10 11 Dead



### ARMOR DIAGRAM



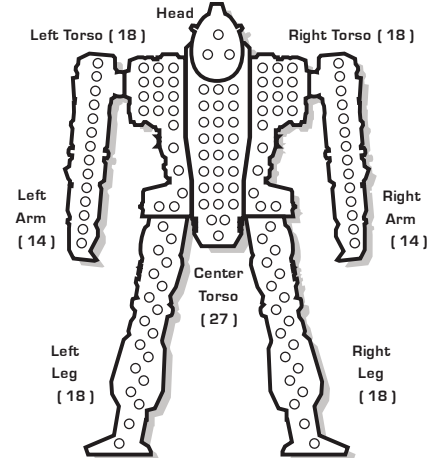
### CRITICAL TABLE

Body Part	Hexes	Items
Left Arm (CASE)	1-3	1. Shoulder 2. Upper Arm Actuator 3. [ER PPC 4. [ER PPC 5. [ER PPC 6. [ER PPC
	4-6	1. LRM 10 2. Ammo [LRM 10] 12 3. Ferro-Fibrous 4. Roll Again 5. Roll Again 6. Roll Again
Left Torso	1-3	1. XL Fusion Engine 2. XL Fusion Engine 3. [Double Heat Sink 4. [Double Heat Sink 5. [Double Heat Sink 6. [Double Heat Sink
	4-6	1. [Double Heat Sink 2. [Double Heat Sink 3. [Double Heat Sink 4. [Double Heat Sink 5. Ferro-Fibrous 6. Ferro-Fibrous
Head	1-3	1. Life Support 2. Sensors 3. Cockpit 4. Ferro-Fibrous 5. Sensors 6. Life Support
	4-6	1. Gyro 2. XL Fusion Engine 3. XL Fusion Engine 4. XL Fusion Engine 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. Roll Again 6. Roll Again
Right Arm	1-3	1. Shoulder 2. Upper Arm Actuator 3. [ER PPC 4. [ER PPC 5. [ER PPC 6. [ER PPC
	4-6	1. Ferro-Fibrous 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Right Torso	1-3	1. Ferro-Fibrous 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
	4-6	1. Targeting Computer 2. Targeting Computer 3. Targeting Computer 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Roll Again
Left Leg	1-3	1. [Double Heat Sink 2. [Double Heat Sink 3. [Double Heat Sink 4. [Double Heat Sink 5. Ferro-Fibrous 6. Ferro-Fibrous
	4-6	1. [Double Heat Sink 2. [Double Heat Sink 3. [Double Heat Sink 4. [Double Heat Sink 5. Ferro-Fibrous 6. Ferro-Fibrous
Right Leg	1-3	1. Targeting Computer 2. Targeting Computer 3. Targeting Computer 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Roll Again
	4-6	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. [Double Heat Sink 6. [Double Heat Sink

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

CATALYST game labs

### 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	Double Heat Sinks: 20 (40)
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	○





# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Warhawk (Masakari) B

Movement Points: **Tonnage:** 85  
 Walking: 4 **Tech Base:** Clan  
 Running: 6 **Rules Level:** Standard  
 Jumping: 0 **Role:** Brawler

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)			
					Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	ER Small Laser	LA	2	5 [DE]	—	2	4	6
3	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
2	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Narc	CT	—	[M]	—	4	8	12

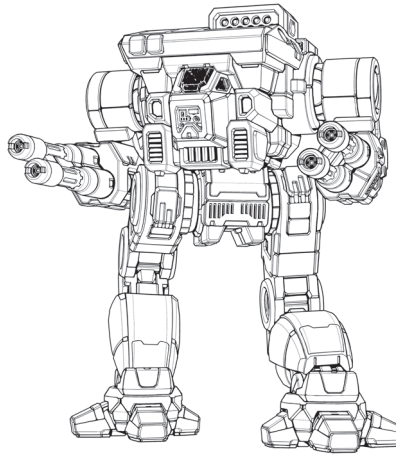
Ammo: [Gauss] 16, [Narc] 6, [SRM 6 Narc-capable] 75

BV: 2,320

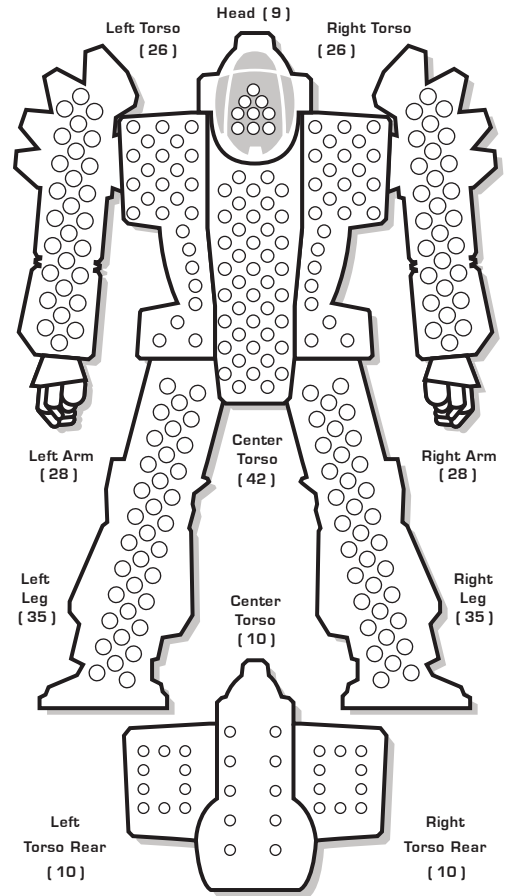


### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken: 1 2 3 4 5 6  
 Consciousness #: 3 5 7 10 11 Dead



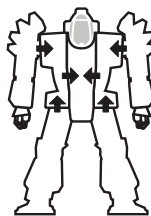
### ARMOR DIAGRAM



### CRITICAL TABLE

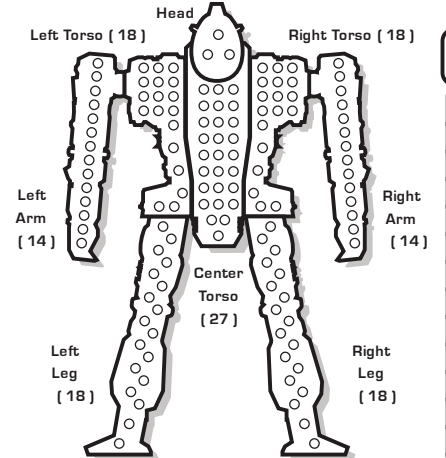
Location	1-3	4-6
<b>Left Arm (CASE)</b>	1. Shoulder 2. Upper Arm Actuator 3. Gauss Rifle 4. Gauss Rifle 5. Gauss Rifle 6. Gauss Rifle	1. Gauss Rifle 2. Gauss Rifle 3. ER Small Laser 4. Ammo [Gauss] 8 5. Ammo [Gauss] 8 6. Ferro-Fibrous
<b>Right Arm (CASE)</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. ER Medium Laser 5. ER Medium Laser 6. ER Medium Laser	1. Ammo [SRM 6 Narc-capable] 15 2. Ammo [SRM 6 Narc-capable] 15 3. Ammo [SRM 6 Narc-capable] 15 4. Ammo [SRM 6 Narc-capable] 15 5. Ammo [SRM 6 Narc-capable] 15 6. Ferro-Fibrous
<b>Head</b>	1. Life Support 2. Sensors 3. Cockpit 4. Ferro-Fibrous 5. Sensors 6. Life Support	
<b>Center Torso (CASE)</b>	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. Narc 6. Ammo [Narc] 6
<b>Left Torso</b>	1. XL Fusion Engine 2. XL Fusion Engine 3. Double Heat Sink 4. Double Heat Sink 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. Ferro-Fibrous 6. Ferro-Fibrous
<b>Right Torso</b>	1. XL Fusion Engine 2. XL Fusion Engine 3. Double Heat Sink 4. Double Heat Sink 5. SRM 6 6. SRM 6	1. Targeting Computer 2. Targeting Computer 3. Targeting Computer 4. Targeting Computer 5. Ferro-Fibrous 6. Ferro-Fibrous
<b>Left Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Double Heat Sink 6. Double Heat Sink	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Double Heat Sink 6. Double Heat Sink
<b>Right Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Double Heat Sink 6. Double Heat Sink	

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



Damage Transfer Diagram

### 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	Double Heat Sinks: 20 (40)
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	○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Kingfisher Prime

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 90

Tech Base: Clan

Rules Level: Standard

Role: Brawler

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 6	LA	4	2/Msl [M,C]	-	4	8	12
1	ER Small Laser	LA	2	5 [DE]	-	2	4	6
1	Large Pulse Laser	RA	10	10 [P]	-	6	14	20
1	LRM 10	LT	4	1/Msl [M,C,S]	-	7	14	21
1	Medium Pulse Laser	LT	4	7 [P]	-	4	8	12
1	Medium Pulse Laser	RT	4	7 [P]	-	4	8	12
1	Large Pulse Laser	CT	10	10 [P]	-	6	14	20

Ammo: [LRM 10] 12, [Streak SRM 6] 15

BV: 2,401

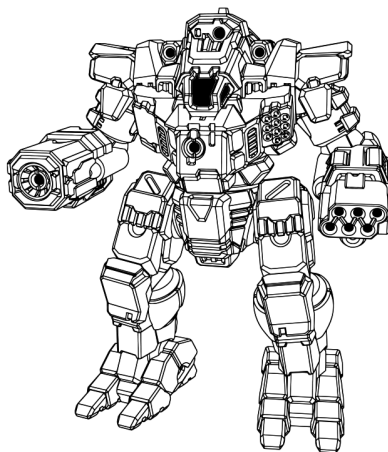


### WARRIOR DATA

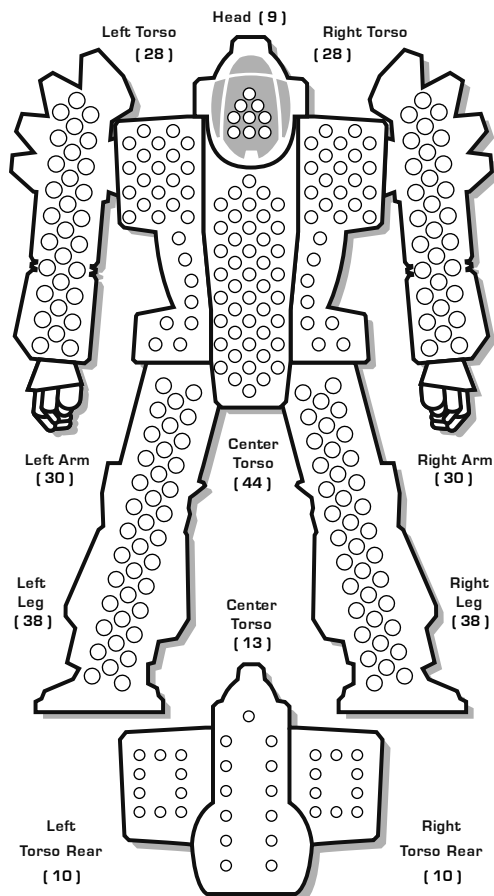
Name: \_\_\_\_\_

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 (CASE)

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Streak SRM 6
  - Streak SRM 6
  - ER Small Laser

- Ammo (Streak SRM 6) 15
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Left Torso (CASE)

- LRM 10
  - Medium Pulse Laser
  - Ammo [LRM 10] 12
  - Endo Steel
  - Endo Steel
  - Endo Steel
- 1-3

- Endo Steel
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
- 4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

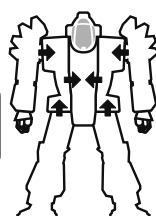
#### Center Torso

- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3

#### 4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Large Pulse Laser
- Large Pulse Laser

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Large Pulse Laser
  - Large Pulse Laser
  - Roll Again

- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Right Torso

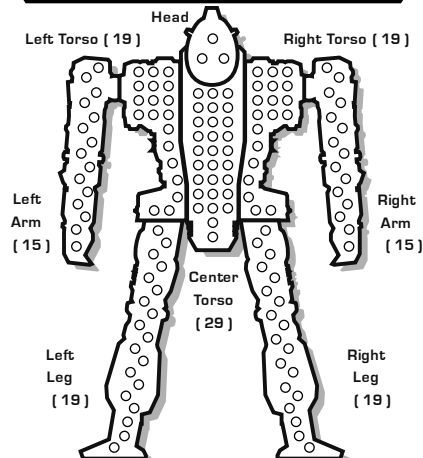
- Double Heat Sink
  - Double Heat Sink
  - Medium Pulse Laser
  - Endo Steel
  - Endo Steel
  - Endo Steel
- 1-3

- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 17 [34]
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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Kingfisher A

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 90

Tech Base: Clan

Rules Level: Standard

Role: Brawler

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	7 [DE]	-	5	10	15
1	Medium Pulse Laser	LA	4	7 [P]	-	4	8	12
1	LB 10-X AC	RA	2	10	-	6	12	18
[DB,C/F/S]								
1	SRM 6	LT	4	2/Msl [M,C,S]	-	3	6	9
1	ER Small Laser	RT	2	5 [DE]	-	2	4	6
1	ER PPC	CT	15	15 [DE]	-	7	14	23

Ammo: [LB-10X] 10, [LB-10X Cluster] 10, [SRM 6] 15

BV: 2,261



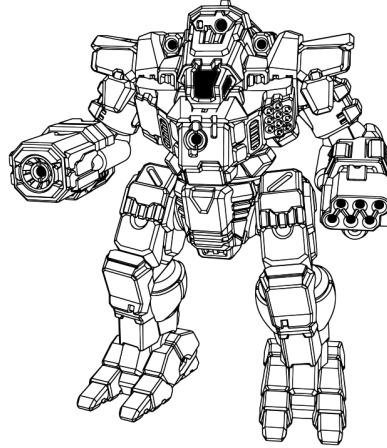
### WARRIOR DATA

Name: \_\_\_\_\_

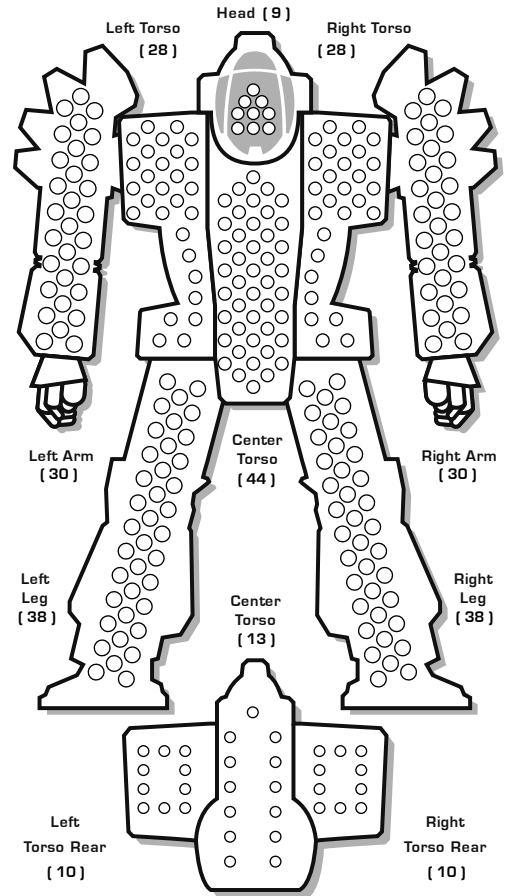
Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

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



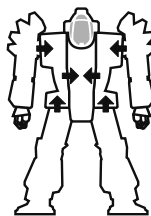
### ARMOR DIAGRAM



### CRITICAL TABLE

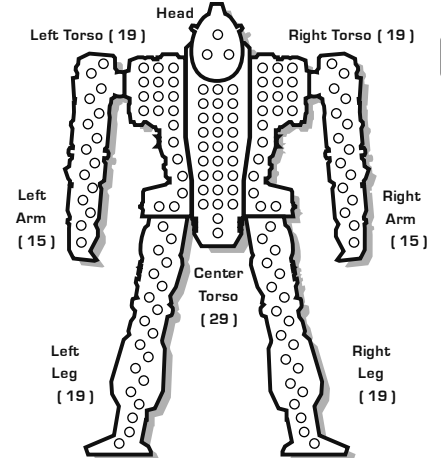
Location	Priority 1	Priority 2	Priority 3	Priority 4	Priority 5	Priority 6		
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. ER Medium Laser	5. Medium Pulse Laser	6. Roll Again		
	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again		
	Left Torso (CASE)	1. SRM 6	2. Ammo (SRM 6) 15	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Endo Steel	
		1. Ferro-Fibrous	2. Ferro-Fibrous	3. Ferro-Fibrous	4. Roll Again	5. Roll Again	6. Roll Again	
		Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Double Heat Sink	6. Double Heat Sink
			1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Double Heat Sink	6. Double Heat Sink
Head			1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
			1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
	Center Torso		1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
			1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
		Right Arm	1. Shoulder	2. Upper Arm Actuator	3. LB 10-X AC	4. LB 10-X AC	5. LB 10-X AC	6. LB 10-X AC
			1. Shoulder	2. Upper Arm Actuator	3. LB 10-X AC	4. LB 10-X AC	5. LB 10-X AC	6. LB 10-X AC
Right Torso (CASE)			1. Double Heat Sink	2. Double Heat Sink	3. ER Small Laser	4. Ammo (LB-10X) 10	5. Ammo (LB-10X Cluster) 10	6. Endo Steel
			1. Endo Steel	2. Endo Steel	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Roll Again
	Right Leg		1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Double Heat Sink	6. Double Heat Sink
			1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Double Heat Sink	6. Double Heat Sink

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	17 [34]
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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Kingfisher B

**Movement Points:**  
Walking: 4  
Running: 6  
Jumping: 0

**Tonnage:** 90  
**Tech Base:** Clan  
**Rules Level:** Standard  
**Role:** Brawler

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER Small Laser	LA	2	5 [DE]	—	2	4	6
1	Ultra AC/20	RA	7	20/Sht	—	4	8	12
<small>(DB,R,C)</small>								
2	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	Anti-Missile System	CT	1	[PD]	—	1	—	—

Ammo: [AMS] 24, [Ultra AC/20] 10

BV: 2,472



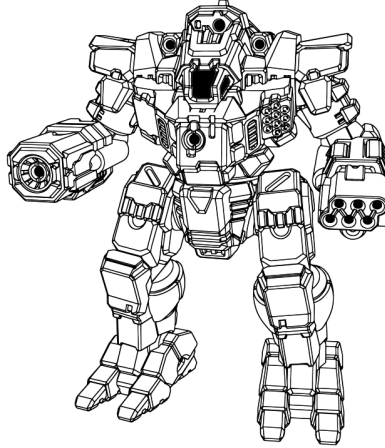
### WARRIOR DATA

Name: \_\_\_\_\_

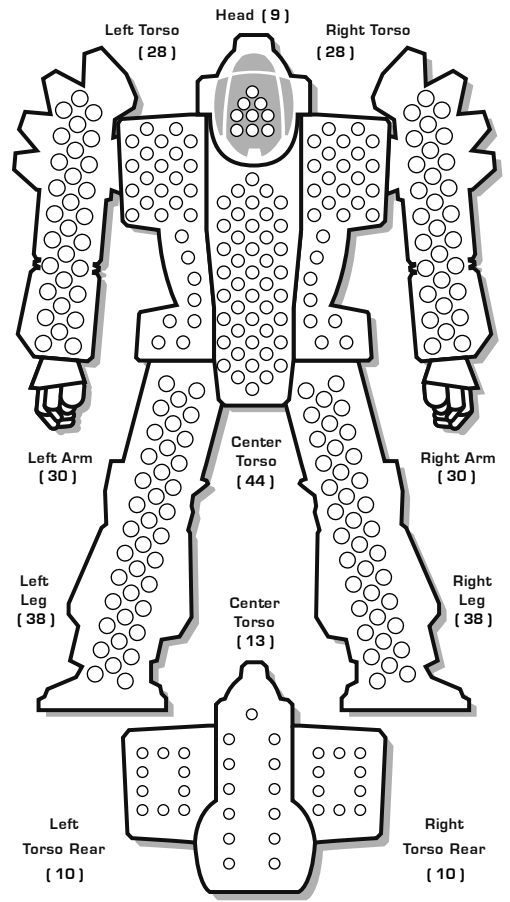
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken  
Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead



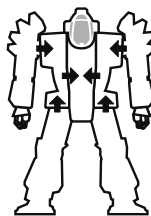
### ARMOR DIAGRAM



### CRITICAL TABLE

Location	Roll	Result
Left Arm	1-3	1. Shoulder
	3	2. Upper Arm Actuator
	3	3. Lower Arm Actuator
	4-3	4. ER Large Laser
	4	5. ER Medium Laser
	4	6. ER Small Laser
Left Torso	1-3	1. Roll Again
	3	2. Roll Again
	4-6	3. Roll Again
	4	4. Roll Again
	5	5. Roll Again
	6	6. Roll Again
Right Arm	1-3	1. Shoulder
	3	2. Upper Arm Actuator
	3	3. Ultra AC/20
	4-3	4. Ultra AC/20
	4	5. Ultra AC/20
	4	6. Ultra AC/20
Right Torso (CASE)	1-3	1. Ultra AC/20
	3	2. Ultra AC/20
	4-6	3. Ultra AC/20
	4	4. Ultra AC/20
	5	5. Roll Again
	6	6. Roll Again
Center Torso (CASE)	1-3	1. Gyro
	3	2. Fusion Engine
	4-6	3. Fusion Engine
	4	4. Gyro
	5	5. Gyro
	6	6. Gyro
Right Torso (CASE)	1-3	1. Double Heat Sink
	3	2. Double Heat Sink
	4-6	3. ER Medium Laser
	4	4. Ammo [Ultra AC/20] 5
	5	5. Ammo [Ultra AC/20] 5
	6	6. Endo Steel
Left Leg	1-3	1. Endo Steel
	3	2. Endo Steel
	4-6	3. Ferro-Fibrous
	4	4. Ferro-Fibrous
	5	5. Ferro-Fibrous
	6	6. Roll Again
Right Leg	1-3	1. Hip
	3	2. Upper Leg Actuator
	4-6	3. Lower Leg Actuator
	4	4. Foot Actuator
	5	5. Double Heat Sink
	6	6. Double Heat Sink
Center Torso (CASE)	1-3	1. Gyro
	3	2. Fusion Engine
	4-6	3. Fusion Engine
	4	4. Gyro
	5	5. Gyro
	6	6. Gyro

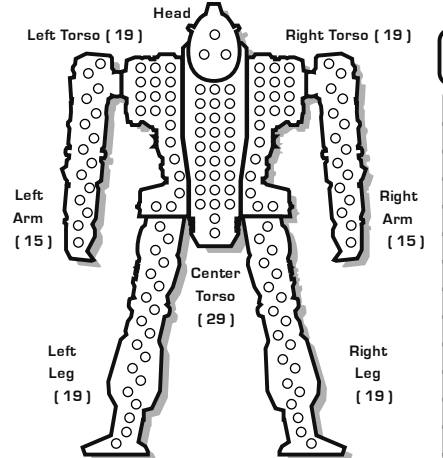
Engine Hits ○○○○  
Gyro Hits ○○○  
Sensor Hits ○○○  
Life Support ○



Damage Transfer Diagram



### 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	Double Heat Sinks:
30	Shutdown	17 [34]
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	○○○○○○○○○○○○○○○○○

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: **Supernova**

Movement Points:

Walking: 3

Running: 5

Jumping: 3

Tonnage: 90

Tech Base: Clan

Rules Level: Standard

Role: Sniper

### Weapons & Equipment Inventory

(hexes)

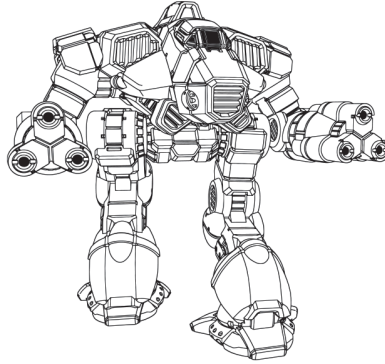
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	ER Large Laser	LA	12	10 [DE]	—	8	15	25
3	ER Large Laser	RA	12	10 [DE]	—	8	15	25

### WARRIOR DATA

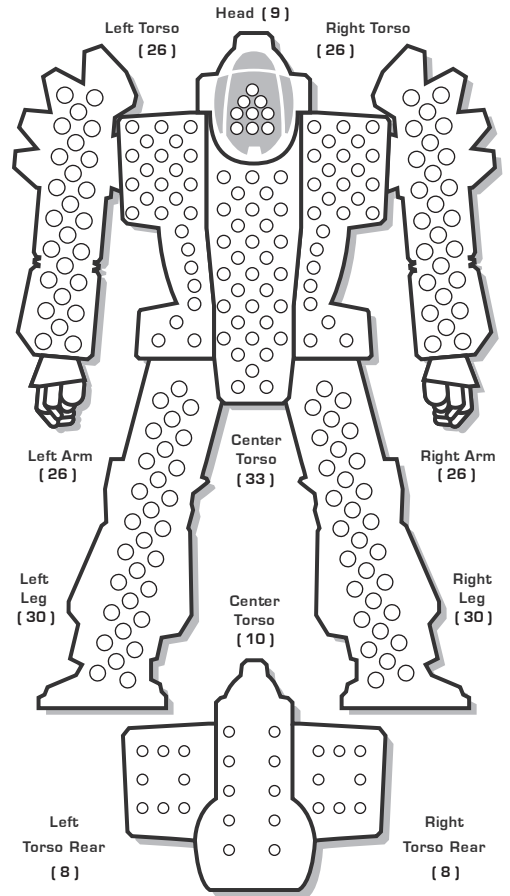
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



BV: 2,801



### CRITICAL TABLE

#### Left Arm

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

1-3

- Double Heat Sink
- ER Large Laser
- ER Large Laser
- ER Large Laser
- Roll Again
- Roll Again

4-6

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Roll Again

4-6

#### Left Leg

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

#### Head

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

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Roll Again

#### Right Arm

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

1-3

4-6

- Double Heat Sink
- ER Large Laser
- ER Large Laser
- ER Large Laser
- Roll Again
- Roll Again

#### Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

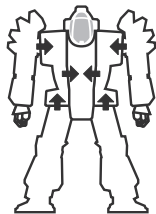
4-6

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Roll Again

#### Right Leg

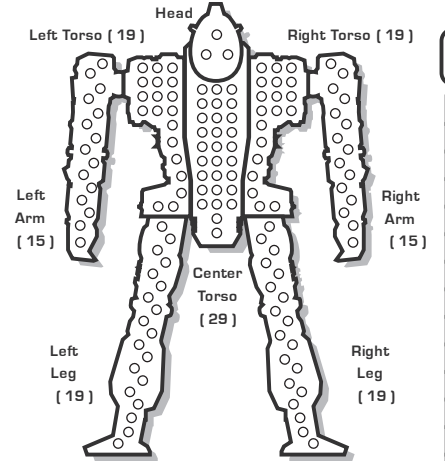
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	26 [52]
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Supernova 2

Movement Points:

Walking: 3

Running: 5

Jumping: 3

Tonnage: 90

Tech Base: Clan

Rules Level: Standard

Role: Juggernaut

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
2	ATM 9	LT	6	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9
1	Targeting Computer	LT	—	[E]	—	—	—	—
2	ATM 9	RT	6	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9

Ammo: [ATM 9] 14, [ATM 9 ER] 14, [ATM 9 HE] 14

BV: 2,741

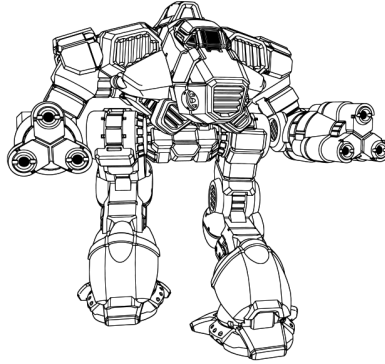


### WARRIOR DATA

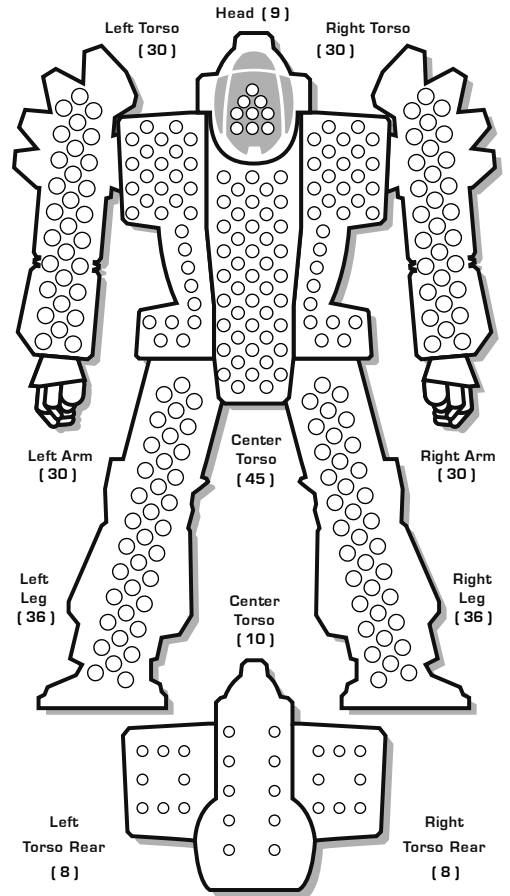
Name: \_\_\_\_\_

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 (CASE)

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

1-3

- Double Heat Sink
- ER Large Laser
- Ammo (ATM 9) 7
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Left Torso

- Jump Jet
- ATM 9
- ATM 9
- ATM 9
- ATM 9
- ATM 9

1-3

- ATM 9
- ATM 9
- ATM 9
- Targeting Computer
- Targeting Computer
- Endo Steel

4-6

#### Left Leg (CASE)

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (ATM 9 ER) 7
- Ammo (ATM 9 HE) 7

#### Head

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

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Endo Steel

#### Right Arm (CASE)

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

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Large Laser
- Ammo (ATM 9) 7
- Endo Steel

4-6

#### Right Torso

- Double Heat Sink
- Double Heat Sink
- Jump Jet
- ATM 9
- ATM 9
- ATM 9

1-3

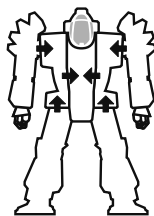
- ATM 9
- ATM 9
- ATM 9
- ATM 9
- ATM 9
- Endo Steel

4-6

#### Right Leg (CASE)

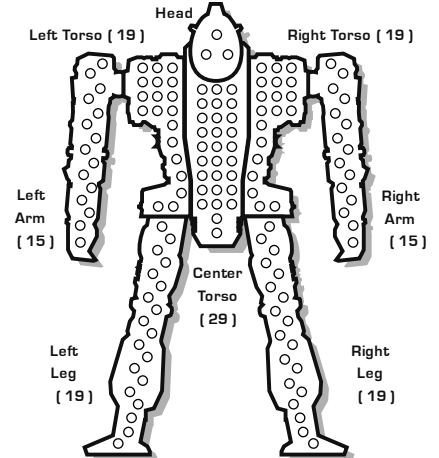
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo (ATM 9 ER) 7
- Ammo (ATM 9 HE) 7

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 16 [32]
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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Turkin Prime

Movement Points:

Walking: 3

Running: 5

Jumping: 3

Tonnage: 95

Tech Base: Clan

Rules Level: Standard

Role: Sniper

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	LB 5-X AC	LA	1	5 [DB,C/F/S]	3	8	15	24
2	ER PPC	RA	15	15 [DE]	-	7	14	23
1	LRM 15	LT	5	1/Msl [M,C,S]	-	7	14	21
1	LRM 15	RT	5	1/Msl [M,C,S]	-	7	14	21

Ammo: [LB-5X] 20, [LB-5X Cluster] 20, [LRM 15] 24

BV: 2,944

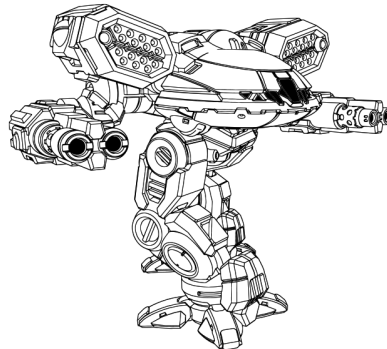


### WARRIOR DATA

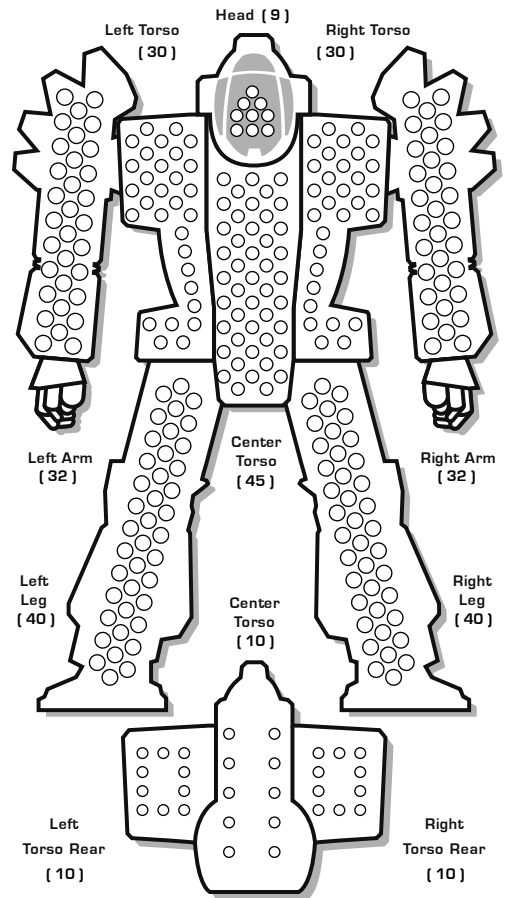
Name: \_\_\_\_\_

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 (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 [LB 5-X AC
- 4-3 [LB 5-X AC
- 5-3 [LB 5-X AC
- 6-3 [LB 5-X AC

- [LB 5-X AC
- [LB 5-X AC
- [LB 5-X AC
- [LB 5-X AC
- 5-6 Ammo [LB-5X] 20
- 6-6 Ammo [LB-5X Cluster] 20

#### Left Torso (CASE)

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

- Jump Jet
- [LRM 15
- [LRM 15
- 4-6 Ammo [LRM 15] 8
- 5-6 Ammo [LRM 15] 8
- Roll Again

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- 5-6 Sensors
- Life Support

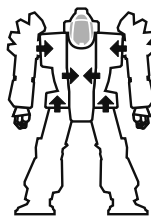
#### Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- 3-4 XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Roll Again

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 [Double Heat Sink
- 4-3 [Double Heat Sink
- 5-3 [Double Heat Sink
- 6-3 [Double Heat Sink

- [ER PPC
- [ER PPC
- 4-6 [ER PPC
- [ER PPC
- 5-6 Roll Again
- 6-6 Roll Again

#### Right Torso (CASE)

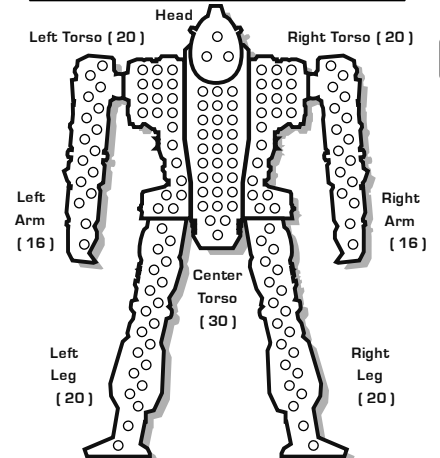
- XL Fusion Engine
- XL Fusion Engine
- 1-3 [Double Heat Sink
- 4-3 [Double Heat Sink
- 5-3 [Double Heat Sink
- 6-3 [Double Heat Sink

- Jump Jet
- [LRM 15
- [LRM 15
- 4-6 Ammo [LRM 15] 8
- 5-6 Roll Again
- 6-6 Roll Again

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 19 [38]
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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Turkina A

Movement Points:

Walking: 3

Running: 5

Jumping: 3

Tonnage: 95

Tech Base: Clan

Rules Level: Standard

Role: Missile Boat

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	LRM 20	LT	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20	RT	6	1/Msl [M,C,S]	—	7	14	21

Ammo: [Gauss] 32, [LRM 20] 24

BV: 2,906

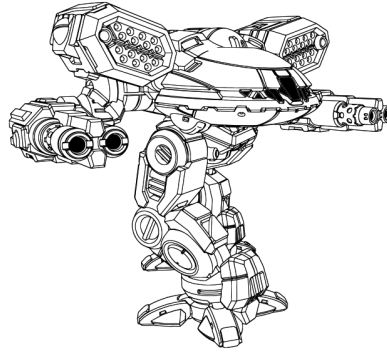


### WARRIOR DATA

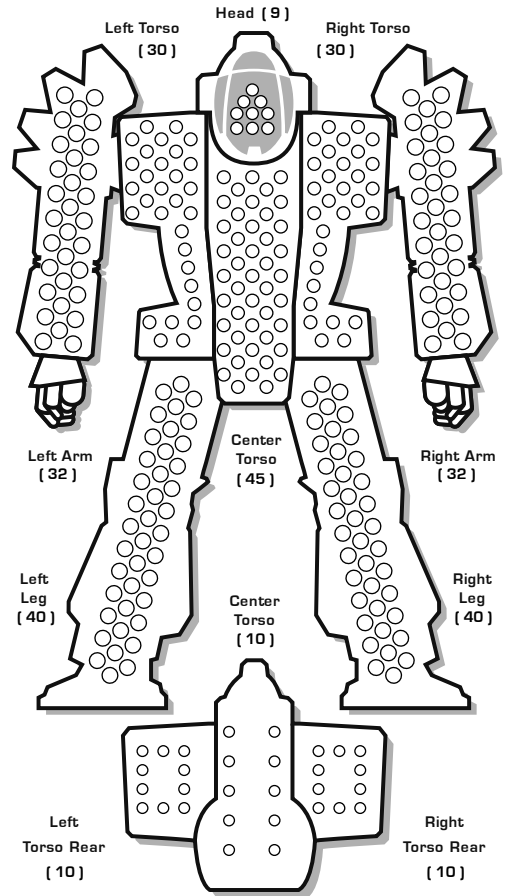
Name: \_\_\_\_\_

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 (CASE)

- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle

4-6

- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Ammo (LRM 20) 6
- Roll Again

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Jump Jet
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Ammo (LRM 20) 6

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

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

#### Center Torso

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

1-3

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Roll Again

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle

4-6

- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Ammo (LRM 20) 6
- Roll Again

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Jump Jet
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Ammo (LRM 20) 6

4-6

#### Right Leg

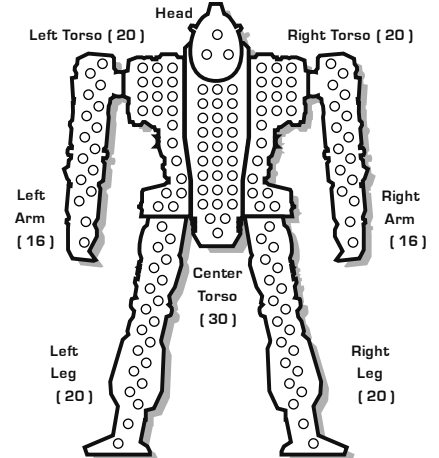
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 15 (30)
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*	Overflow
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	



# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

**Type:** Turkina B

**Movement Points:**

**Walking:** 3

**Running:** 5

**Jumping:** 3

**Tonnage:** 95

**Tech Base:** Clan

**Rules Level:** Standard

**Role:** Juggernaut

### Weapons & Equipment Inventory

(hexes)

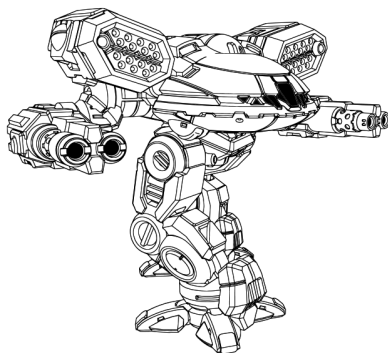
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
2	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	Targeting Computer	RA	—	[E]	—	—	—	—
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	Medium Pulse Laser	CT	4	7 [P]	—	4	8	12
1	Medium Pulse Laser	HD	4	7 [P]	—	4	8	12

### WARRIOR DATA

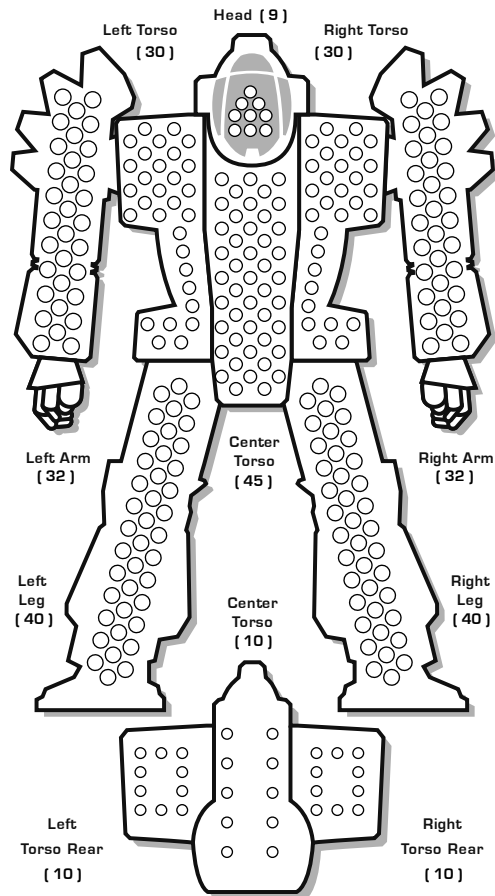
**Name:** \_\_\_\_\_

**Gunnery Skill:** \_\_\_\_\_ **Piloting Skill:** \_\_\_\_\_

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



### ARMOR DIAGRAM



**BV:** 3,420



### CRITICAL TABLE

- Left Arm**
- 1. Shoulder
  - 2. Upper Arm Actuator
  - 3. [Double Heat Sink
  - 4. [Double Heat Sink
  - 5. [Double Heat Sink
  - 6. [Double Heat Sink
- 1-3**
- 1. [Double Heat Sink
  - 2. [Double Heat Sink
  - 3. [Large Pulse Laser
  - 4. [Large Pulse Laser
  - 5. [Large Pulse Laser
  - 6. [Large Pulse Laser
- 4-6**
- Left Torso**
- 1. XL Fusion Engine
  - 2. XL Fusion Engine
  - 3. [Double Heat Sink
  - 4. [Double Heat Sink
  - 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. Jump Jet
  - 6. ER Medium Laser
- 4-6**

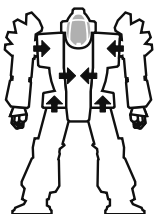
- Head**
- 1. Life Support
  - 2. Sensors
  - 3. Cockpit
  - 4. Medium Pulse Laser
  - 5. Sensors
  - 6. Life Support

- 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. Jump Jet
  - 6. Medium Pulse Laser
- 4-6**

- Right Arm**
- 1. Shoulder
  - 2. Upper Arm Actuator
  - 3. [Double Heat Sink
  - 4. [Double Heat Sink
  - 5. ER Large Laser
  - 6. ER Large Laser
- 1-3**
- 1. [Targeting Computer
  - 2. [Targeting Computer
  - 3. [Targeting Computer
  - 4. [Targeting Computer
  - 5. [Targeting Computer
  - 6. [Targeting Computer
- 4-6**

- Right Torso**
- 1. XL Fusion Engine
  - 2. XL Fusion Engine
  - 3. [Double Heat Sink
  - 4. [Double Heat Sink
  - 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. Jump Jet
  - 6. ER Medium Laser
- 4-6**

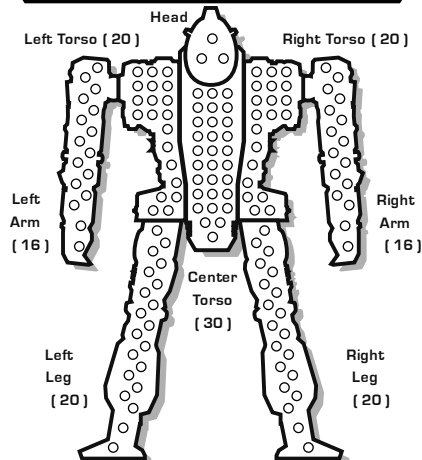
Engine Hits ○○○○  
Gyro Hits ○○○  
Sensor Hits ○○○  
Life Support ○



Damage Transfer Diagram

- Right Leg**
- 1. Hip
  - 2. Upper Leg Actuator
  - 3. Lower Leg Actuator
  - 4. Foot Actuator
  - 5. [Double Heat Sink
  - 6. [Double Heat Sink
- 4-6**

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	25 (50)
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Kodiak

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 100

Tech Base: Clan

Rules Level: Standard

Role: Brawler

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
4	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
2	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12
1	Ultra AC/20	RT	7	20/Sht	—	4	8	12
				[DB,R/C]				
1	ER Large Laser	CT	12	10 [DE]	—	8	15	25

Ammo: [Streak SRM 6] 30, [Ultra AC/20] 10

BV: 2,927

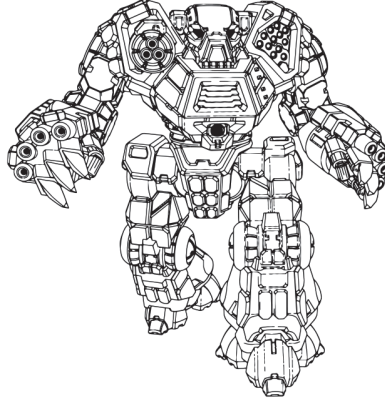


### WARRIOR DATA

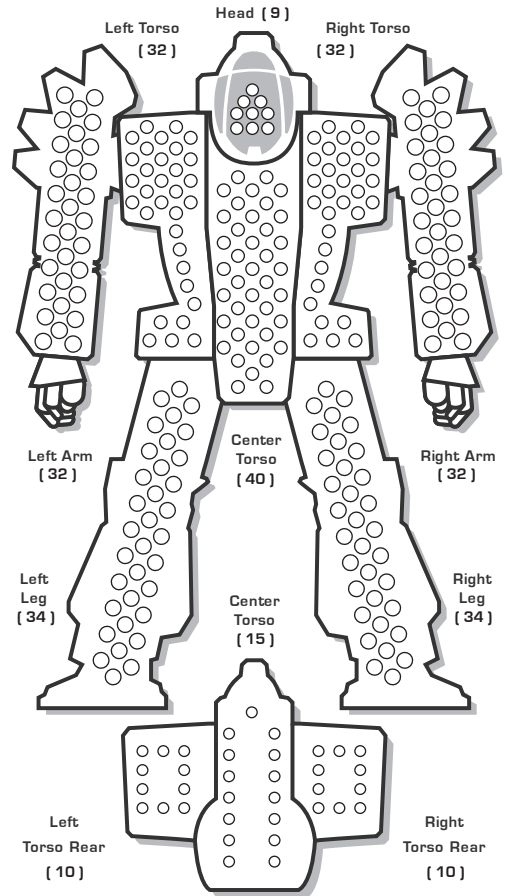
Name: \_\_\_\_\_

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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

1-3

- ER Medium Laser
- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Streak SRM 6
- Streak SRM 6
- Streak SRM 6
- Streak SRM 6
- Ammo (Streak SRM 6) 15
- Ammo (Streak SRM 6) 15

4-6

#### Left Leg

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

#### Head

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

#### Center Torso

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

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Large Laser
- Endo Steel

4-6

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

1-3

- ER Medium Laser
- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20

1-3

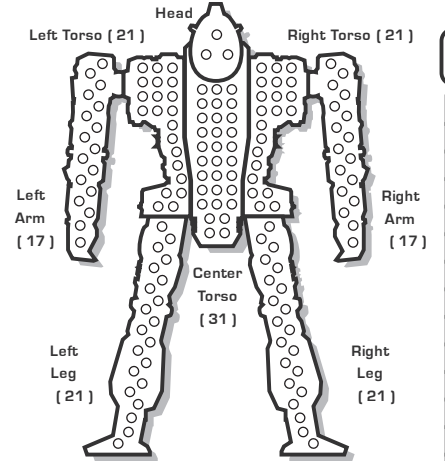
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ammo (Ultra AC/20) 5
- Ammo (Ultra AC/20) 5

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double 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	Double Heat Sinks: 20 (40)
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	○○○○



Damage Transfer Diagram

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Kodiak 2

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 100

Tech Base: Clan

Rules Level: Standard

Role: Brawler

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12
1	Ultra AC/20	RT	7	20/Sht	—	4	8	12
				[DB,R,C]				
1	ER Large Laser	CT	12	10 [DE]	—	8	15	25

