

# BATTLETECH™

**FORCEPACK RECORD SHEETS**

**WOLF'S DRAGOONS**



**CATALYST**  
game labs™

INCLUDES RECORD SHEETS FOR:  
• Wolf's Dragons Assault Star



# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Blackjack C

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 45

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	Streak SRM 4	LT	3	2/Msl [M,C]	-	4	8	12
1	Streak SRM 4	RT	3	2/Msl [M,C]	-	4	8	12

Ammo: [Streak SRM 4] 25

BV: 1,639

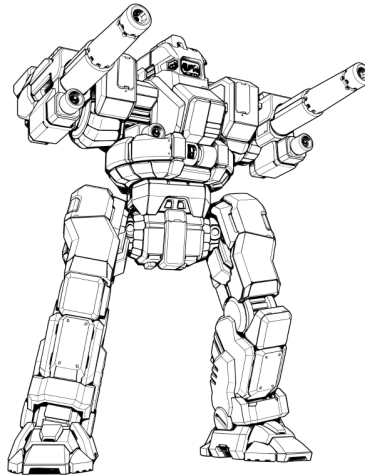


### WARRIOR DATA

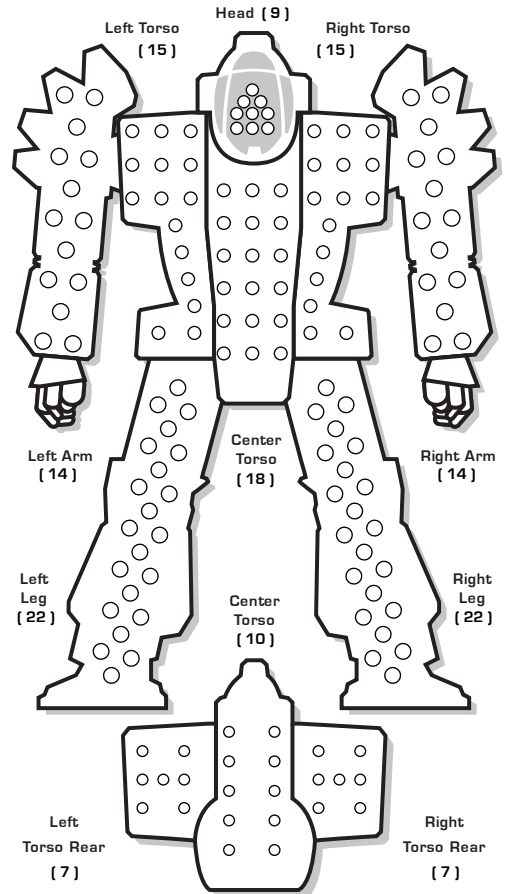
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



### CRITICAL TABLE

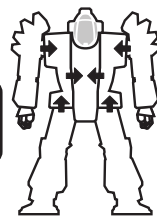
- Left Arm**
- Shoulder
  - Upper Arm Actuator
- 1-3 [ Large Pulse Laser  
Large Pulse Laser  
Ferro-Fibrous  
Roll Again
- 4-6 [ Roll Again  
Roll Again  
Roll Again  
Roll Again  
Roll Again  
Roll Again
- Left Torso**
- Double Heat Sink
  - Double Heat Sink
- 1-3 [ Double Heat Sink  
Double Heat Sink  
Streak SRM 4  
Ammo [Streak SRM 4] 25
- CASE II
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