Ammo: [Streak SRM 6] 15, [Ultra AC/20] 10

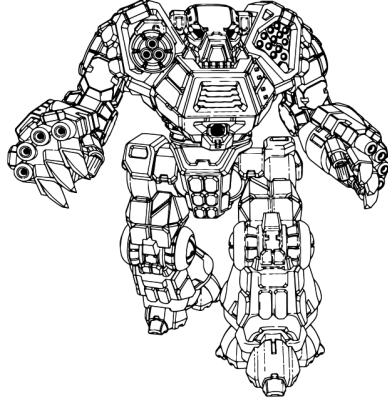
BV: 2,856

### WARRIOR DATA

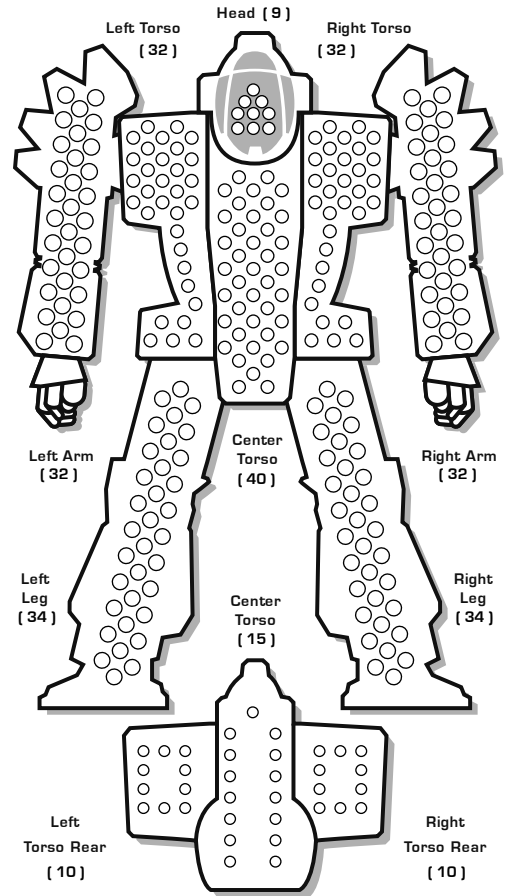
Name: \_\_\_\_\_

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

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

1-3

- ER Medium Laser
- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- [Double Heat Sink
- [Double Heat Sink
- Jump Jet
- Jump Jet
- [Streak SRM 6
- [Streak SRM 6
- Ammo [Streak SRM 6] 15
- Ammo [Ultra AC/20] 5
- Ammo [Ultra AC/20] 5
- Roll Again

1-3

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Large Laser
- Endo Steel

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

1-3

4-6

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

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- [Ultra AC/20
- [Ultra AC/20
- [Ultra AC/20
- [Ultra AC/20
- [Ultra AC/20
- [Ultra AC/20
- [Ultra AC/20

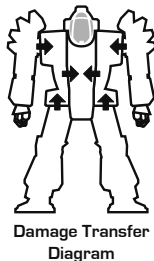
1-3

4-6

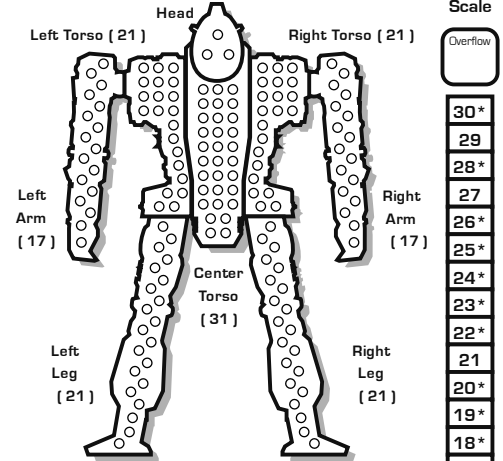
#### Right Leg

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

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 20 (40)
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Stone Rhino (Behemoth)

Movement Points: **Tonnage:** 100  
 Walking: 3 **Tech Base:** Clan  
 Running: 5 **Rules Level:** Standard  
 Jumping: 3 **Role:** Sniper

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Gauss Rifle	LT	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	Small Pulse Laser	HD	2	3 [P,AI]	—	2	4	6

(hexes)

Ammo: [Gauss] 32

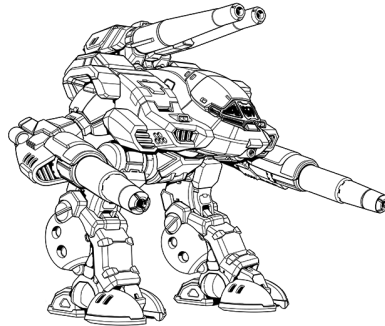
BV: 3,001



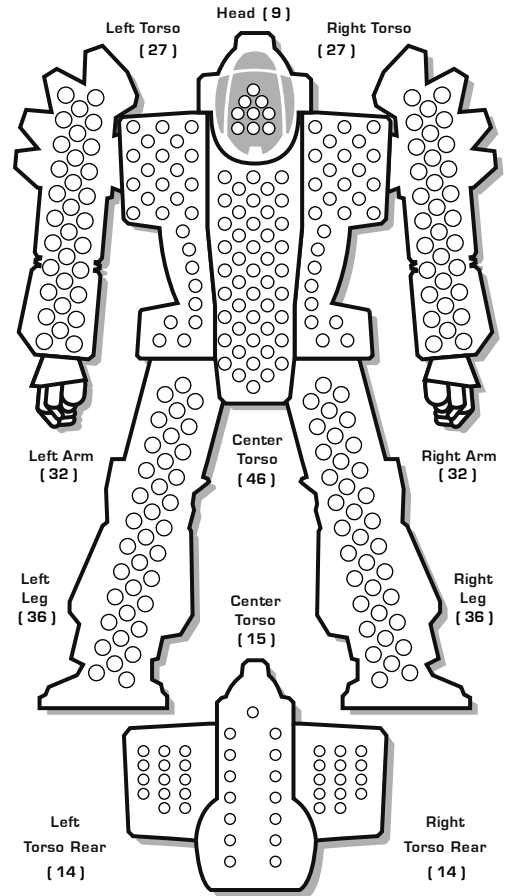
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL TABLE

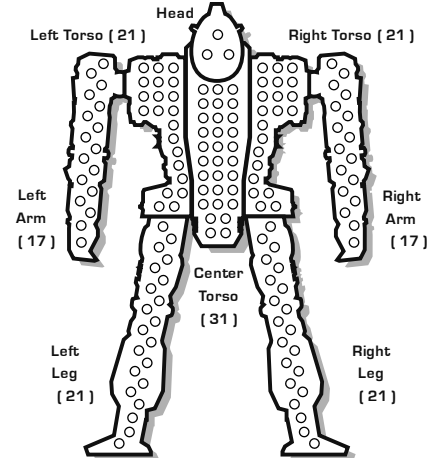
Location	1	2	3	4	5	6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Large Pulse Laser	5. Large Pulse Laser	6. Roll Again
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Large Pulse Laser	5. Large Pulse Laser	6. Roll Again
<b>Center Torso</b>	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso (CASE)</b>	1. Gauss Rifle	2. Gauss Rifle	3. Gauss Rifle	4. Gauss Rifle	5. Gauss Rifle	6. Gauss Rifle
<b>Right Torso (CASE)</b>	1. Gauss Rifle	2. Gauss Rifle	3. Gauss Rifle	4. Gauss Rifle	5. Gauss Rifle	6. Gauss Rifle
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Roll Again

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



Damage Transfer Diagram

### 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	Double Heat Sinks:
30	Shutdown	10 (20)
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	○

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Mercury MCY-98

Movement Points:

Walking: 8

Running: 12

Jumping: 0

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

### Weapons & Equipment Inventory

(hexes)

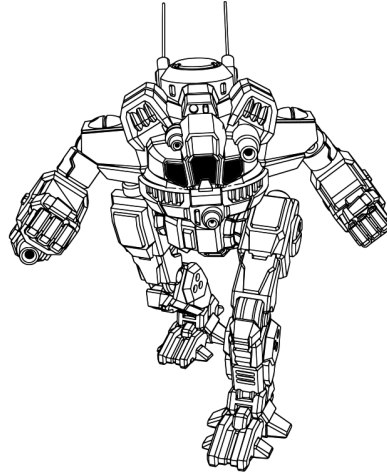
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Small Laser	CT	1	3 [DE]	—	1	2	3
1	Small Laser	HD	1	3 [DE]	—	1	2	3

### WARRIOR DATA

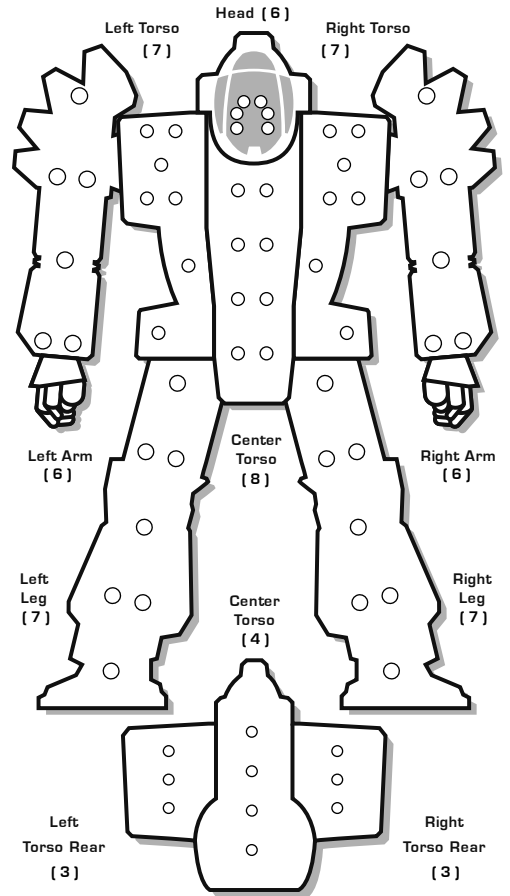
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



BV: 553



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

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

4-6

#### Left Torso

- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

1-3

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Small Laser
- Roll Again

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Roll Again

1-3

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

4-6

#### Right Torso

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

1-3

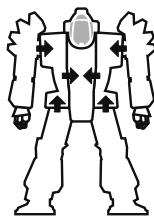
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

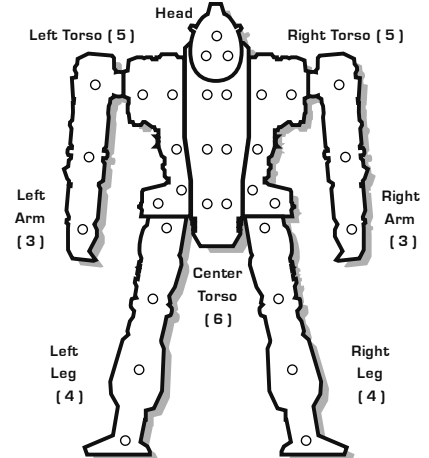
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Mercury MCY-99

Movement Points:

Walking: 8

Running: 12 [16]

Jumping: 0

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Standard

Role: Scout

### Weapons & Equipment Inventory

(hexes)

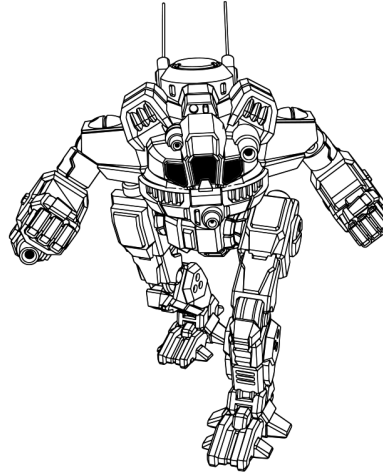
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Small Laser	CT	1	3 [DE]	—	1	2	3
1	Small Laser	HD	1	3 [DE]	—	1	2	3

### WARRIOR DATA

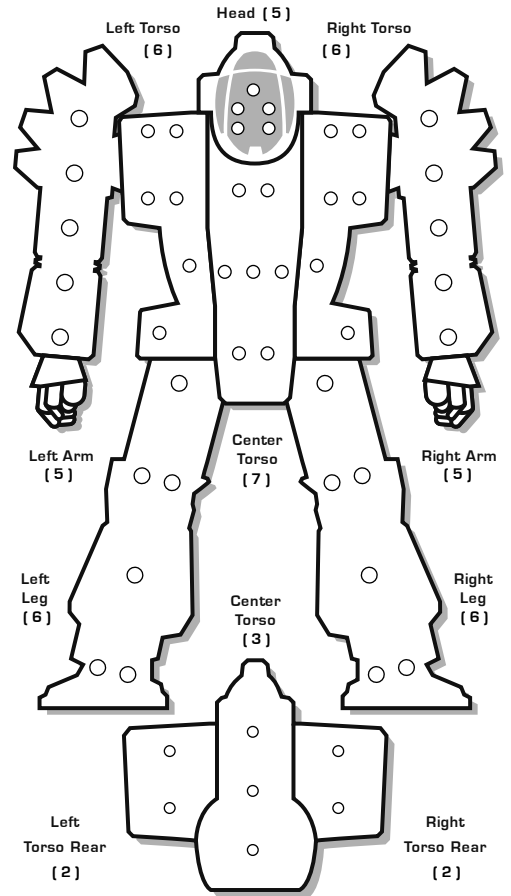
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



BV: 586



### CRITICAL TABLE

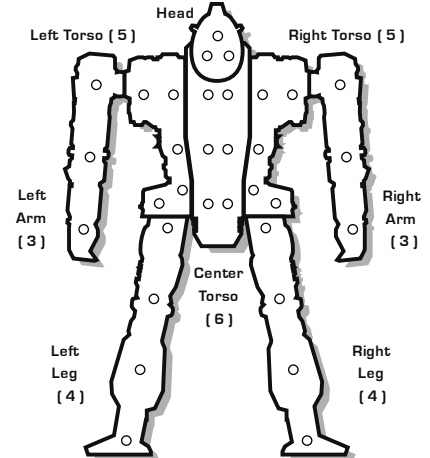
Location	1	2	3	4	5	6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Roll Again	6. Roll Again
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Laser	6. Roll Again
<b>Center Torso</b>	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. Medium Laser	2. Ferro-Fibrous	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Right Torso</b>	1. Ferro-Fibrous	2. Ferro-Fibrous	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Heat Sink	6. Heat Sink
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Heat Sink	6. Heat Sink

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



Damage Transfer Diagram

### 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
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 Sinks: 10



# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Mongoose MON-66

Movement Points:

Walking: 8

Running: 12

Jumping: 0

Tonnage: 25

Tech Base: Inner Sphere

Rules Level: Standard

Role: Scout

### Weapons & Equipment Inventory

(hexes)

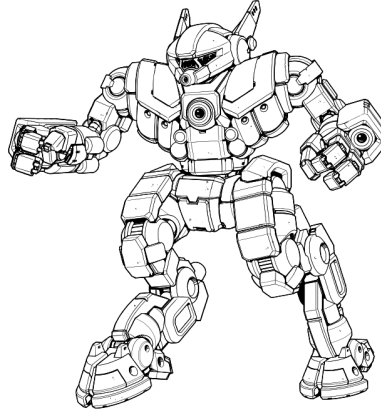
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Active Probe (Beagle)	LT	-	[E]	-	-	-	3
1	Medium Laser	CT	3	5 [DE]	-	3	6	9
1	Small Laser	HD	1	3 [DE]	-	1	2	3

### WARRIOR DATA

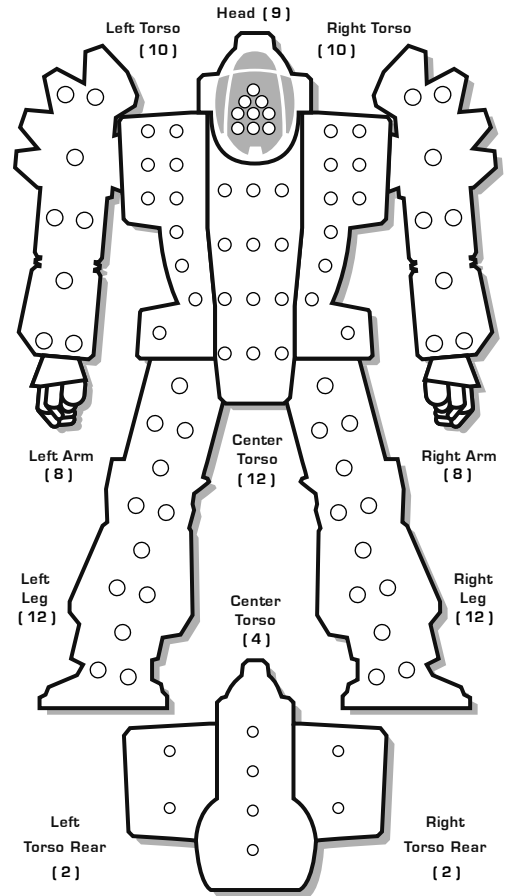
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



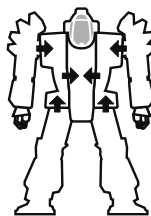
BV: 758



### CRITICAL TABLE

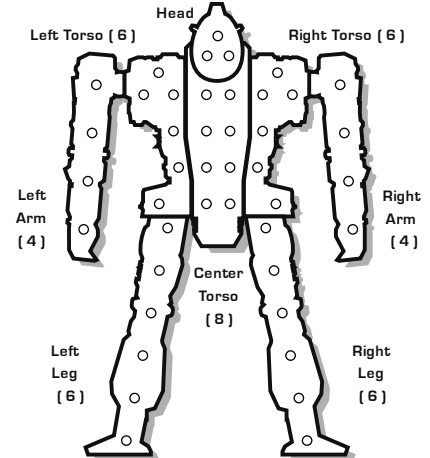
Location	1	2	3	4	5	6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Laser	6. Ferro-Fibrous
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Laser	6. Ferro-Fibrous
<b>Center Torso</b>	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. [Active Probe (Beagle)]	2. [Active Probe (Beagle)]	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Endo Steel
<b>Right Torso</b>	1. Endo Steel	2. Endo Steel	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Endo Steel
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Heat Sink	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Heat Sink	6. Roll Again

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Mongoose MON-67

Movement Points:

Walking: 8

Running: 12

Jumping: 0

Tonnage: 25

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Striker

### Weapons & Equipment Inventory

(hexes)

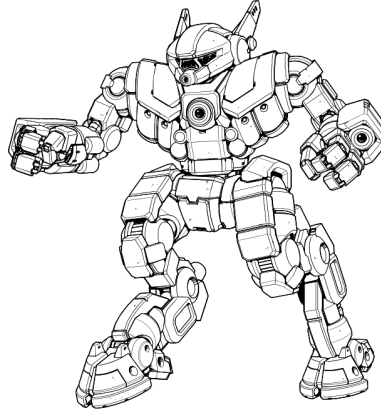
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Small Laser	HD	1	3 [DE]	—	1	2	3

### WARRIOR DATA

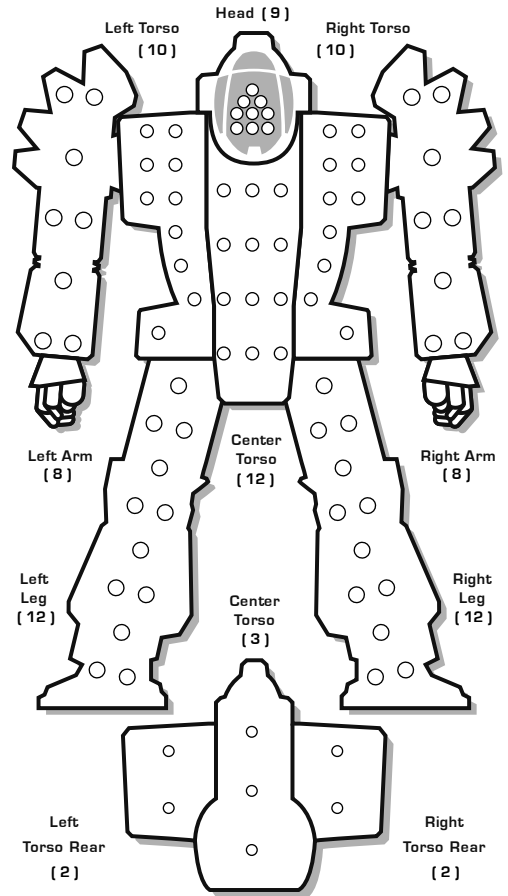
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



BV: 741



### CRITICAL TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3 Hand Actuator  
5. Medium Laser  
6. Roll Again

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

#### Left Torso

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

1-3

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

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Roll Again

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3 Hand Actuator  
5. Medium Laser  
6. Roll Again

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

4-6

#### Right Torso

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

1-3

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

4-6

#### Right Leg

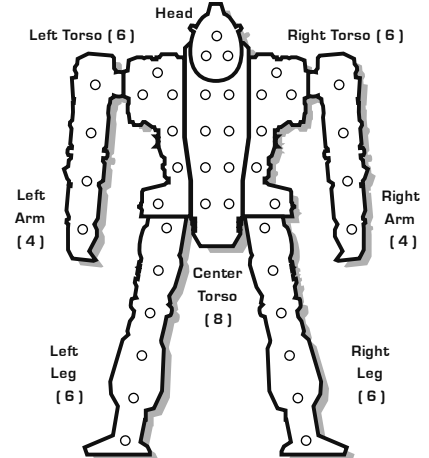
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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
8	+1 Modifier to Fire
5	-1 Movement Points

Heat Sinks: 10



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



# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Spider SDR-5V

Movement Points:

Walking: 8

Running: 12

Jumping: 8

Tonnage: 30

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

### Weapons & Equipment Inventory

(hexes)

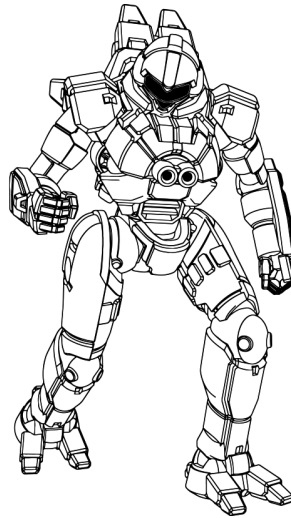
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5 [DE]	-	3	6	9

### WARRIOR DATA

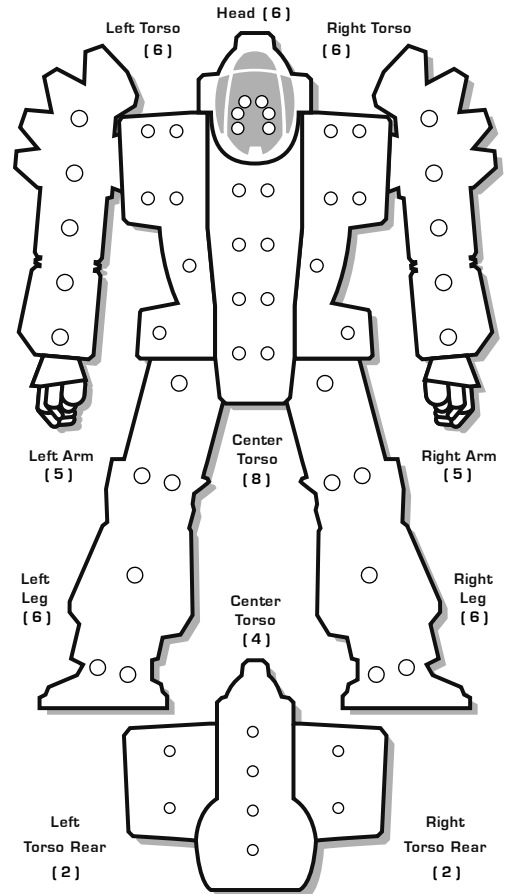
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



BV: 622



### CRITICAL TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
  - Roll Again

1-3

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

4-6

#### Left Torso

- Jump Jet
  - Jump Jet
  - Jump Jet
  - Jump Jet
- 1-3 Roll Again
- Roll Again
  - Roll Again

1-3

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

4-6

#### Left Leg

- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
- 5 Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

1-3

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Medium Laser

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
  - Roll Again

1-3

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

4-6

#### Right Torso

- Jump Jet
  - Jump Jet
  - Jump Jet
  - Jump Jet
- 1-3 Roll Again
- Roll Again
  - Roll Again

1-3

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

4-6

#### Right Leg

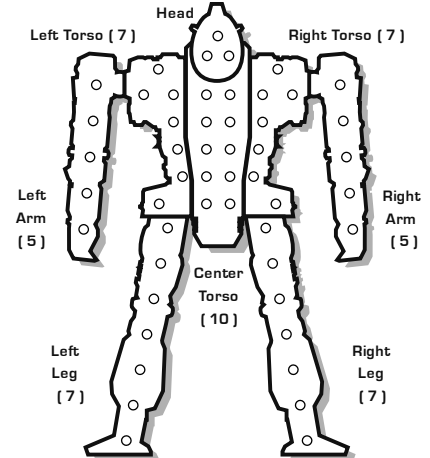
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
- 5 Roll Again
- Roll Again

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Sinks: 10



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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Spider SDR-7M

Movement Points:

Walking: 8

Running: 12

Jumping: 8

Tonnage: 30

Tech Base: Inner Sphere

Rules Level: Standard

Role: Striker

### Weapons & Equipment Inventory

(hexes)

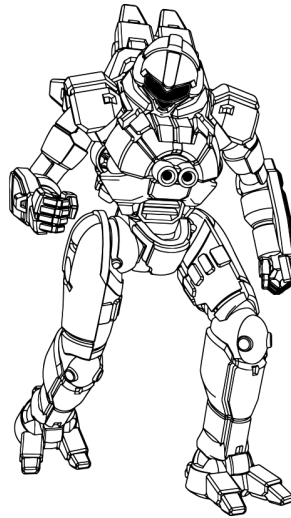
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	CT	4	6 [P]	-	2	4	6

### WARRIOR DATA

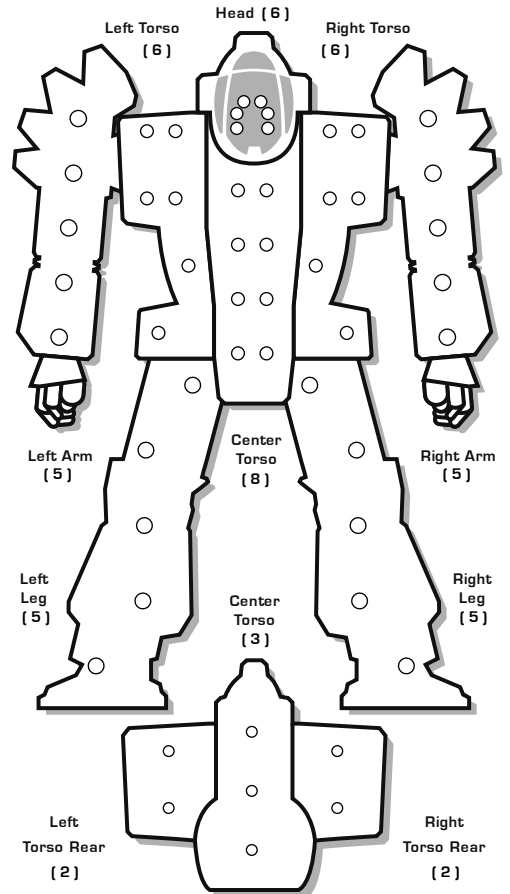
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



BV: 621



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous

1-3

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

4-6

#### Left Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Jump Jet
- Endo Steel
- Endo Steel

1-3

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

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous

1-3

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

4-6

#### Right Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Jump Jet
- Endo Steel
- Endo Steel

1-3

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

4-6

#### Right Leg

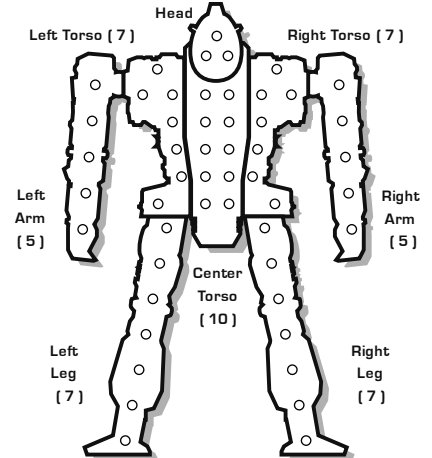
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Sinks: 10



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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Jenner JR7-D

Movement Points:

Walking: 7

Running: 11

Jumping: 5

Tonnage: 35

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Striker

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	LA	3	5 [DE]	-	3	6	9
2	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	SRM 4	CT	3	2/Msl [M,C,S]	-	3	6	9

Ammo: [SRM 4] 25

BV: 875

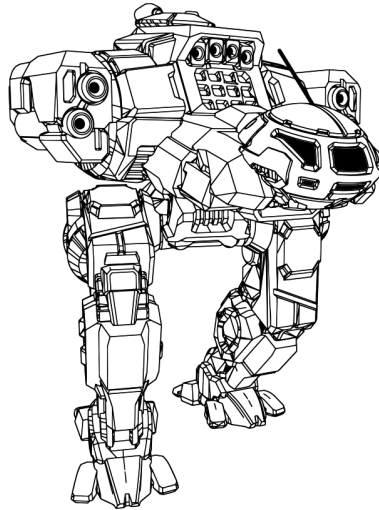


### WARRIOR DATA

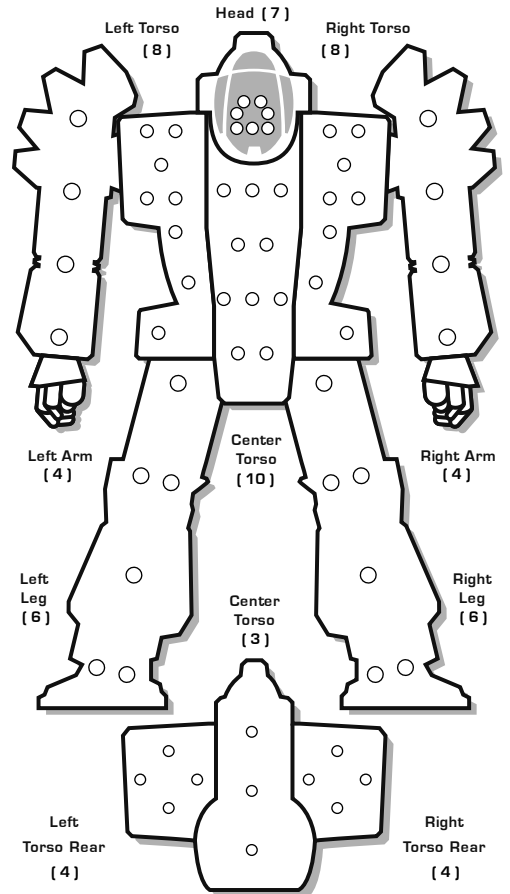
Name: \_\_\_\_\_

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

- Shoulder
- Upper Arm Actuator
- Medium Laser
- Medium Laser
- Roll Again
- Roll Again

1-3

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

4-6

#### Left Torso

- Jump Jet
- Jump Jet
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- SRM 4

4-6

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Medium Laser
- Medium Laser
- Roll Again
- Roll Again

1-3

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

4-6

#### Right Torso

- Jump Jet
- Jump Jet
- Ammo [SRM 4] 25
- Roll Again
- Roll Again
- Roll Again

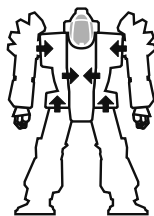
1-3

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

4-6

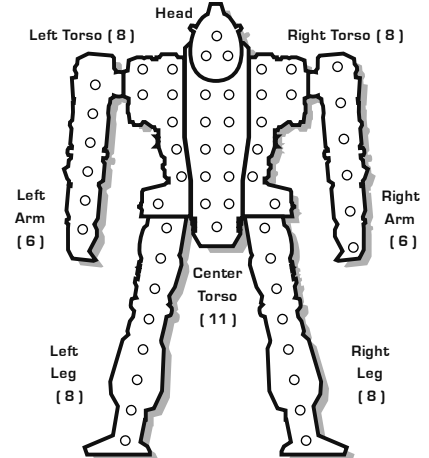
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Sinks: 10



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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Jenner JR7-K

Movement Points:

Walking: 7

Running: 11

Jumping: 5

Tonnage: 35

Tech Base: Inner Sphere

Rules Level: Standard

Role: Striker

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	LA	3	5 [DE]	-	3	6	9
2	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	SRM 4	CT	3	2/Msl [M,C,S]	-	3	6	9

Ammo: [SRM 4] 25

BV: 889

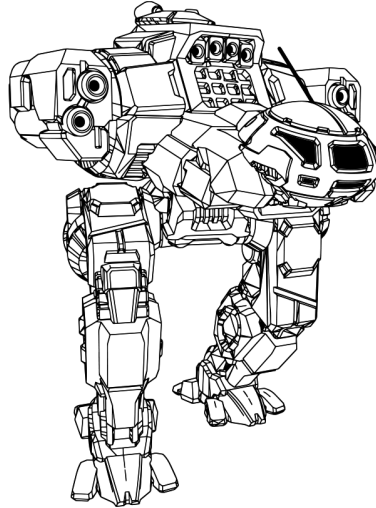


### WARRIOR DATA

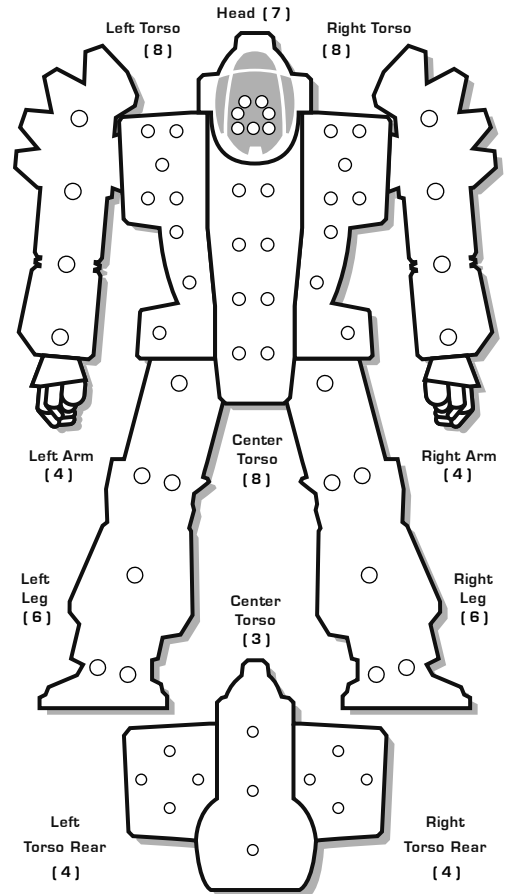
Name: \_\_\_\_\_

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

- Shoulder
- Upper Arm Actuator
- Medium Laser
- Medium Laser
- Roll Again
- Roll Again

1-3

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

4-6

#### Left Torso

- Jump Jet
- Jump Jet
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

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

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Medium Laser
- Medium Laser
- Roll Again
- Roll Again

1-3

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

4-6

#### Right Torso

- Jump Jet
- Jump Jet
- Ammo [SRM 4] 25
- CASE
- Ferro-Fibrous
- Ferro-Fibrous

1-3

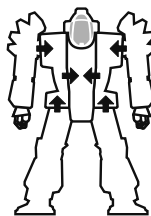
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

#### Right Leg

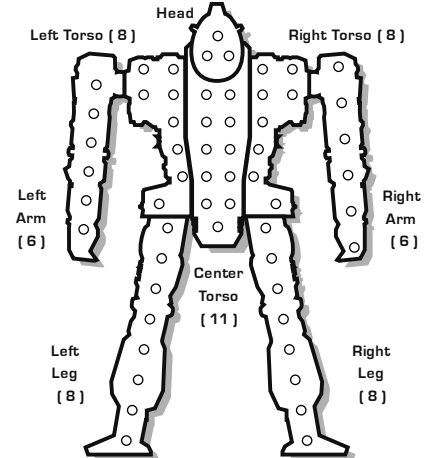
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Panther PNT-9R

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 35

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Brawler

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10 [DE]	3	6	12	18
1	SRM 4	CT	3	2/Msl [M,C,S]	-	3	6	9

Ammo: [SRM 4] 25

BV: 769

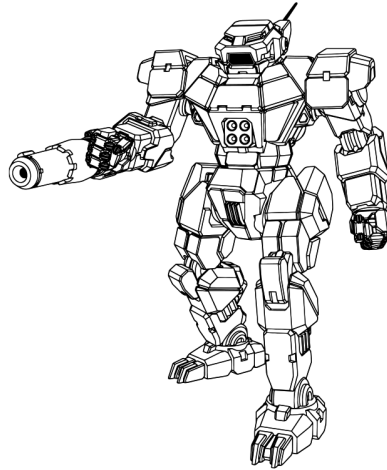


### WARRIOR DATA

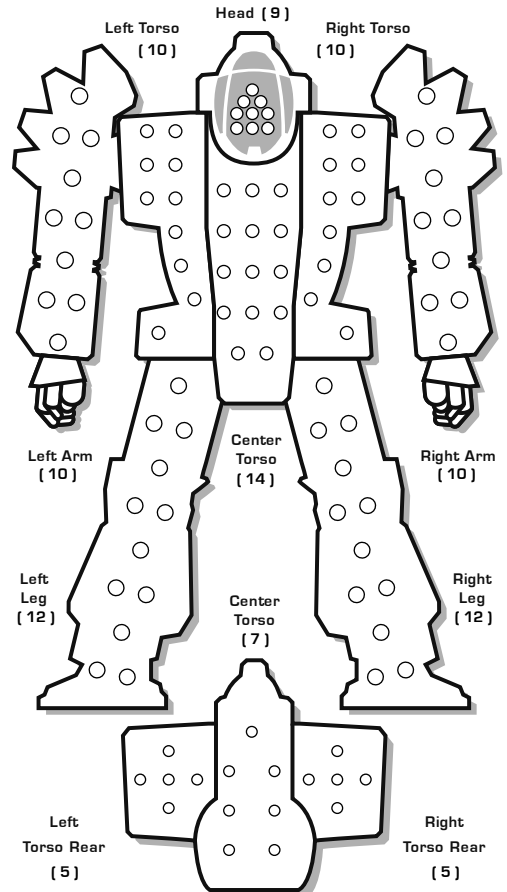
Name: \_\_\_\_\_

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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

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

4-6

#### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Ammo [SRM 4] 25
- Roll Again

1-3

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

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Head

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

1-3

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- SRM 4
- Roll Again

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- PPC
- PPC

1-3

- PPC
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Roll Again
- Roll Again

1-3

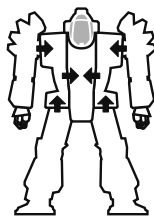
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

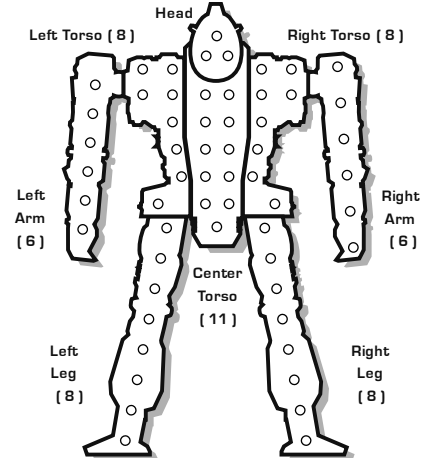
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	13
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Panther PNT-10K

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 35

Tech Base: Inner Sphere

Rules Level: Standard

Role: Brawler

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10 [DE]	-	7	14	23
1	SRM 4	CT	3	2/Msl [M,C,S]	-	3	6	9

w/Artemis IV

Ammo: [SRM 4 Artemis-capable] 25

BV: 838

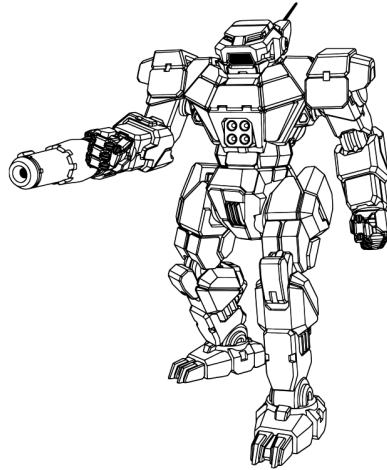


### WARRIOR DATA

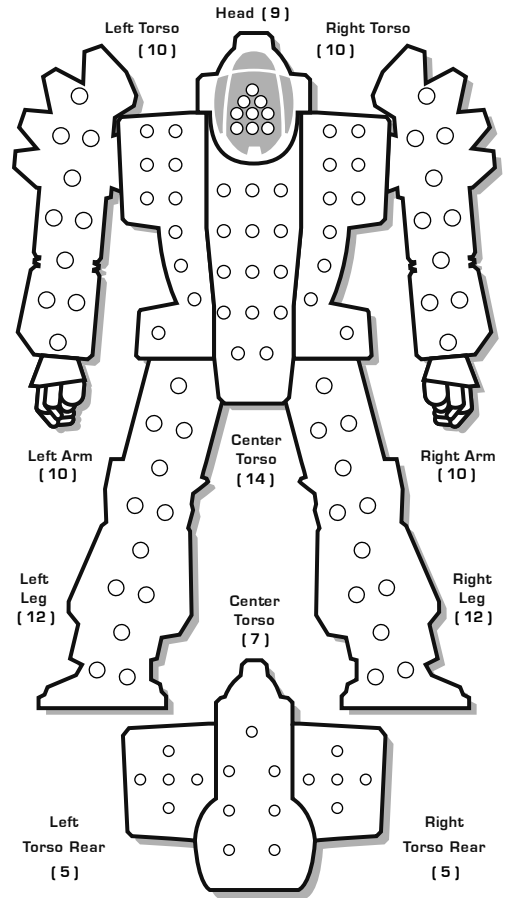
Name: \_\_\_\_\_

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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Roll Again

1-3

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

4-6

#### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Ammo [SRM 4 Artemis-capable] 25
- CASE

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Head

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

1-3

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- SRM 4
- Artemis IV FCS

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER PPC
- ER PPC

1-3

- ER PPC
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Endo Steel
- Endo Steel

1-3

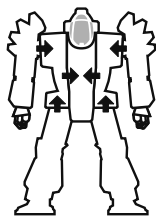
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

#### Right Leg

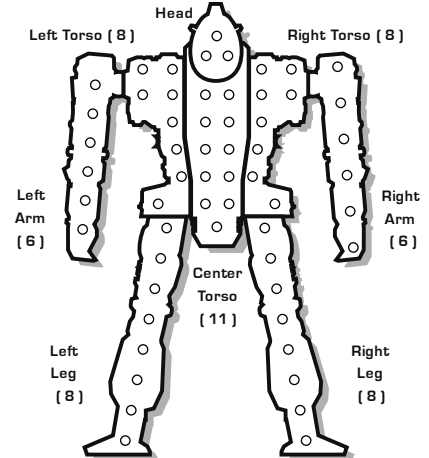
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	13
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 Level	Heat Sink Count
30*	13
29	12
28*	11
27	10*
26*	9
25*	8*
24*	7
23*	6
22*	5*
21	4
20*	3
19*	2
18*	1
17*	0
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Raven RVN-1X

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 35

Tech Base: Inner Sphere

Rules Level: Experimental

Role: Scout

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	EW Equipment	LT	-	[E]	-	-	-	3
1	SRM 6	RT	4	2/Msl [M,C,S]	-	3	6	9

Ammo: [SRM 6] 15

BV: 639

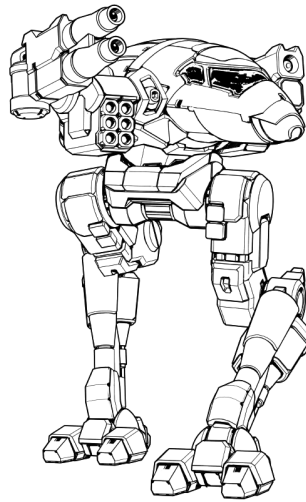


### WARRIOR DATA

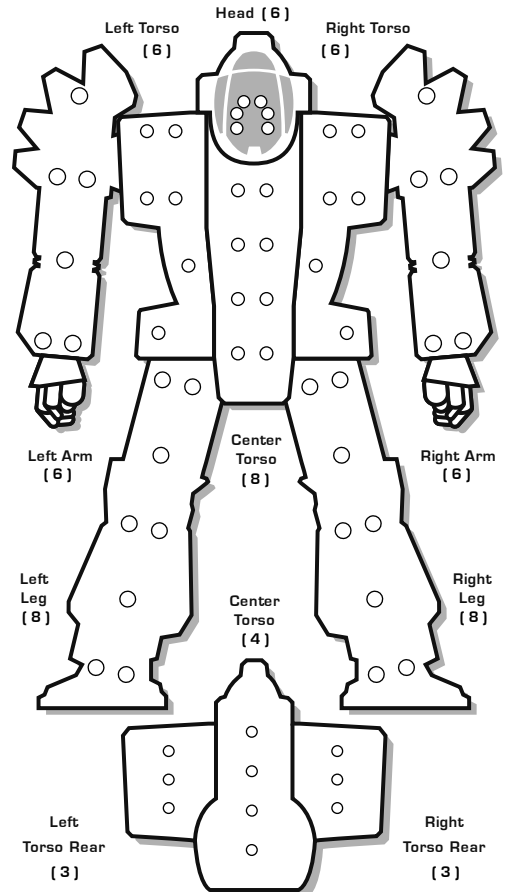
Name: \_\_\_\_\_

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

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

1-3

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

4-6

#### Left Torso

- EW Equipment
- EW Equipment
- EW Equipment
- EW Equipment
- Ammo [SRM 6] 15
- Roll Again

1-3

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

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Medium Laser
- Medium Laser
- Roll Again
- Roll Again

1-3

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

4-6

#### Right Torso

- SRM 6
- SRM 6
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

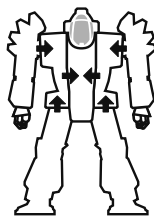
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

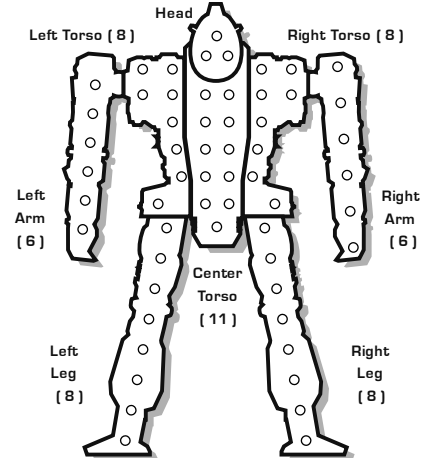
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Sinks: 12



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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Raven RVN-3L

Movement Points: \_\_\_\_\_  
 Walking: 6 Tonnage: 35  
 Running: 9 Tech Base: Inner Sphere  
 Jumping: 0 Rules Level: Standard  
 Role: Striker

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Narc	LA	-	[M]	-	3	6	9
2	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	ECM Suite (Guardian)	LT	-	[E]	-	-	-	6
1	SRM 6	RT	4	2/Msl [M,C,S]	-	3	6	9
1	TAG	RT	-	[E]	-	5	9	15
1	Active Probe (Beagle)	CT	-	[E]	-	-	-	3

(hexes)

Ammo: [Narc] 12, [SRM 6 Narc-capable] 15

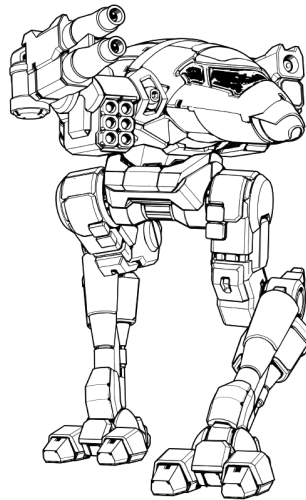
BV: 708



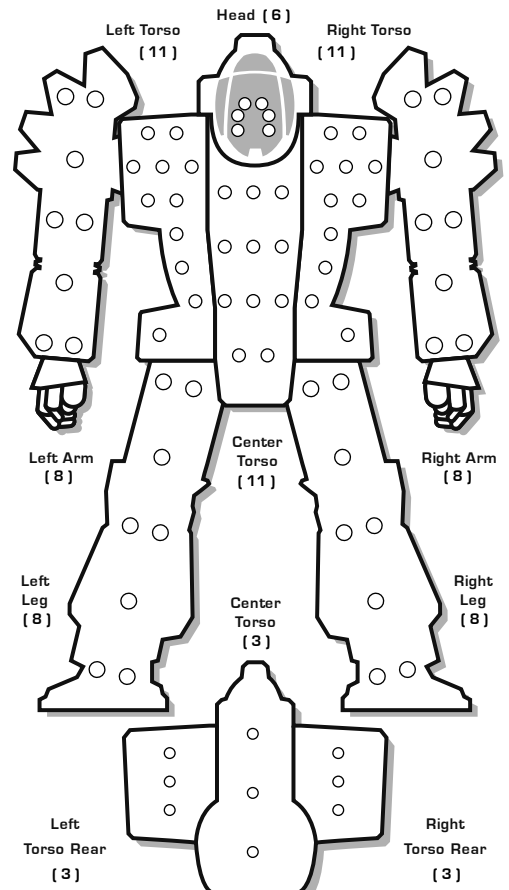
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- [Narc]
- Narc
- Ferro-Fibrous
- Ferro-Fibrous

- 1-3
- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo [SRM 6 Narc-capable] 15
- Ammo [Narc] 6
- Ammo [Narc] 6

- 1-3
- ECM Suite (Guardian)
  - ECM Suite (Guardian)
  - CASE
  - Roll Again
  - Roll Again
  - Roll Again

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

#### Center Torso

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

- 1-3
- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Active Probe (Beagle)
  - Active Probe (Beagle)

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Medium Laser
- Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous

- 1-3
- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again

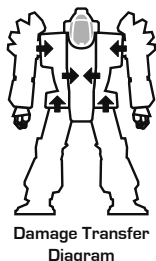
#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- SRM 6
- SRM 6
- TAG

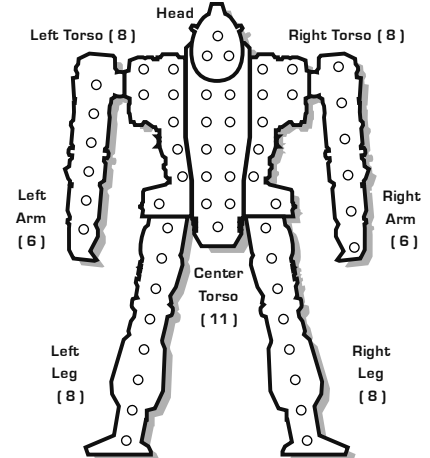
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

#### Right Leg

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



### 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:
30	Shutdown	11 ○○○○○○○○
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	



# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Wolfhound WLF-1

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 35

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Striker

### Weapons & Equipment Inventory

(hexes)

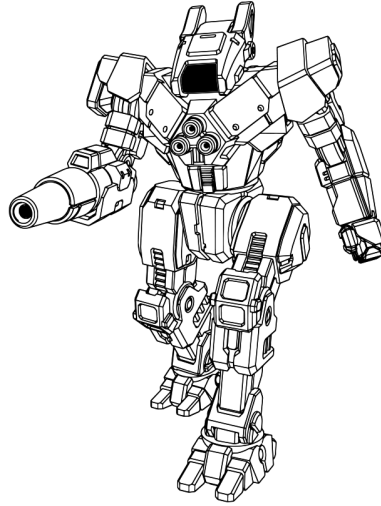
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Medium Laser (R)	CT	3	5 [DE]	—	3	6	9

### WARRIOR DATA

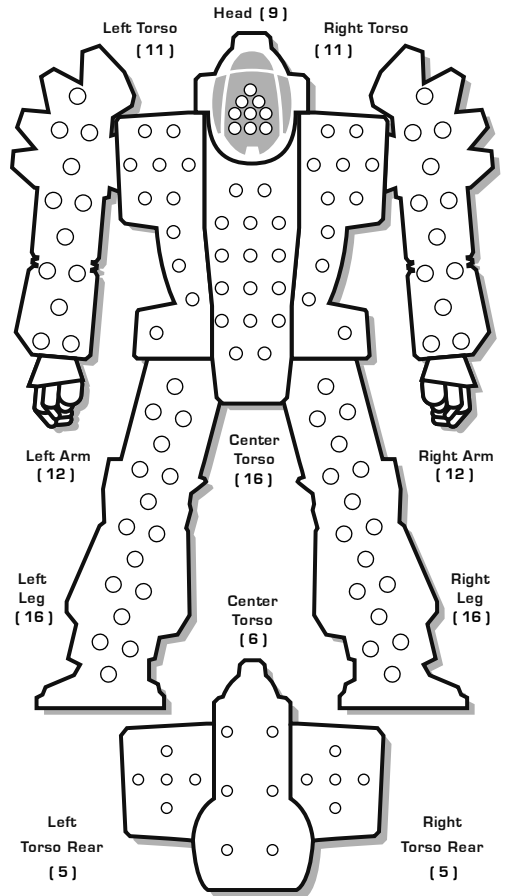
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



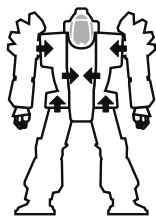
BV: 949



### CRITICAL TABLE

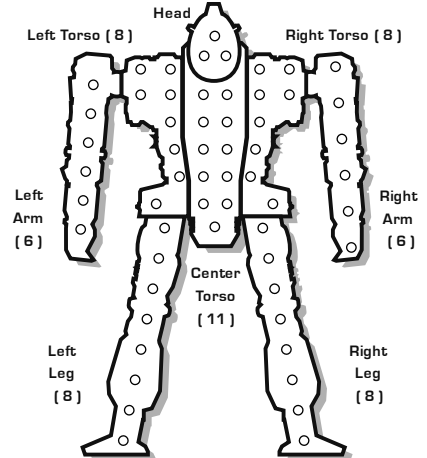
		Head	
<b>Left Arm</b>		1. Life Support	
1. Shoulder		2. Sensors	
2. Upper Arm Actuator		3. Cockpit	
1-3	3. Lower Arm Actuator	4. Roll Again	
	4. Hand Actuator	5. Sensors	
	5. Roll Again	6. Life Support	
6. Roll Again			
<b>Center Torso</b>			
1. Roll Again		1. Fusion Engine	
2. Roll Again		2. Fusion Engine	
4-6	3. Roll Again	3. Fusion Engine	
	4. Roll Again	4. Gyro	
	5. Roll Again	5. Gyro	
6. Roll Again		6. Gyro	
<b>Left Torso</b>			
1. Medium Laser		1. Gyro	
2. Roll Again		2. Fusion Engine	
1-3	3. Roll Again	3. Fusion Engine	
	4. Roll Again	4. Fusion Engine	
	5. Roll Again	5. Medium Laser	
6. Roll Again		6. Medium Laser (R)	
<b>Right Torso</b>			
1. Roll Again		1. Medium Laser	
2. Roll Again		2. Roll Again	
1-3	3. Roll Again	3. Roll Again	
	4. Roll Again	4. Roll Again	
	5. Roll Again	5. Roll Again	
6. Roll Again		6. Roll Again	
<b>Left Leg</b>			
1. Hip		1. Roll Again	
2. Upper Leg Actuator		2. Roll Again	
3. Lower Leg Actuator		3. Roll Again	
4-6	4. Foot Actuator	4. Roll Again	
	5. Heat Sink	5. Roll Again	
	6. Roll Again	6. Roll Again	
<b>Right Leg</b>			
1. Hip		1. Hip	
2. Upper Leg Actuator		2. Upper Leg Actuator	
3. Lower Leg Actuator		3. Lower Leg Actuator	
4-6	4. Foot Actuator	4. Foot Actuator	
	5. Heat Sink	5. Heat Sink	
	6. Roll Again	6. Roll Again	

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



Damage Transfer Diagram

### 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:
30	Shutdown	10
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	○

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Wolfhound WLF-2

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 35

Tech Base: Inner Sphere

Rules Level: Standard

Role: Striker

### Weapons & Equipment Inventory

(hexes)

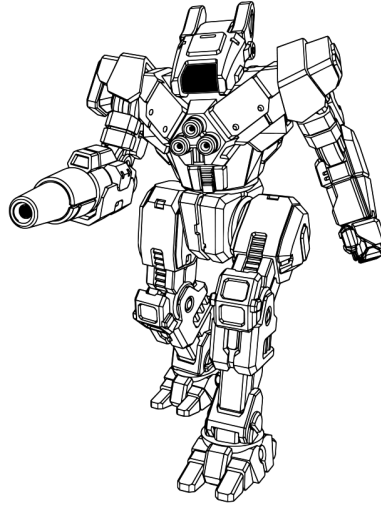
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Medium Laser (R)	CT	3	5 [DE]	—	3	6	9

### WARRIOR DATA

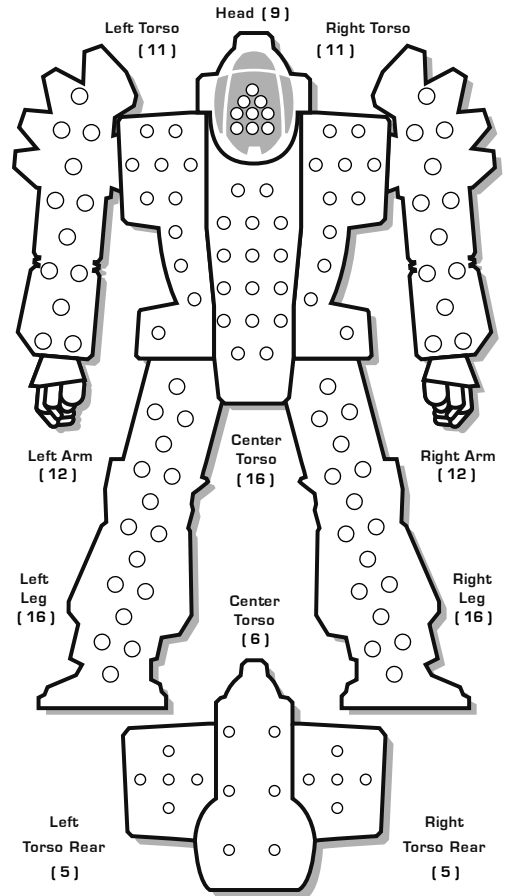
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



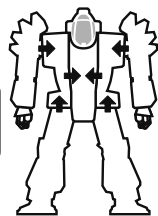
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### CRITICAL TABLE

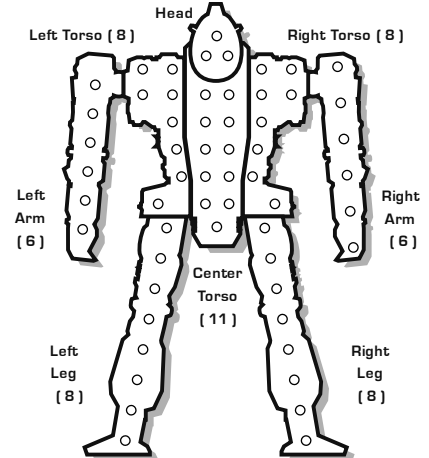
- |   |  |   |
|---|--|---|
| <p><b>Left Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Hand Actuator</li> <li>Roll Again</li> <li>Roll Again</li> </ol><br><ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p><br><p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Medium Laser</li> <li>Roll Again</li> <li>Roll Again</li> </ol><br><ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p><br><p><b>Left Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> </ol> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> </ol> | <p><b>Head</b></p> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Roll Again</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Sensors</li> <li>Life Support</li> </ol><br><p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol><br><ol style="list-style-type: none"> <li>Gyro</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Medium Laser</li> <li>Medium Laser (R)</li> </ol> <p>4-6</p> | <p><b>Right Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>ER Large Laser</li> <li>ER Large Laser</li> <li>Roll Again</li> </ol><br><ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p><br><p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Medium Laser</li> <li>Roll Again</li> <li>Roll Again</li> </ol><br><ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p><br><p><b>Right Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> </ol> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> </ol> |
|---|--|---|

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	10 (20)
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Sentinel STN-3K

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 40

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AC/5	LA	1	5 [DB,S]	3	6	12	18
1	SRM 2	RT	2	2/Msl [M,C,S]	—	3	6	9
1	Small Laser	RT	1	3 [DE]	—	1	2	3

Ammo: [AC/5] 40, [SRM 2] 50

BV: 652

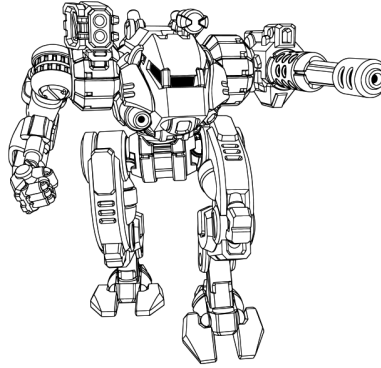


### WARRIOR DATA

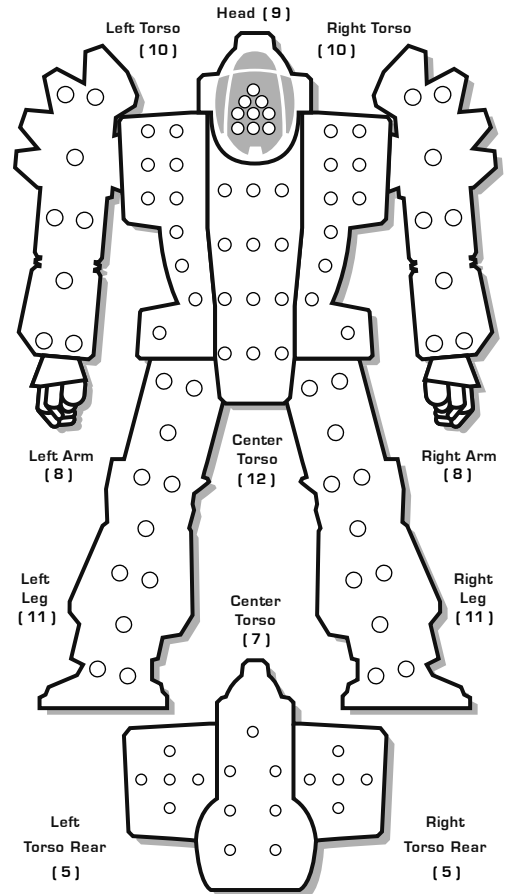
Name: \_\_\_\_\_

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

- Shoulder
- Upper Arm Actuator
- 1-3 AC/5
- 4-6 AC/5
- AC/5
- AC/5

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

#### Left Torso

- Heat Sink
- Ammo [AC/5] 20
- 1-3 Ammo [AC/5] 20
- Roll Again
- Roll Again
- Roll Again

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

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

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

#### Center Torso

- Fusion Engine
- Fusion Engine
- 1-3 Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine
- 4-6 Fusion Engine
- Fusion Engine
- Roll Again
- Roll Again

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

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

#### Right Torso

- SRM 2
- Small Laser
- 1-3 Ammo [SRM 2] 50
- Roll Again
- Roll Again
- Roll Again

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

#### Right Leg

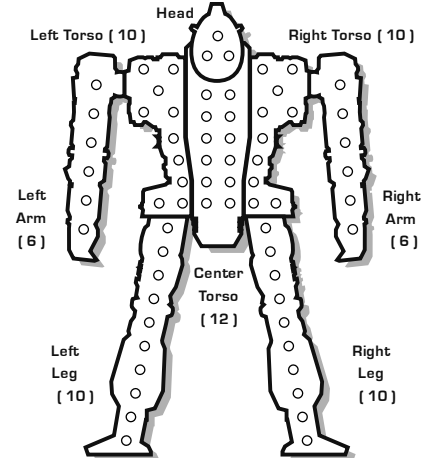
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Sinks: 10



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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Sentinel STN-3L

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 40

Tech Base: Inner Sphere

Rules Level: Standard

Role: Striker

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	LA	1	5/Sht	2	6	13	20
				[DB,R/C]				
1	Streak SRM 2	RT	2	2/Msl [M,C]	—	3	6	9
1	Small Laser	RT	1	3 [DE]	—	1	2	3

Ammo: [Streak SRM 2] 50, [Ultra AC/5] 20

BV: 717

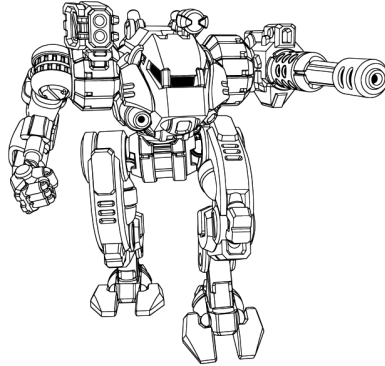


### WARRIOR DATA

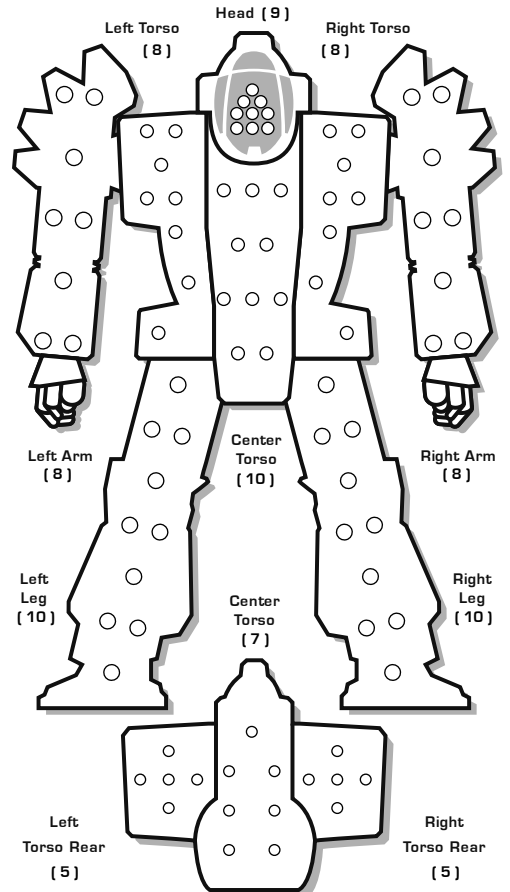
Name: \_\_\_\_\_

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

- Shoulder
- Upper Arm Actuator
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5

1-3

- Ultra AC/5
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- Heat Sink
- Ammo (Ultra AC/5) 20
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

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

1-3

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

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

4-6

#### Right Torso

- Streak SRM 2
- Small Laser
- Ammo (Streak SRM 2) 50
- Roll Again
- Roll Again
- Roll Again

1-3

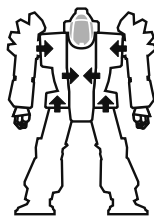
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

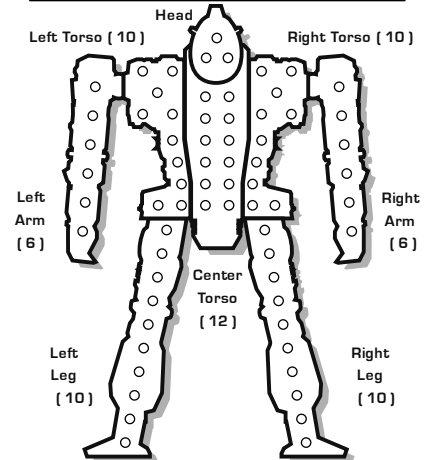
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Sinks: 10



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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Blackjack BJ-1

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 45

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Sniper

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	AC/2	LA	1	2 [DB,S]	4	8	16	24
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	AC/2	RA	1	2 [DB,S]	4	8	16	24
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9

Ammo: [AC/2] 45

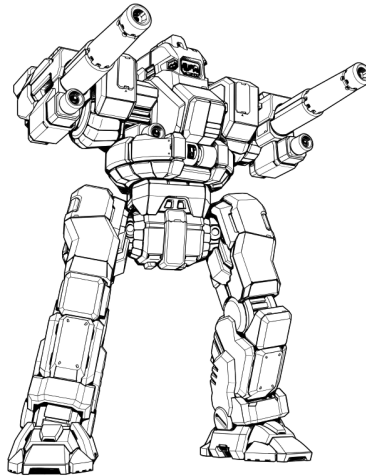
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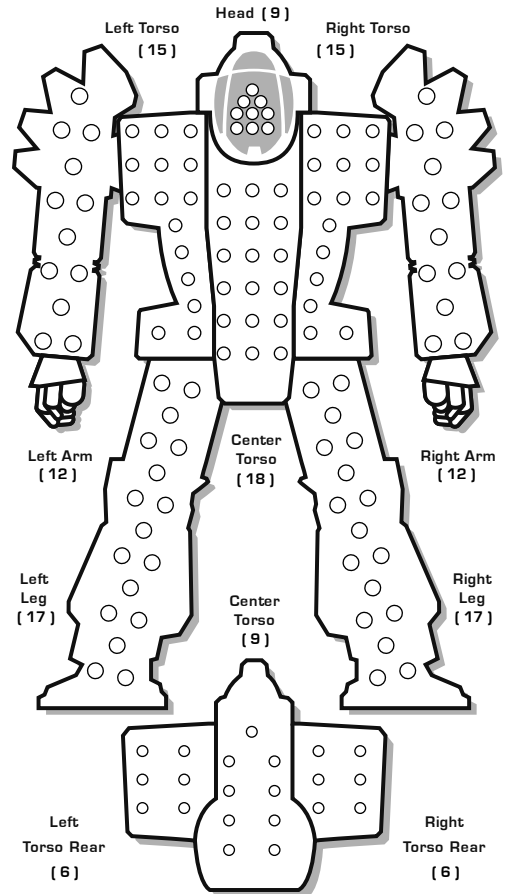
### WARRIOR DATA

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

- Shoulder
- Upper Arm Actuator
- Medium Laser
- AC/2
- Roll Again
- Roll Again

1-3

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

4-6

#### Left Torso

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

1-3

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

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Head

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

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Ammo [AC/2] 45
- Roll Again

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Medium Laser
- AC/2
- Roll Again
- Roll Again

1-3

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

4-6

#### Right Torso

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

1-3

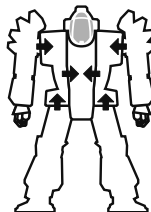
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

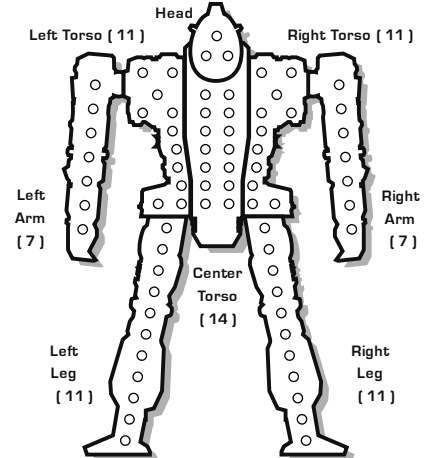
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

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



Damage Transfer Diagram

### 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
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 Sinks: 11



# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Blackjack BJ-2

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

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	8 [DE]	-	7	14	19
1	ER Large Laser	RA	12	8 [DE]	-	7	14	19
2	Streak SRM 2	LT	2	2/Msl [M,C]	-	3	6	9
2	Streak SRM 2	RT	2	2/Msl [M,C]	-	3	6	9

Ammo: [Streak SRM 2] 50

BV: 1,148

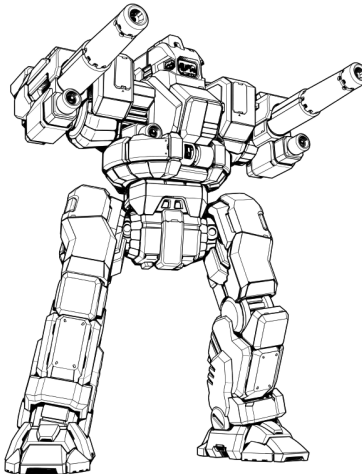


### WARRIOR DATA

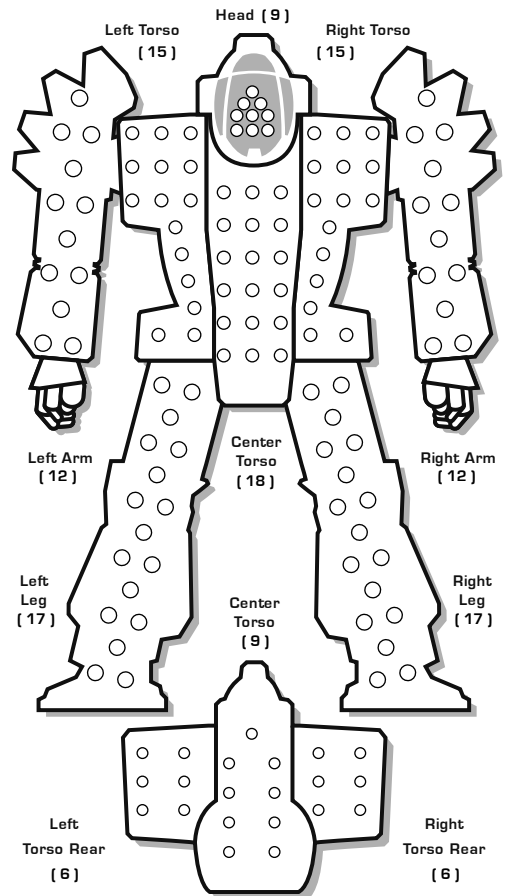
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Consciousness #	1	2	3	4	5	6
	Hits Taken					



### ARMOR DIAGRAM



### CRITICAL TABLE

#### Left Arm

- 1-3
- Shoulder
  - Upper Arm Actuator
  - [ER Large Laser
  - [ER Large Laser
  - Roll Again
  - Roll Again

#### Right Arm

- 1-3
- Shoulder
  - Upper Arm Actuator
  - [ER Large Laser
  - [ER Large Laser
  - Roll Again
  - Roll Again

#### Head

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

#### Center Torso

- 1-3
- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro

- 4-6
- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Roll Again
  - Roll Again

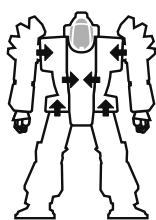
#### Left Torso

- 1-3
- [Double Heat Sink
  - [Double Heat Sink
  - [Double Heat Sink
  - [Double Heat Sink
  - [Double Heat Sink
  - [Double Heat Sink

#### Right Torso

- 1-3
- [Double Heat Sink
  - [Double Heat Sink
  - [Double Heat Sink
  - [Double Heat Sink
  - [Double Heat Sink
  - [Double Heat Sink

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



Damage Transfer Diagram

#### Left Leg

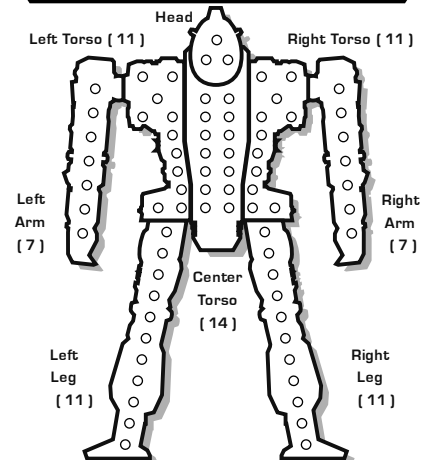
- 4-6
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Jump Jet
  - Jump Jet

#### Right Leg

- 4-6
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Jump Jet
  - 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

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	11 [22]
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	

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Hatchetman HCT-3F

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 45

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Brawler

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Hatchet	RA	—	9	—	—	—	—
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	AC/10	RT	3	10 [DB,S]	—	5	10	15

Ammo: [AC/10] 20

BV: 854

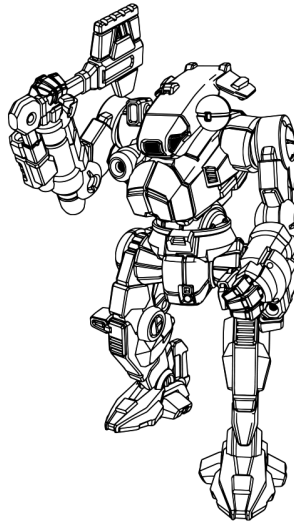


### WARRIOR DATA

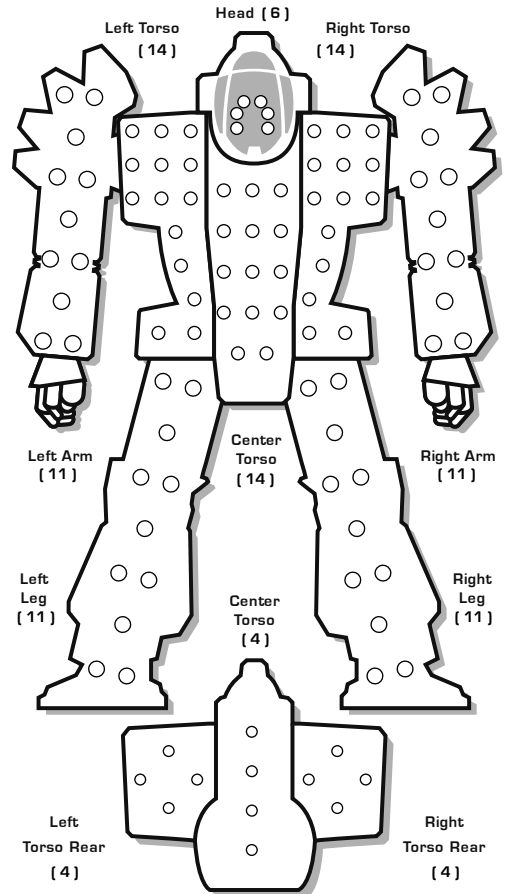
Name: \_\_\_\_\_

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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Roll Again

1-3

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

4-6

#### Left Torso

- Heat Sink
- Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Head

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

1-3

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Ammo [AC/10] 10
- Ammo [AC/10] 10

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Hatchet
- Hatchet

1-3

- Hatchet
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- Heat Sink
- Heat Sink
- AC/10
- AC/10
- AC/10
- AC/10

1-3

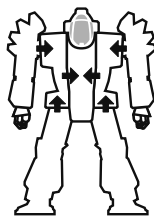
- AC/10
- AC/10
- AC/10
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

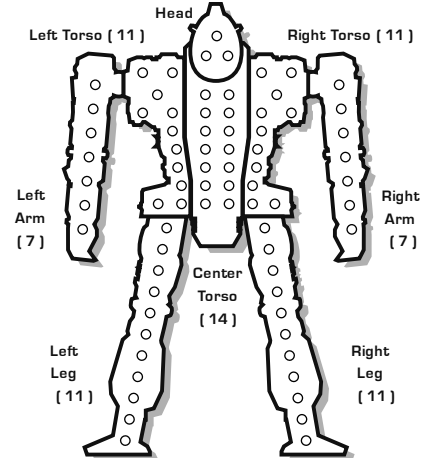
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Sinks: 11



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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Hatchetman HCT-5S

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

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	[hexes]			
					Min	Sht	Med	Lng
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
1	Hatchet	RA	—	9	—	—	—	—
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	LB 10-X AC	RT	2	10	—	6	12	18

[DB,C/F/S]

Ammo: [LB 10-X Cluster] 10

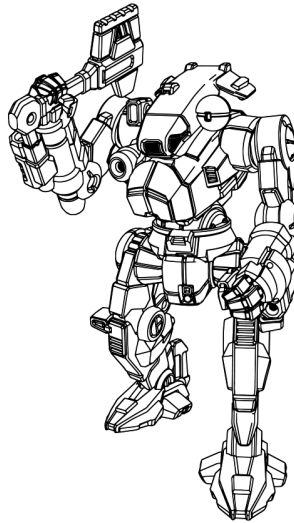
BV: 1,039



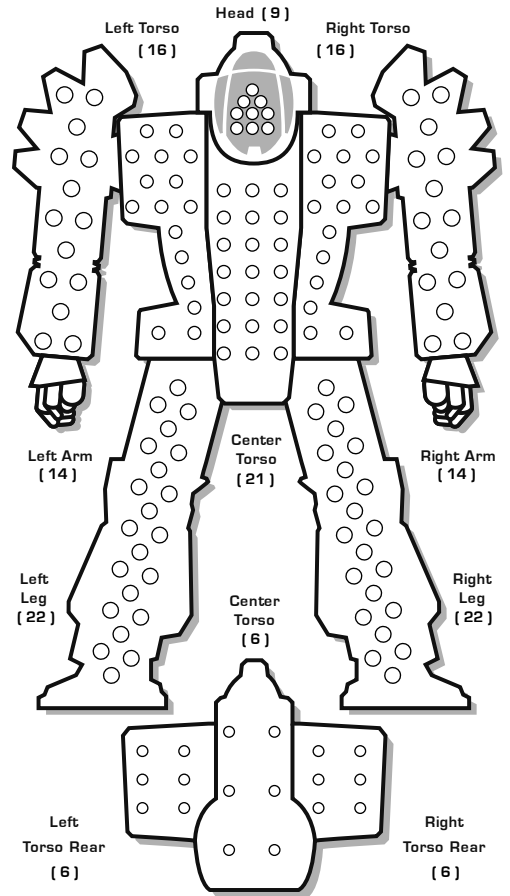
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



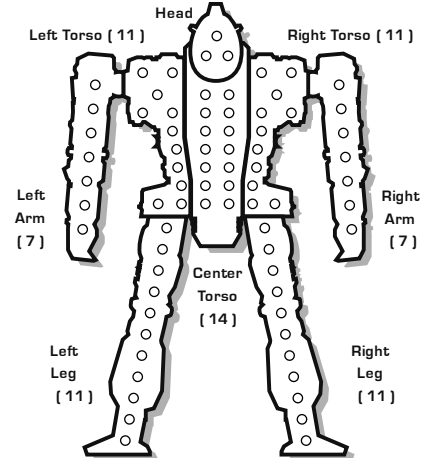
### CRITICAL TABLE

Location	1	2	3	4	5	6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Pulse Laser	6. Ferro-Fibrous
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Hatchet	6. Hatchet
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Heat Sink	5. Medium Pulse Laser	6. Ferro-Fibrous
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Heat Sink	5. LB 10-X AC	6. LB 10-X AC
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet

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

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
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



# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Centurion CN9-A

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 50

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Brawler

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AC/10	RA	3	10 [DB,S]	-	5	10	15
1	LRM 10	LT	4	1/Msl [M,C,S]	6	7	14	21
1	Medium Laser	CT	3	5 [DE]	-	3	6	9
1	Medium Laser (R)	CT	3	5 [DE]	-	3	6	9

Ammo: [AC/10] 20, [LRM 10] 24

BV: 945

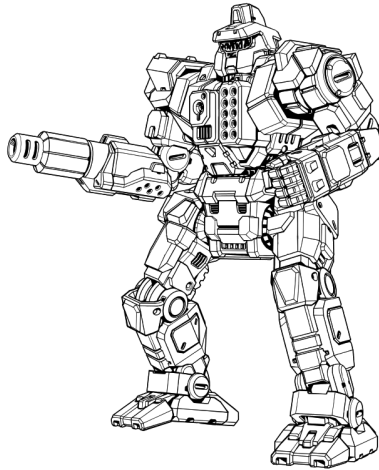


### WARRIOR DATA

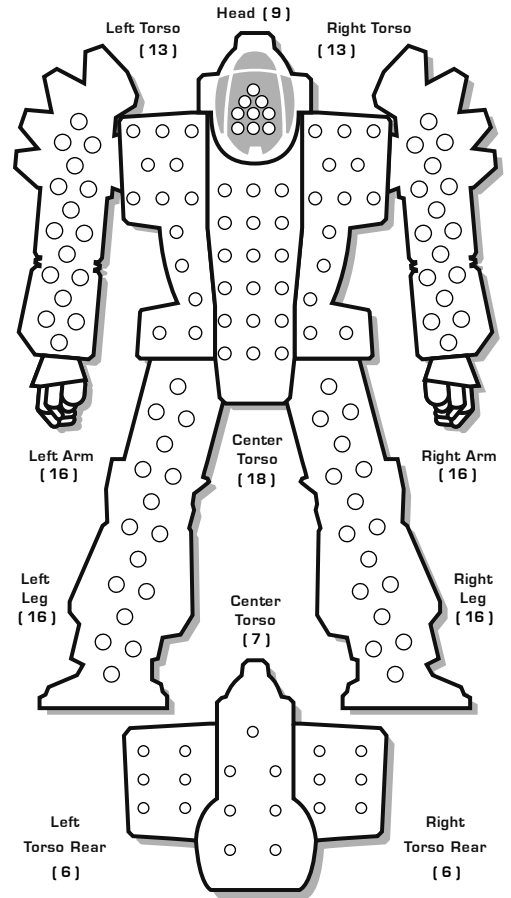
Name: \_\_\_\_\_

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

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
  - Roll Again

1-3

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

4-6

#### Left Torso

- Heat Sink
  - LRM 10
  - LRM 10
- 1-3 Ammo (LRM 10) 12
- Ammo (LRM 10) 12
  - Roll Again

1-3

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

4-6

#### Left Leg

- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
- Roll Again
  - Roll Again

#### Head

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

1-3

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Medium Laser (R)

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3 AC/10
- AC/10
  - AC/10

1-3

- AC/10
- AC/10
- AC/10
- AC/10
- Roll Again
- Roll Again

4-6

#### Right Torso

- Heat Sink
  - Ammo (AC/10) 10
  - Ammo (AC/10) 10
- 1-3 Roll Again
- Roll Again
  - Roll Again

1-3

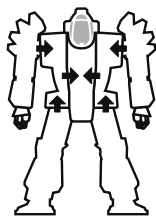
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

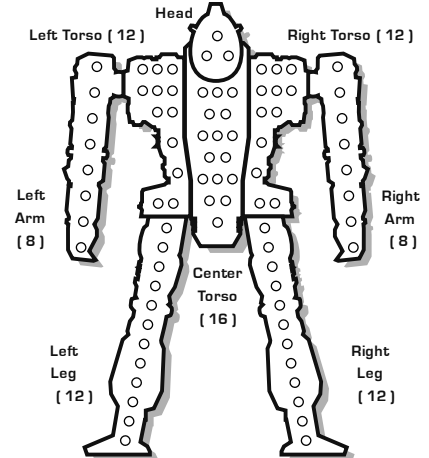
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
- Roll Again
  - Roll Again

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Centurion CN9-D

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 50

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10	-	6	12	18
[DB,C/F/S]								
1	LRM 10 w/ Artemis IV	LT	4	1/Msl [M,C,S]	6	7	14	21
1	Medium Laser	CT	3	5 [DE]	-	3	6	9
1	Medium Laser (R)	CT	3	5 [DE]	-	3	6	9

Ammo: (LB 10-X) 10, (LB 10-X Cluster) 10, (LRM 10 Artemis-capable) 24

BV: 1,130

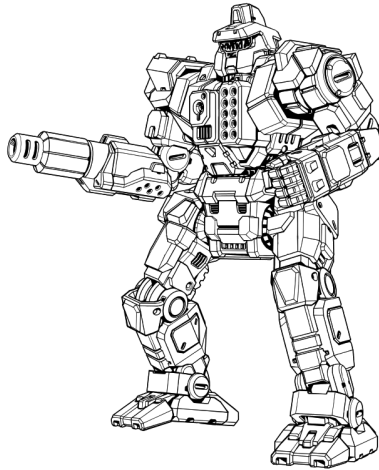


### WARRIOR DATA

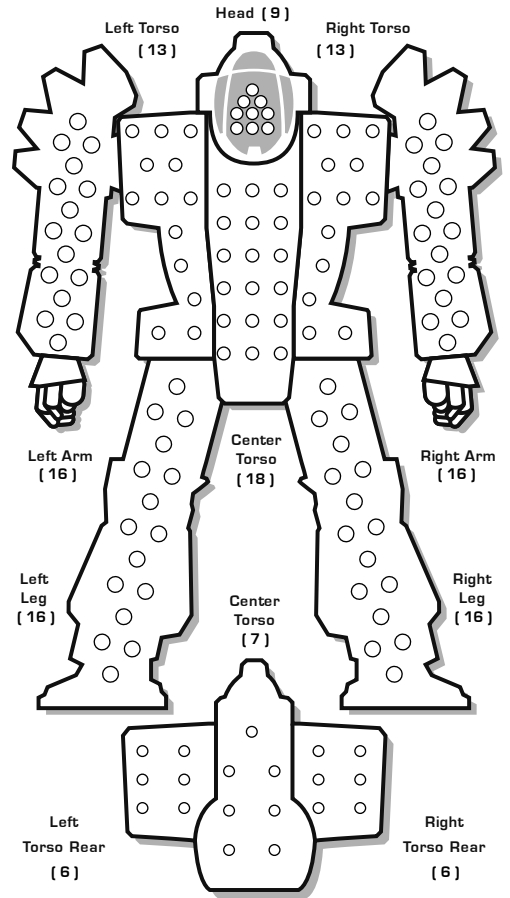
Name: \_\_\_\_\_

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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- Endo Steel
- Endo Steel

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

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM 10
- LRM 10
- Artemis IV FCS

1-3

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

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

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

1-3

#### Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Medium Laser (R)

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo (LB 10-X Cluster) 10
- Ammo (LB 10-X) 10
- Ammo (LRM 10 Artemis-capable) 12

1-3

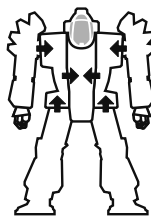
- Ammo (LRM 10 Artemis-capable) 12
- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Right Leg

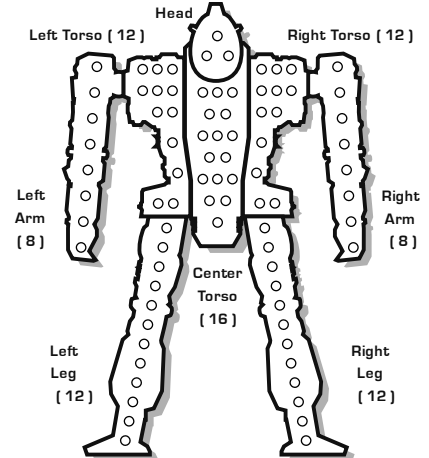
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Sinks: 10



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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Crab CRB-20

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 50

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Skirmisher

### Weapons & Equipment Inventory

(hexes)

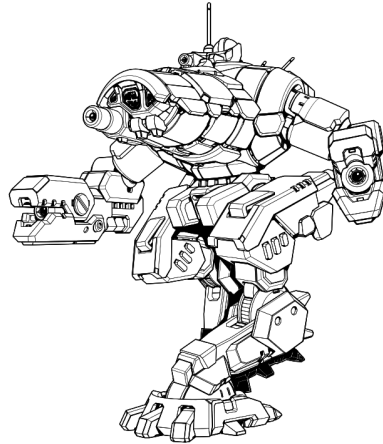
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Small Laser	HD	1	3 [DE]	—	1	2	3

### WARRIOR DATA

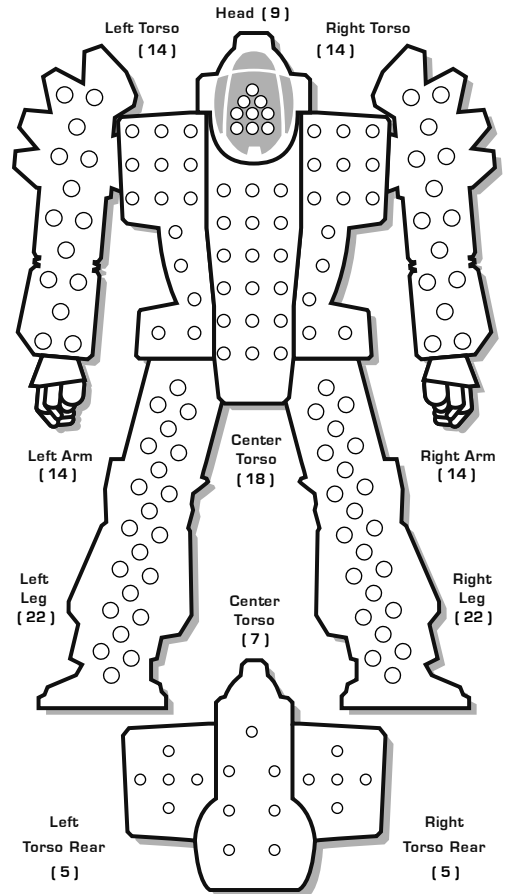
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



BV: 1,143



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Laser
- Large Laser

1-3

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

4-6

#### Left Torso

- Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

1-3

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Roll Again

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Laser
- Large Laser

1-3

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

4-6

#### Right Torso

- Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

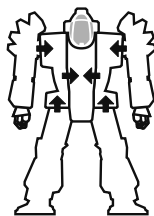
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

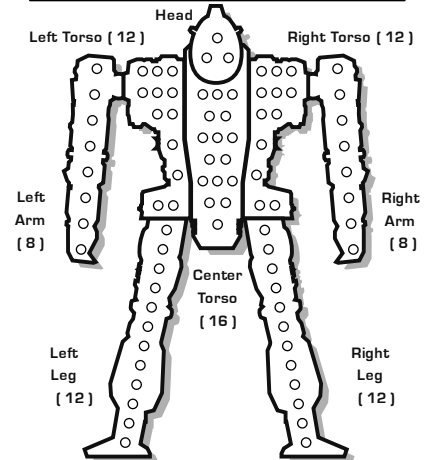
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

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



Damage Transfer Diagram

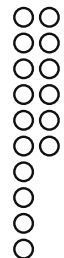
### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Sinks: 16



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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Crab CRB-27

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 50

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

### Weapons & Equipment Inventory

(hexes)

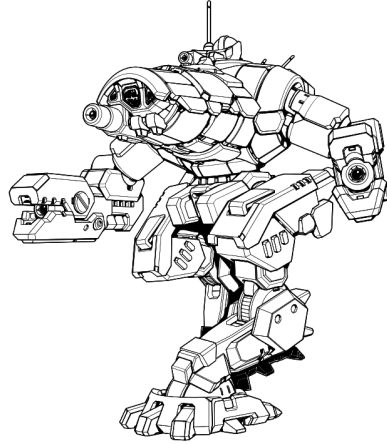
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Small Laser	HD	1	3 [DE]	—	1	2	3

### WARRIOR DATA

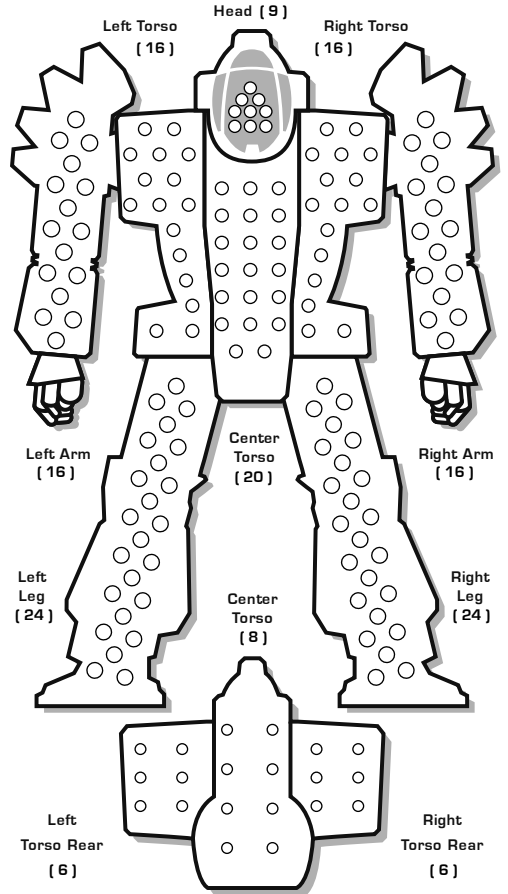
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



BV: 1,198



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Laser
- Large Laser

1-3

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

4-6

#### Left Torso

- Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

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

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

1-3

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Roll Again

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Laser
- Large Laser

1-3

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

4-6

#### Right Torso

- Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

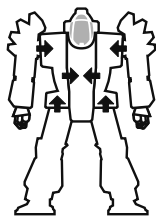
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

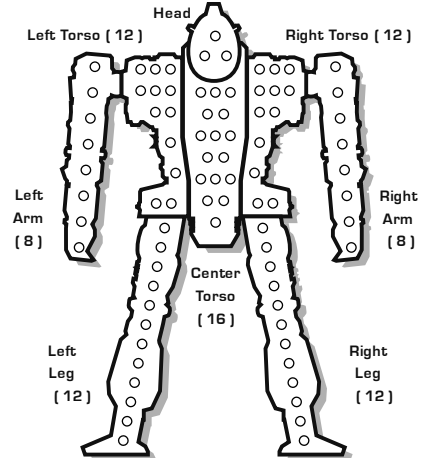
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

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



Damage Transfer Diagram

### 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:
30	Shutdown	16
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	○○○○○○○○○○○○○

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Enforcer ENF-4R

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 50

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Skirmisher

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	AC/10	RA	3	10 [DB,S]	—	5	10	15
1	Small Laser	LT	1	3 [DE]	—	1	2	3

Ammo: [AC/10] 10

BV: 1,032

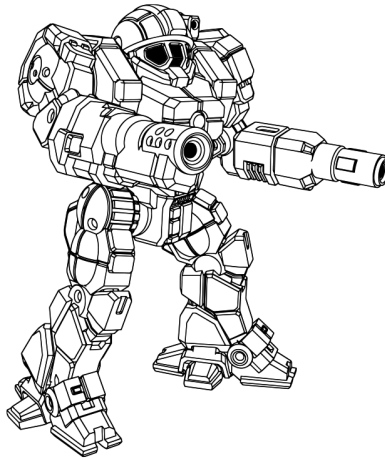


### WARRIOR DATA

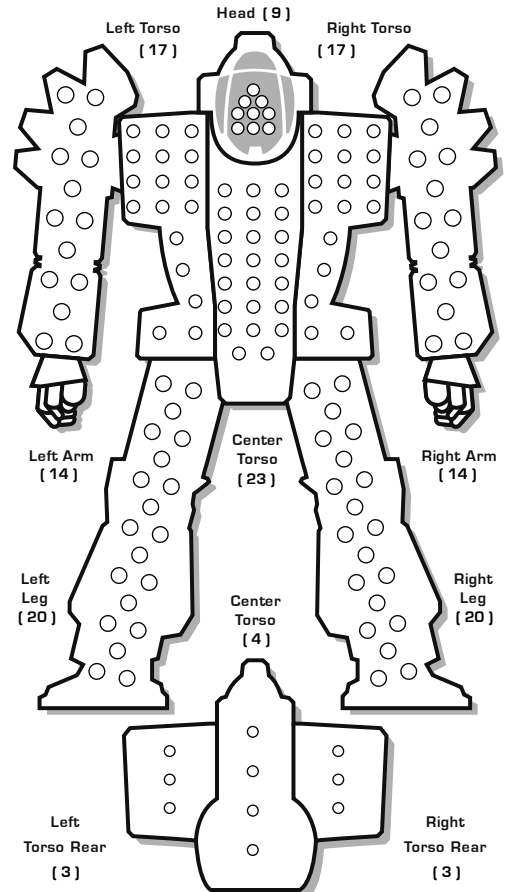
Name: \_\_\_\_\_

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

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Large Laser
  - Large Laser
  - Roll Again

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

#### Left Torso

- Heat Sink
  - Heat Sink
  - Small Laser
- 1-3
- Roll Again
  - Roll Again
  - Roll Again

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

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Head

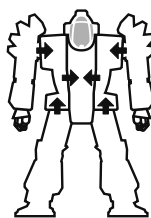
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
  - Fusion Engine
  - Fusion Engine
- 1-3
- Gyro
  - Gyro
  - Gyro

- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Roll Again
  - Roll Again
- 4-6