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

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

- 4-6 [ Gyro  
Fusion Engine  
Fusion Engine  
Roll Again  
Roll Again

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

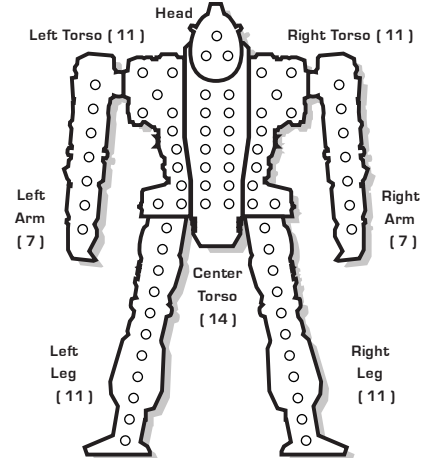


Damage Transfer Diagram

- Right Arm**
- Shoulder
  - Upper Arm Actuator
- 1-3 [ Large Pulse Laser  
Large Pulse Laser  
Ferro-Fibrous  
Roll Again
- 4-6 [ Roll Again  
Roll Again  
Roll Again  
Roll Again  
Roll Again  
Roll Again
- Right Torso**
- Double Heat Sink
  - Double Heat Sink
- 1-3 [ Double Heat Sink  
Double Heat Sink  
Streak SRM 4  
Ferro-Fibrous
- Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
  - 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: 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: Rifleman RFL-3N

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Sniper

### 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/5	LA	1	5 [DB,S]	3	6	12	18
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	AC/5	RA	1	5 [DB,S]	3	6	12	18
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9

Ammo: [AC/5] 20

BV: 1,039

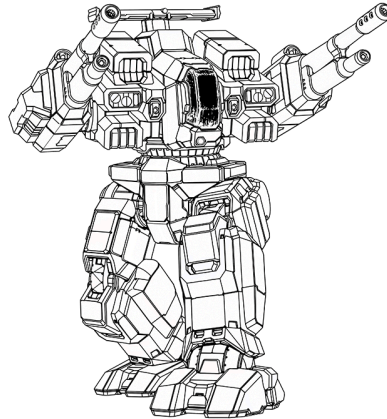


### WARRIOR DATA

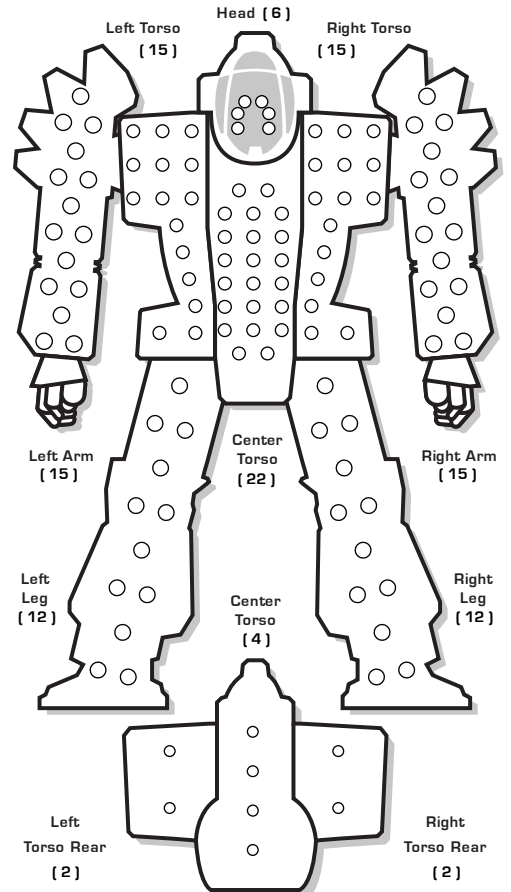
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