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- AC/10
  - AC/10
  - AC/10

- AC/10
  - AC/10
  - AC/10
  - AC/10
  - Roll Again
  - Roll Again
- 4-6

#### Right Torso

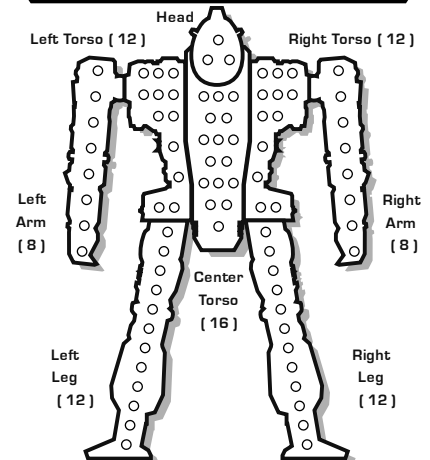
- Heat Sink
  - Heat Sink
  - Ammo (AC/10) 10
- 1-3
- Roll Again
  - Roll Again
  - Roll Again

- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Sinks: 12



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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Enforcer ENF-5D

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Tonnage: 50

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19
1	LB 10-X AC	RA	2	10	—	6	12	18
[DB,C/F/S]								
1	Small Laser	LT	1	3 [DE]	—	1	2	3

Ammo: [LB 10-X] 10, [LB 10-X Cluster] 10

BV: 1,308

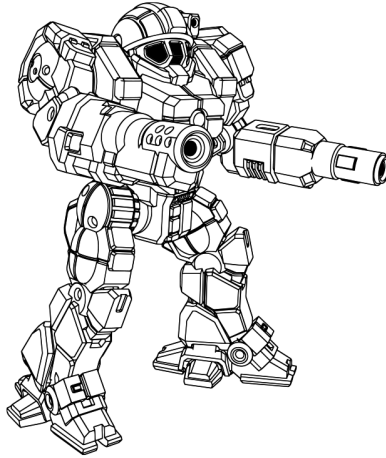


### WARRIOR DATA

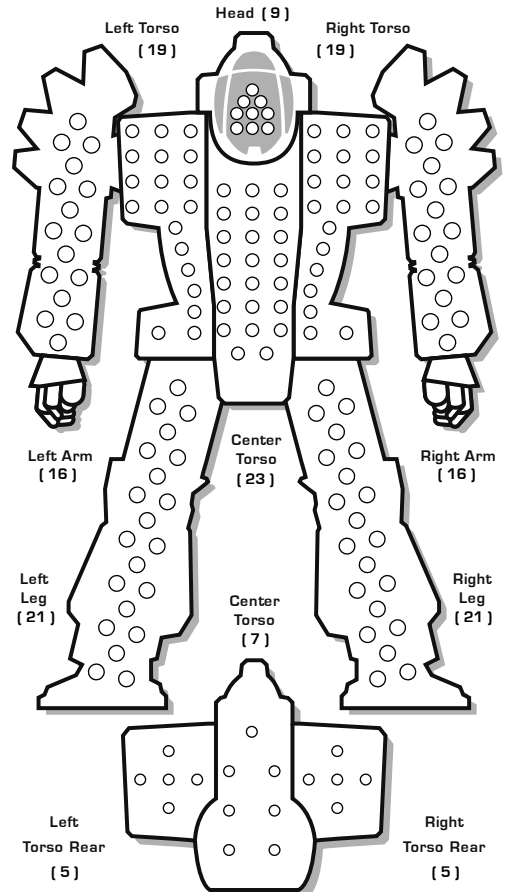
Name: \_\_\_\_\_

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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- ER Large Laser
- Ferro-Fibrous

1-3

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

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Small Laser

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Roll Again

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Ammo [LB 10-X Cluster] 10

1-3

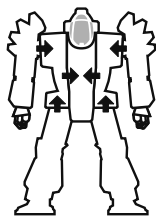
- Ammo [LB 10-X] 10
- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Leg

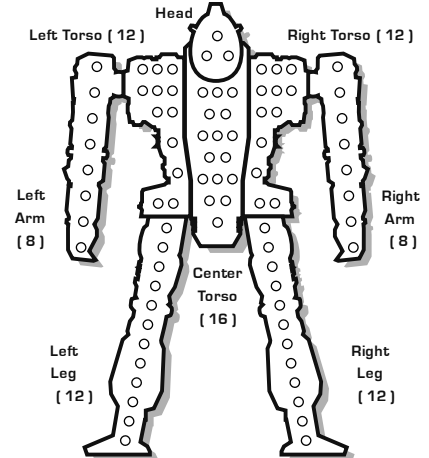
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Hunchback HBK-4G

Movement Points: **Tonnage:** 50  
**Walking:** 4 **Tech Base:** Inner Sphere  
**Running:** 6 **Rules Level:** Introductory  
**Jumping:** 0 **Role:** Juggernaut

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	[hexes]			
					Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	AC/20	RT	7	20 [DB,S]	—	3	6	9
1	Small Laser	HD	1	3 [DE]	—	1	2	3

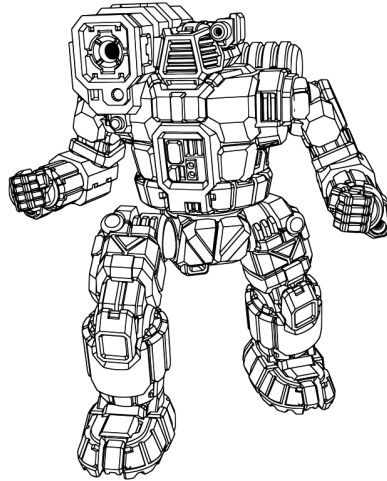
Ammo: [AC/20] 10

BV: 1,041

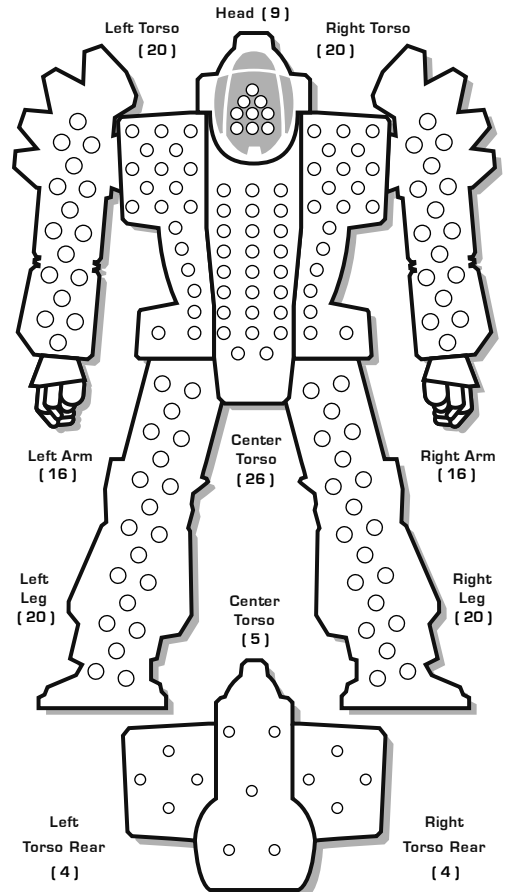


### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken: 1 2 3 4 5 6  
 Consciousness #: 3 5 7 10 11 Dead



### ARMOR DIAGRAM



### CRITICAL TABLE

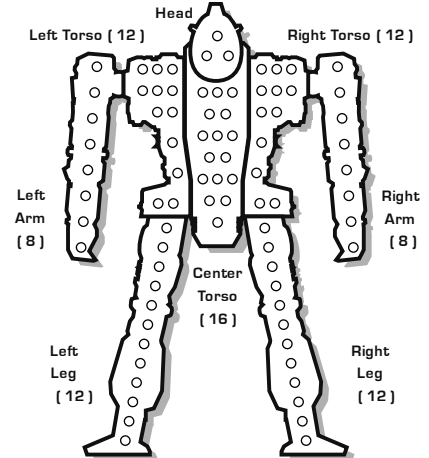
Location	1	2	3	4	5	6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Laser	6. Roll Again
<b>1-3</b>						
<b>4-6</b>	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Left Torso</b>	1. Ammo (AC/20) 5	2. Ammo (AC/20) 5	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>1-3</b>						
<b>4-6</b>	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Heat Sink	6. Heat Sink
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Small Laser	5. Sensors	6. Life Support
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Laser	6. Roll Again
<b>1-3</b>						
<b>4-6</b>	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Center Torso</b>	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>1-3</b>						
<b>4-6</b>	1. Gyro	2. Fusion Engine	3. Fusion Engine	4. Fusion Engine	5. Heat Sink	6. Roll Again
<b>Right Torso</b>	1. AC/20	2. AC/20	3. AC/20	4. AC/20	5. AC/20	6. AC/20
<b>1-3</b>						
<b>4-6</b>	1. AC/20	2. AC/20	3. AC/20	4. AC/20	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Heat Sink	6. Heat Sink

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	13
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
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Hunchback HBK-5M

Movement Points: \_\_\_\_\_ Tonnage: 50  
 Walking: 4 Tech Base: Inner Sphere  
 Running: 6 Rules Level: Standard  
 Jumping: 0 Role: Juggernaut

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	[hexes]			
					Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	AC/20	RT	7	20 [DB,S]	—	3	6	9
1	Small Pulse Laser	HD	2	3 [P,AI]	—	1	2	3

Ammo: [AC/20] 5

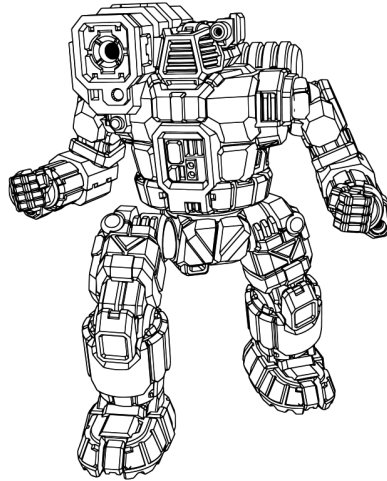
BV: 1,056



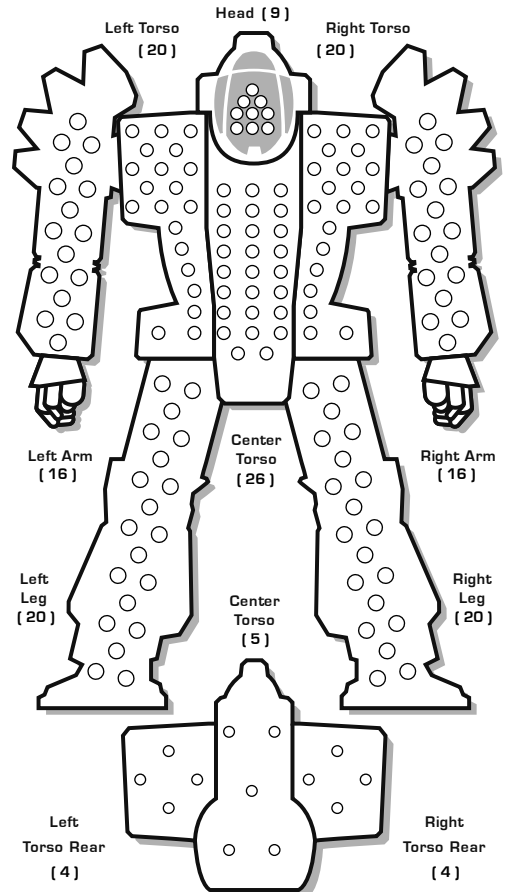
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead



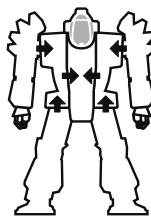
### ARMOR DIAGRAM



### CRITICAL TABLE

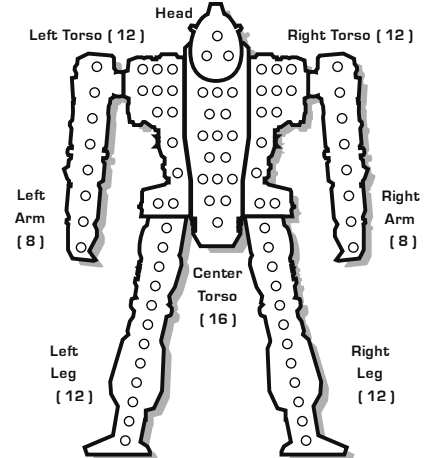
- |  |   |   |
|--|---|---|
| <p><b>Left Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Hand Actuator</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Medium Laser</li> <li>Roll Again</li> </ol> <p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Ammo [AC/20] 5</li> <li>CASE</li> <li>Roll Again</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>Left Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Roll Again</li> <li>Roll Again</li> </ol> | <p><b>Head</b></p> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Small Pulse Laser</li> <li>Sensors</li> <li>Life Support</li> </ol> <p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Roll Again</li> <li>Roll Again</li> </ol> | <p><b>Right Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Hand Actuator</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Medium Laser</li> <li>Roll Again</li> </ol> <p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>AC/20</li> <li>AC/20</li> <li>AC/20</li> <li>AC/20</li> <li>AC/20</li> <li>AC/20</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>AC/20</li> <li>AC/20</li> <li>AC/20</li> <li>AC/20</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>Right Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Roll Again</li> <li>Roll Again</li> </ol> |
|--|---|---|

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	13 [26]
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



# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Trebuchet TBT-5N

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 50

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Missile Boat

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LA	5	1/Msl [M,C,S]	6	7	14	21
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	LRM 15	RT	5	1/Msl [M,C,S]	6	7	14	21

Ammo: [LRM 15] 16

BV: 1,191

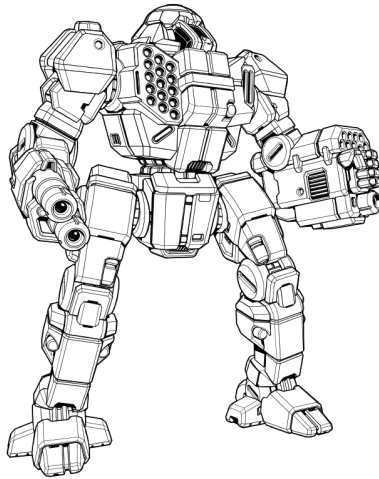


### WARRIOR DATA

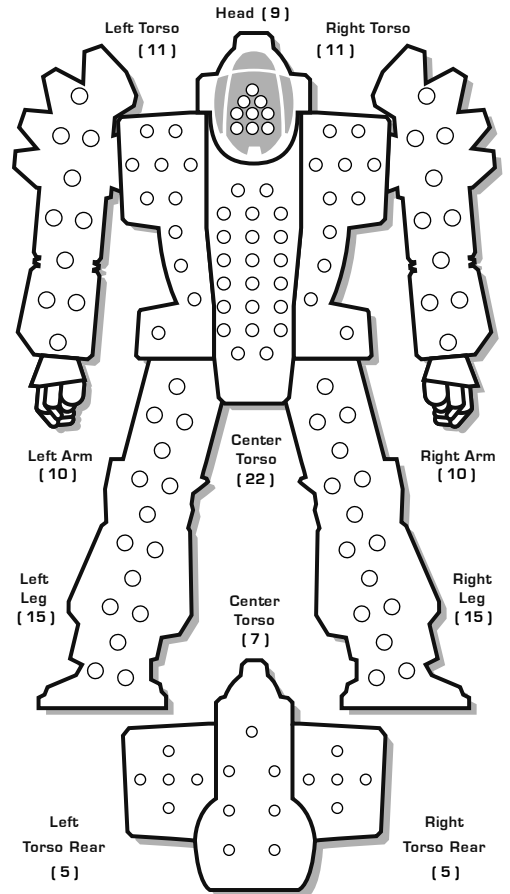
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



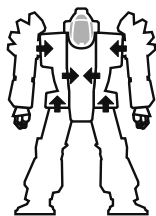
### CRITICAL TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3 Hand Actuator
- LRM 15
  - LRM 15
- 1-3 LRM 15
- Medium Laser
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- Left Torso**
- Ammo [LRM 15] 8
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3 Roll Again
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Roll Again
  - Sensors
  - Life Support
- Center Torso**
- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3 Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Roll Again
  - Roll Again
  - Roll Again

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Medium Laser
  - Medium Laser
  - Roll Again
- 1-3 Roll Again
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- Right Torso**
- LRM 15
  - LRM 15
  - LRM 15
  - Ammo [LRM 15] 8
  - Roll Again
  - Roll Again
- 1-3 Roll Again
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

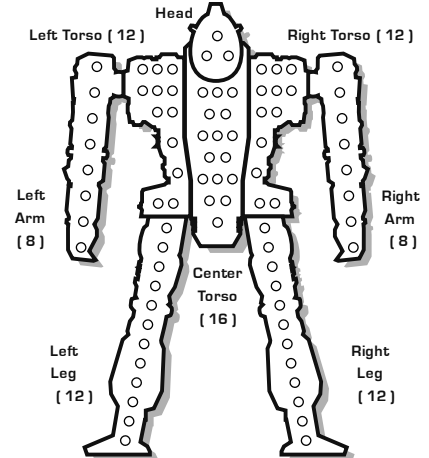
Engine Hits ○○○○  
Gyro Hits ○○○○  
Sensor Hits ○○○○  
Life Support ○



Damage Transfer Diagram

- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Sinks: 10



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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Trebuchet TBT-7M

Movement Points: **Tonnage:** 50  
**Walking:** 5 **Tech Base:** Inner Sphere  
**Running:** 8 **Rules Level:** Standard  
**Jumping:** 5 **Role:** Missile Boat

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)			
					Min	Sht	Med	Lng
1	LRM 15	LA	5	1/Msl [M,C,S]	6	7	14	21
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Narc	LT	—	[M]	—	3	6	9
1	LRM 15	RT	5	1/Msl [M,C,S]	6	7	14	21

Ammo: [LRM 15 Narc-capable] 16, [Narc] 12

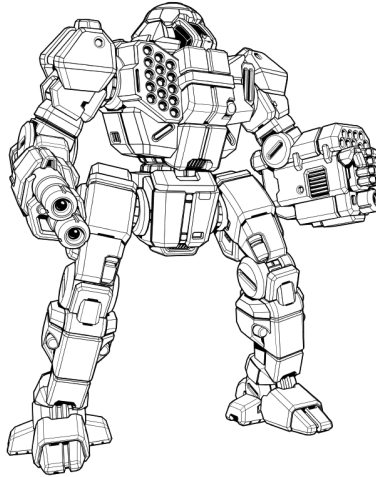
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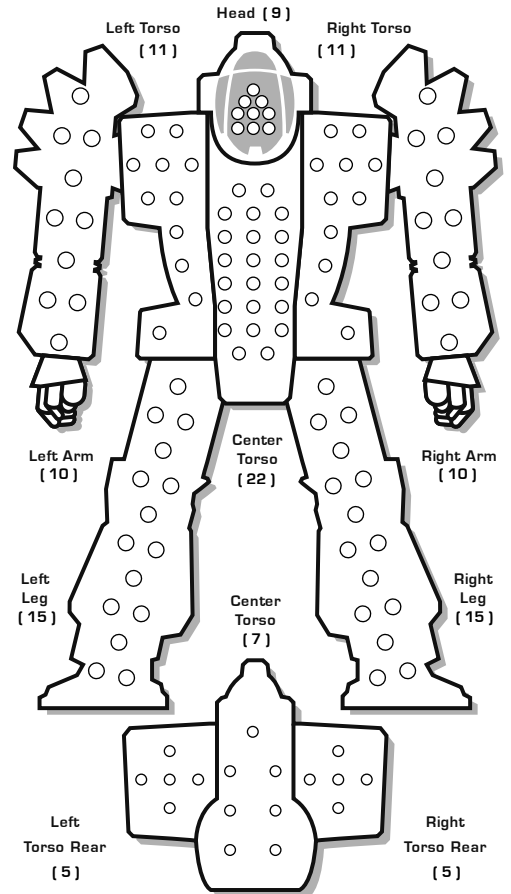
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead



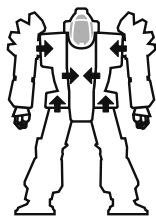
### ARMOR DIAGRAM



### CRITICAL TABLE

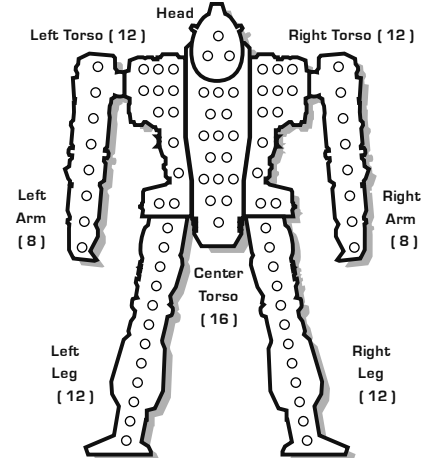
- |                                 |                 |                       |
|---------------------------------|-----------------|-----------------------|
| <b>Left Arm</b>                 | <b>Head</b>     | <b>Right Arm</b>      |
| 1. Shoulder                     | 1. Life Support | 1. Shoulder           |
| 2. Upper Arm Actuator           | 2. Sensors      | 2. Upper Arm Actuator |
| 3. Lower Arm Actuator           | 3. Cockpit      | 3. Lower Arm Actuator |
| 4. Hand Actuator                | 4. Roll Again   | 4. Medium Laser       |
| 5. LRM 15                       | 5. Sensors      | 5. Medium Laser       |
| 6. LRM 15                       | 6. Life Support | 6. Endo Steel         |
| <b>Center Torso</b>             |                 |                       |
| 1. LRM 15                       |                 |                       |
| 2. Medium Laser                 |                 |                       |
| 3. Endo Steel                   |                 |                       |
| 4. Endo Steel                   |                 |                       |
| 5. Endo Steel                   |                 |                       |
| 6. Endo Steel                   |                 |                       |
| <b>Left Torso</b>               |                 | <b>Right Torso</b>    |
| 1. XL Fusion Engine             |                 | 1. XL Fusion Engine   |
| 2. XL Fusion Engine             |                 | 2. XL Fusion Engine   |
| 3. XL Fusion Engine             |                 | 3. XL Fusion Engine   |
| 4. [Narc]                       |                 | 4. LRM 15             |
| 5. [Narc]                       |                 | 5. LRM 15             |
| 6. Ammo [LRM 15 Narc-capable] 8 |                 | 6. LRM 15             |
| <b>Right Torso</b>              |                 |                       |
| 1. Ammo [Narc] 6                |                 |                       |
| 2. Ammo [Narc] 6                |                 |                       |
| 3. CASE                         |                 |                       |
| 4. Endo Steel                   |                 |                       |
| 5. Endo Steel                   |                 |                       |
| 6. Endo Steel                   |                 |                       |
| <b>Left Leg</b>                 |                 | <b>Right Leg</b>      |
| 1. Hip                          |                 | 1. Hip                |
| 2. Upper Leg Actuator           |                 | 2. Upper Leg Actuator |
| 3. Lower Leg Actuator           |                 | 3. Lower Leg Actuator |
| 4. Foot Actuator                |                 | 4. Foot Actuator      |
| 5. Jump Jet                     |                 | 5. Jump Jet           |
| 6. Jump Jet                     |                 | 6. Jump Jet           |

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	10 (20)
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Bushwacker BSW-X1

Movement Points:

Walking: 5  
 Running: 8  
 Jumping: 0

Tonnage: 55

Tech Base: Inner Sphere  
 Rules Level: Standard  
 Role: Skirmisher

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	LA	2	1/Msl [M,C,S]	6	7	14	21
1	AC/10	RA	3	10 [DB,S]	—	5	10	15
1	LRM 5	LT	2	1/Msl [M,C,S]	6	7	14	21
1	Machine Gun	LT	—	2 [DB,AI]	—	1	2	3
1	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3
1	ER Large Laser	CT	12	8 [DE]	—	7	14	19

Ammo: [AC/10] 10, [LRM 5] 24, [Machine Gun] 100

BV: 1,223

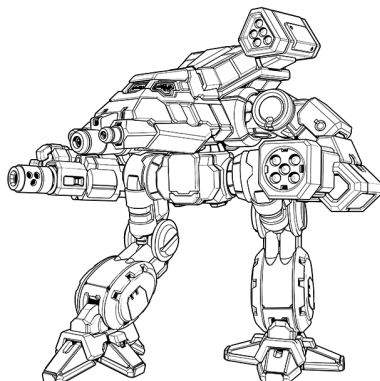


### WARRIOR DATA

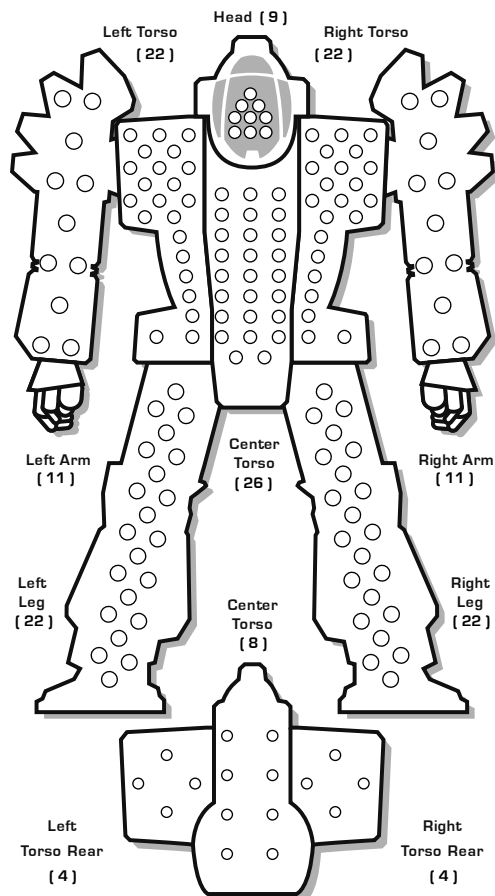
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM

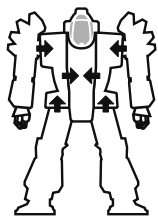


### CRITICAL TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- LRM 5
  - Ferro-Fibrous
  - Roll Again
- Center Torso**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Left Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - LRM 5
  - Machine Gun
  - Ammo (LRM 5) 24
- 1-3
- CASE
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Roll Again
  - Sensors
  - Life Support
- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - AC/10
  - AC/10
- 1-3
- AC/10
  - AC/10
  - AC/10
  - AC/10
  - AC/10
  - Ferro-Fibrous
- 4-6
- Right Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Machine Gun
  - Ammo (Machine Gun) 100
  - Ammo (AC/10) 10
- 1-3
- CASE
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6

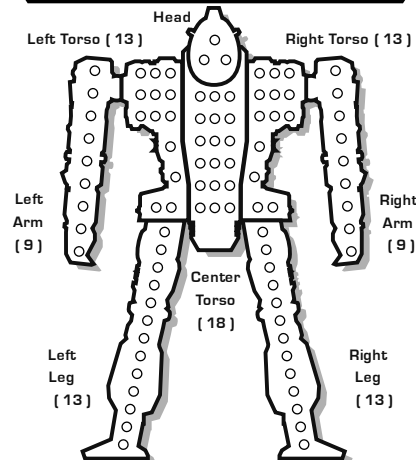
Engine Hits ○○○○  
 Gyro Hits ○○○  
 Sensor Hits ○○○  
 Life Support ○



Damage Transfer Diagram

- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Ferro-Fibrous
  - Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 11 (22)
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Bushwacker BSW-X2

Movement Points: \_\_\_\_\_  
 Walking: 5      Tonnage: 55  
 Running: 8      Tech Base: Inner Sphere  
 Jumping: 0      Rules Level: Standard  
 Role: Skirmisher

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	LA	2	1/Msl [M,C,S]	6	7	14	21
1	AC/10	RA	3	10 [DB,S]	—	5	10	15
2	LRM 5	LT	2	1/Msl [M,C,S]	6	7	14	21
1	Machine Gun	LT	—	2 [DB,AI]	—	1	2	3
1	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3
2	Medium Pulse Laser	CT	4	6 [P]	—	2	4	6

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	LA	2	1/Msl [M,C,S]	6	7	14	21
1	AC/10	RA	3	10 [DB,S]	—	5	10	15
2	LRM 5	LT	2	1/Msl [M,C,S]	6	7	14	21
1	Machine Gun	LT	—	2 [DB,AI]	—	1	2	3
1	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3
2	Medium Pulse Laser	CT	4	6 [P]	—	2	4	6

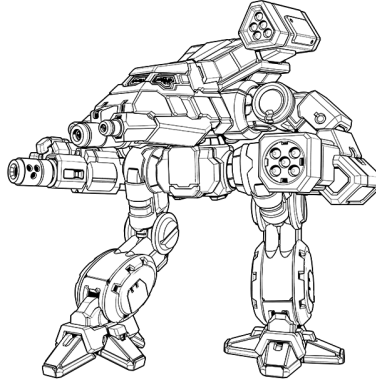
Ammo: [AC/10] 10, [LRM 5] 24, [Machine Gun] 100

BV: 1,193

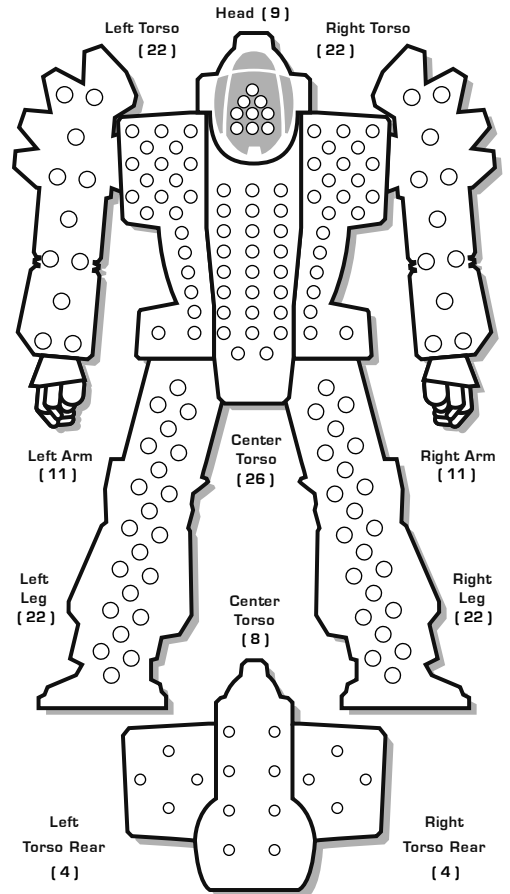


### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken: 1 2 3 4 5 6  
 Consciousness #: 3 5 7 10 11 Dead



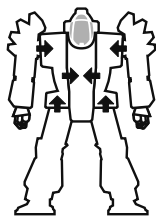
### ARMOR DIAGRAM



### CRITICAL TABLE

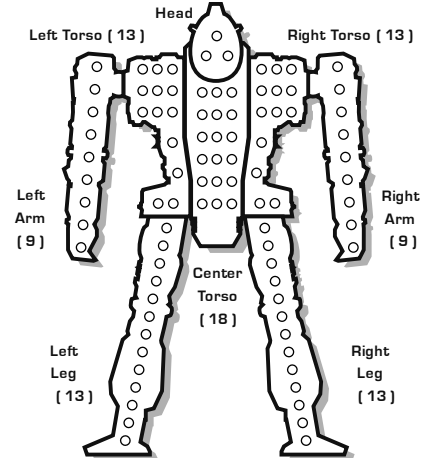
- |   |   |   |
|---|---|---|
| <p><b>Left Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>LRM 5</li> <li>Ferro-Fibrous</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>LRM 5</li> <li>LRM 5</li> <li>Machine Gun</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Ammo [LRM 5] 24</li> <li>CASE</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol> <p>4-6</p> <p><b>Left Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> </ol> | <p><b>Head</b></p> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Roll Again</li> <li>Sensors</li> <li>Life Support</li> </ol> <p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Medium Pulse Laser</li> <li>Medium Pulse Laser</li> </ol> <p>4-6</p> | <p><b>Right Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>AC/10</li> <li>AC/10</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>AC/10</li> <li>AC/10</li> <li>AC/10</li> <li>AC/10</li> <li>AC/10</li> <li>Ferro-Fibrous</li> </ol> <p>4-6</p> <p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Machine Gun</li> <li>Ammo [Machine Gun] 100</li> <li>Ammo [AC/10] 10</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>CASE</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol> <p>4-6</p> <p><b>Right Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> </ol> |
|---|---|---|

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	10 (20)
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Dragon DRG-1N

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Skirmisher

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	AC/5	RA	1	5 [DB,S]	3	6	12	18
1	Medium Laser (R)	LT	3	5 [DE]	—	3	6	9
1	LRM 10	CT	4	1/Msl [M,C,S]	6	7	14	21

Ammo: [AC/5] 40, [LRM 10] 24

BV: 1,125

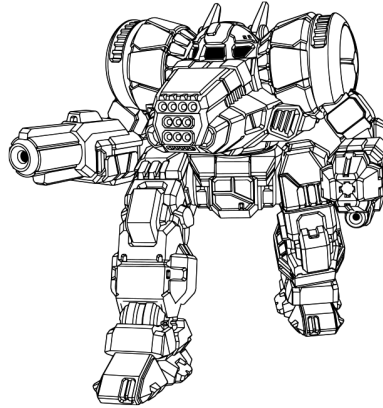


### WARRIOR DATA

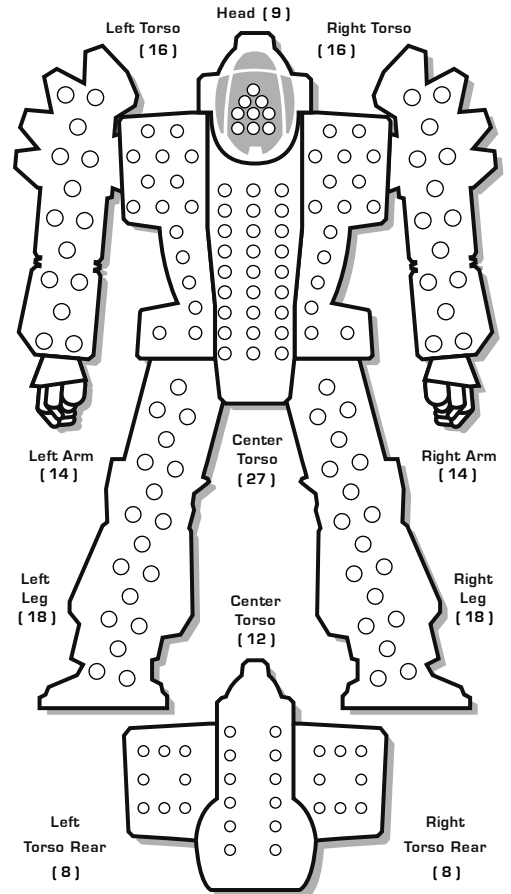
Name: \_\_\_\_\_

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

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

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

#### Left Torso

- Medium Laser (R)
  - Ammo [LRM 10] 12
  - Ammo [LRM 10] 12
- 1-3  
4. Roll Again  
5. Roll Again  
6. Roll Again

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

#### Left Leg

- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
5. Roll Again  
6. Roll Again

#### Head

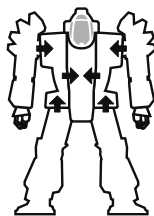
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

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

- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - LRM 10
  - LRM 10
- 4-6

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3  
4. AC/5  
5. AC/5  
6. AC/5

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

#### Right Torso

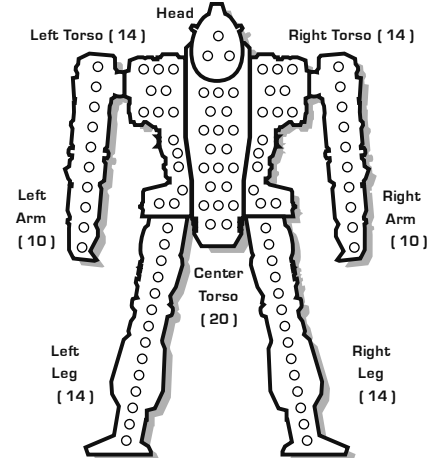
- Ammo [AC/5] 20
  - Ammo [AC/5] 20
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3  
4. Roll Again  
5. Roll Again  
6. Roll Again

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

#### Right Leg

- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
5. Roll Again  
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Grand Dragon DRG-5K

Movement Points: **Tonnage:** 60  
 Walking: 6 **Tech Base:** Inner Sphere  
 Running: 9 **Rules Level:** Standard  
 Jumping: 0 **Role:** Skirmisher

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	Medium Laser (R)	LT	3	5 [DE]	—	3	6	9
1	Medium Laser (R)	RT	3	5 [DE]	—	3	6	9
1	LRM 10	CT	4	1/Msl [M,C,S]	6	7	14	21

(hexes)

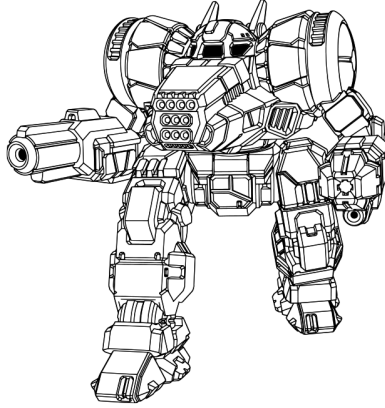
Ammo: [LRM 10] 24

BV: 1,358

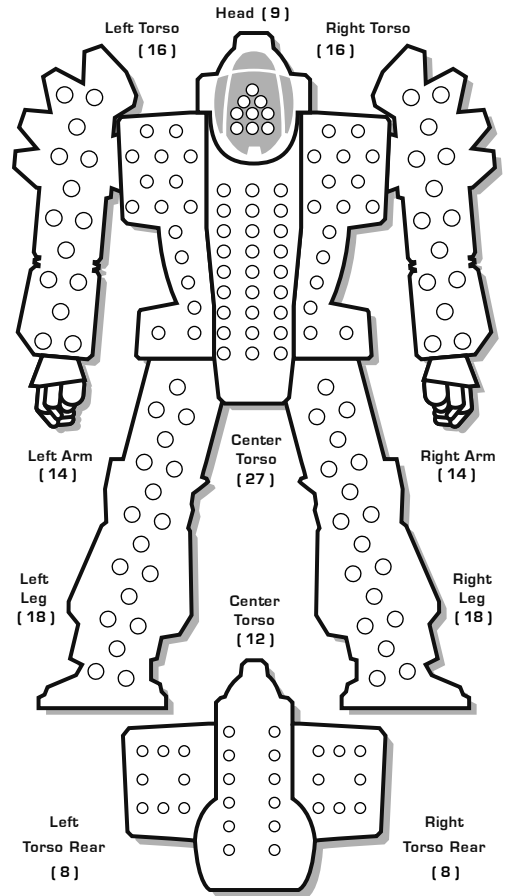


### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken: 1 2 3 4 5 6  
 Consciousness #: 3 5 7 10 11 Dead



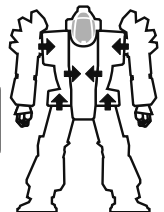
### ARMOR DIAGRAM



### CRITICAL TABLE

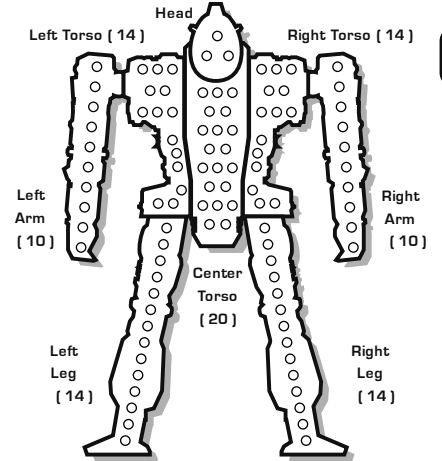
Location	1-3	4-6
<b>Left Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Laser 6. Roll Again	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
<b>Right Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. ER PPC 5. ER PPC 6. ER PPC	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
<b>Center Torso</b>	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. [LRM 10] 6. [LRM 10]
<b>Left Torso</b>	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Medium Laser (R) 5. Ammo [LRM 10] 12 6. Ammo [LRM 10] 12	1. CASE 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
<b>Right Torso</b>	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Medium Laser (R) 5. Roll Again 6. Roll Again	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
<b>Left Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again	
<b>Right Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again	

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	13 (26)
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
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Lancelot LNC25-01

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

### Weapons & Equipment Inventory

(hexes)

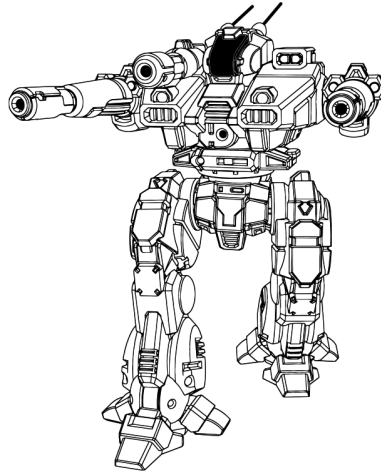
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	PPC	RT	10	10 [DE]	3	6	12	18
1	Medium Laser	CT	3	5 [DE]	—	3	6	9

### WARRIOR DATA

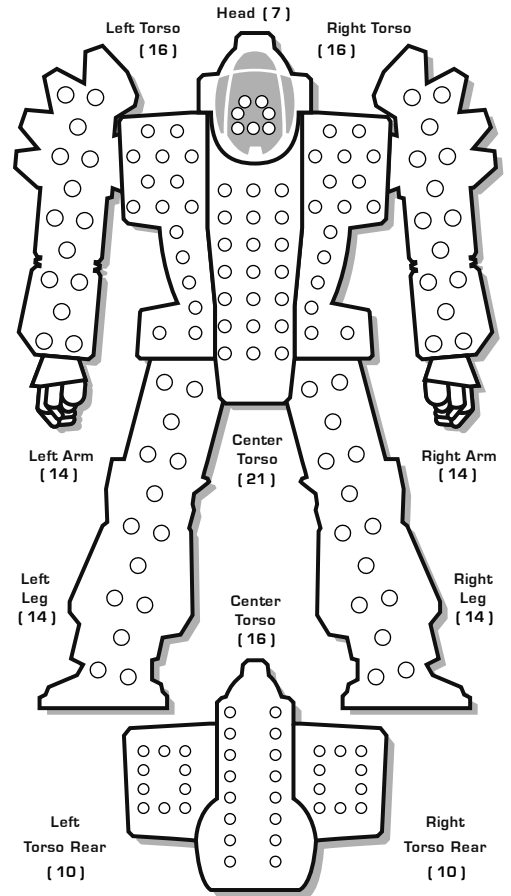
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



BV: 1,422



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Large Laser
- Large Laser
- Roll Again
- Roll Again

1-3

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

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

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

1-3

- #### Center Torso
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Roll Again

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Large Laser
- Large Laser
- Roll Again
- Roll Again

1-3

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

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- PPC
- PPC
- PPC

1-3

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

4-6

#### Right Leg

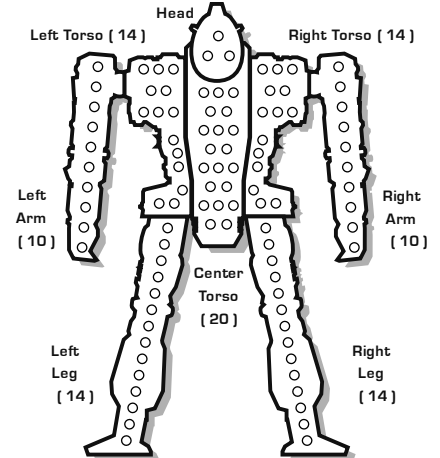
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
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 Level	Effects
30*	Overflow
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	

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Lancelot LNC25-02

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Brawler

### Weapons & Equipment Inventory

(hexes)

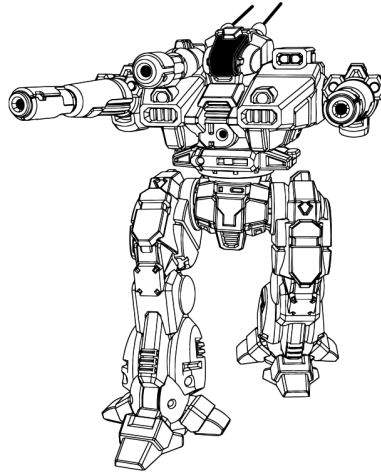
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	PPC	RT	10	10 [DE]	3	6	12	18
1	Medium Laser	CT	3	5 [DE]	—	3	6	9

### WARRIOR DATA

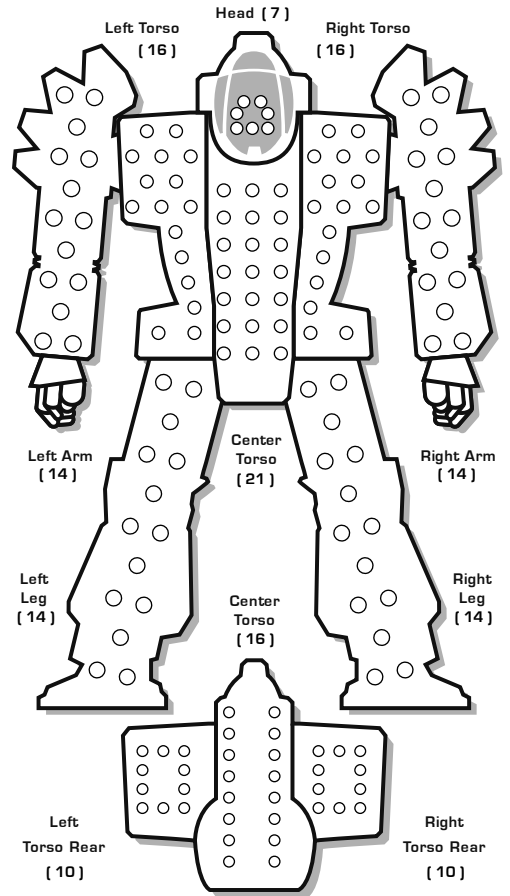
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



BV: 1,236



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Large Laser
- Large Laser
- Roll Again
- Roll Again

1-3

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

4-6

#### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

1-3

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Heat Sink
- Medium Laser

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Large Laser
- Large Laser
- Roll Again
- Roll Again

1-3

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

4-6

#### Right Torso

- Heat Sink
- PPC
- PPC
- PPC
- Roll Again
- Roll Again

1-3

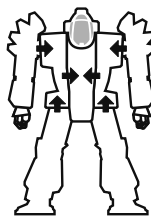
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

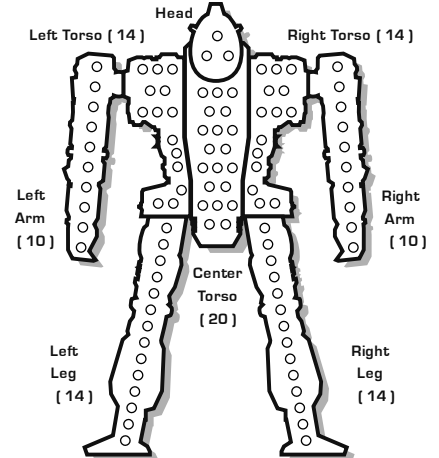
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	19
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
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



# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Axman AXM-1N

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 65

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	9 [P]	-	3	7	10
1	Hatchet	RA	-	13	-	-	-	-
3	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	AC/20	CT/RT	7	20 [DB,S]	-	3	6	9

Ammo: [AC/20] 10

BV: 1,374

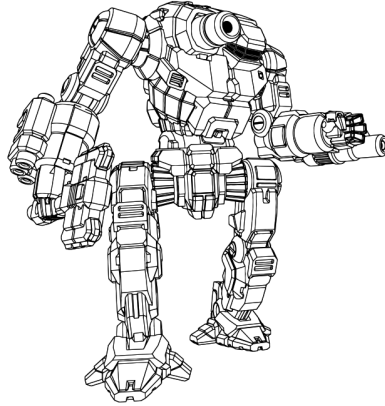


### WARRIOR DATA

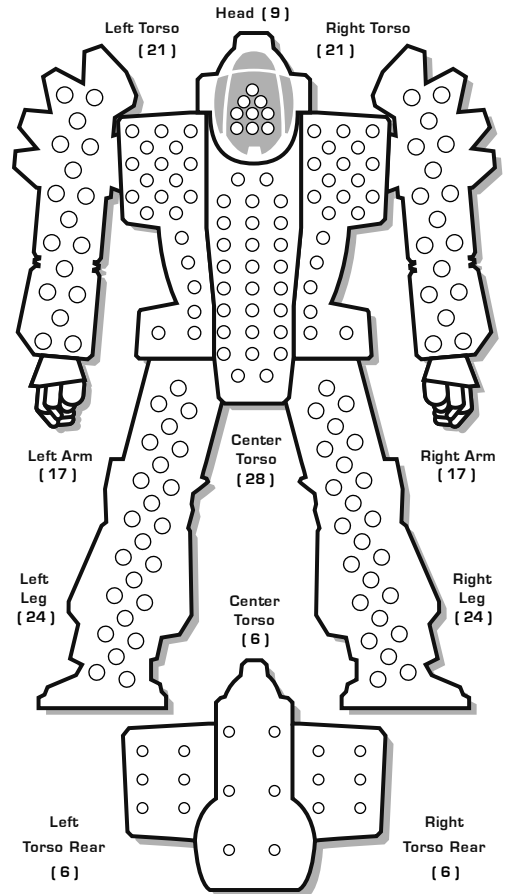
Name: \_\_\_\_\_

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

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3 Hand Actuator
- Large Pulse Laser
  - Large Pulse Laser

- Ferro-Fibrous
  - Ferro-Fibrous
- 4-6
- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous

#### Left Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- Ammo [AC/20] 5
  - Ammo [AC/20] 5
  - CASE

- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6
- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous

#### Left Leg

- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
- 5 Jump Jet
- 6 Jump Jet

#### Head

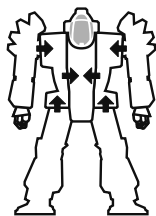
- Life Support
  - Sensors
  - Cockpit
  - Ferro-Fibrous
- 5 Sensors
- 6 Life Support

#### Center Torso

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

- Gyro
  - XL Fusion Engine
- 4-6
- XL Fusion Engine
  - XL Fusion Engine
  - AC/20
  - AC/20

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - Hatchet
  - Hatchet

- Hatchet
  - Hatchet
- 4-6
- Medium Laser
  - Medium Laser
  - Medium Laser

#### Right Torso

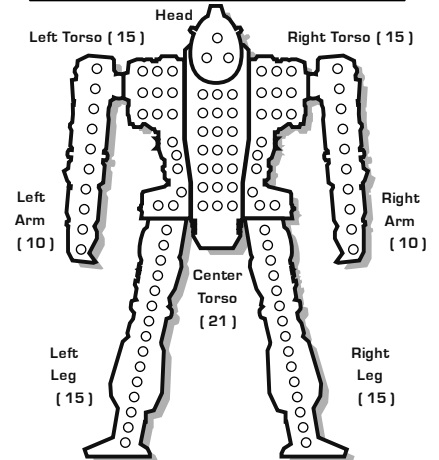
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- AC/20
  - AC/20
  - AC/20

- AC/20
  - AC/20
  - AC/20
- 4-6
- AC/20
  - AC/20
  - Ferro-Fibrous

#### Right Leg

- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
- 5 Jump Jet
- 6 Jump Jet

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Double Heat Sinks: 10 (20)



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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Axman AXM-2N

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 65

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	9 [P]	—	3	7	10
1	Hatchet	RA	—	13	—	—	—	—
3	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	LRM 15	LT	5	1/Msl [M,C,S]	6	7	14	21
1	LRM 15	RT	5	1/Msl [M,C,S]	6	7	14	21

Ammo: [LRM 15] 16

BV: 1,458

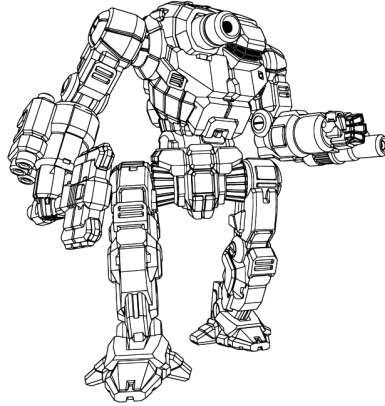


### WARRIOR DATA

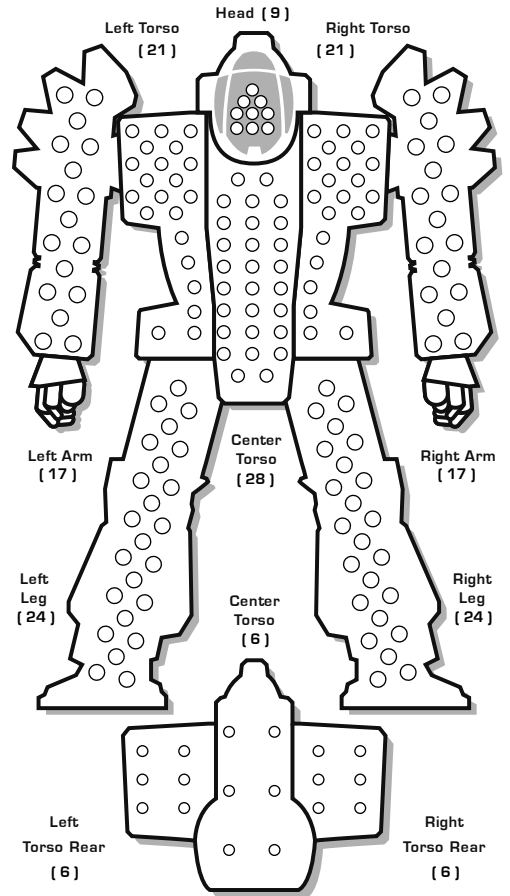
Name: \_\_\_\_\_

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**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - Large Pulse Laser
  - Large Pulse Laser

- 4-6
- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous

- Left Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- LRM 15
  - LRM 15
  - LRM 15

- 4-6
- Ammo [LRM 15] 8
  - Ammo [LRM 15] 8
  - CASE
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous

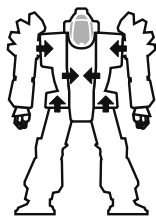
- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Jump Jet
  - Jump Jet

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Ferro-Fibrous
  - Sensors
  - Life Support

- Center Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- Gyro
  - Gyro
  - Gyro

- 4-6
- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Ferro-Fibrous
  - Roll Again

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



Damage Transfer Diagram

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - Hatchet
  - Hatchet

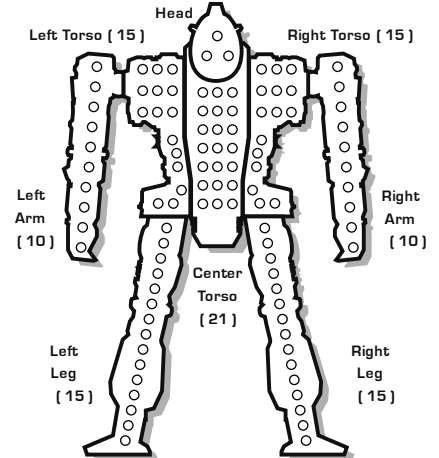
- 4-6
- Hatchet
  - Hatchet
  - Hatchet
  - Medium Laser
  - Medium Laser
  - Medium Laser

- Right Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- LRM 15
  - LRM 15
  - LRM 15

- 4-6
- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
  - Roll Again

- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Jump Jet
  - Jump Jet

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	10 (20)
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Crusader CRD-3R

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 65

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Missile Boat

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	LL	4	2/Msl [M,C,S]	—	3	6	9
1	SRM 6	RL	4	2/Msl [M,C,S]	—	3	6	9
1	LRM 15	LA	5	1/Msl [M,C,S]	6	7	14	21
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Machine Gun	LA	—	2 [DB,AI]	—	1	2	3
1	LRM 15	RA	5	1/Msl [M,C,S]	6	7	14	21
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Machine Gun	RA	—	2 [DB,AI]	—	1	2	3

Ammo: [LRM 15] 16, [Machine Gun] 200, [SRM 6] 15

BV: 1,317

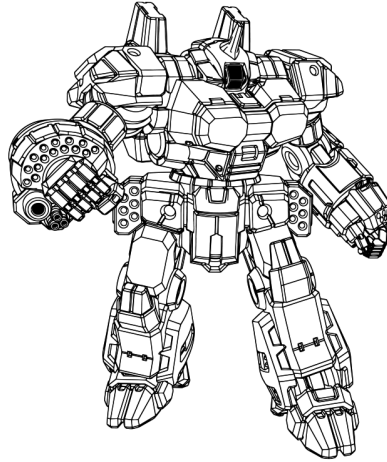


### WARRIOR DATA

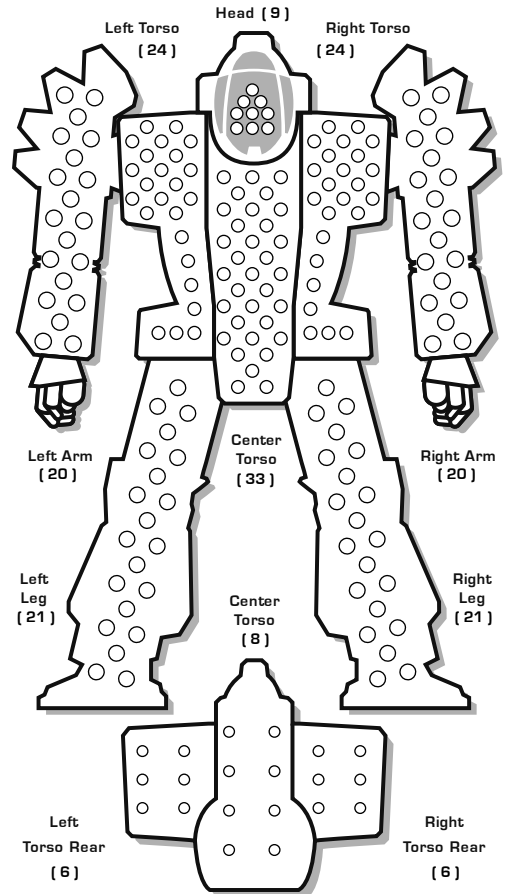
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



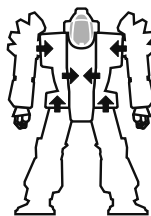
### ARMOR DIAGRAM



### CRITICAL TABLE

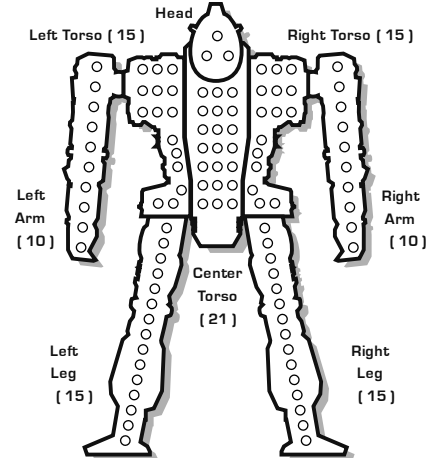
Location	1-3	4-6
<b>Left Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. LRM 15 6. LRM 15	1. LRM 15 2. Medium Laser 3. Machine Gun 4. Roll Again 5. Roll Again 6. Roll Again
<b>Right Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. LRM 15 6. LRM 15	1. LRM 15 2. Medium Laser 3. Machine Gun 4. Roll Again 5. Roll Again 6. Roll Again
<b>Center Torso</b>	1. Life Support 2. Sensors 3. Cockpit 4. Roll Again 5. Sensors 6. Life Support	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
<b>Left Torso</b>	1. Ammo [LRM 15] 8 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Ammo [SRM 6] 15 6. Ammo [Machine Gun] 200
<b>Right Torso</b>	1. Ammo [LRM 15] 8 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Ammo [SRM 6] 15 6. Ammo [Machine Gun] 200
<b>Left Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. SRM 6 6. SRM 6	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. SRM 6 6. SRM 6
<b>Right Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. SRM 6 6. SRM 6	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. SRM 6 6. SRM 6

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

**Type:** Crusader CRD-5M  
**Movement Points:**  
**Walking:** 4  
**Running:** 6  
**Jumping:** 4  
**Tonnage:** 65  
**Tech Base:** Inner Sphere  
**Rules Level:** Standard  
**Role:** Skirmisher

### Weapons & Equipment Inventory

		[hexes]						
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 2	LL	2	2/Msl [M,C]	—	3	6	9
1	Streak SRM 2	RL	2	2/Msl [M,C]	—	3	6	9
1	LRM 15	LA	5	1/Msl [M,C,S]	6	7	14	21
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	LRM 15	RA	5	1/Msl [M,C,S]	6	7	14	21
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Flamer	RA	3	2 [DE,HAI]	—	1	2	3
1	Machine Gun	RA	—	2 [DB,AI]	—	1	2	3
1	Anti-Missile System	HD	1	[PD]	—	1	—	—

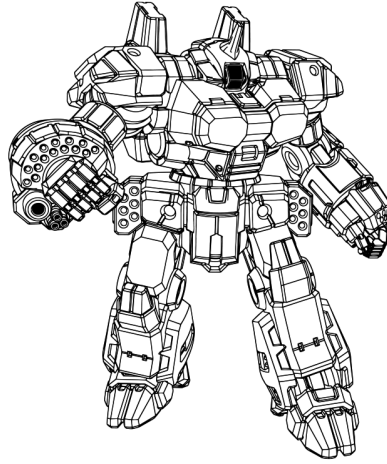
Ammo: [AMS] 12, [LRM 15] 16, [Machine Gun] 100, [Streak SRM 2] 50

BV: 1,408

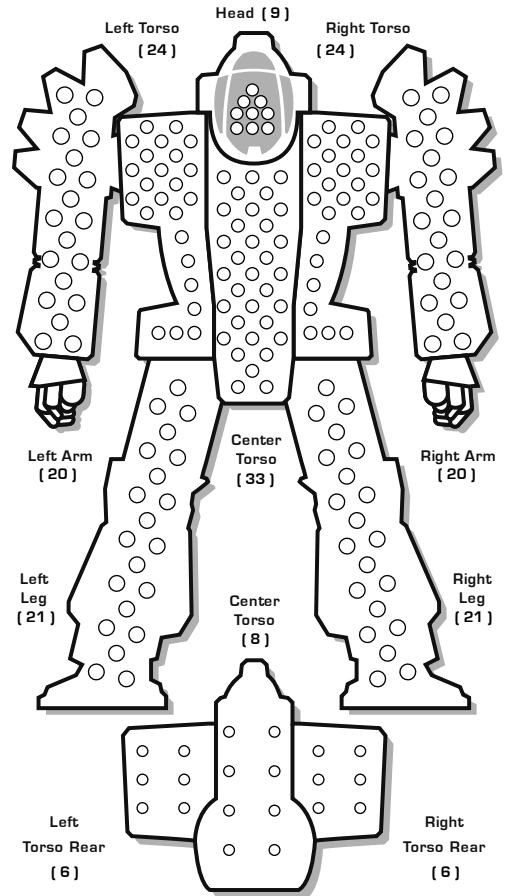


### WARRIOR DATA

**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**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Double Heat Sink
  - Double Heat Sink
- 1-3**
- Double Heat Sink
  - LRM 15
  - LRM 15
  - LRM 15
  - Medium Laser
  - Roll Again
- 4-6**
- Left Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 1-3**
- Jump Jet
  - Jump Jet
  - Ammo (Streak SRM 2) 50
- 4-6**
- CASE
  - Roll Again
  - Roll Again

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Anti-Missile System
  - Sensors
  - Life Support

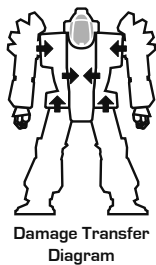
- Center Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Roll Again
  - Roll Again

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

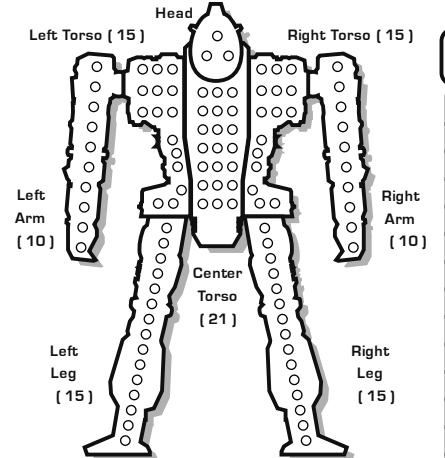
- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - LRM 15
  - LRM 15
- 1-3**
- LRM 15
  - Medium Laser
  - Flamer
  - Machine Gun
  - Ammo (Machine Gun) 100
  - Roll Again
- 4-6**

- Right Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 1-3**
- Jump Jet
  - Jump Jet
  - Ammo (LRM 15) 8
  - Ammo (LRM 15) 8
  - Ammo (AMS) 12
  - CASE
- 4-6**

- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Streak SRM 2
  - Roll Again



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 13 (26)
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Exterminator EXT-4A

**Movement Points:**      **Tonnage:** 65  
**Walking:** 5                      **Tech Base:** Inner Sphere  
**Running:** 8                      **Rules Level:** Introductory  
**Jumping:** 5                      **Role:** Skirmisher

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	LA	3	5 [DE]	—	3	6	9
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	LRM 10	LT	4	1/Msl [M,C,S]	6	7	14	21
1	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3
1	Small Laser	HD	1	3 [DE]	—	1	2	3

(hexes)

Ammo: [LRM 10] 12, [Machine Gun] 200

BV: 1,372



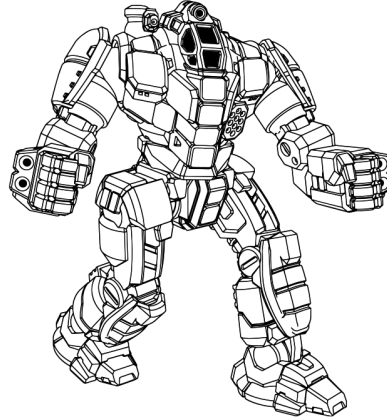
### WARRIOR DATA

Name: \_\_\_\_\_  
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
Hits Taken: 

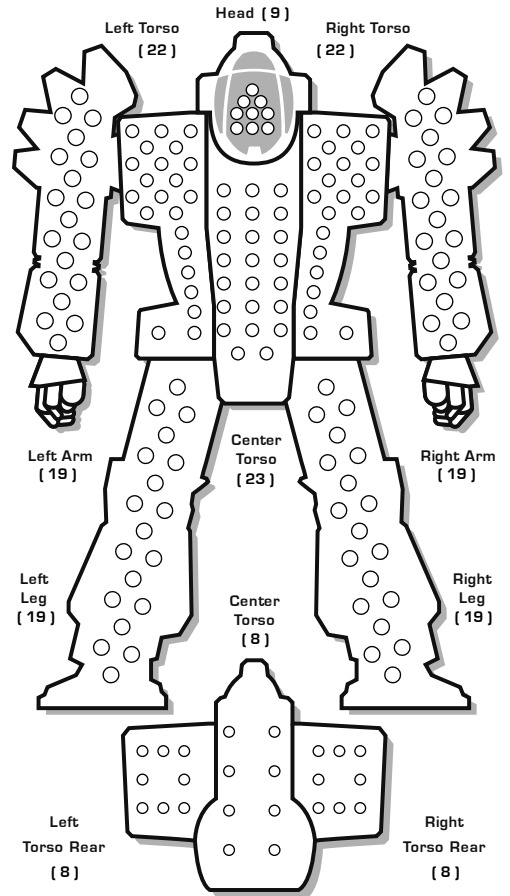
1	2	3	4	5	6
---	---	---	---	---	---

  
Consciousness #: 

3	5	7	10	11	Dead
---	---	---	----	----	------



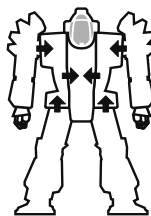
### ARMOR DIAGRAM



### CRITICAL TABLE

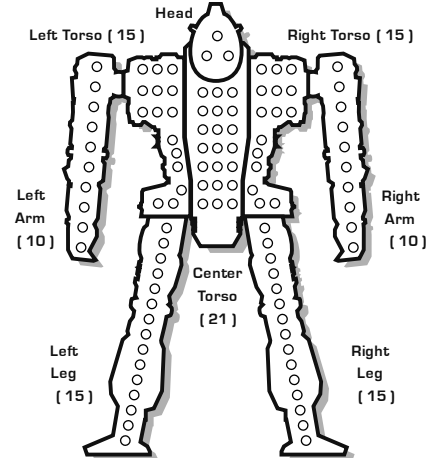
Location	Roll	Effect		
Left Arm	1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Laser 6. Medium Laser		
	4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again		
	Left Torso	1-3	1. Roll Again 2. Roll Again 3. LRM 10 4. LRM 10 5. 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 Leg	1-3	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot 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
Head			1-3	1. Life Support 2. Sensors 3. Cockpit 4. Small Laser 5. Sensors 6. Life Support
			4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
	Center Torso		1-3	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
			4-6	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Jump Jet 6. Ammo [LRM 10] 12
		Right Arm	1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Laser 6. Medium Laser
			4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Right Torso			1-3	1. Jump Jet 2. Jump Jet 3. Machine Gun 4. Ammo [Machine Gun] 200 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
	Right Leg		1-3	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot 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

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Exterminator EXT-4D

Movement Points: **Tonnage:** 65  
**Walking:** 6 **Tech Base:** Inner Sphere  
**Running:** 9 **Rules Level:** Standard  
**Jumping:** 6 **Role:** Skirmisher

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	[hexes]			
					Min	Sht	Med	Lng
2	Medium Laser	LA	3	5 [DE]	—	3	6	9
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	LRM 10	LT	4	1/Msl [M,C,S]	6	7	14	21
1	Anti-Missile System	RT	1	[PD]	—	1	—	—
1	Small Laser	HD	1	3 [DE]	—	1	2	3

Ammo: [AMS] 12, [LRM 10] 12

BV: 1,385



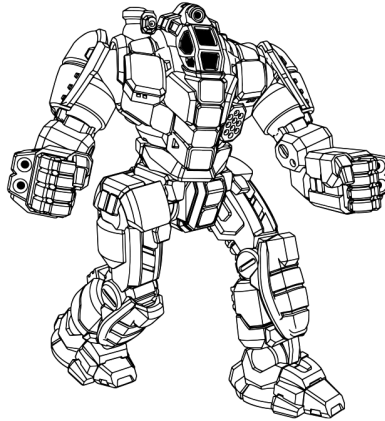
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken: 

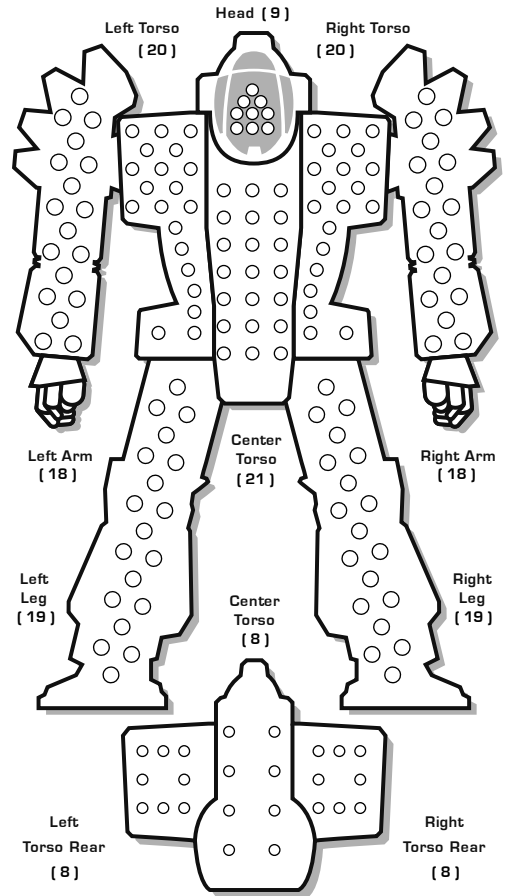
1	2	3	4	5	6
---	---	---	---	---	---

  
 Consciousness #: 

3	5	7	10	11	Dead
---	---	---	----	----	------



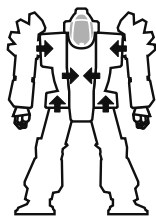
### ARMOR DIAGRAM



### CRITICAL TABLE

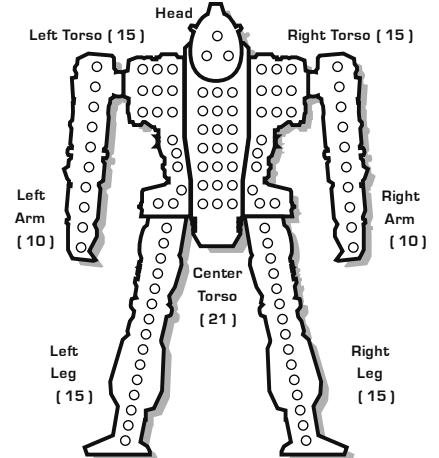
- |  |  |   |
|--|--|---|
| <p><b>Left Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>Medium Laser</li> <li>Medium Laser</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Jump Jet</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>LRM 10</li> <li>LRM 10</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <p><b>Left Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Roll Again</li> <li>Roll Again</li> </ol> | <p><b>Head</b></p> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Small Laser</li> <li>Sensors</li> <li>Life Support</li> </ol> <p><b>1-3</b></p> <p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p><b>4-6</b></p> <ol style="list-style-type: none"> <li>Gyro</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Ammo [LRM 10] 12</li> <li>Roll Again</li> </ol> | <p><b>Right Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>Medium Laser</li> <li>Medium Laser</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Jump Jet</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Anti-Missile System</li> <li>Ammo [AMS] 12</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> <p><b>Right Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Roll Again</li> <li>Roll Again</li> </ol> |
|--|--|---|

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



Damage Transfer Diagram

### 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	Double Heat Sinks: 10 (20)
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	

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Cataphract CTF-1X

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Brawler

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	PPC	RA	10	10 [DE]	3	6	12	18
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser (R)	LT	3	5 [DE]	—	3	6	9
1	AC/10	RT	3	10 [DB,S]	—	5	10	15
1	Medium Laser (R)	RT	3	5 [DE]	—	3	6	9

Ammo: [AC/10] 10

BV: 1,316

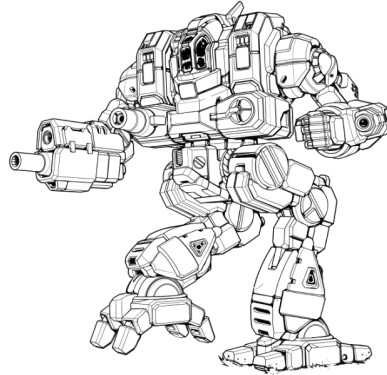


### WARRIOR DATA

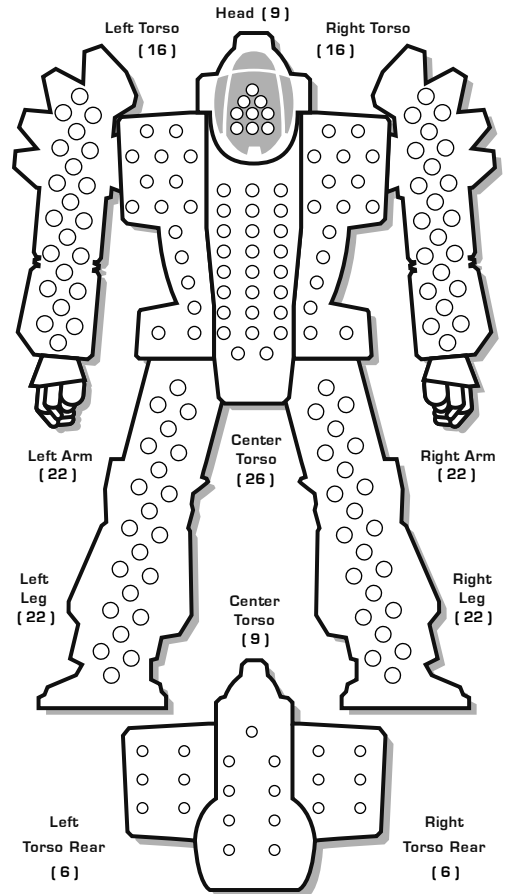
Name: \_\_\_\_\_

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

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3 Hand Actuator  
5. Medium Laser  
6. Roll Again

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

#### Left Torso

- Medium Laser (R)
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

#### Left Leg

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

#### Head

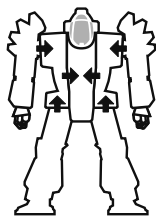
- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
  - Fusion Engine
  - Fusion Engine
- 1-3 Gyro  
5. Gyro  
6. Gyro

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

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3 PPC  
5. PPC  
6. PPC

- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

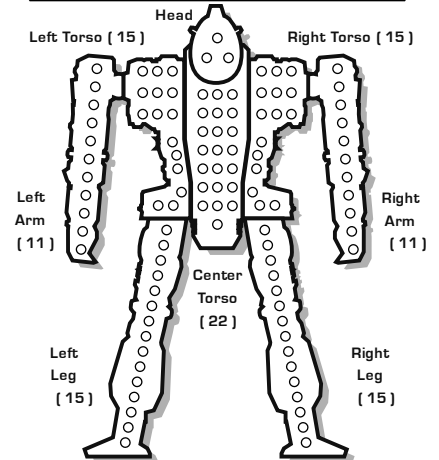
- AC/10
- AC/10
- AC/10
- AC/10
- AC/10
- AC/10

- AC/10
- Medium Laser (R)
- Ammo (AC/10) 10
- Roll Again
- Roll Again
- Roll Again

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	16
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
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Cataphract CTF-3D

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Standard

Role: Sniper

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Ultra AC/5	RA	1	5/Sht	2	6	13	20
				[DB,R/C]				
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser (R)	LT	3	5 [DE]	—	3	6	9
1	LB 10-X AC	RT	2	10	—	6	12	18
				[DB,C/F/S]				
1	Medium Laser (R)	RT	3	5 [DE]	—	3	6	9

Ammo: [LB 10-X] 10, [LB 10-X Cluster] 10, [Ultra AC/5] 20

BV: 1,325

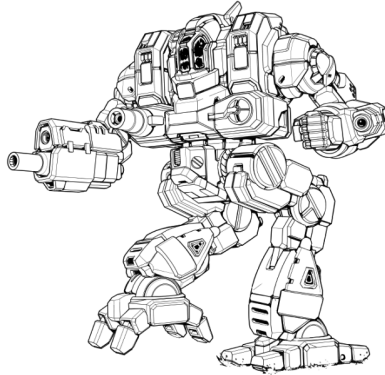


### WARRIOR DATA

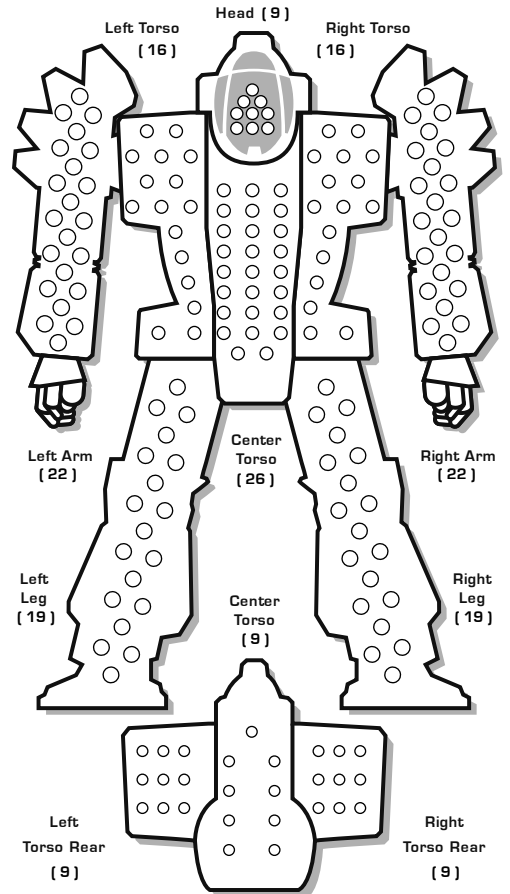
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL TABLE

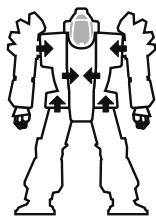
- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - Medium Laser
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Left Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- Heat Sink
  - Heat Sink
  - Medium Laser (R)
- 1-3
- Ammo [LB 10-X Cluster] 10
  - Ammo [LB 10-X] 10
  - CASE
- 4-6
- Roll Again
  - Roll Again
  - Roll Again

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Heat Sink
  - Sensors
  - Life Support

- Center Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- Gyro
  - Gyro
  - Gyro

- 4-6
- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Heat Sink
  - Heat Sink

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



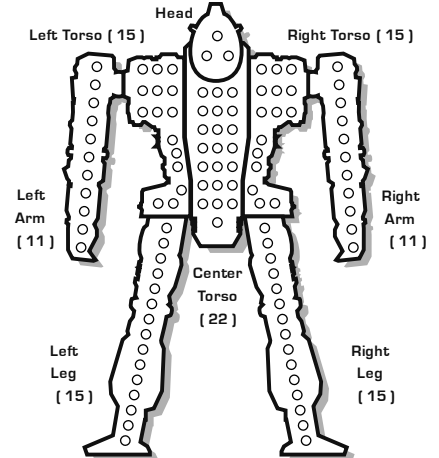
Damage Transfer Diagram

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Ultra AC/5
  - Ultra AC/5
  - Ultra AC/5
- 4-6
- Ultra AC/5
  - Ultra AC/5
  - Medium Laser
  - Roll Again
  - Roll Again
  - Roll Again

- Right Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- LB 10-X AC
  - LB 10-X AC
  - LB 10-X AC
- 4-6
- Medium Laser (R)
  - Ammo [Ultra AC/5] 20
  - CASE

- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Jump Jet
  - Jump Jet

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Sinks: 16



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



# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Grasshopper GHR-5H

Movement Points: **Tonnage:** 70  
**Walking:** 4 **Tech Base:** Inner Sphere  
**Running:** 6 **Rules Level:** Introductory  
**Jumping:** 4 **Role:** Skirmisher

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	[hexes]			
					Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Large Laser	CT	8	8 [DE]	—	5	10	15
1	LRM 5	HD	2	1/Msl [M.C.S]	6	7	14	21

Ammo: [LRM 5] 24

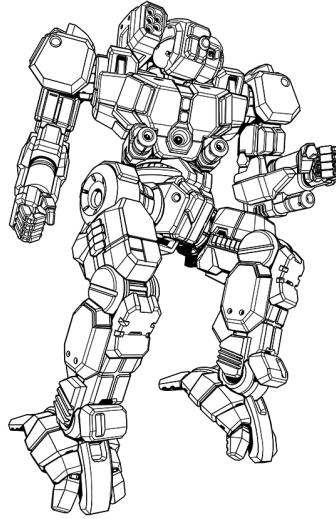
BV: 1,427



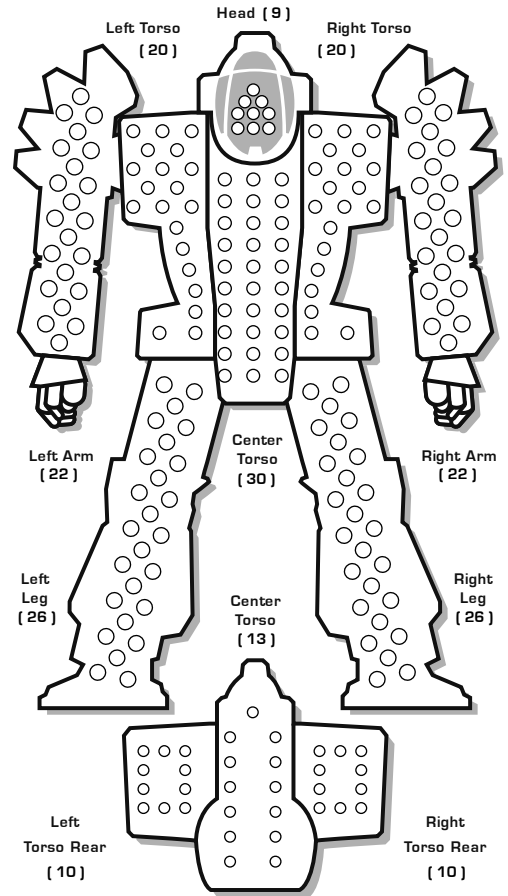
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



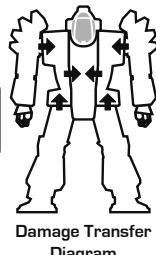
### ARMOR DIAGRAM



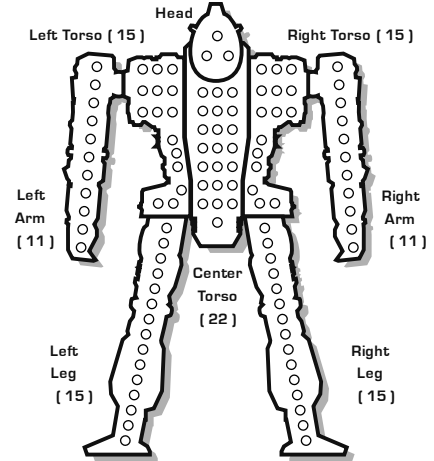
### CRITICAL TABLE

- |  |   |
|--|---|
| <p><b>Left Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Hand Actuator</li> <li>Heat Sink</li> <li>Medium Laser</li> </ol><br><ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p><br><p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>Heat Sink</li> <li>Heat Sink</li> <li>Heat Sink</li> <li>Heat Sink</li> <li>Heat Sink</li> <li>Medium Laser</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p><br><p><b>Left Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol> | <p><b>Head</b></p> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>LRM 5</li> <li>Sensors</li> <li>Life Support</li> </ol><br><p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p><b>1-3</b></p><br><ol style="list-style-type: none"> <li>Gyro</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Large Laser</li> <li>Large Laser</li> </ol> <p><b>4-6</b></p><br><p><b>Right Arm</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>Heat Sink</li> <li>Medium Laser</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p><br><p><b>Right Torso</b></p> <ol style="list-style-type: none"> <li>Heat Sink</li> <li>Heat Sink</li> <li>Heat Sink</li> <li>Heat Sink</li> <li>Medium Laser</li> <li>Ammo [LRM 5] 24</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p><br><p><b>Right Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol> |
|--|---|

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



### 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
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	○○○○

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Grasshopper GHR-5J

Movement Points: **Tonnage:** 70  
**Walking:** 4 **Tech Base:** Inner Sphere  
**Running:** 6 **Rules Level:** Standard  
**Jumping:** 4 **Role:** Skirmisher

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Anti-Missile System	RT	1	[PD]	—	1	—	—
1	ER Large Laser	CT	12	8 [DE]	—	7	14	19
1	Streak SRM 2	HD	2	2/Msl [M,C]	—	3	6	9

(hexes)

Ammo: [AMS] 12, [Streak SRM 2] 100

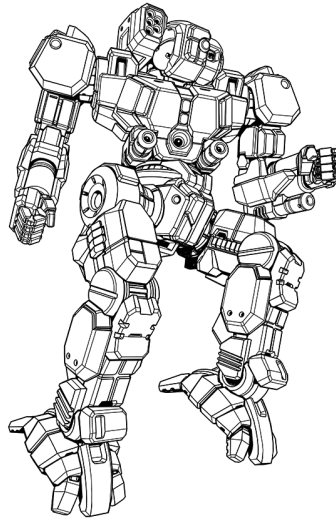
BV: 1,354



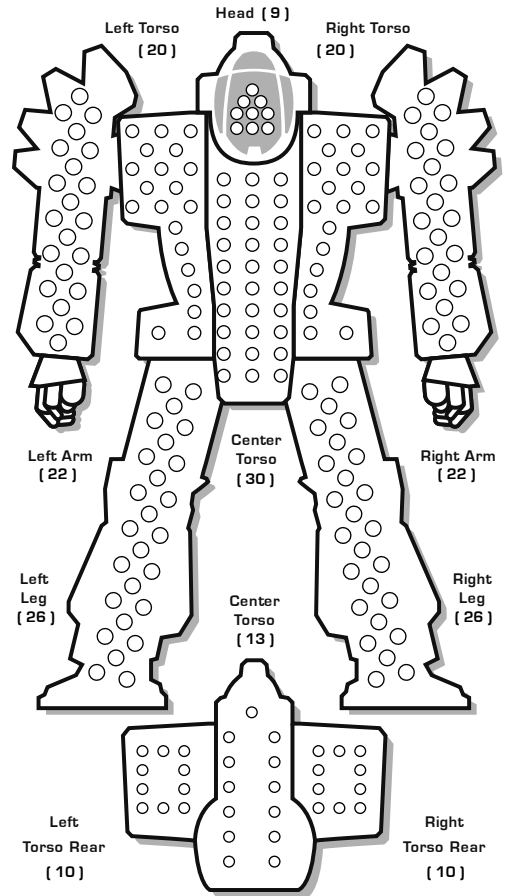
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



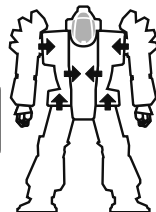
### ARMOR DIAGRAM



### CRITICAL TABLE

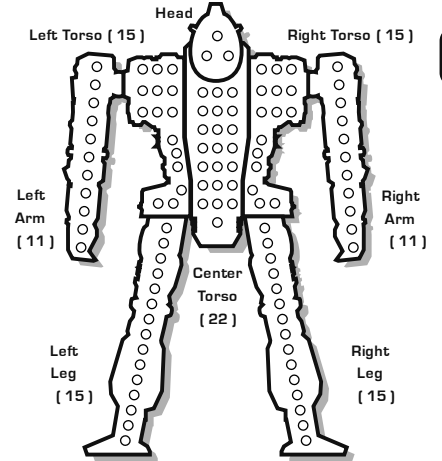
Location	1-3	4-6
<b>Left Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Laser 6. Roll Again	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
<b>Right Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Laser 6. Roll Again	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
<b>Center Torso</b>	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. [ER Large Laser 6. [ER Large Laser
<b>Left Torso</b>	1. Heat Sink 2. Heat Sink 3. Heat Sink 4. Heat Sink 5. Heat Sink 6. Heat Sink	1. Heat Sink 2. Ammo [AMS] 12 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
<b>Right Torso</b>	1. Heat Sink 2. Heat Sink 3. Heat Sink 4. Heat Sink 5. Anti-Missile System 6. Ammo [Streak SRM 2] 50	1. Ammo [Streak SRM 2] 50 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
<b>Left Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet	
<b>Right Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet	

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 22
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Guillotine GLT-3N

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	—	5	10	15
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	SRM 6	CT	4	2/Msl [M,C,S]	—	3	6	9

Ammo: [SRM 6] 15

BV: 1,418

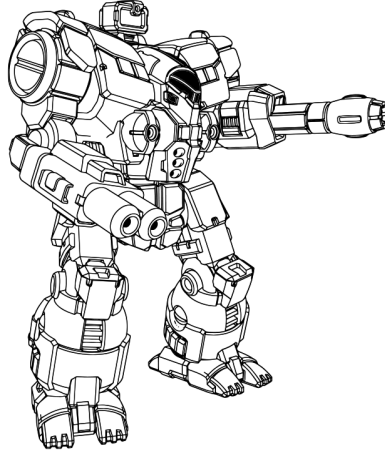


### WARRIOR DATA

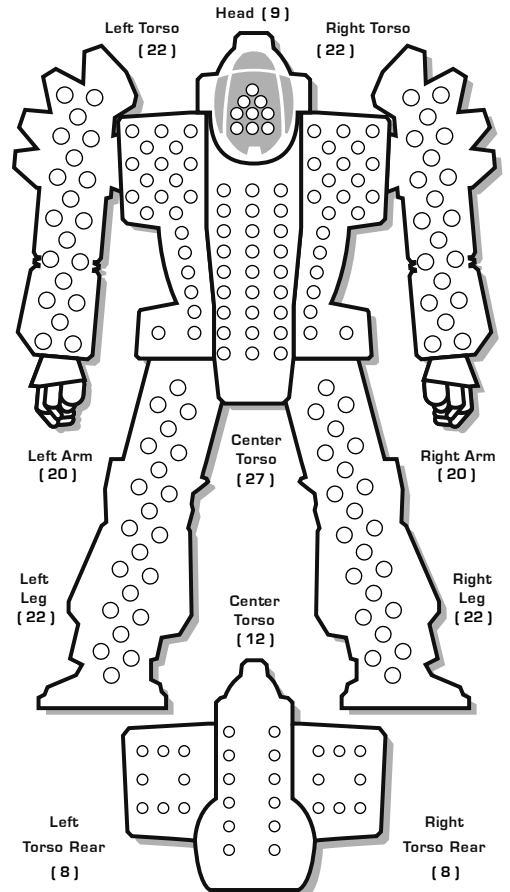
Name: \_\_\_\_\_

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

- Shoulder
- Upper Arm Actuator
- Large Laser
- Large Laser
- Endo Steel
- Endo Steel

1-3

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

4-6

#### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink

1-3

- Heat Sink
- Jump Jet
- Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

1-3

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- SRM 6
- SRM 6

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Laser
- Medium Laser
- Endo Steel

1-3

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

4-6

#### Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Jump Jet

1-3

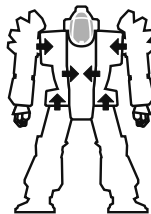
- Medium Laser
- Ammo [SRM 6] 15
- CASE
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Right Leg

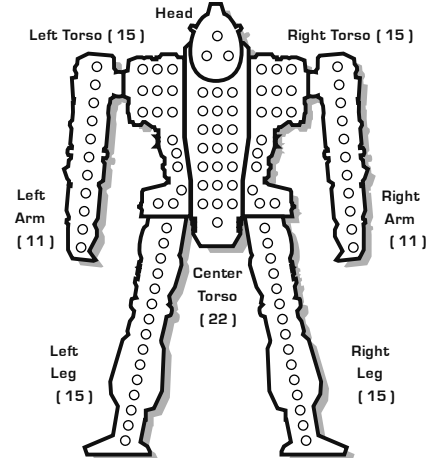
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Jump Jet

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 25
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Guillotine GLT-4L

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Skirmisher

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	—	5	10	15
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	SRM 6	CT	4	2/Msl [M,C,S]	—	3	6	9

Ammo: [SRM 6] 15

BV: 1,400

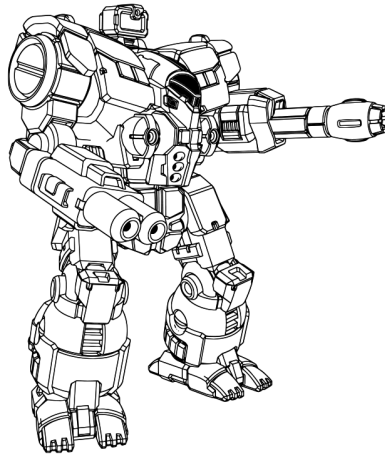


### WARRIOR DATA

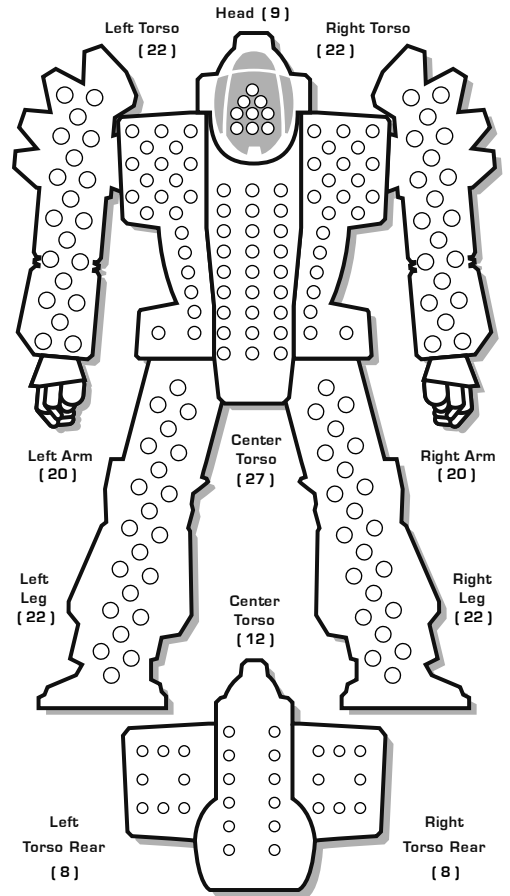
Name: \_\_\_\_\_

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

- Shoulder
- Upper Arm Actuator
- Large Laser
- Large Laser
- Roll Again
- Roll Again

1-3

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

4-6

#### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Jump Jet

1-3

- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- SRM 6
- SRM 6

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Laser
- Medium Laser
- Roll Again

1-3

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

4-6

#### Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Jump Jet
- Medium Laser

1-3

- Ammo (SRM 6) 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

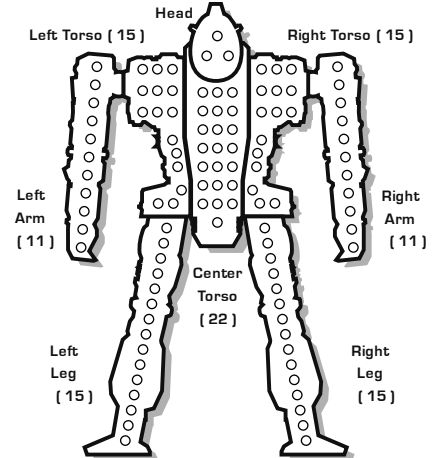
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Jump Jet

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 22
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Black Knight BL-7-KNT

Movement Points: **Tonnage:** 75  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Rules Level:** Introductory  
 Jumping: 0 **Role:** Brawler

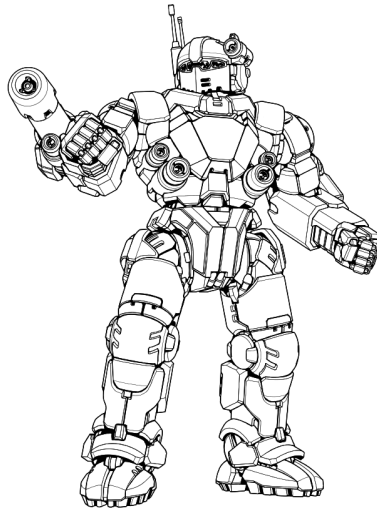
### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	[hexes]			
					Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	PPC	RA	10	10 [DE]	3	6	12	18
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Large Laser	LT	8	8 [DE]	—	5	10	15
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Large Laser	RT	8	8 [DE]	—	5	10	15
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Small Laser	HD	1	3 [DE]	—	1	2	3

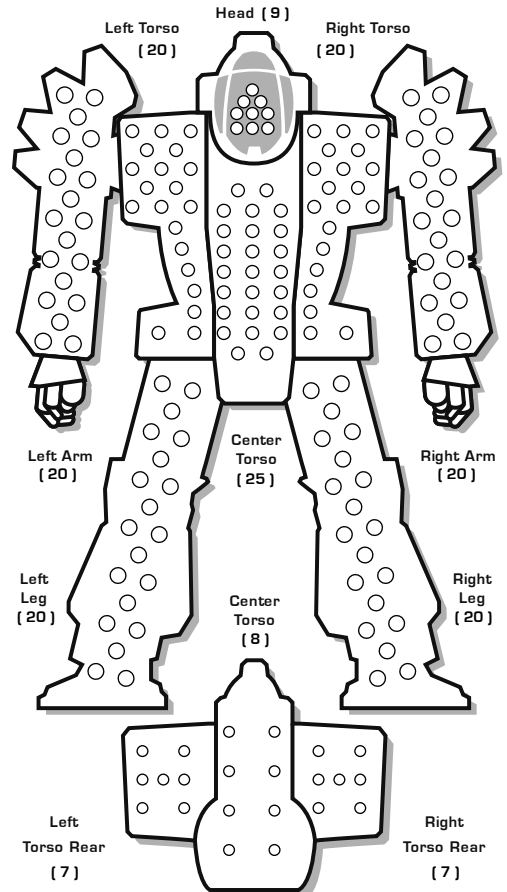
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM

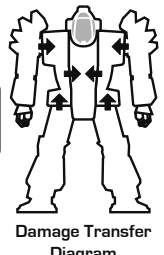


BV: 1,443

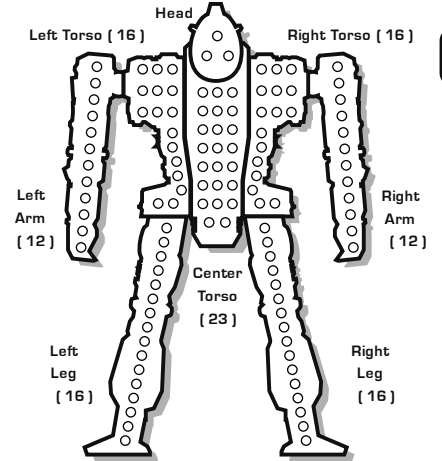


### CRITICAL TABLE

Location	Roll	Result		
Left Arm	1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Laser 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. Heat Sink 2. Heat Sink 3. Large Laser 4. Large Laser 5. Medium Laser 6. Roll Again	
		4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	
		Left Leg	1-3	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Heat Sink
			4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Head			1-3	1. Life Support 2. Sensors 3. Cockpit 4. Small Laser 5. Sensors 6. Life Support
			4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
	Center Torso		1-3	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
			4-6	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Roll Again 6. Roll Again
		Right Arm	1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. PPC 6. PPC
			4-6	1. PPC 2. Medium Laser 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Right Torso			1-3	1. Heat Sink 2. Heat Sink 3. Large Laser 4. Large Laser 5. Medium Laser 6. Roll Again
			4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
	Right Leg		1-3	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Heat Sink
			4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	20
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Black Knight BL-6-KNT

Movement Points: **Tonnage:** 75  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Rules Level:** Standard  
 Jumping: 0 **Role:** Brawler

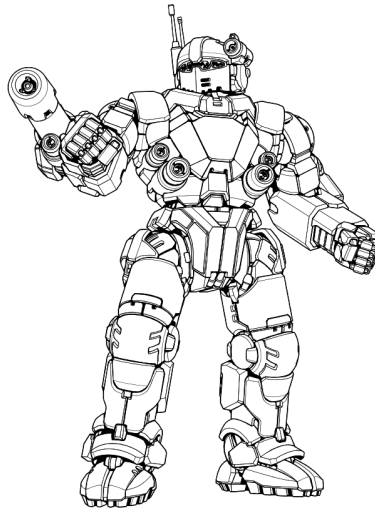
### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	PPC	RA	10	10 [DE]	3	6	12	18
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Large Laser	LT	8	8 [DE]	—	5	10	15
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Large Laser	RT	8	8 [DE]	—	5	10	15
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Active Probe (Beagle)	CT	—	[E]	—	—	—	3
1	Small Laser	HD	1	3 [DE]	—	1	2	3

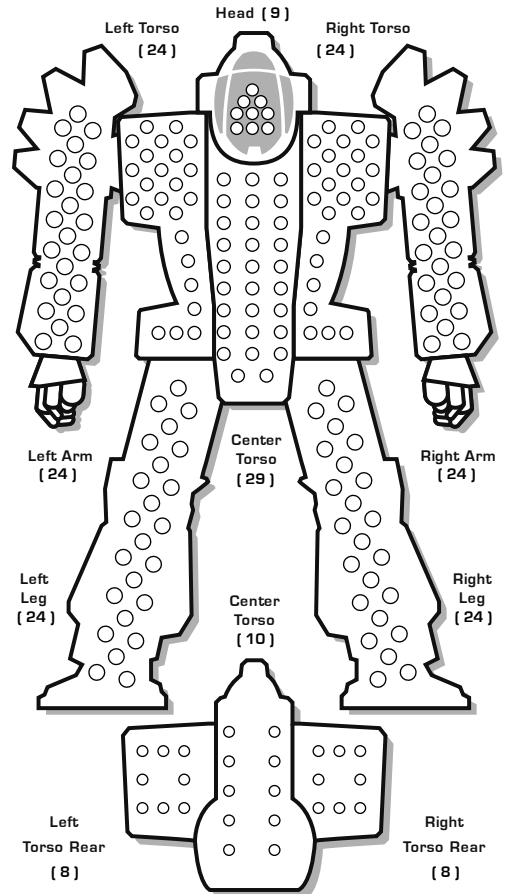
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



BV: 1,551



### CRITICAL TABLE

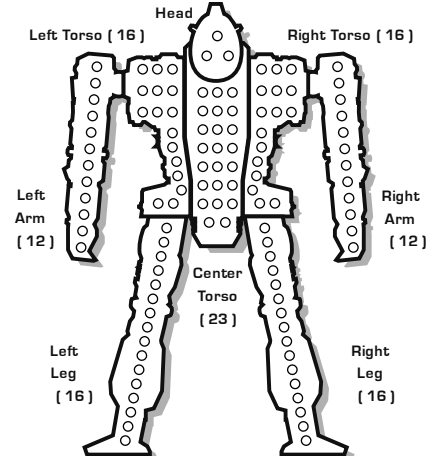
Location	1-3	4-6
<b>Left Arm</b>	<ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol>	<ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> </ol>
<b>Right Arm</b>	<ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol>	<ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> </ol>
<b>Center Torso</b>	<ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Small Laser</li> <li>Sensors</li> <li>Life Support</li> </ol>	<ol style="list-style-type: none"> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol>
<b>Left Torso</b>	<ol style="list-style-type: none"> <li>Heat Sink</li> <li>Heat Sink</li> <li>Large Laser</li> <li>Large Laser</li> <li>Medium Laser</li> <li>Endo Steel</li> </ol>	<ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>
<b>Right Torso</b>	<ol style="list-style-type: none"> <li>Heat Sink</li> <li>Heat Sink</li> <li>Large Laser</li> <li>Large Laser</li> <li>Medium Laser</li> <li>Endo Steel</li> </ol>	<ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>
<b>Left Leg</b>	<ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Heat Sink</li> <li>Heat Sink</li> </ol>	<ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>
<b>Right Leg</b>	<ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Heat Sink</li> <li>Heat Sink</li> </ol>	<ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>

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



Damage Transfer Diagram

### 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: 20
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	○○○○○○○○○○○○○○○○○○○○○○○○○○○○○○

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Flashman FLS-7K

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 75

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Brawler

### Weapons & Equipment Inventory

(hexes)

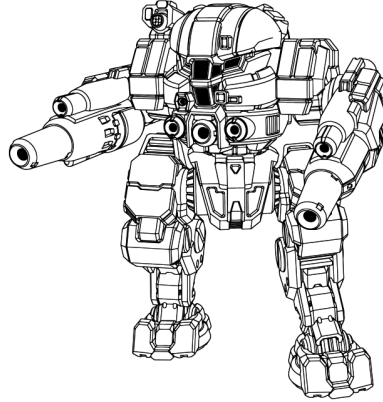
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser (R)	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Flamer	HD	3	2 [DE,H,AI]	—	1	2	3

### WARRIOR DATA

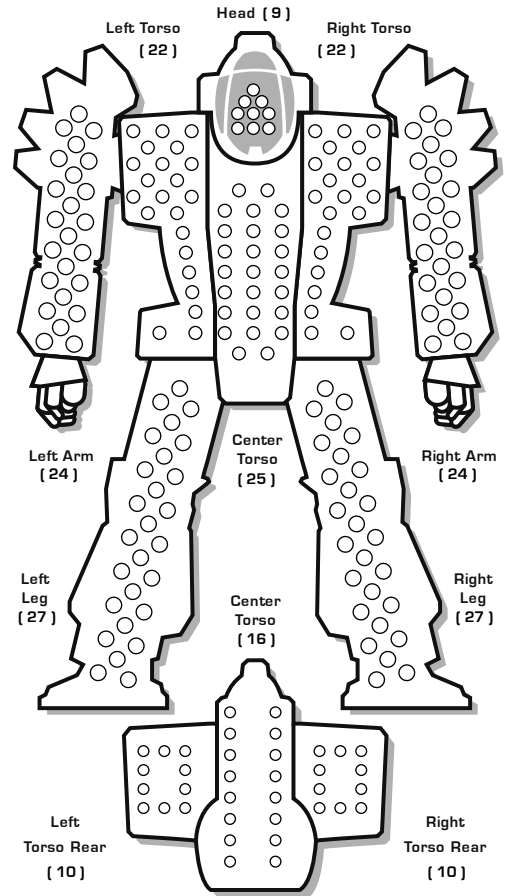
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



BV: 1,480



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Laser
- Large Laser
- Medium Laser

1-3

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

4-6

#### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Medium Laser
- Medium Laser (R)
- Roll Again

1-3

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

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Flamer
- Sensors
- Life Support

1-3

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

#### Right Torso

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Heat Sink
- Roll Again

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Laser
- Large Laser
- Medium Laser

1-3

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

4-6

#### Right Torso

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

1-3

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

4-6

#### Right Leg

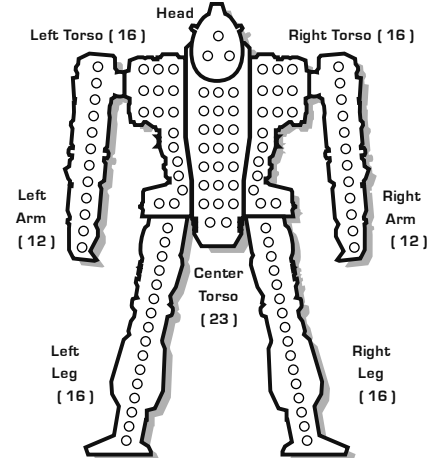
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 23
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Flashman FLS-8K

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 75

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser (R)	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Anti-Missile System	RT	1	[PD]	—	1	—	—
1	Large Laser	CT	8	8 [DE]	—	5	10	15
1	Flamer	HD	3	2 [DE,H,AI]	—	1	2	3

Ammo: [AMS] 12

BV: 1,779

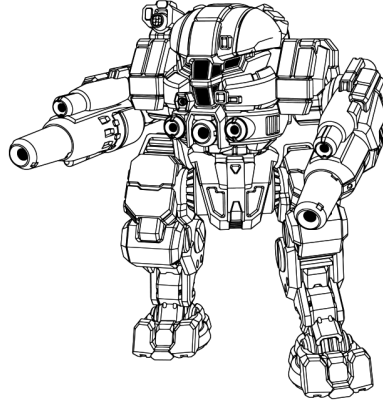


### WARRIOR DATA

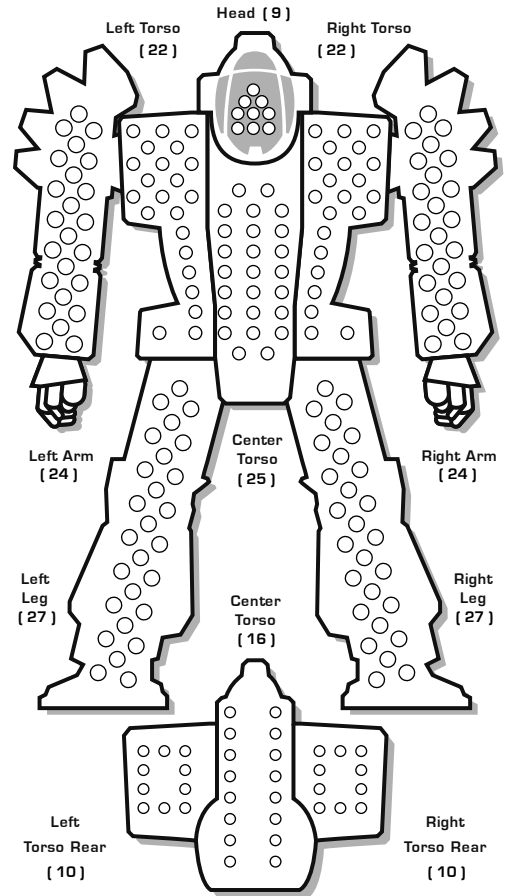
Name: \_\_\_\_\_

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

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Large Laser
  - Large Laser
  - Medium Laser

#### Right Arm

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

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Medium Laser (R)
- Roll Again

#### Right Torso

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

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Flamer
- Sensors
- Life Support

#### Center Torso

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

#### Right Torso

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Large Laser
- Large Laser

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Anti-Missile System
- Ammo (AMS) 12

#### Right Leg

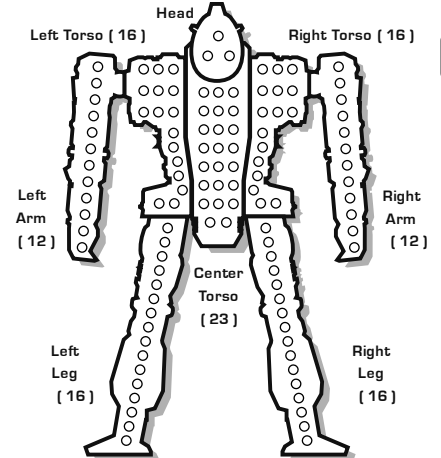
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	15 (30)
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



# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Orion ON1-K

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 75

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Brawler

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	LRM 15	LT	5	1/Msl [M,C,S]	6	7	14	21
1	SRM 4	LT	3	2/Msl [M,C,S]	—	3	6	9
1	AC/10	RT	3	10 [DB,S]	—	5	10	15

Ammo: [AC/10] 20, [LRM 15] 16, [SRM 4] 25

BV: 1,429

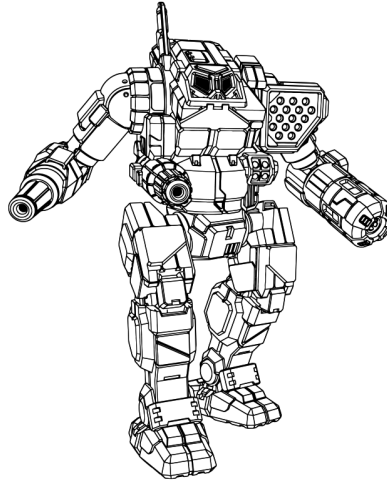


### WARRIOR DATA

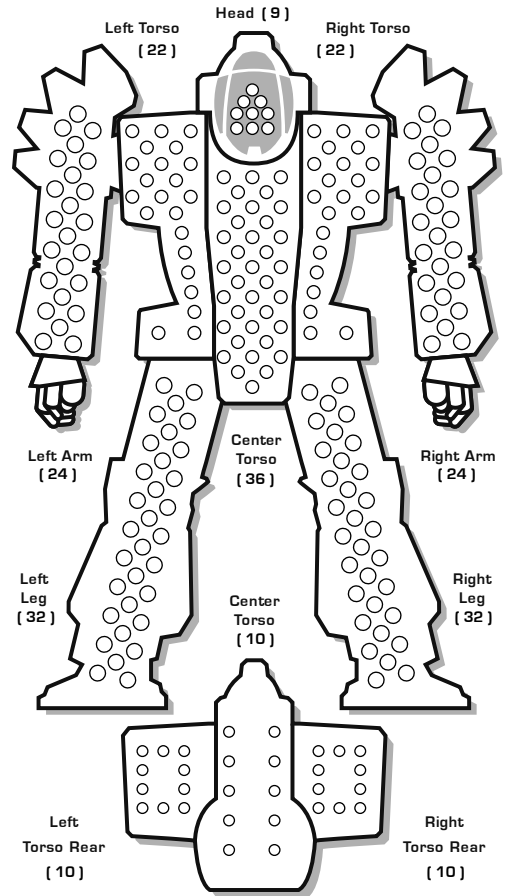
Name: \_\_\_\_\_

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**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Medium Laser
  - Roll Again
  - Roll Again

- 4-6
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Left Torso**
- LRM 15
  - LRM 15
  - LRM 15
  - SRM 4
  - Ammo (LRM 15) 8
  - Ammo (LRM 15) 8
- 1-3

- Ammo (SRM 4) 25
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

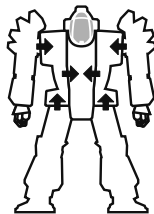
- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Roll Again
  - Sensors
  - Life Support

- Center Torso**
- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3

- 4-6
- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Roll Again
  - Roll Again

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



Damage Transfer Diagram

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Medium Laser
  - Roll Again
  - Roll Again
- 1-3

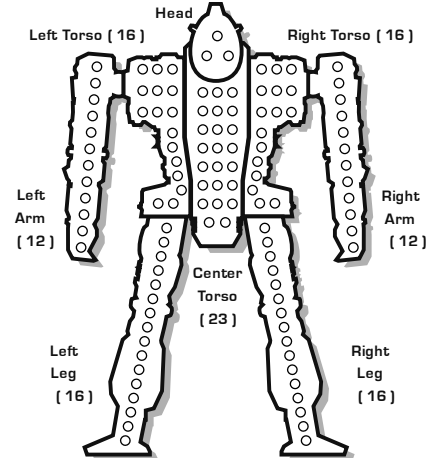
- 4-6
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Right Torso**
- AC/10
  - AC/10
  - AC/10
  - AC/10
  - AC/10
  - AC/10
- 1-3

- AC/10
  - Ammo (AC/10) 10
  - Ammo (AC/10) 10
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Sinks: 10



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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Orion ON1-M

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 75

Tech Base: Inner Sphere

Rules Level: Standard

Role: Brawler

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	LA	6	1/Msl [M,C,S]	6	7	14	21
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	SRM 4	LT	3	2/Msl [M,C,S]	-	3	6	9
1	LB 10-X AC	RT	2	10	-	6	12	18
				[DB,C/F/S]				
1	Narc	CT	-	[M]	-	3	6	9

Ammo: (LB 10-X) 10, (LB 10-X Cluster) 10, (LRM 20 Narc-capable) 12, (Narc) 12, (SRM 4 Narc-capable) 50

BV: 1,414

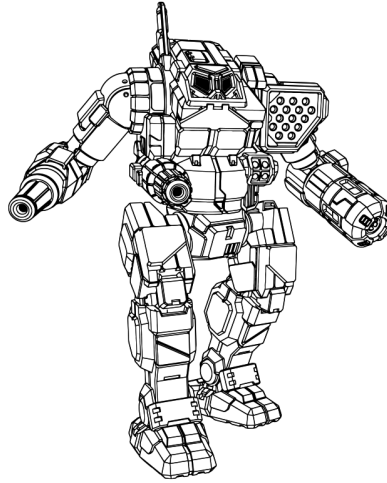


### WARRIOR DATA

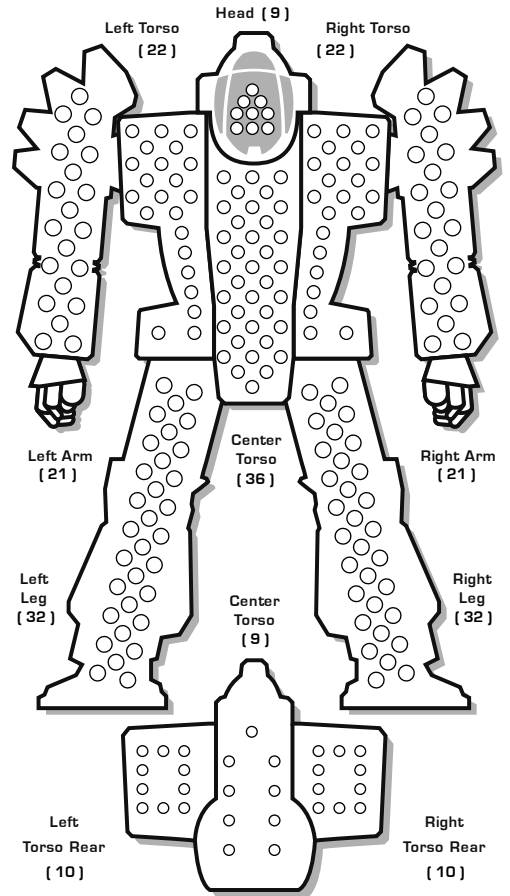
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL TABLE

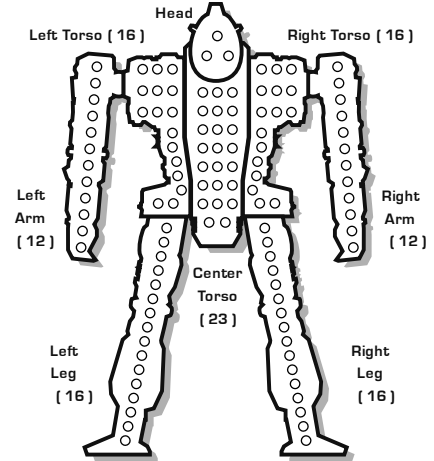
Location	1-3	4-6
<b>Left Arm</b>	<ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol>	<ol style="list-style-type: none"> <li>LRM 20</li> <li>LRM 20</li> </ol>
<b>Right Arm</b>	<ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol>	<ol style="list-style-type: none"> <li>Medium Laser</li> <li>Roll Again</li> <li>Roll Again</li> </ol>
<b>Head</b>	<ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Roll Again</li> </ol>	<ol style="list-style-type: none"> <li>Sensors</li> <li>Life Support</li> </ol>
<b>Center Torso</b>	<ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> </ol>	<ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol>
<b>Left Torso</b>	<ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> </ol>	<ol style="list-style-type: none"> <li>SRM 4</li> <li>Ammo (LRM 20 Narc-capable) 6</li> <li>Ammo (LRM 20 Narc-capable) 6</li> </ol>
<b>Right Torso</b>	<ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> </ol>	<ol style="list-style-type: none"> <li>LB 10-X AC</li> <li>LB 10-X AC</li> <li>LB 10-X AC</li> </ol>
<b>Left Leg</b>	<ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> </ol>	<ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> </ol>
<b>Right Leg</b>	<ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> </ol>	<ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> </ol>

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 11 (22)
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Thug THG-10E

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 80

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Brawler

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	LA	10	10 [DE]	3	6	12	18
1	PPC	RA	10	10 [DE]	3	6	12	18
1	SRM 4	LT	3	2/Msl [M,C,S]	-	3	6	9
1	SRM 4	RT	3	2/Msl [M,C,S]	-	3	6	9

Ammo: [SRM 4] 25

BV: 1,501

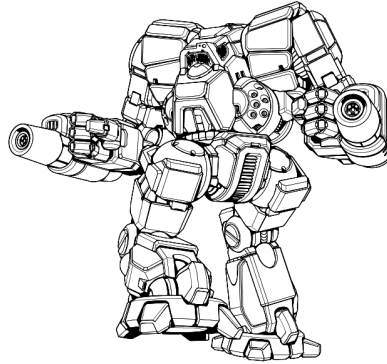


### WARRIOR DATA

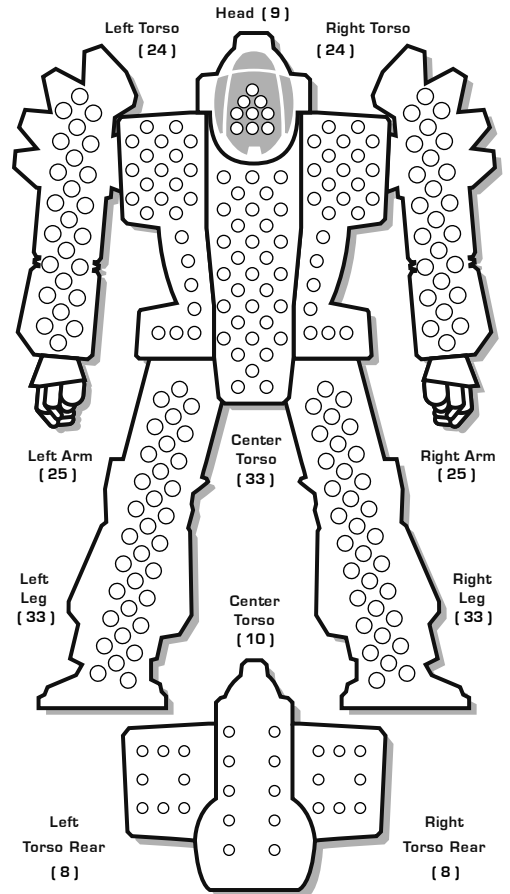
Name: \_\_\_\_\_

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

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

1-3

- PPC
- PPC

4-6

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

#### Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- SRM 4
- Roll Again
- Roll Again

1-3

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

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

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

1-3

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

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

#### Right Arm

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

1-3

- PPC
- PPC

4-6

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

#### Right Torso

- Heat Sink
- Heat Sink
- SRM 4
- Ammo [SRM 4] 25
- Roll Again
- Roll Again

1-3

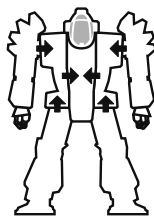
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

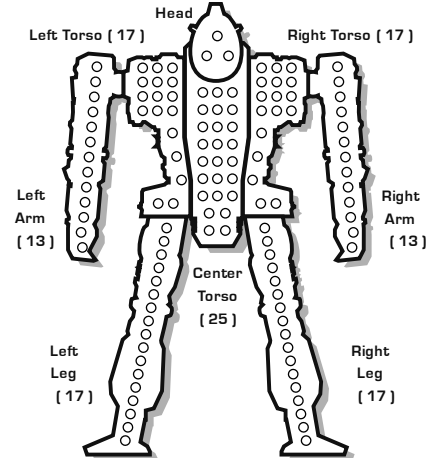
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Sinks: 19



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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Thug THG-11E

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 80

Tech Base: Inner Sphere

Rules Level: Standard

Role: Brawler

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	LA	10	10 [DE]	3	6	12	18
1	PPC	RA	10	10 [DE]	3	6	12	18
1	SRM 6	LT	4	2/Msl [M,C,S]	-	3	6	9
1	SRM 6	RT	4	2/Msl [M,C,S]	-	3	6	9

Ammo: [SRM 6] 30

BV: 1,640

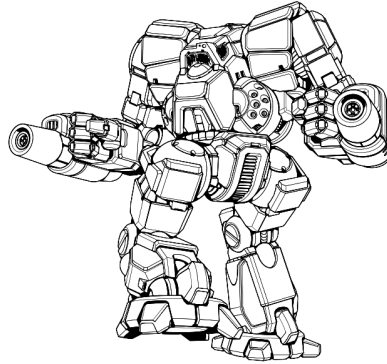


### WARRIOR DATA

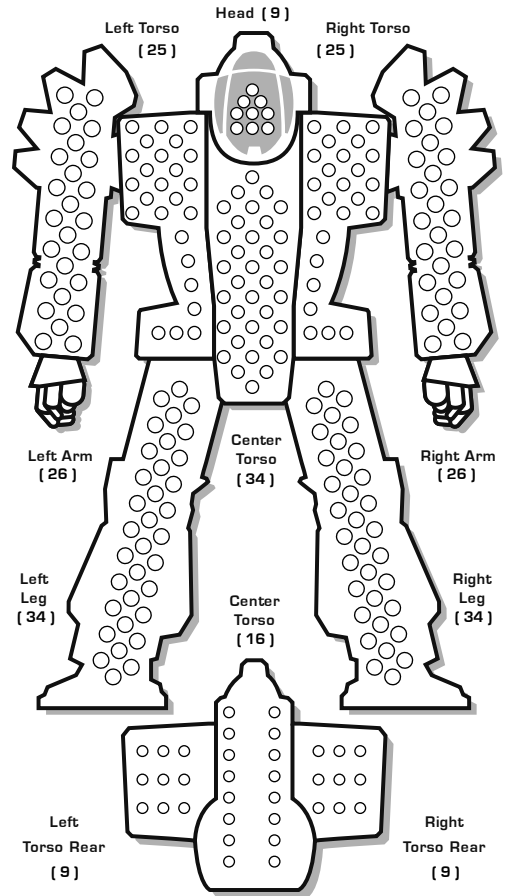
Name: \_\_\_\_\_

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

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

1-3

- Double Heat Sink
- PPC
- PPC
- PPC
- Endo Steel
- Endo Steel

4-6

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- CASE
- Endo Steel
- Endo Steel

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

#### Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Endo Steel
- Roll Again

#### Right Arm

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

1-3

- Double Heat Sink
- PPC
- PPC
- PPC
- Endo Steel
- Endo Steel

4-6

#### Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

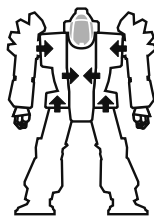
- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- CASE
- Endo Steel
- Endo Steel

4-6

#### Right Leg

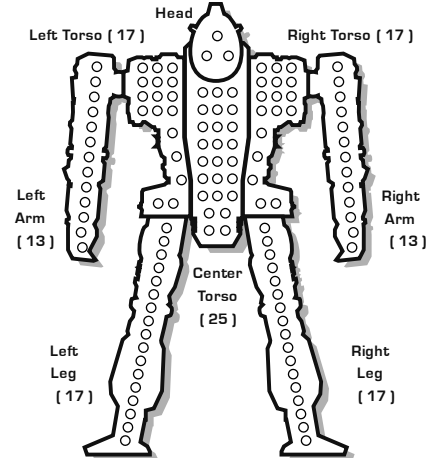
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	18 [36]
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
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Victor VTR-9B

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 80

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Skirmisher

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	AC/20	RA	7	20 [DB,S]	-	3	6	9
1	SRM 4	LT	3	2/Msl [M,C,S]	-	3	6	9

Ammo: [AC/20] 15, [SRM 4] 25

BV: 1,378

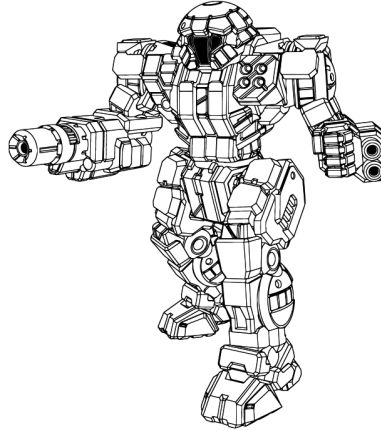


### WARRIOR DATA

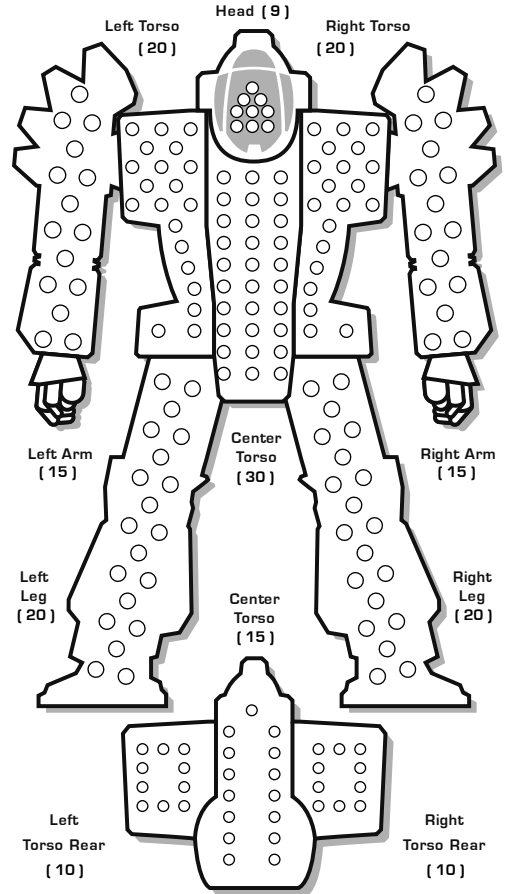
Name: \_\_\_\_\_

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

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - Medium Laser
  - Medium Laser

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

#### Left Torso

- SRM 4
- Ammo [SRM 4] 25
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

#### Left Leg

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

#### Head

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

#### Center Torso

- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3

- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Jump Jet
  - Jump Jet
- 4-6

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - AC/20
  - AC/20
  - AC/20
  - AC/20
- 1-3

- AC/20
  - AC/20
  - AC/20
  - AC/20
  - AC/20
  - AC/20
- 4-6

#### Right Torso

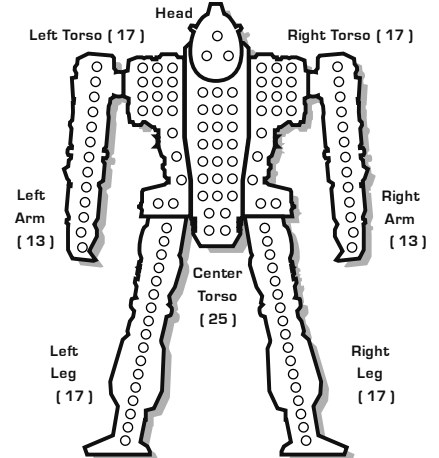
- Heat Sink
  - Ammo [AC/20] 5
  - Ammo [AC/20] 5
  - Ammo [AC/20] 5
  - Roll Again
  - Roll Again
- 1-3

- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	15
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 Level	Heat Sink Count
30*	15
29	14
28*	13
27	12
26*	11
25*	10*
24*	9
23*	8*
22*	7
21	6
20*	5*
19*	4
18*	3
17*	2
16	1
15*	0
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Victor VTR-9K

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 80

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	LA	4	6 [P]	-	2	4	6
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	SRM 4	LT	3	2/Msl [M,C,S]	-	3	6	9

Ammo: [Gauss] 16, [SRM 4] 25

BV: 1,717

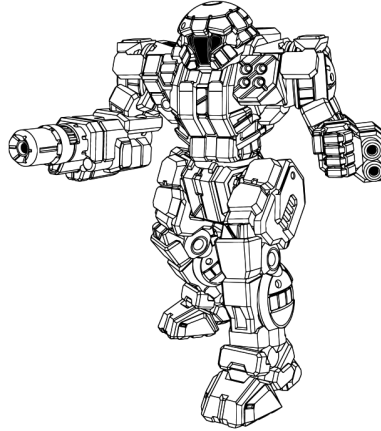


### WARRIOR DATA

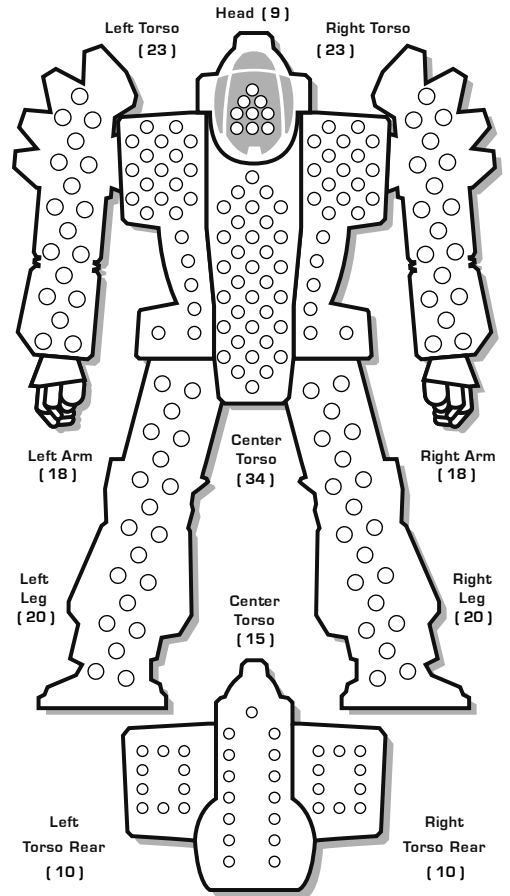
Name: \_\_\_\_\_

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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Medium Pulse Laser

1-3

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

4-6

#### Left Torso

- SRM 4
- Ammo (SRM 4) 25
- CASE
- Endo Steel
- Endo Steel
- Endo Steel

1-3

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

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

#### Center Torso

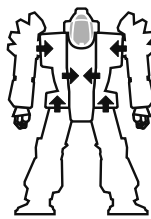
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Jump Jet

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Roll Again
- Roll Again

4-6

#### Right Torso

- Ammo (Gauss) 8
- Ammo (Gauss) 8
- CASE
- Endo Steel
- Endo Steel
- Endo Steel

1-3

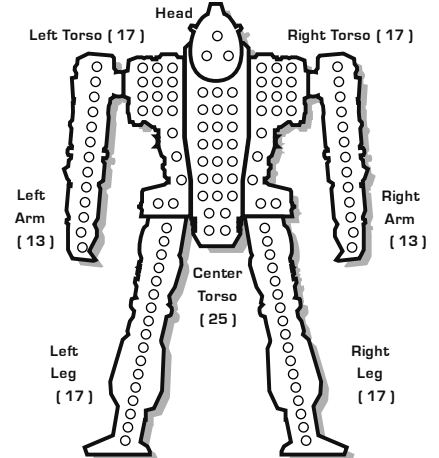
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

#### Right Leg

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

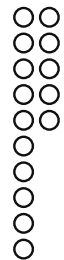
### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Sinks: 15



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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Zeus ZEU-6S

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 80

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Sniper

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AC/5	LA	1	5 [DB,S]	3	6	12	18
1	LRM 15	RA	5	1/Msl [M,C,S]	6	7	14	21
1	Large Laser	LT	8	8 [DE]	-	5	10	15
1	Medium Laser (R)	LT	3	5 [DE]	-	3	6	9
1	Medium Laser	CT	3	5 [DE]	-	3	6	9

Ammo: [AC/5] 20, [LRM 15] 8

BV: 1,348

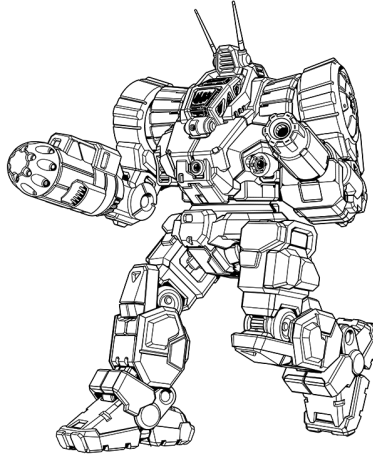


### WARRIOR DATA

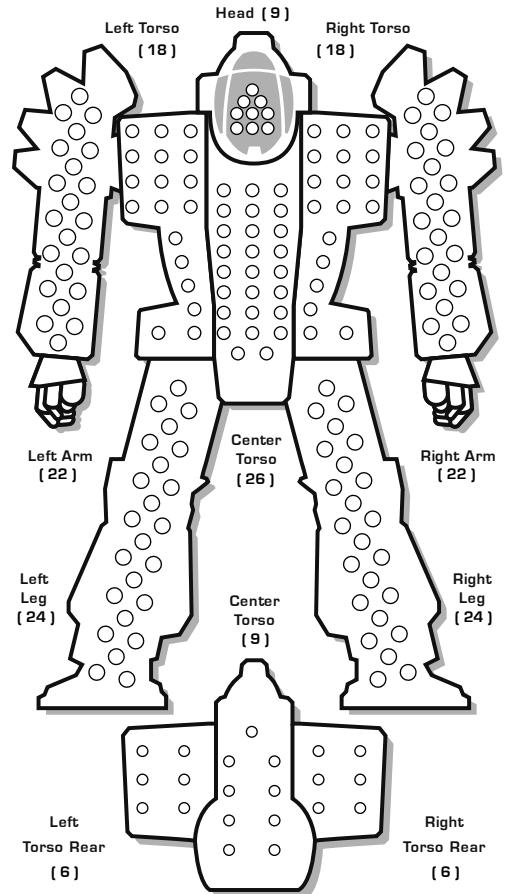
Name: \_\_\_\_\_

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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- AC/5
- AC/5
- AC/5

1-3

- AC/5
- Ammo [AC/5] 20
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- Large Laser
- Large Laser
- Medium Laser (R)
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

#### Left Leg

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

#### Head

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

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Heat Sink
- Medium Laser

4-6

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 15
- LRM 15
- LRM 15

1-3

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

4-6

#### Right Torso

- Ammo (LRM 15) 8
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

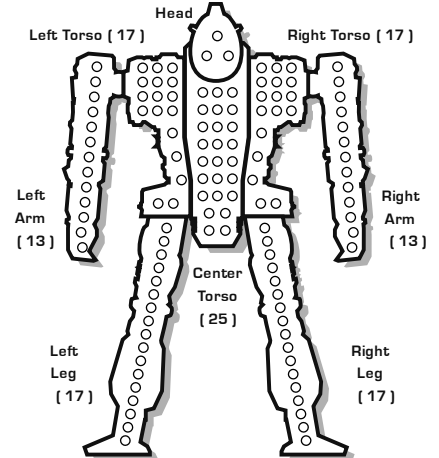
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	17
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Zeus ZEU-9S

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 80

Tech Base: Inner Sphere

Rules Level: Standard

Role: Sniper

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10 [DE]	—	7	14	23
1	LRM 15	RA	5	1/Msl [M,C,S]	6	7	14	21
1	ER Large Laser	LT	12	8 [DE]	—	7	14	19
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
	(R)							
1	Medium Pulse Laser	CT	4	6 [P]	—	2	4	6

Ammo: [LRM 15] 8

BV: 1,639

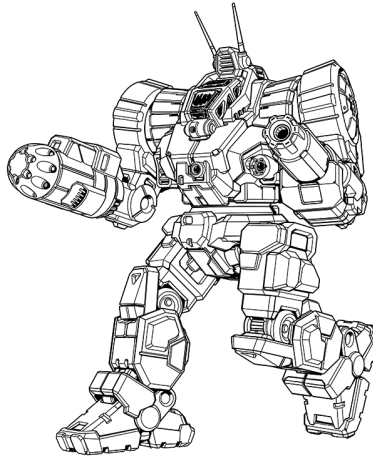


### WARRIOR DATA

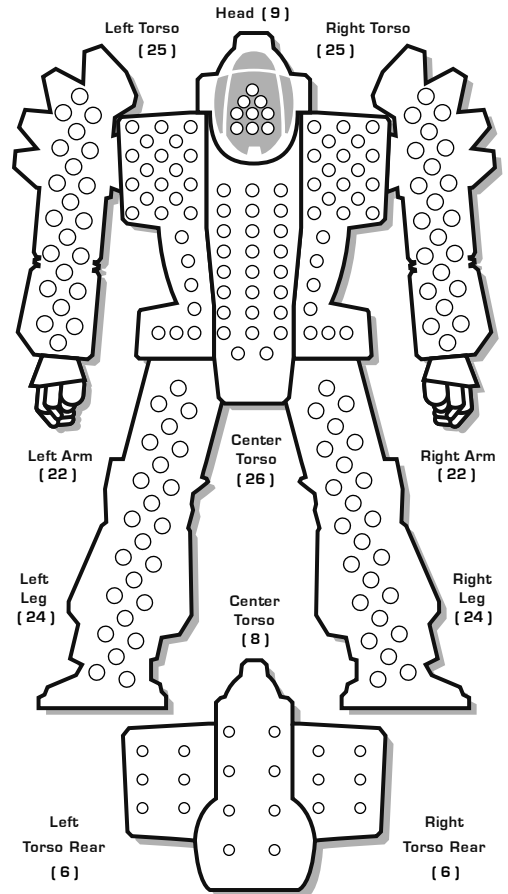
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM

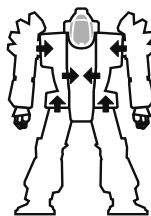


### CRITICAL TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- ER PPC
  - ER PPC
  - ER PPC
- Center Torso**
- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6
- Left Torso**
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 1-3
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - ER Large Laser
  - ER Large Laser
  - Medium Pulse Laser (R)
- 4-6

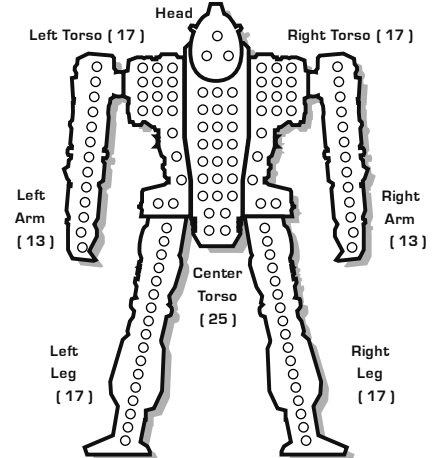
- Head**
- Life Support
  - Sensors
  - Cockpit
  - Ferro-Fibrous
  - Sensors
  - Life Support
- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- LRM 15
  - LRM 15
  - LRM 15
- Center Torso**
- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Right Torso**
- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6
- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again
- 1-3
- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again
- 1-3

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 17 [34]
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



# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Crockett CRK-5003-1

Movement Points: **Tonnage:** 85  
 Walking: 3 **Tech Base:** Inner Sphere  
 Running: 5 **Rules Level:** Standard  
 Jumping: 3 **Role:** Sniper

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19
1	Small Laser	LA	1	3 [DE]	—	1	2	3
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	Small Laser	RA	1	3 [DE]	—	1	2	3
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
1	LB 10-X AC	LT	2	10	—	6	12	18
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9

(hexes)

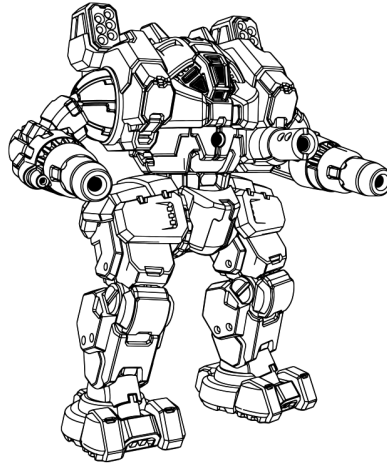
Ammo: [LB 10-X] 20, [LB 10-X Cluster] 10, [SRM 6] 30

BV: 1,923

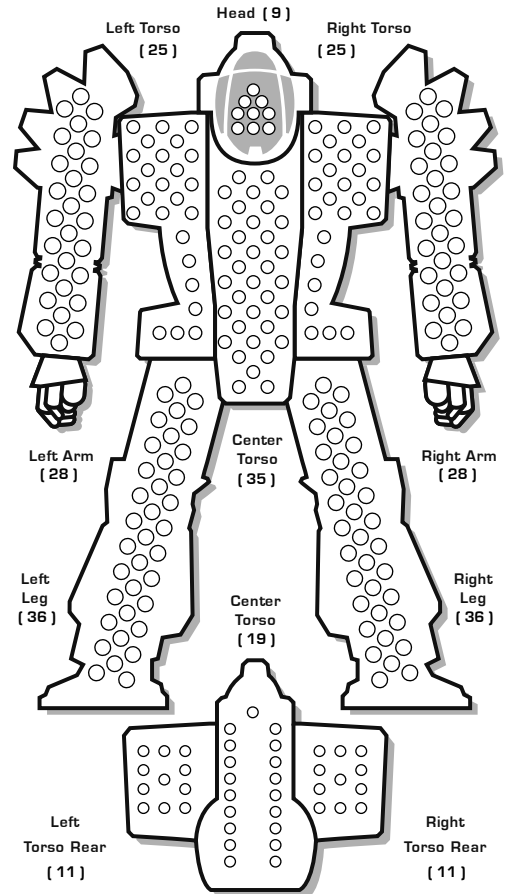


### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken: 1 2 3 4 5 6  
 Consciousness #: 3 5 7 10 11 Dead



### ARMOR DIAGRAM



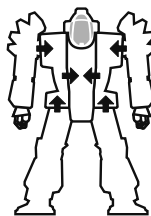
### CRITICAL TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Double Heat Sink
  - Double Heat Sink
- 4-6
- ER Large Laser
  - ER Large Laser
  - Small Laser
  - Roll Again
  - Roll Again
  - Roll Again
- Left Torso**
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - SRM 6
  - SRM 6
  - LB 10-X AC
- 1-3
- LB 10-X AC
  - LB 10-X AC
  - LB 10-X AC
  - LB 10-X AC
  - LB 10-X AC
  - Ammo [LB 10-X Cluster] 10
- 4-6
- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Jump Jet
  - Roll Again

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Roll Again
  - Sensors
  - Life Support

- Center Torso**
- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Jump Jet
  - Roll Again
- 4-6

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

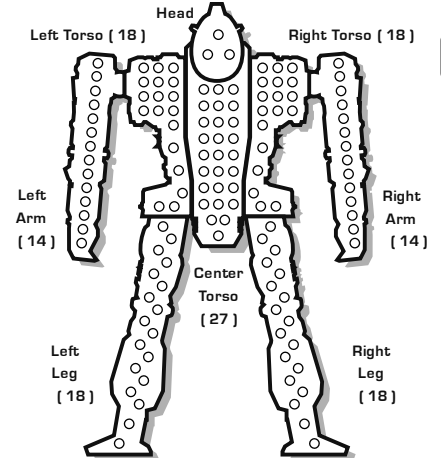


Damage Transfer Diagram

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Double Heat Sink
  - Double Heat Sink
- 4-6
- ER Large Laser
  - ER Large Laser
  - Small Laser
  - Roll Again
  - Roll Again
  - Roll Again
- Right Torso**
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 1-3
- SRM 6
  - SRM 6
  - Ammo [SRM 6] 15
  - Ammo [SRM 6] 15
  - Ammo [LB 10-X] 10
  - Ammo [LB 10-X] 10
- 4-6

- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Jump Jet
  - Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	15 (30)
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Katana (Crockett) CRK-5003-2

Movement Points: **Tonnage:** 85  
 Walking: 3 **Tech Base:** Inner Sphere  
 Running: 5 **Rules Level:** Standard  
 Jumping: 3 **Role:** Juggernaut

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	Small Laser	LA	1	3 [DE]	—	1	2	3
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Small Laser	RA	1	3 [DE]	—	1	2	3
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
1	LB 10-X AC	LT	2	10	—	6	12	18
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9

Ammo: [LB 10-X] 10, [LB 10-X Cluster] 10, [SRM 6] 30

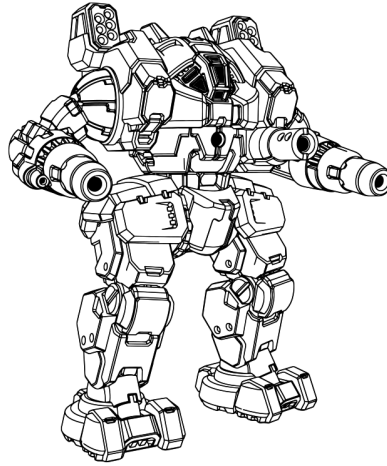
BV: 1,629



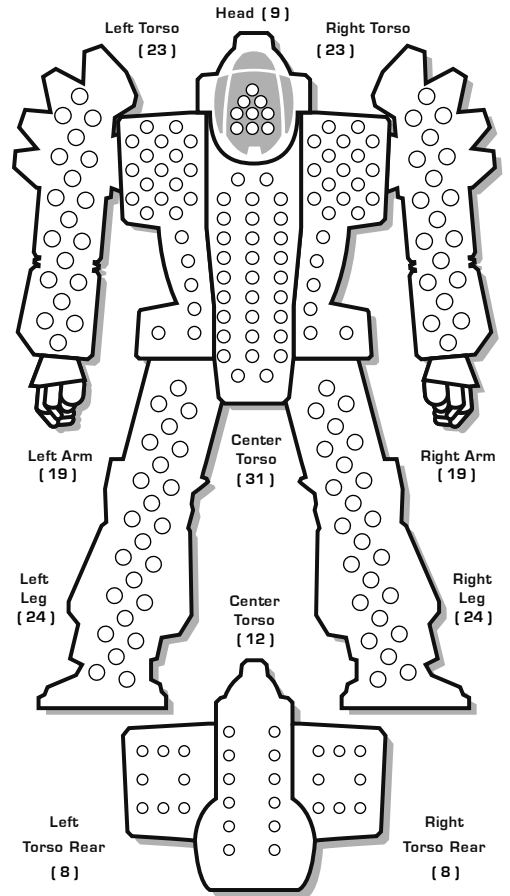
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead



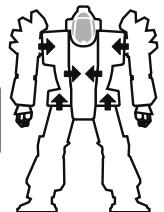
### ARMOR DIAGRAM



### CRITICAL TABLE

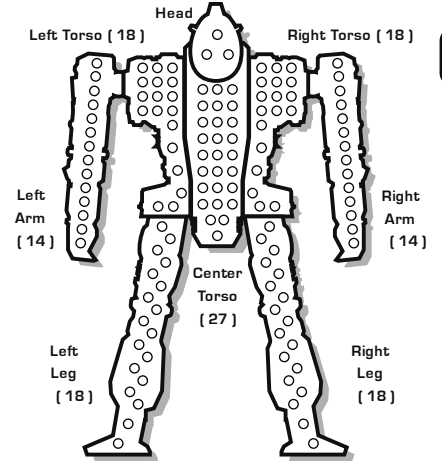
Location	1	2	3	4	5	6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Large Laser	5. Large Laser	6. Small Laser
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Large Laser	5. Large Laser	6. Small Laser
<b>Center Torso</b>	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. Heat Sink	2. Heat Sink	3. Heat Sink	4. Heat Sink	5. SRM 6	6. SRM 6
<b>Right Torso</b>	1. Heat Sink	2. Heat Sink	3. Heat Sink	4. Heat Sink	5. SRM 6	6. SRM 6
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Heat Sink	6. Jump Jet
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Heat Sink	6. Jump Jet

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	20
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

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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Longbow LGB-OW

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 85

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Missile Boat

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	LA	6	1/Msl [M,C,S]	6	7	14	21
1	LRM 20	RA	6	1/Msl [M,C,S]	6	7	14	21
1	LRM 5	LT	2	1/Msl [M,C,S]	6	7	14	21
1	LRM 5	RT	2	1/Msl [M,C,S]	6	7	14	21
1	Small Laser	HD	1	3 [DE]	-	1	2	3

Ammo: [LRM 20] 24, [LRM 5] 48

BV: 1,337

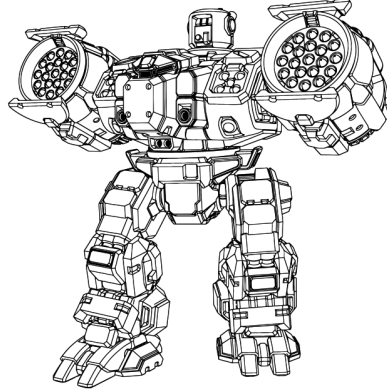


### WARRIOR DATA

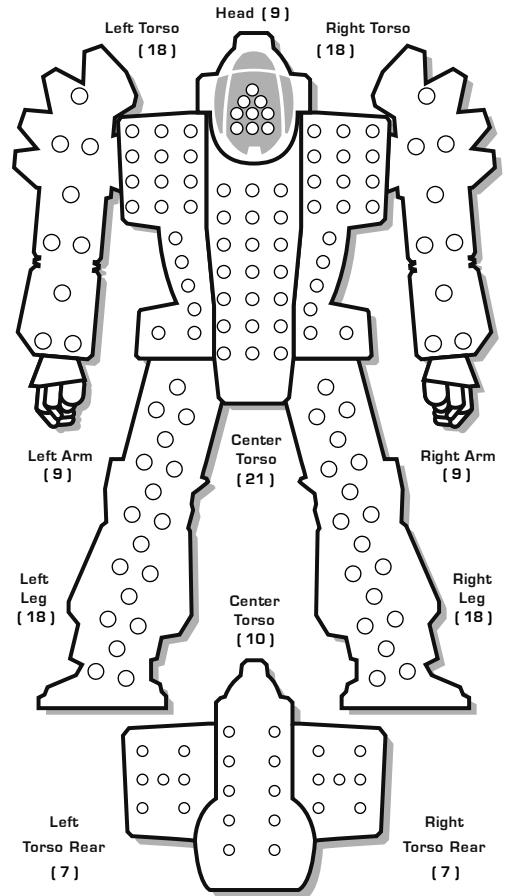
Name: \_\_\_\_\_

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**
- Shoulder
  - Upper Arm Actuator
  - LRM 20
  - LRM 20
  - LRM 20
  - LRM 20
- 1-3**
- LRM 20
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- Left Torso**
- LRM 5
  - Ammo [LRM 20] 6
  - Ammo [LRM 20] 6
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - LRM 20
  - LRM 20
  - LRM 20
  - LRM 20
- 1-3**
- LRM 20
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again

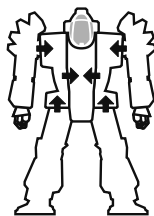
#### Center Torso

- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro

#### Right Torso

- LRM 5
  - Ammo [LRM 20] 6
  - Ammo [LRM 20] 6
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again

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



Damage Transfer Diagram

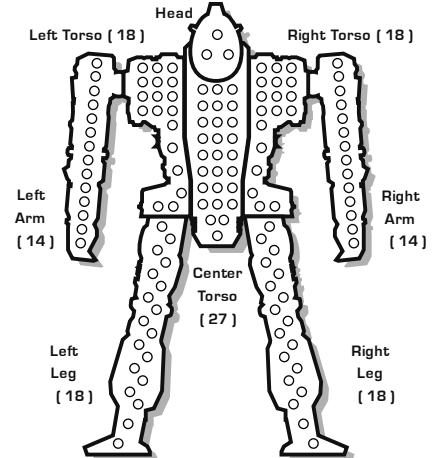
#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	13
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Longbow LGB-7Q

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Tonnage: 85

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Missile Boat

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	LA	6	1/Msl [M,C,S]	6	7	14	21
1	LRM 20	RA	6	1/Msl [M,C,S]	6	7	14	21
1	LRM 5	LT	2	1/Msl [M,C,S]	6	7	14	21
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	LRM 5	RT	2	1/Msl [M,C,S]	6	7	14	21
1	Medium Laser	RT	3	5 [DE]	-	3	6	9

Ammo: [LRM 20] 24, [LRM 5] 24

BV: 1,618

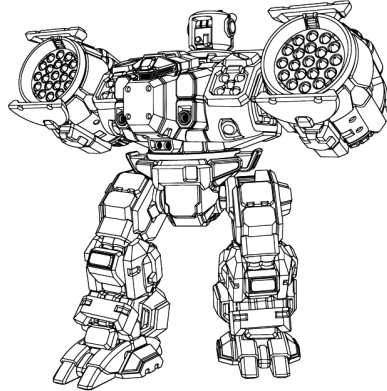


### WARRIOR DATA

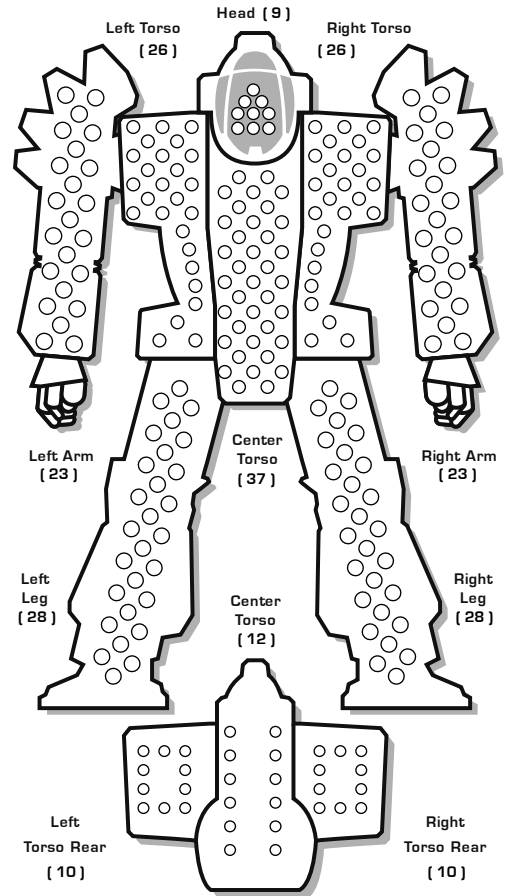
Name: \_\_\_\_\_

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**
- Shoulder
  - Upper Arm Actuator
  - LRM 20
  - LRM 20
  - LRM 20
  - LRM 20
- 1-3**
- LRM 20
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- Left Torso**
- Heat Sink
  - Heat Sink
  - Heat Sink
  - Heat Sink
  - LRM 5
  - Medium Laser
- 1-3**
- Ammo [LRM 20] 6
  - Ammo [LRM 20] 6
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again

#### Head

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

#### Center Torso

- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Ammo [LRM 5] 24
  - Roll Again
- 4-6**

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

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - LRM 20
  - LRM 20
  - LRM 20
  - LRM 20
- 1-3**
- LRM 20
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

#### Right Torso

- Heat Sink
  - Heat Sink
  - Heat Sink
  - Heat Sink
  - LRM 5
  - Medium Laser
- 1-3**
- Ammo [LRM 20] 6
  - Ammo [LRM 20] 6
  - Roll Again
- 4-6**
- Roll Again
  - Roll Again
  - Roll Again

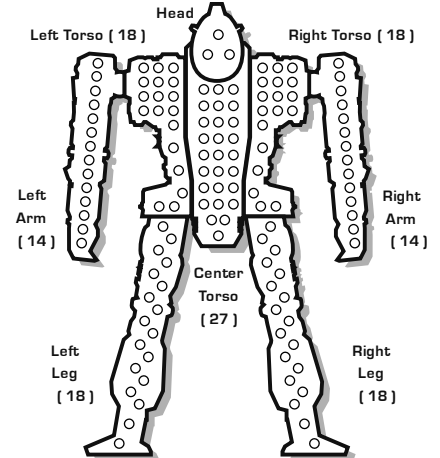
#### Right Leg

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	22
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Stalker STK-3F

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Tonnage: 85

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Juggernaut

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LA	4	1/Msl [M,C,S]	6	7	14	21
2	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	LRM 10	RA	4	1/Msl [M,C,S]	6	7	14	21
2	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Large Laser	LT	8	8 [DE]	-	5	10	15
1	SRM 6	LT	4	2/Msl [M,C,S]	-	3	6	9
1	Large Laser	RT	8	8 [DE]	-	5	10	15
1	SRM 6	RT	4	2/Msl [M,C,S]	-	3	6	9

Ammo: [LRM 10] 24, [SRM 6] 30

BV: 1,559

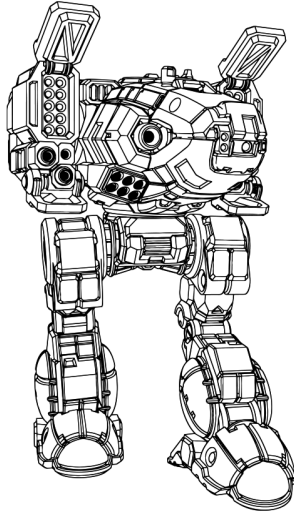


### WARRIOR DATA

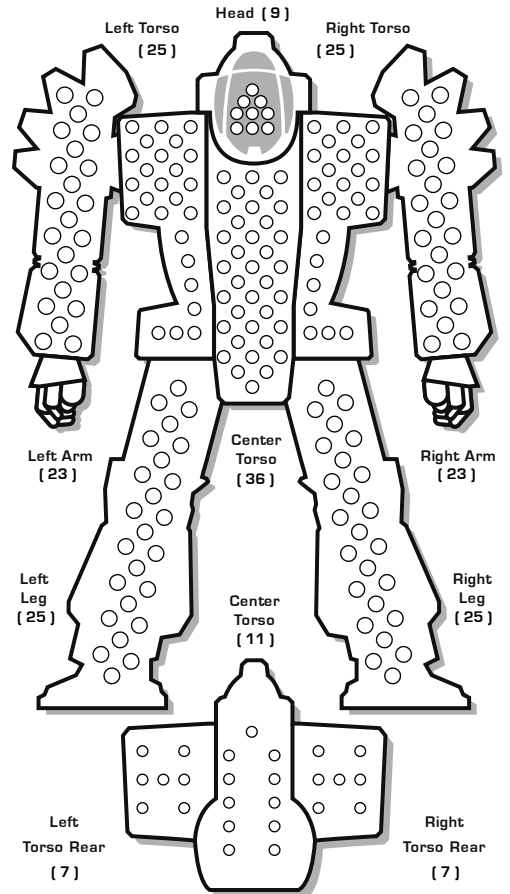
Name: \_\_\_\_\_

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

- Shoulder
- Upper Arm Actuator
- Heat Sink
- [LRM 10]
- LRM 10
- Medium Laser

1-3

- Medium Laser
- Ammo [LRM 10] 12
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- Heat Sink
- [Large Laser]
- Large Laser
- [SRM 6]
- SRM 6
- Ammo [SRM 6] 15

1-3

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

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Heat Sink
- [LRM 10]
- LRM 10
- Medium Laser

1-3

- Medium Laser
- Ammo [LRM 10] 12
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- Heat Sink
- [Large Laser]
- Large Laser
- [SRM 6]
- SRM 6
- Ammo [SRM 6] 15

1-3

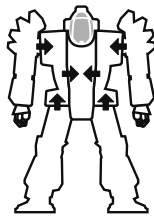
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

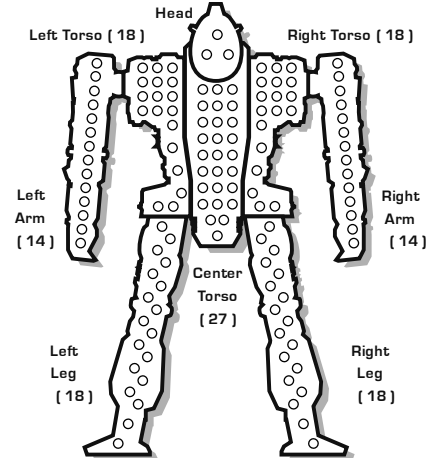
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	20
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Stalker STK-5M

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Tonnage: 85

Tech Base: Inner Sphere

Rules Level: Standard

Role: Juggernaut

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LA	4	1/Msl [M,C,S]	6	7	14	21
2	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	LRM 10	RA	4	1/Msl [M,C,S]	6	7	14	21
2	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	SRM 6	LT	4	2/Msl [M,C,S]	-	3	6	9
1	Narc	LT	-	[M]	-	3	6	9
1	SRM 6	RT	4	2/Msl [M,C,S]	-	3	6	9
1	ER Large Laser	CT	12	8 [DE]	-	7	14	19

Ammo: [LRM 10 Narc-capable] 48, [Narc] 12, [SRM 6 Narc-capable] 30

BV: 1,655

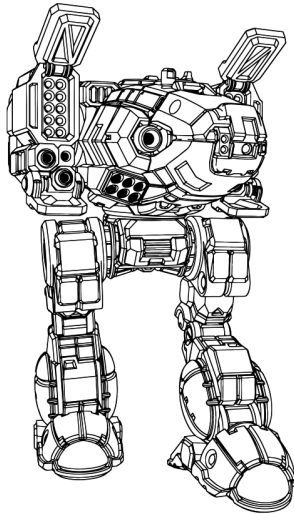


### WARRIOR DATA

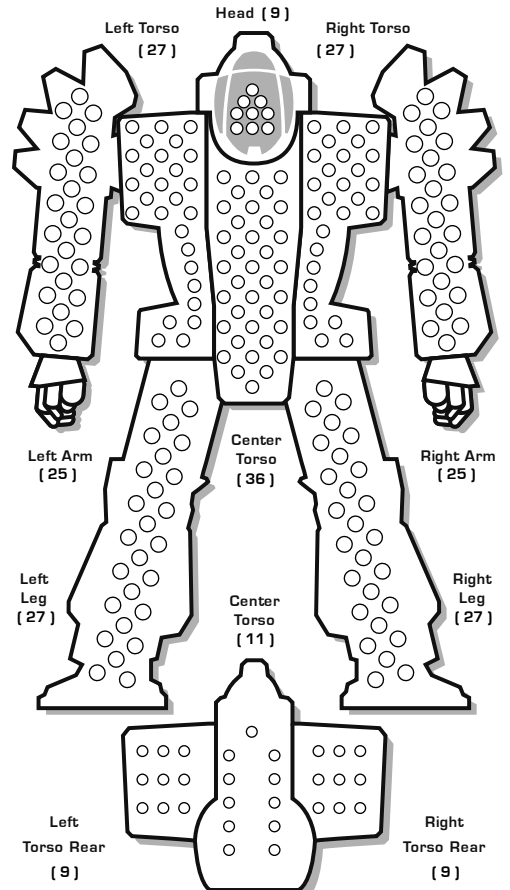
Name: \_\_\_\_\_

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

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 LRM 10

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 LRM 10

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

#### Right Torso

- LRM 10
- Medium Laser
- Medium Laser
- 4-6 Ammo [LRM 10 Narc-capable] 12
- 5 Ammo [LRM 10 Narc-capable] 12
- 6 Roll Again

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- ER Large Laser
- ER Large Laser

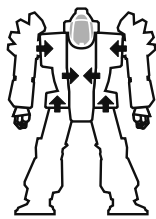
Engine Hits ○○○○  
Gyro Hits ○○○○  
Sensor Hits ○○○○  
Life Support ○

#### Left Leg

- SRM 6
- SRM 6
- Narc
- 4-6 Narc
- 5 Ammo [SRM 6 Narc-capable] 15
- 6 Roll Again

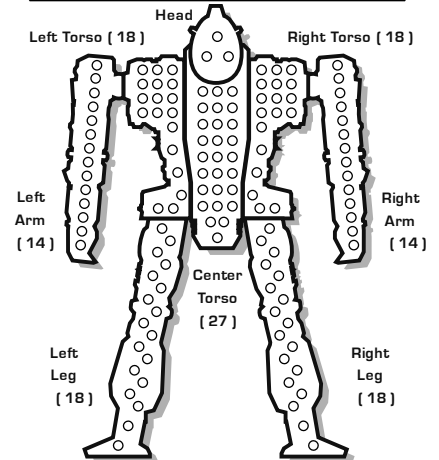
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	17 [34]
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Cyclops CP-10-Z

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 90

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Juggernaut

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	LRM 10	LT	4	1/Msl [M,C,S]	6	7	14	21
1	AC/20	RT	7	20 [DB,S]	-	3	6	9
1	SRM 4	CT	3	2/Msl [M,C,S]	-	3	6	9

Ammo: [AC/20] 20, [LRM 10] 12, [SRM 4] 25

BV: 1,317

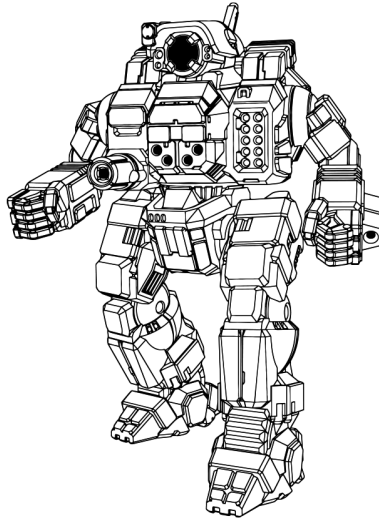


### WARRIOR DATA

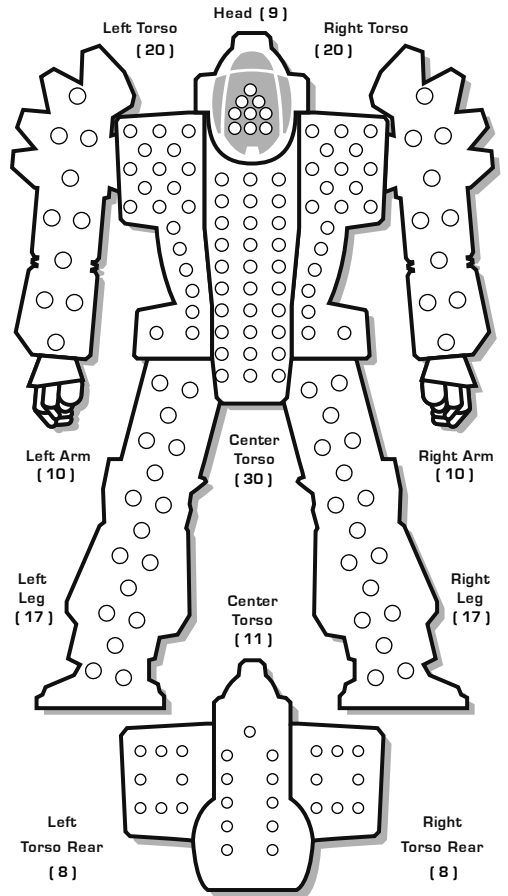
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



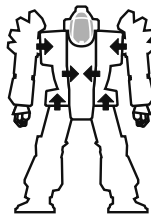
### ARMOR DIAGRAM



### CRITICAL TABLE

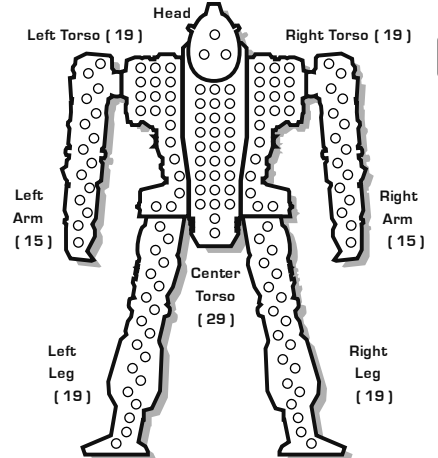
Location	1-3	4-6
<b>Left Arm</b>	<ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol>	<ol style="list-style-type: none"> <li>Hand Actuator</li> <li>Medium Laser</li> <li>Roll Again</li> </ol>
<b>Right Arm</b>	<ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol>	<ol style="list-style-type: none"> <li>Hand Actuator</li> <li>Medium Laser</li> <li>Roll Again</li> </ol>
<b>Center Torso</b>	<ol style="list-style-type: none"> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol>	<ol style="list-style-type: none"> <li>Gyro</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>SRM 4</li> <li>Ammo [SRM 4] 25</li> </ol>
<b>Left Torso</b>	<ol style="list-style-type: none"> <li>LRM 10</li> <li>LRM 10</li> <li>Ammo [AC/20] 5</li> <li>Ammo [AC/20] 5</li> <li>Ammo [LRM 10] 12</li> <li>Roll Again</li> </ol>	<ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>
<b>Right Torso</b>	<ol style="list-style-type: none"> <li>AC/20</li> <li>AC/20</li> <li>AC/20</li> <li>AC/20</li> <li>AC/20</li> <li>AC/20</li> </ol>	<ol style="list-style-type: none"> <li>AC/20</li> <li>AC/20</li> <li>AC/20</li> <li>AC/20</li> <li>Ammo [AC/20] 5</li> <li>Ammo [AC/20] 5</li> </ol>
<b>Left Leg</b>	<ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	
<b>Right Leg</b>	<ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Sinks: 12



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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Cyclops CP-11-A

Movement Points:  
 Walking: 4      Tonnage: 90  
 Running: 6      Tech Base: Inner Sphere  
 Jumping: 0      Rules Level: Standard  
 Role: Sniper

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	LRM 10	LT	4	1/Msl [M,C,S]	6	7	14	21
1	Gauss Rifle	RT	1	15 [DB.X]	2	7	15	22
1	SRM 4	CT	3	2/Msl [M,C,S]	-	3	6	9

(hexes)

Ammo: [Gauss] 16, [LRM 10] 24, [SRM 4] 25

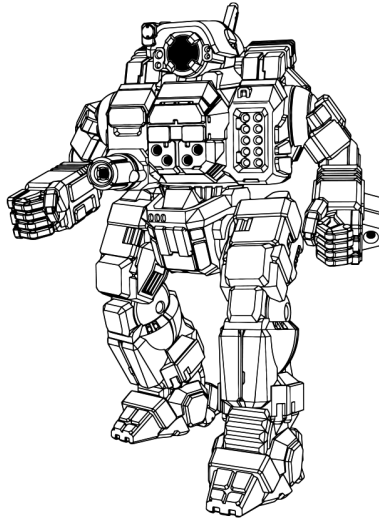
BV: 1,547



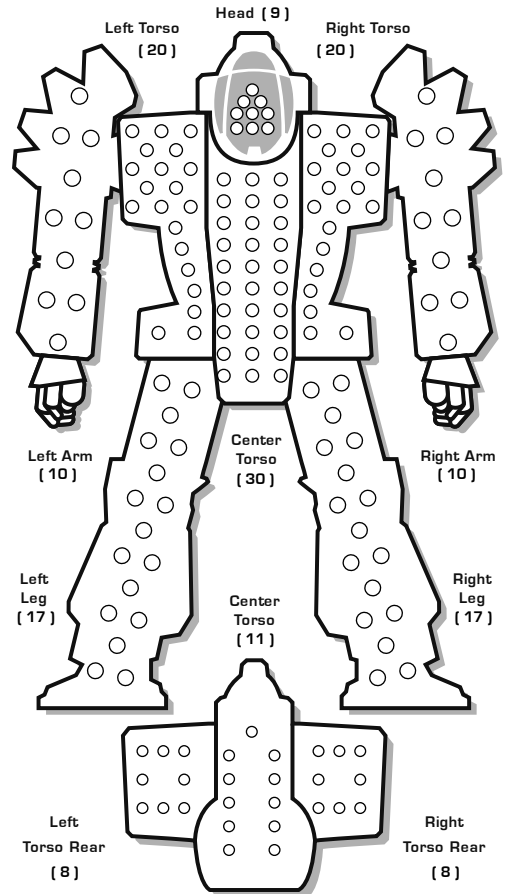
### WARRIOR DATA

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

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3 Hand Actuator  
 5. Medium Laser  
 6. Roll Again

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

#### Left Torso

- LRM 10
  - LRM 10
  - Ammo [LRM 10] 12
  - Ammo [LRM 10] 12
5. Roll Again  
 6. Roll Again

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

#### Left Leg

- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
5. Roll Again  
 6. Roll Again

#### Head

- Life Support
  - Sensors
  - Cockpit
  - Roll Again
5. Sensors  
 6. Life Support

#### Center Torso

- Fusion Engine
  - Fusion Engine
  - Fusion Engine
4. Gyro  
 5. Gyro  
 6. Gyro

1-3

4-6

- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
5. SRM 4  
 6. Ammo [SRM 4] 25

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

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 4-6 Hand Actuator  
 5. Medium Laser  
 6. Roll Again

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

#### Right Torso

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

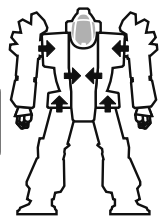
1-3

4-6

- Gauss Rifle
- Ammo [Gauss] 8
- Ammo [Gauss] 8
- Roll Again
- Roll Again
- Roll Again

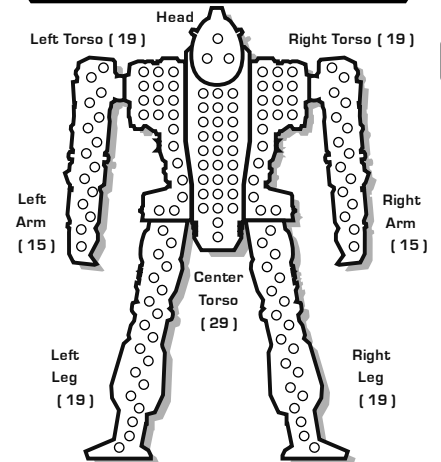
#### Right Leg

- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
5. Roll Again  
 6. Roll Again



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12
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



# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Highlander HGN-732

Movement Points: \_\_\_\_\_ Tonnage: 90  
 Walking: 3 Tech Base: Inner Sphere  
 Running: 5 Rules Level: Standard  
 Jumping: 3 Role: Sniper

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	LA	4	2/Msl [M,C,S]	—	3	6	9
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	LRM 20	LT	6	1/Msl [M,C,S]	6	7	14	21
2	Medium Laser	RT	3	5 [DE]	—	3	6	9

(hexes)

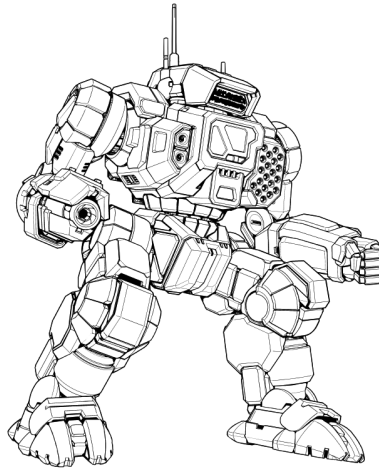
Ammo: [Gauss] 16, [LRM 20] 12, [SRM 6] 30

BV: 2,227

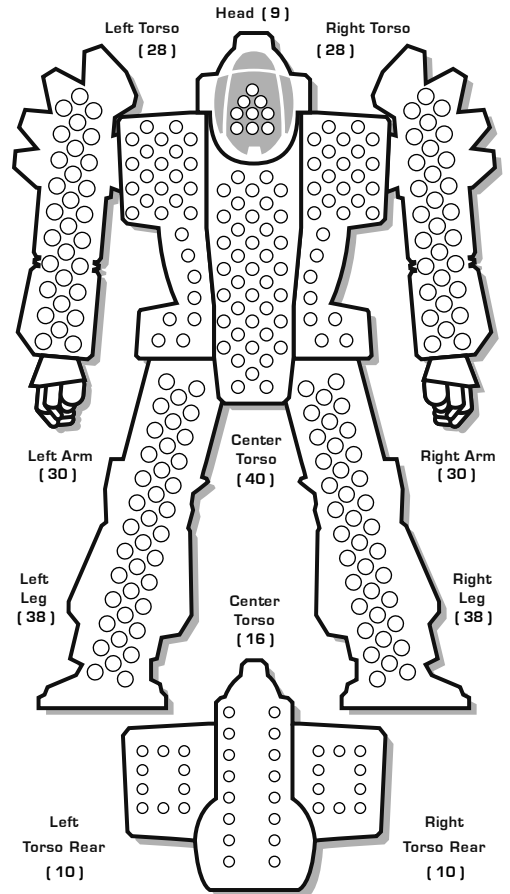


### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken: 1 2 3 4 5 6  
 Consciousness #: 3 5 7 10 11 Dead



### ARMOR DIAGRAM



### CRITICAL TABLE

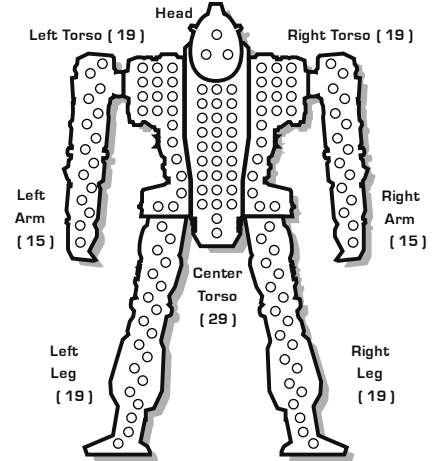
Location	1	2	3	4	5	6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. SRM 6	6. SRM 6
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Gauss Rifle	5. Gauss Rifle	6. Gauss Rifle
<b>Center Torso</b>	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. Jump Jet	2. LRM 20	3. LRM 20	4. LRM 20	5. LRM 20	6. LRM 20
<b>Right Torso</b>	1. Jump Jet	2. Medium Laser	3. Medium Laser	4. Ammo (Gauss) 8	5. Ammo (Gauss) 8	6. CASE
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Heat Sink	6. Ferro-Fibrous
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Heat Sink	6. Ferro-Fibrous

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12
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

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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Highlander HGN-733

Movement Points: \_\_\_\_\_ Tonnage: 90  
 Walking: 3 Tech Base: Inner Sphere  
 Running: 5 Rules Level: Introductory  
 Jumping: 3 Role: Juggernaut

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	LA	4	2/Msl [M,C,S]	—	3	6	9
1	AC/10	RA	3	10 [DB,S]	—	5	10	15
1	LRM 20	LT	6	1/Msl [M,C,S]	6	7	14	21
2	Medium Laser	RT	3	5 [DE]	—	3	6	9

Ammo: [AC/10] 20, [LRM 20] 18, [SRM 6] 30

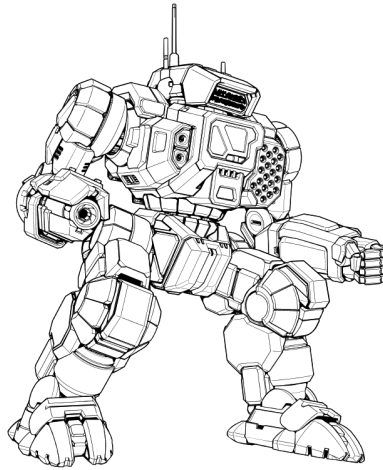
BV: 1,801



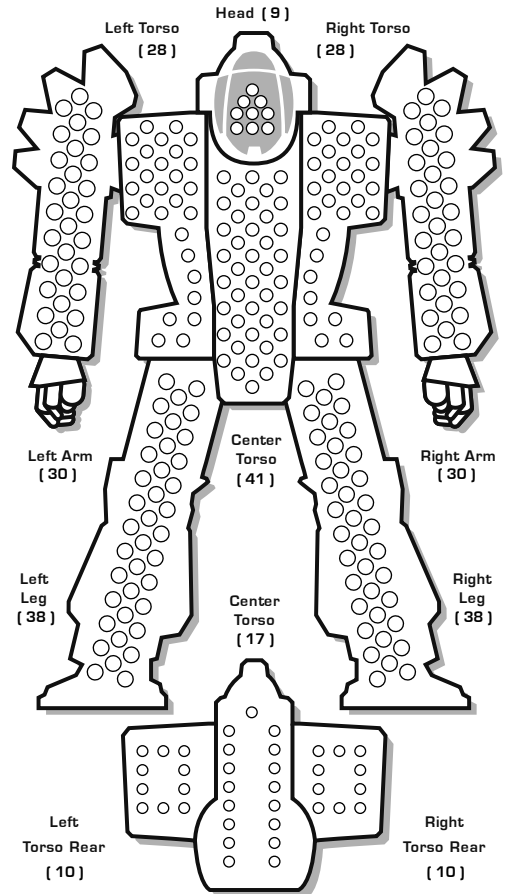
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead



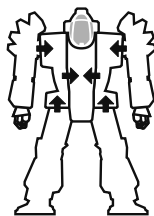
### ARMOR DIAGRAM



### CRITICAL TABLE

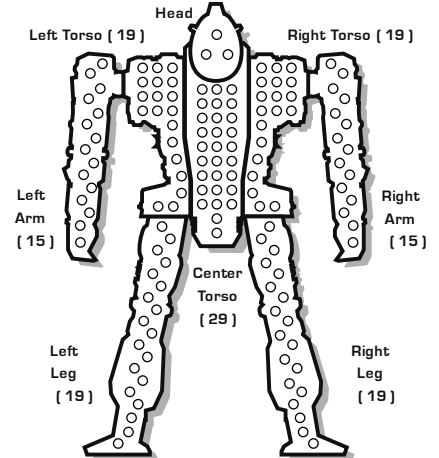
Location	1	2	3	4	5	6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Heat Sink	6. SRM 6
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. AC/10	5. AC/10	6. AC/10
<b>Center Torso</b>	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. Jump Jet	2. LRM 20	3. LRM 20	4. LRM 20	5. LRM 20	6. LRM 20
<b>Right Torso</b>	1. Jump Jet	2. Medium Laser	3. Medium Laser	4. Ammo [AC/10] 10	5. Ammo [AC/10] 10	6. Roll Again
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Heat Sink	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Heat Sink	6. Roll Again

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	13
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Banshee BNC-3E

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 95

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Sniper

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AC/5	LT	1	5 [DB,S]	3	6	12	18
1	PPC	RT	10	10 [DE]	3	6	12	18
1	Small Laser	HD	1	3 [DE]	—	1	2	3

Ammo: [AC/5] 20

BV: 1,422

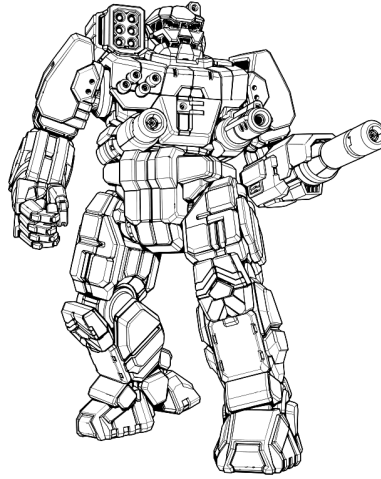


### WARRIOR DATA

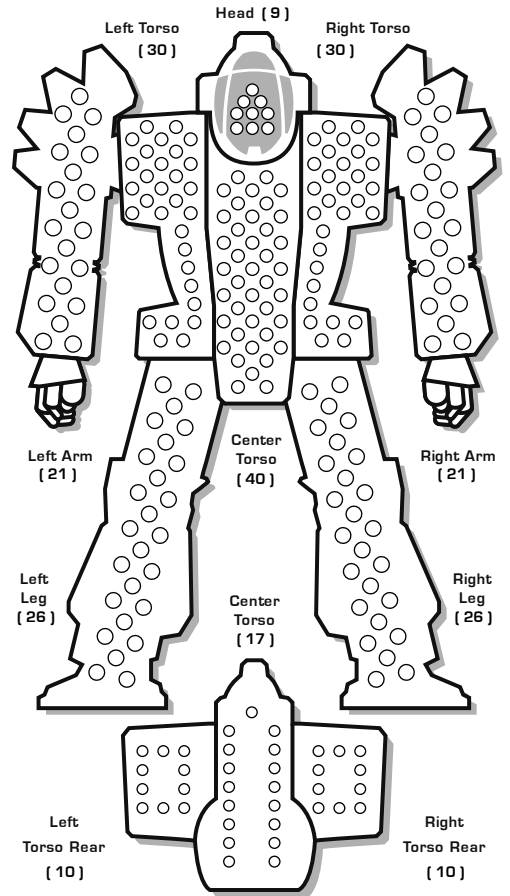
Name: \_\_\_\_\_

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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

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

4-6

#### Left Torso

- [AC/5
- [AC/5
- [AC/5
- [AC/5
- Ammo [AC/5] 20
- Roll Again

1-3

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

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

1-3

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

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

4-6

#### Right Torso

- [PPC
- [PPC
- [PPC
- Roll Again
- Roll Again
- Roll Again

1-3

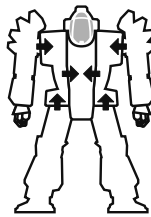
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

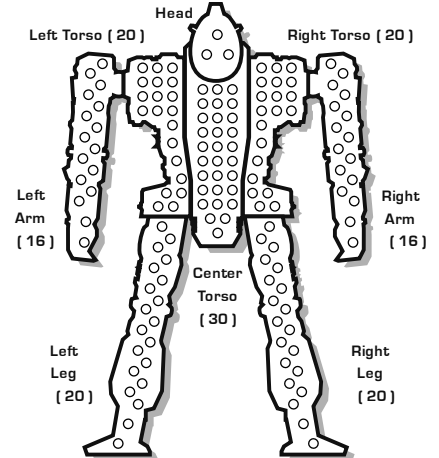
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

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



Damage Transfer Diagram

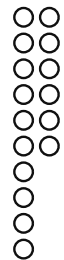
### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Sinks: 16



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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Banshee BNC-5S

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 95

Tech Base: Inner Sphere

Rules Level: Standard

Role: Sniper

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	SRM 6	RA	4	2/Msl [M,C,S]	-	3	6	9
1	Gauss Rifle	LT	1	15 [DB,X]	2	7	15	22
1	Medium Laser (R)	LT	3	5 [DE]	-	3	6	9
2	ER PPC	RT	15	10 [DE]	-	7	14	23
1	Medium Laser (R)	RT	3	5 [DE]	-	3	6	9
1	Small Laser	CT	1	3 [DE]	-	1	2	3
1	Small Laser	HD	1	3 [DE]	-	1	2	3

Ammo: [Gauss] 8, [SRM 6] 15

BV: 2,065

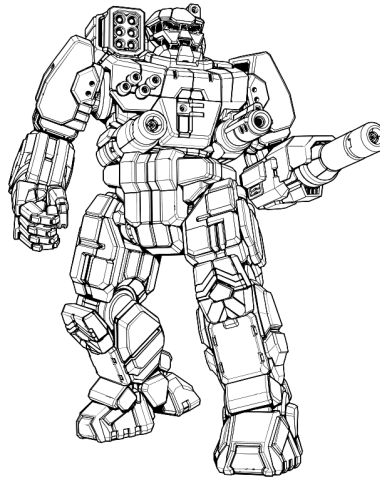


### WARRIOR DATA

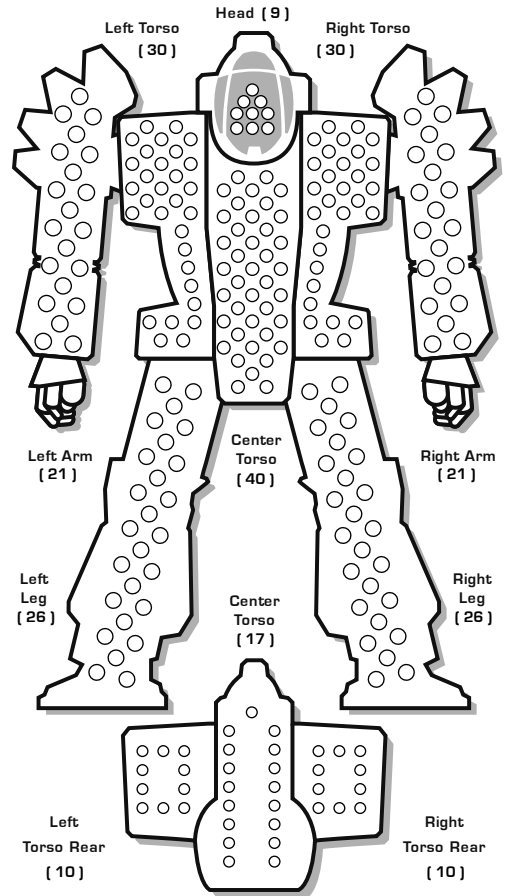
Name: \_\_\_\_\_

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**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Medium Laser
  - Medium Laser
  - Roll Again

- Center Torso**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Left Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle

- Right Torso**
- Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
  - Medium Laser (R)
  - Ammo (Gauss) 8

- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Small Laser
  - Sensors
  - Life Support

- Right Arm**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

- Right Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Small Laser
  - Roll Again

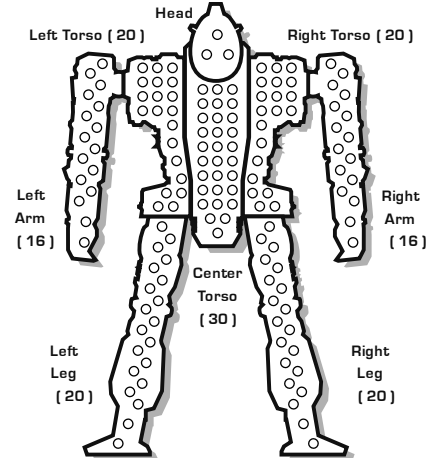
- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	14 (28)
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Nightstar NSR-9FC

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 95

Tech Base: Inner Sphere

Rules Level: Standard

Role: Juggernaut

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	LA	2	10	—	6	12	18
				[DB,C/F/S]				
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	LB 10-X AC	RA	2	10	—	6	12	18
				[DB,C/F/S]				
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	ER PPC	RT	15	10 [DE]	—	7	14	23
1	Medium Laser	HD	3	5 [DE]	—	3	6	9

Ammo: [LB 10-X] 20, [LB 10-X Cluster] 20

BV: 1,929

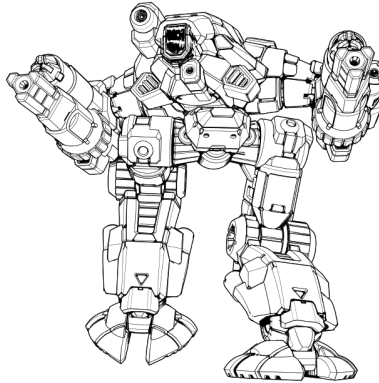


### WARRIOR DATA

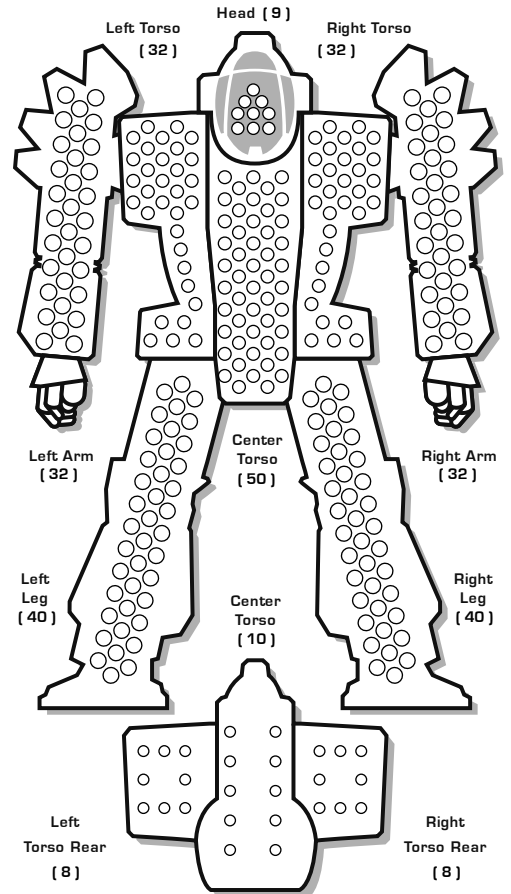
Name: \_\_\_\_\_

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**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - LB 10-X AC
  - LB 10-X AC
- 1-3**
- LB 10-X AC
  - LB 10-X AC
  - LB 10-X AC
  - LB 10-X AC
- 4-6**
- Medium Laser
  - Roll Again
- Left Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Ammo [LB 10-X] 10
  - Ammo [LB 10-X] 10
  - Ammo [LB 10-X Cluster] 10
- 1-3**
- Ammo [LB 10-X Cluster] 10
  - CASE
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**

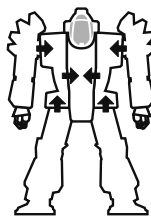
- Head**
- Life Support
  - Sensors
  - Cockpit
  - Medium Laser
  - Sensors
  - Life Support

- Center Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Roll Again
  - Roll Again
- 4-6**

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - LB 10-X AC
  - LB 10-X AC
- 1-3**
- LB 10-X AC
  - LB 10-X AC
  - LB 10-X AC
  - LB 10-X AC
- 4-6**
- Medium Laser
  - Roll Again

- Right Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - ER PPC
  - ER PPC
  - ER PPC
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**

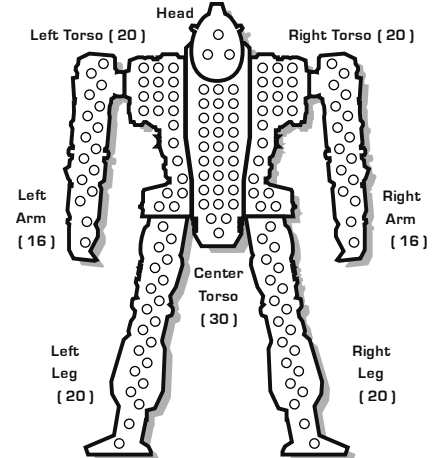
Engine Hits ○○○○  
Gyro Hits ○○○○  
Sensor Hits ○○○○  
Life Support ○



Damage Transfer Diagram

- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	13 (26)
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Nightstar NSR-9J

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Tonnage: 95

Tech Base: Inner Sphere

Rules Level: Standard

Role: Juggernaut

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	ER PPC	RT	15	10 [DE]	—	7	14	23
1	Small Laser	HD	1	3 [DE]	—	1	2	3

(hexes)

Ammo: [Gauss] 56

BV: 2,399

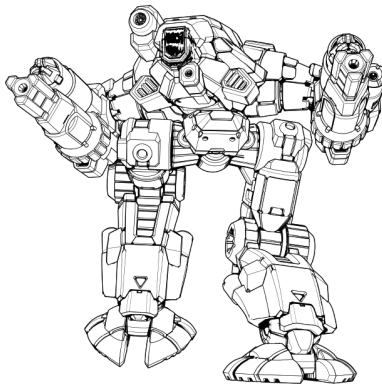


### WARRIOR DATA

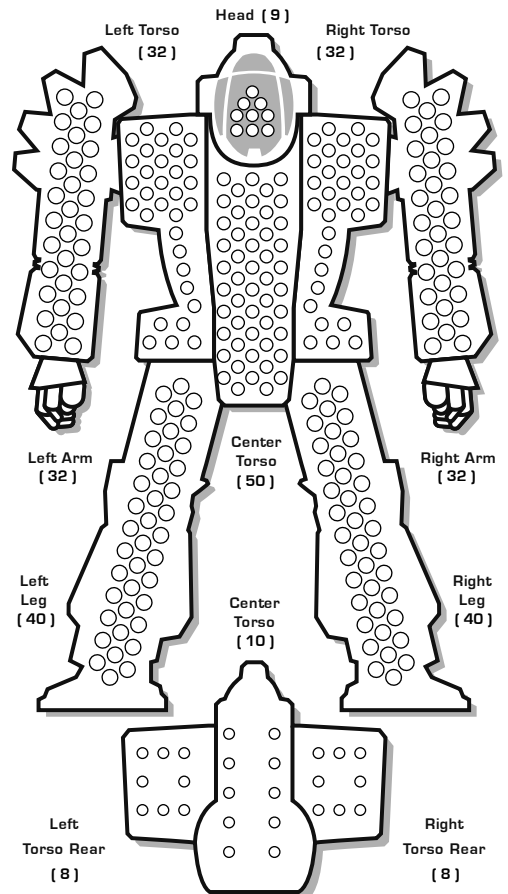
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

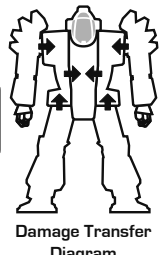
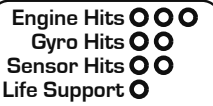


### ARMOR DIAGRAM



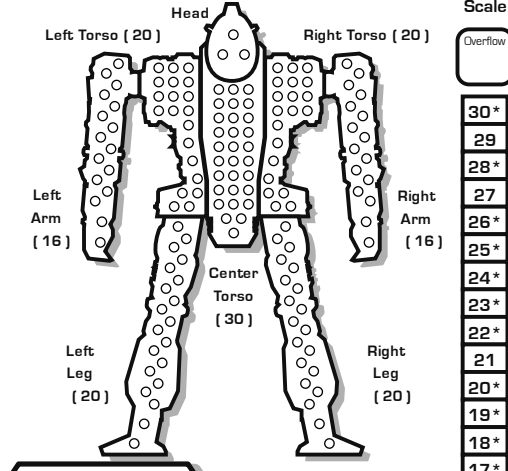
### CRITICAL TABLE

Head	Left Arm	Right Arm	Center Torso	Right Torso	Left Torso	Right Torso	Left Leg	Right Leg
1. Life Support 2. Sensors 3. Cockpit 4. Small Laser 5. Sensors 6. Life Support	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Gauss Rifle 6. Gauss Rifle	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Gauss Rifle 6. Gauss Rifle	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. XL Fusion Engine 5. Ammo (Gauss) 8 6. Roll Again	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. XL Fusion Engine 5. Ammo (Gauss) 8 6. Roll Again	1. Gyro 2. XL Fusion Engine 3. XL Fusion Engine 4. XL Fusion Engine 5. Ammo (Gauss) 8 6. Roll Again	1. Gyro 2. XL Fusion Engine 3. XL Fusion Engine 4. XL Fusion Engine 5. Ammo (Gauss) 8 6. Roll Again
	1-3	1-3	1-3	1-3	1-3	1-3	1-3	1-3
	4-6	4-6	4-6	4-6	4-6	4-6	4-6	4-6



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	14 (28)
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Atlas AS7-D

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Tonnage: 100

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Juggernaut

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	LRM 20	LT	6	1/Msl [M,C,S]	6	7	14	21
1	SRM 6	LT	4	2/Msl [M,C,S]	-	3	6	9
1	AC/20	RT	7	20 [DB,S]	-	3	6	9
2	Medium Laser (R)	CT	3	5 [DE]	-	3	6	9

Ammo: [AC/20] 10, [LRM 20] 12, [SRM 6] 15

BV: 1,897

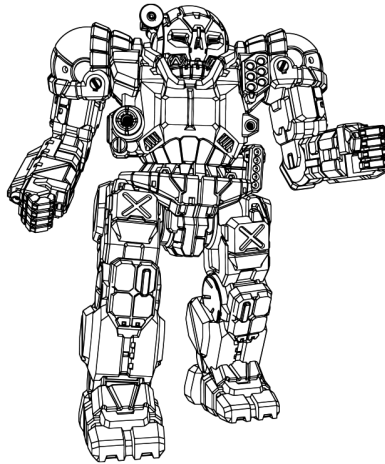


### WARRIOR DATA

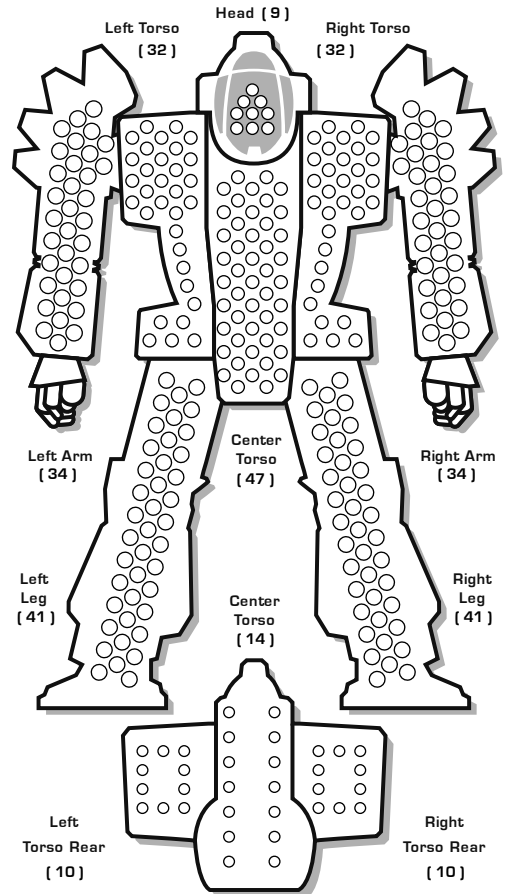
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM

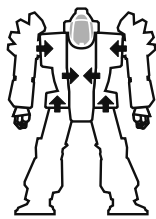


### CRITICAL TABLE

<b>Left Arm</b>	
	1. Shoulder
	2. Upper Arm Actuator
<b>1-3</b>	3. Lower Arm Actuator
	4. Hand Actuator
	5. Heat Sink
	6. Medium Laser
<b>Center Torso</b>	
	1. Roll Again
	2. Roll Again
<b>4-6</b>	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again
<b>Right Torso</b>	
	1. Heat Sink
	2. LRM 20
<b>1-3</b>	3. LRM 20
	4. LRM 20
	5. LRM 20
	6. LRM 20
<b>Left Leg</b>	
	1. Hip
	2. Upper Leg Actuator
	3. Lower Leg Actuator
	4. Foot Actuator
	5. Heat Sink
	6. Heat Sink

<b>Head</b>	
	1. Life Support
	2. Sensors
	3. Cockpit
	4. Heat Sink
	5. Sensors
	6. Life Support
<b>Right Arm</b>	
	1. Shoulder
	2. Upper Arm Actuator
<b>1-3</b>	3. Lower Arm Actuator
	4. Hand Actuator
	5. Heat Sink
	6. Medium Laser
<b>Center Torso</b>	
	1. Fusion Engine
	2. Fusion Engine
<b>1-3</b>	3. Fusion Engine
	4. Gyro
	5. Gyro
	6. Gyro
<b>Right Torso</b>	
	1. Gyro
	2. Fusion Engine
<b>4-6</b>	3. Fusion Engine
	4. Fusion Engine
	5. Medium Laser (R)
	6. Medium Laser (R)

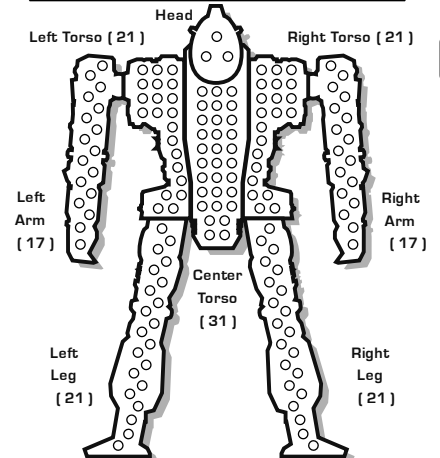
Engine Hits ○○○○  
Gyro Hits ○○○○  
Sensor Hits ○○○○  
Life Support ○



Damage Transfer Diagram

<b>Right Arm</b>	
	1. Shoulder
	2. Upper Arm Actuator
<b>1-3</b>	3. Lower Arm Actuator
	4. Hand Actuator
	5. Heat Sink
	6. Medium Laser
<b>Center Torso</b>	
	1. Roll Again
	2. Roll Again
<b>4-6</b>	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again
<b>Right Torso</b>	
	1. AC/20
	2. AC/20
<b>1-3</b>	3. AC/20
	4. AC/20
	5. AC/20
	6. AC/20
<b>Right Leg</b>	
	1. Hip
	2. Upper Leg Actuator
	3. Lower Leg Actuator
	4. Foot Actuator
	5. Heat Sink
	6. Heat Sink

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 20
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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Atlas AS7-K

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Tonnage: 100

Tech Base: Inner Sphere

Rules Level: Standard

Role: Sniper

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	8 [DE]	-	7	14	19
1	Anti-Missile System	LA	1	[PD]	-	1	-	-
1	ER Large Laser	RA	12	8 [DE]	-	7	14	19
1	LRM 20	LT	6	1/Msl [M,C,S]	6	7	14	21
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
2	Medium Pulse Laser	CT	4	6 [P]	-	2	4	6

Ammo: [AMS] 12, [Gauss] 16, [LRM 20] 12

BV: 2,175

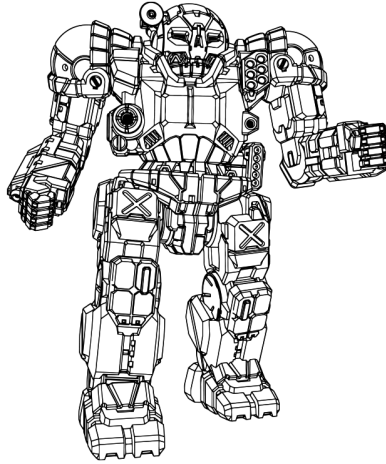


### WARRIOR DATA

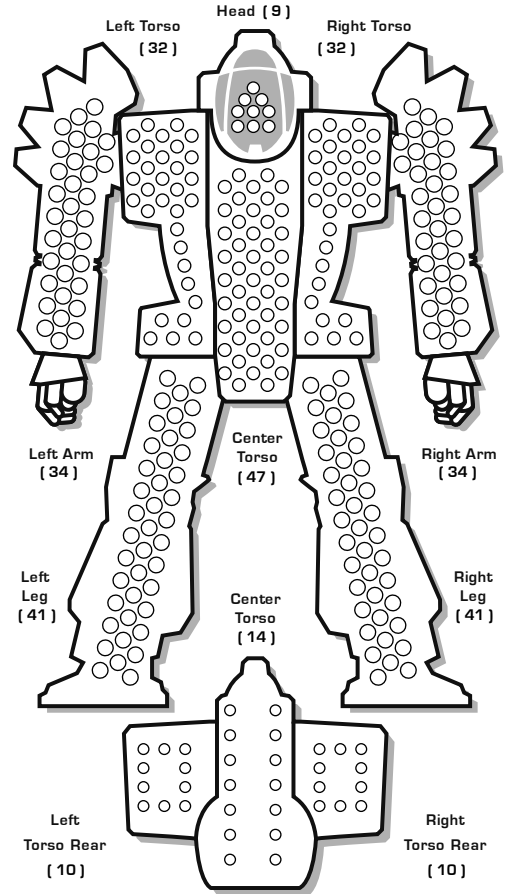
Name: \_\_\_\_\_

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

- 4-6**
- ER Large Laser
  - ER Large Laser
  - Anti-Missile System
  - Roll Again
  - Roll Again
  - Roll Again

- Left Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3**
- LRM 20
  - LRM 20
  - LRM 20

- 4-6**
- LRM 20
  - LRM 20
  - Ammo [LRM 20] 6
  - Ammo [LRM 20] 6
  - Ammo [AMS] 12
  - CASE

#### Left Leg

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

#### Head

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

#### Center Torso

- 1-3**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro

#### 4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Pulse Laser (R)
- Medium Pulse Laser (R)

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

#### Right Arm

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

#### 4-6

- ER Large Laser
- ER Large Laser
- Ammo [Gauss] 8
- Ammo [Gauss] 8
- Roll Again
- Roll Again

#### Right Torso

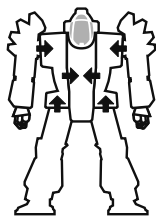
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3**
- Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle

#### 4-6

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- CASE
- Roll Again

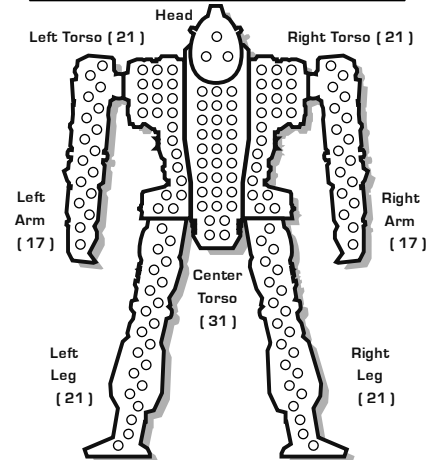
#### Right Leg

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	20
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



# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: King Crab KGC-0000

Movement Points: \_\_\_\_\_ Tonnage: 100  
 Walking: 3 Tech Base: Inner Sphere  
 Running: 5 Rules Level: Introductory  
 Jumping: 0 Role: Juggernaut

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AC/20	LT/LA	7	20 [DB,S]	-	3	6	9
1	AC/20	RT/RA	7	20 [DB,S]	-	3	6	9
1	LRM 15	LT	5	1/Msl [M,C,S]	6	7	14	21
1	Large Laser	RT	8	8 [DE]	-	5	10	15

(hexes)

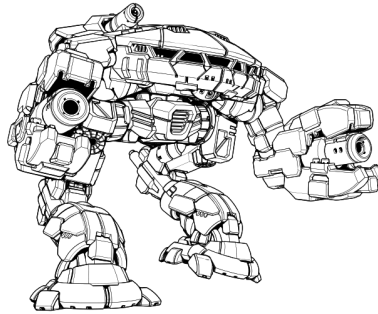
Ammo: [AC/20] 10, [LRM 15] 8

BV: 1,810

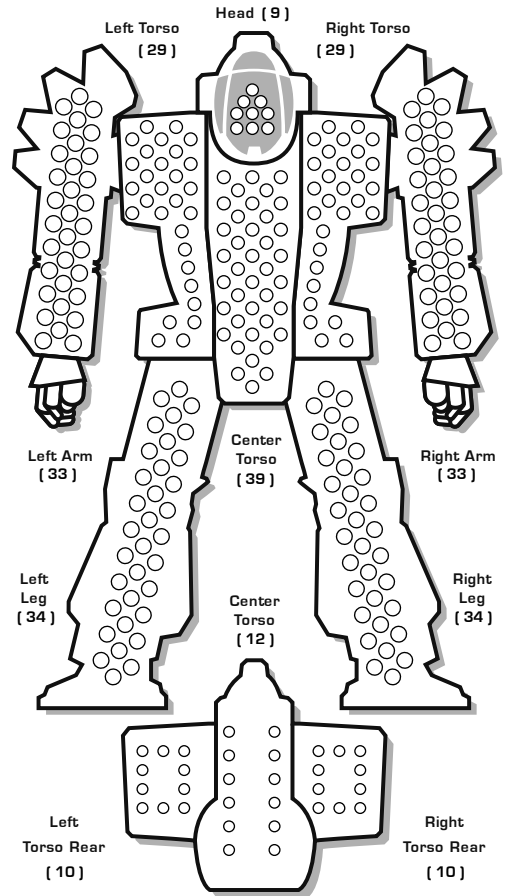


### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken: 1 2 3 4 5 6  
 Consciousness #: 3 5 7 10 11 Dead



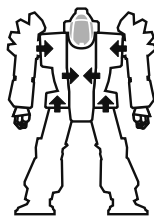
### ARMOR DIAGRAM



### CRITICAL TABLE

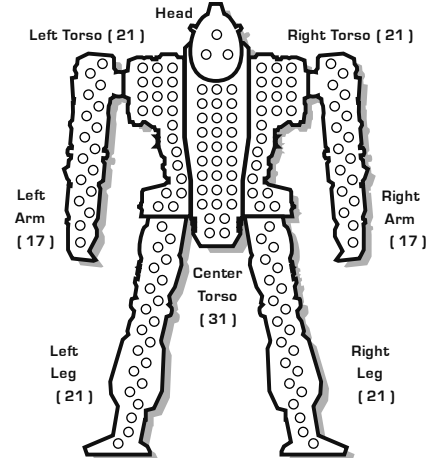
Location	1-3	4-6
<b>Left Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. AC/20 6. AC/20	1. AC/20 2. AC/20 3. AC/20 4. AC/20 5. AC/20 6. AC/20
<b>Right Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. AC/20 6. AC/20	1. AC/20 2. AC/20 3. AC/20 4. AC/20 5. AC/20 6. AC/20
<b>Center Torso</b>	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Heat Sink 6. Roll Again
<b>Left Torso</b>	1. AC/20 2. AC/20 3. LRM 15 4. LRM 15 5. LRM 15 6. Ammo [AC/20] 5	1. Ammo [LRM 15] 8 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
<b>Right Torso</b>	1. AC/20 2. AC/20 3. Large Laser 4. Large Laser 5. Ammo [AC/20] 5 6. Roll Again	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
<b>Left Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Roll Again	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Roll Again
<b>Right Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Roll Again	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Roll Again

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



Damage Transfer Diagram

### 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:
30	Shutdown	15
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	○○○○○○○○○○○○○○○○○○

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: King Crab KGC-000

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Tonnage: 100

Tech Base: Inner Sphere

Rules Level: Standard

Role: Juggernaut

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AC/20	LT/LA	7	20 [DB,S]	-	3	6	9
1	AC/20	RT/RA	7	20 [DB,S]	-	3	6	9
1	LRM 15	LT	5	1/Msl [M,C,S]	6	7	14	21
1	Large Laser	RT	8	8 [DE]	-	5	10	15

Ammo: [AC/20] 10, [LRM 15] 8

BV: 1,906

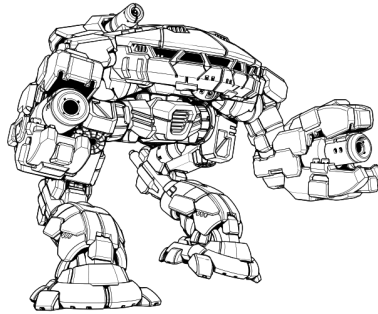


### WARRIOR DATA

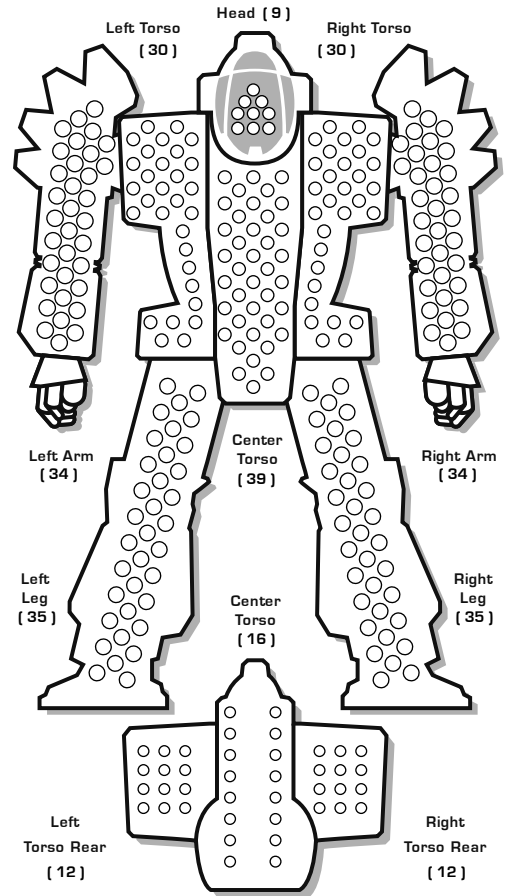
Name: \_\_\_\_\_

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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- AC/20
- AC/20

1-3

- AC/20
- AC/20
- AC/20
- AC/20
- AC/20
- AC/20

4-6

#### Left Torso

- AC/20
- AC/20
- LRM 15
- LRM 15
- LRM 15
- Ammo [AC/20] 5

1-3

- Ammo [LRM 15] 8
- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Heat Sink
- Ferro-Fibrous

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- AC/20
- AC/20

1-3

- AC/20
- AC/20
- AC/20
- AC/20
- AC/20
- AC/20

4-6

#### Right Torso

- AC/20
- AC/20
- Large Laser
- Large Laser
- Ammo [AC/20] 5
- CASE

1-3

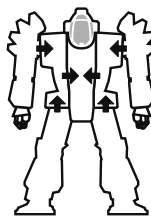
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Leg

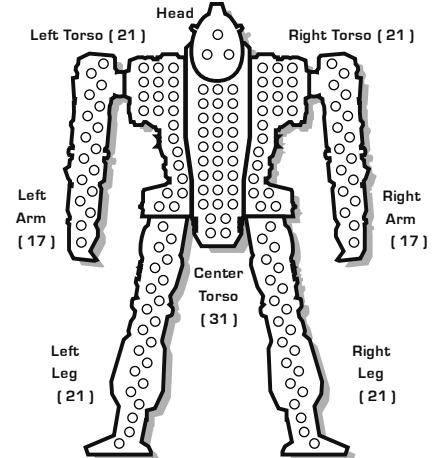
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Ferro-Fibrous

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	15
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 Level	Heat Sink Count
30*	15
29	14
28*	13
27	12
26*	11
25*	10*
24*	9
23*	8*
22*	7
21	6
20*	5*
19*	4
18*	3
17*	2
16	1
15*	0
14*	0
13*	0
12	0
11	0
10*	0
9	0
8*	0
7	0
6	0
5*	0
4	0
3	0
2	0
1	0
0	0

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Marauder II MAD-4A

Movement Points: **Tonnage:** 100  
 Walking: 3 **Tech Base:** Inner Sphere  
 Running: 5 **Rules Level:** Introductory  
 Jumping: 3 **Role:** Juggernaut

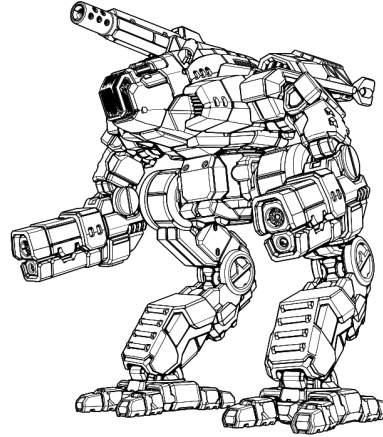
### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)			
					Min	Sht	Med	Lng
1	PPC	LA	10	10 [DE]	3	6	12	18
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	PPC	RA	10	10 [DE]	3	6	12	18
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Large Laser	RT	8	8 [DE]	—	5	10	15

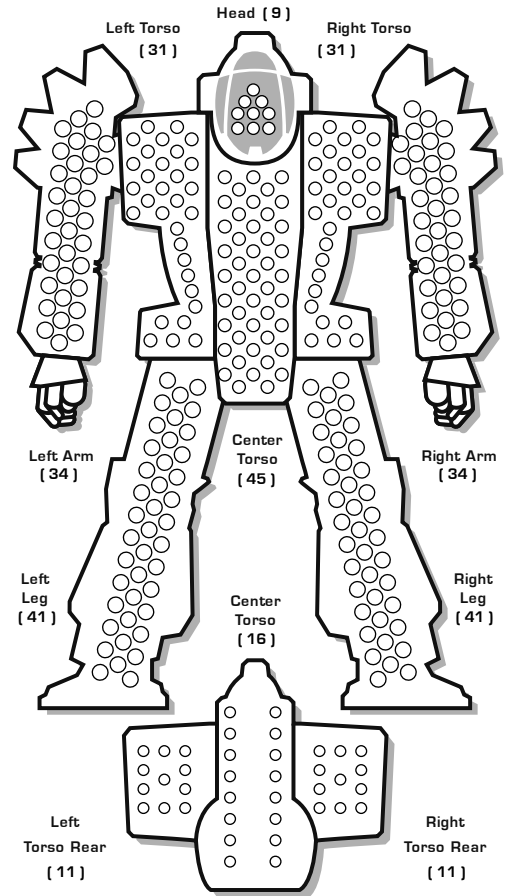
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



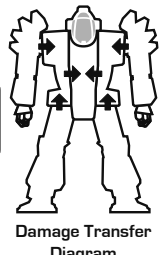
BV: 2,073



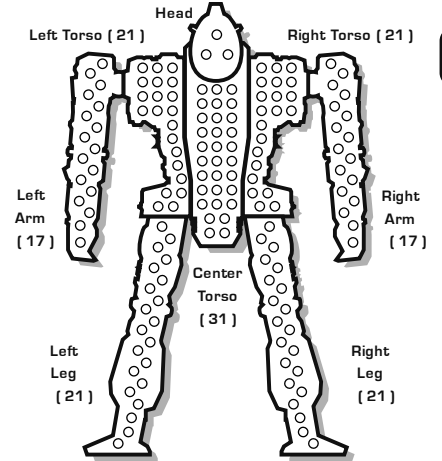
### CRITICAL TABLE

Location	1	2	3	4	5	6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. PPC	5. PPC	6. PPC
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. PPC	5. PPC	6. PPC
<b>Center Torso</b>	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. Heat Sink	2. Heat Sink	3. Heat Sink	4. Heat Sink	5. Heat Sink	6. Heat Sink
<b>Right Torso</b>	1. Heat Sink	2. Heat Sink	3. Heat Sink	4. Heat Sink	5. Heat Sink	6. Heat Sink
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Heat Sink	6. Jump Jet
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Heat Sink	6. Jump Jet

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



### INTERNAL STRUCTURE DIAGRAM



Heat Scale

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:
30	Shutdown	29
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	○○○○

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Marauder II MAD-5A

Movement Points: **Tonnage:** 100  
**Walking:** 3 **Tech Base:** Inner Sphere  
**Running:** 5 **Rules Level:** Standard  
**Jumping:** 3 **Role:** Sniper

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10 [DE]	—	7	14	23
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	LB 10-X AC	RT	2	10	—	6	12	18

(hexes)  
[DB,C/F/S]

Ammo: (LB 10-X) 20, (LB 10-X Cluster) 10

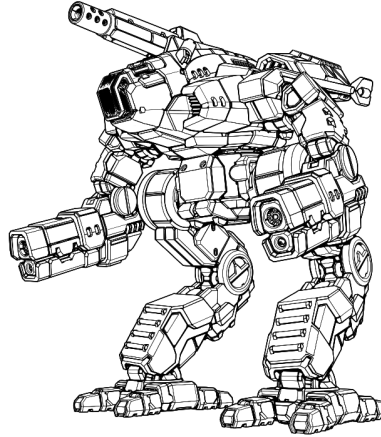
BV: 2,058



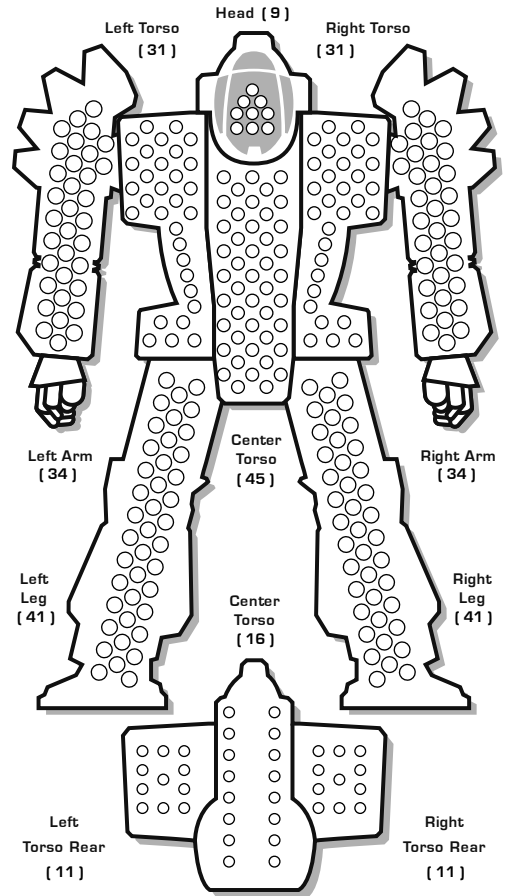
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL TABLE

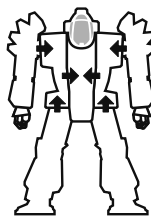
- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Heat Sink
  - Heat Sink
  - Heat Sink
- 4-6
- ER PPC
  - ER PPC
  - ER PPC
  - Medium Laser
  - Roll Again
  - Roll Again
- Left Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- Heat Sink
  - Heat Sink
  - Heat Sink
- 4-6
- Ammo (LB 10-X) 10
  - Ammo (LB 10-X) 10
  - Ammo (LB 10-X Cluster) 10
- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Heat Sink
  - Jump Jet

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Heat Sink
  - Sensors
  - Life Support

- Center Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3

- Right Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Jump Jet
  - Roll Again
- 4-6

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



Damage Transfer Diagram

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Heat Sink
  - Heat Sink
  - Heat Sink
- 4-6
- ER PPC
  - ER PPC
  - ER PPC
  - Medium Laser
  - Roll Again
  - Roll Again

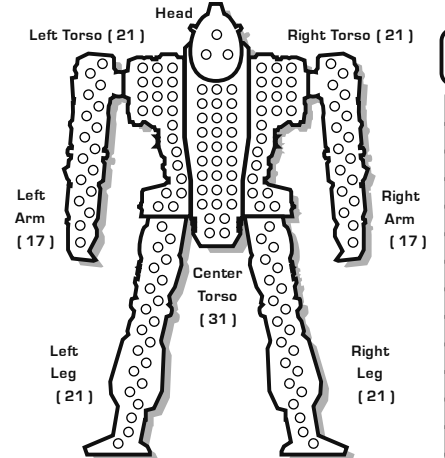
- Center Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3

- Right Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Jump Jet
  - Roll Again
- 4-6

- Left Torso**
- LB 10-X AC
  - LB 10-X AC
  - LB 10-X AC
  - LB 10-X AC
  - LB 10-X AC
  - LB 10-X AC
- 4-6

- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Heat Sink
  - Jump Jet

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	29
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	○○○○

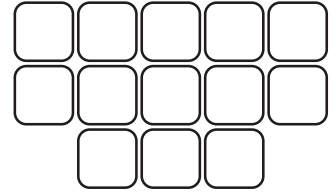
Heat Scale

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

# BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET

### EXTERNAL STORES/BOMBS



Key:  
 HE - High Explosive  
 LG - Laser Guided  
 C - Cluster  
 RL - Rocket Launcher

### FIGHTER DATA

Type: Shilone SL-17

Thrust: \_\_\_\_\_ Tonnage: 65  
 SafeThrust: 6 Tech Base: Inner Sphere  
 Maximum Thrust: 9 Rules Level: Standard  
 Role: Fire Support

### Weapons & Equipment Inventory

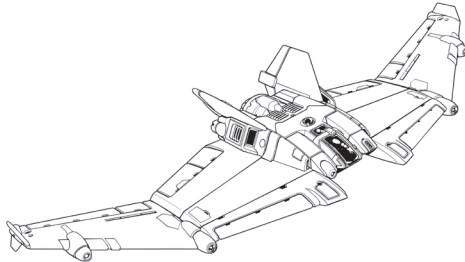
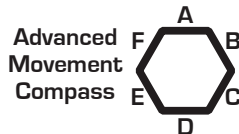
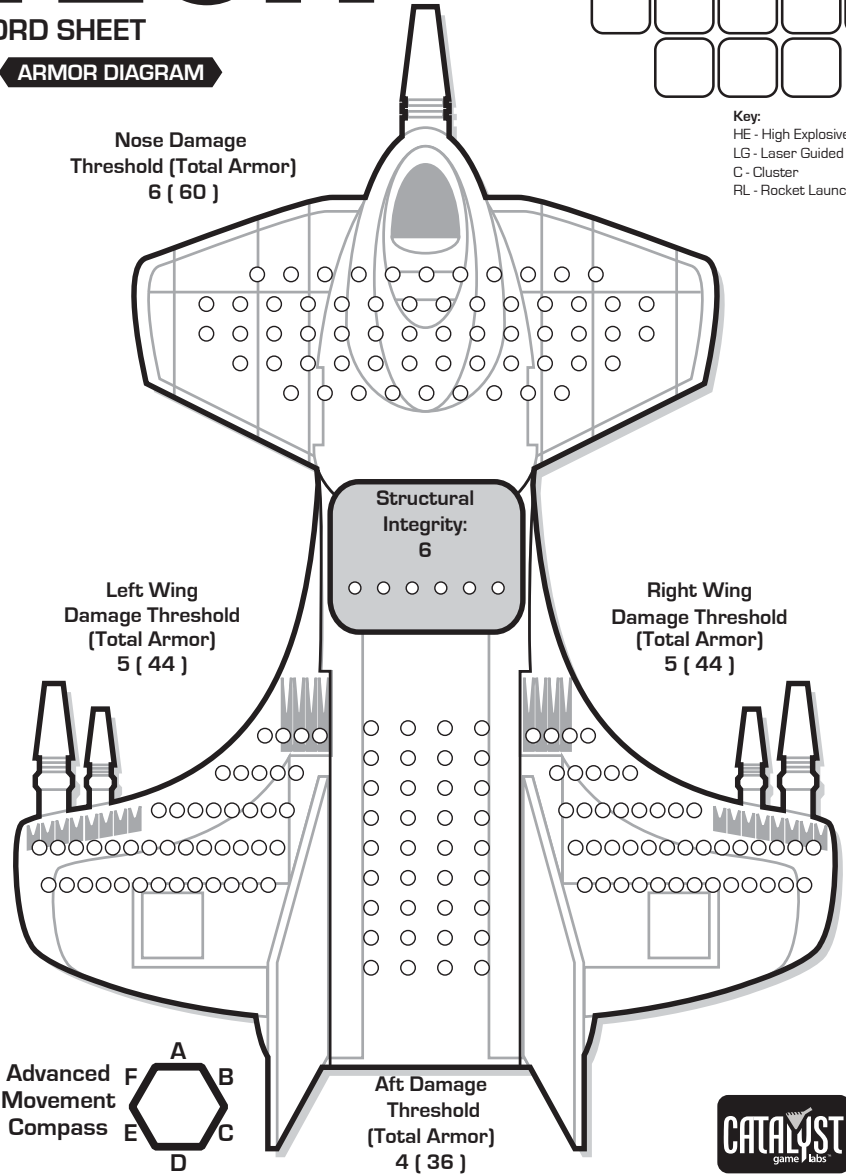
Standard Scale			(1-6)	(7-12)	(13-20)	(21-25)	
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	LRM 20 [M,C,S]	NOS	6	12	12	12	-
1	Large Laser [DE]	NOS	8	8	8	-	-
1	Medium Laser [DE]	LWG	3	5	-	-	-
1	Medium Laser [DE]	RWG	3	5	-	-	-
1	SRM 4 [M,C,S]	AFT	3	4	-	-	-

Ammo: (LRM 20) 12, (SRM 4) 25  
 Fuel Points: 400

BV: 1,230



### ARMOR DIAGRAM



### CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Landing Gear			+5
Sensors	+1	+2	+5	Life Support			+2

### PILOT DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT DATA

Heat Level*	Effects	Heat Sinks: 20
30	Shutdown	○○
28	Ammo Exp avoid on 8+	○○○
27	Pilot damage, avoid on 9+	○○○○
26	Shutdown, avoid on 10+	○○○○○
25	Random Movement, avoid on 10+	○○○○○○
24	+4 Modifier to Fire	○○○○○○○
23	Ammo Exp avoid on 6+	○○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○
21	Pilot damage, avoid on 6+	○○○○○○○
20	Random Movement, avoid on 8+	○○○○○○○
19	Ammo Exp avoid on 4+	○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○
17	+3 Modifier to Fire	○○○○○○○
15	Random Movement, avoid on 7+	○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○
13	+2 Modifier to Fire	○○○○○○○
10	Random Movement, avoid on 6+	○○○○○○○
8	+1 Modifier to Fire	○○○○○○○
5	Random Movement, avoid on 5+	○○○○○○○

### VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

Heat Scale

Overflow

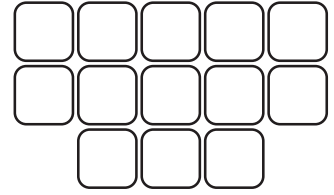
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
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17*
16
15*
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12
11
10*
9
8*
7
6
5*
4
3
2
1
0



# BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET

### EXTERNAL STORES/BOMBS



Key:  
 HE - High Explosive  
 LG - Laser Guided  
 C - Cluster  
 RL - Rocket Launcher

### FIGHTER DATA

Type: Shilone SL-17AC

Thrust: \_\_\_\_\_ Tonnage: 65  
 SafeThrust: 6 Tech Base: Inner Sphere  
 Maximum Thrust: 9 Rules Level: Standard  
 Role: Dogfighter

### Weapons & Equipment Inventory

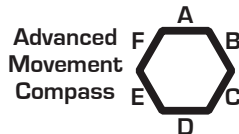
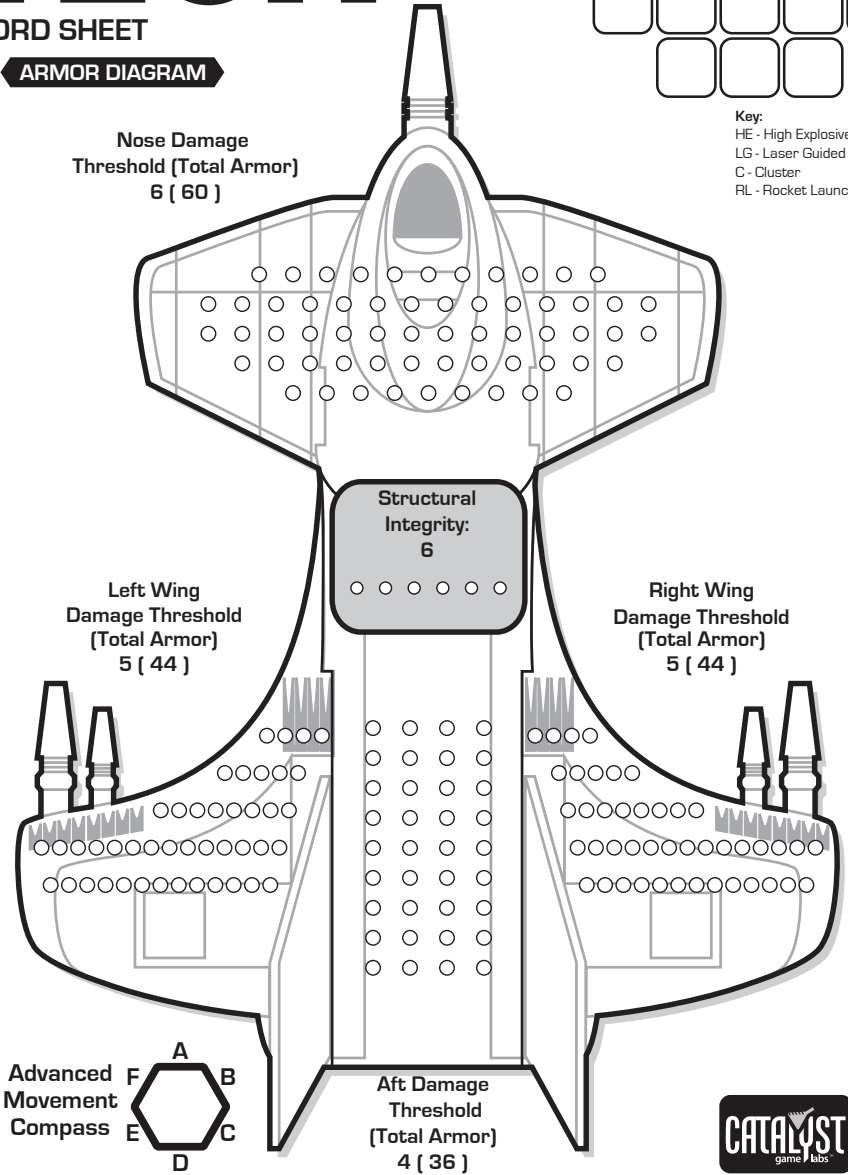
Standard Scale		(1-6) (7-12) (13-20) (21-25)					
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	Large Laser [DE]	NOS	8	8	8	-	-
2	AC/2 [DB,S]	NOS	1	2	2	2	-
1	Medium Laser [DE]	LWG	3	5	-	-	-
1	Medium Laser [DE]	RWG	3	5	-	-	-
1	SRM 4 [M,C,S]	AFT	3	4	-	-	-

Ammo: [AC/2] 45, [SRM 4] 25  
 Fuel Points: 400

BV: 1,008



### ARMOR DIAGRAM



Heat Scale

Overflow

30*
29
28*
27*
26*
25*
24*
23*
22*
21*
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13*
12
11
10*
9
8*
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5*
4
3
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1
0



### CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Landing Gear			+5
Sensors	+1	+2	+5	Life Support			+2

### PILOT DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT DATA

Level*	Effects	Heat Sinks: 19
30	Shutdown	○○
28	Ammo Exp avoid on 8+	○○○
27	Pilot damage, avoid on 9+	○○○○
26	Shutdown, avoid on 10+	○○○○○
25	Random Movement, avoid on 10+	○○○○○○
24	+4 Modifier to Fire	○○○○○○○
23	Ammo Exp avoid on 6+	○○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○
21	Pilot damage, avoid on 6+	○○○○○○○
20	Random Movement, avoid on 8+	○○○○○○○
19	Ammo Exp avoid on 4+	○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○
17	+3 Modifier to Fire	○○○○○○○
15	Random Movement, avoid on 7+	○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○
13	+2 Modifier to Fire	○○○○○○○
10	Random Movement, avoid on 6+	○○○○○○○
8	+1 Modifier to Fire	○○○○○○○
5	Random Movement, avoid on 5+	○○○○○○○

### VELOCITY RECORD

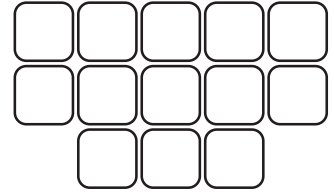
Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

# BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET

### EXTERNAL STORES/BOMBS



Key:  
 HE - High Explosive  
 LG - Laser Guided  
 C - Cluster  
 RL - Rocket Launcher

### FIGHTER DATA

Type: Shilone SL-17R

Thrust: \_\_\_\_\_ Tonnage: 65  
 SafeThrust: 6 Tech Base: Inner Sphere  
 Maximum Thrust: 9 Rules Level: Standard  
 Role: Fire Support

### Weapons & Equipment Inventory

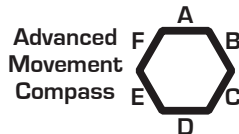
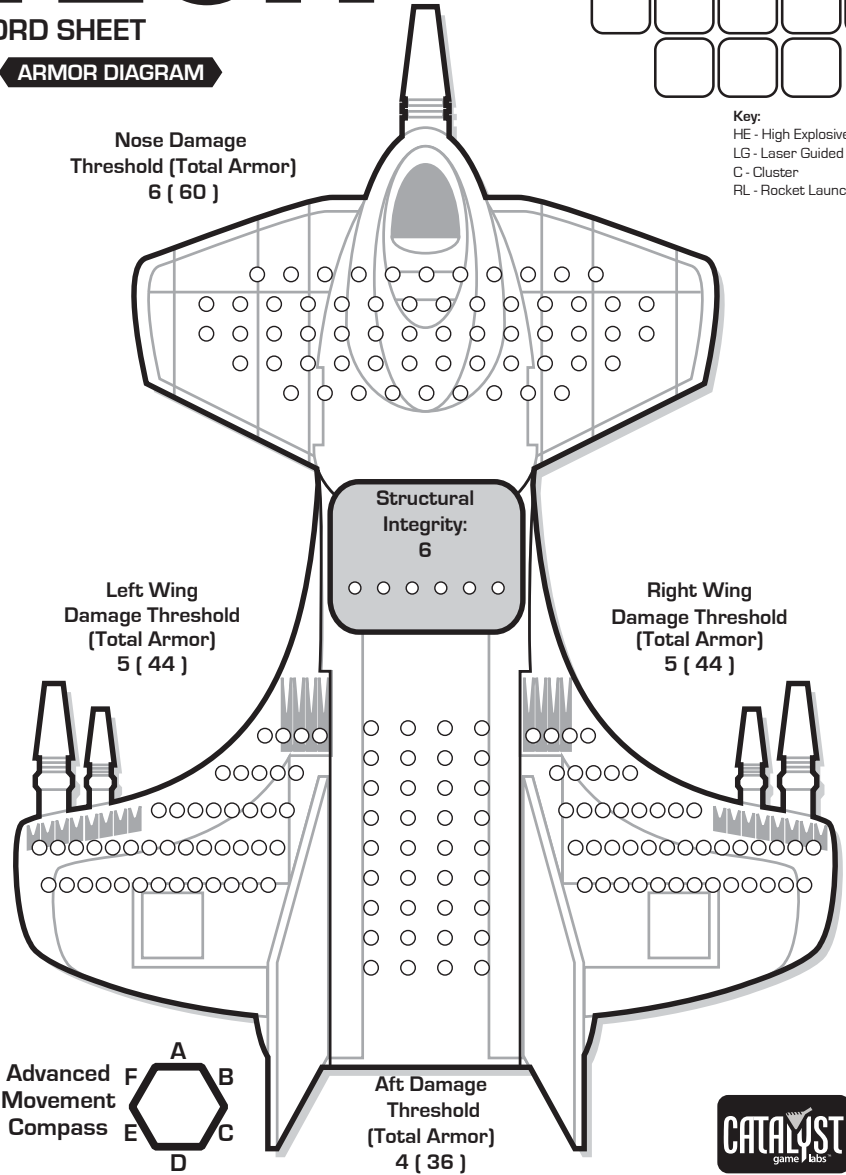
Standard Scale			(1-6)	(7-12)	(13-20)	(21-25)	
Qty	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	LRM 20 [M,C,S]	NOS	6	12	12	12	-
1	Large Laser [DE]	NOS	8	8	8	-	-
1	Medium Laser [DE]	LWG	3	5	-	-	-
1	Medium Laser [DE]	RWG	3	5	-	-	-
1	SRM 4 [M,C,S]	AFT	3	4	-	-	-

Ammo: (LRM 20) 12, (SRM 4) 25  
 Fuel Points: 400

BV: 1,230



### ARMOR DIAGRAM



Heat Scale

Overflow

30*
29
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5*
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### CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Landing Gear			+5
Sensors	+1	+2	+5	Life Support			+2

### PILOT DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### HEAT DATA

Level*	Effects	Double Heat Sinks: 20 (40)
30	Shutdown	○○
28	Ammo Exp avoid on 8+	○○○
27	Pilot damage, avoid on 9+	○○○○
26	Shutdown, avoid on 10+	○○○○○
25	Random Movement, avoid on 10+	○○○○○○
24	+4 Modifier to Fire	○○○○○○○
23	Ammo Exp avoid on 6+	○○○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○○○
21	Pilot damage, avoid on 6+	○○○○○○○○○○
20	Random Movement, avoid on 8+	○○○○○○○○○○○
19	Ammo Exp avoid on 4+	○○○○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○○○○
15	Random Movement, avoid on 7+	○○○○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○○○○
10	Random Movement, avoid on 6+	○○○○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○○○○
5	Random Movement, avoid on 5+	○○○○○○○○○○○○○○○○○○○○

### VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

The march of technology  
across BattleTech's eras  
is relentless...



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