### CRITICAL TABLE

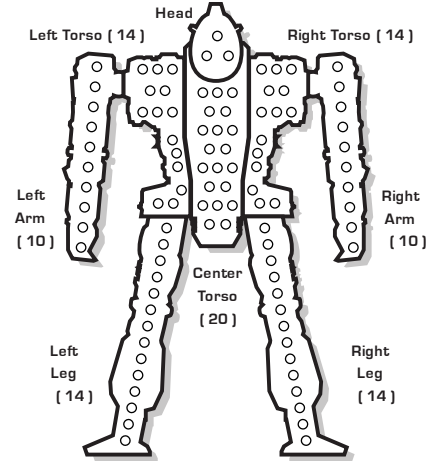
Location	1	2	3	4	5	6
<b>Left Arm</b>	Shoulder	Upper Arm Actuator	Large Laser	Large Laser	AC/5	AC/5
<b>Right Arm</b>	Shoulder	Upper Arm Actuator	Large Laser	Large Laser	AC/5	AC/5
<b>Center Torso</b>	Fusion Engine	Fusion Engine	Fusion Engine	Gyro	Gyro	Gyro
<b>Left Torso</b>	Medium Laser	Roll Again	Roll Again	Roll Again	Roll Again	Roll Again
<b>Right Torso</b>	Medium Laser	Roll Again	Roll Again	Roll Again	Roll Again	Roll Again
<b>Left Leg</b>	Hip	Upper Leg Actuator	Lower Leg Actuator	Foot Actuator	Heat Sink	Roll Again
<b>Right Leg</b>	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: Rifleman C 3

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 60

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	Ultra AC/5	LA	1	5/Sht	-	7	14	21
[DB,R/C]								
1	ER Large Laser	RA	12	10 [DE]	-	8	15	25
1	Ultra AC/5	RA	1	5/Sht	-	7	14	21
[DB,R/C]								
1	ER Medium Laser	LT	5	7 [DE]	-	5	10	15
1	ER Medium Laser	RT	5	7 [DE]	-	5	10	15

Ammo: [Ultra AC/5] 40

BV: 1,871

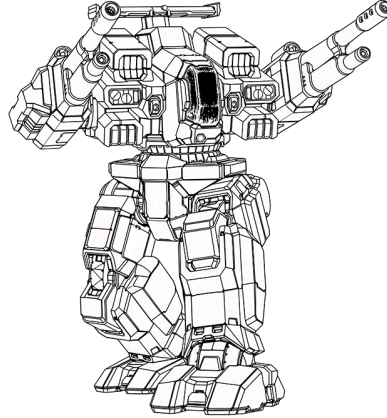


### WARRIOR DATA

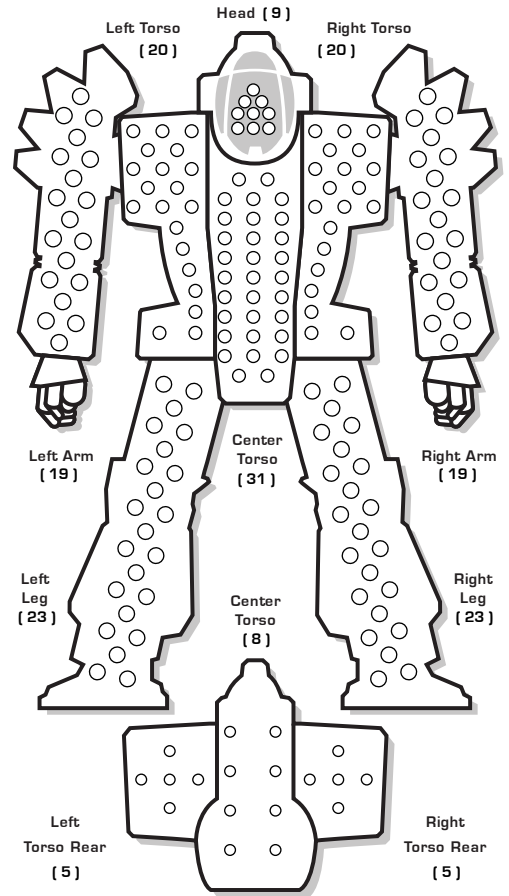
Name: \_\_\_\_\_

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
- ER Large Laser
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5

1-3

#### Head

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

1-3

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- ER Large Laser
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5

1-3

#### Center Torso

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

1-3

#### Right Torso

- Ammo [Ultra AC/5] 20
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel

1-3

#### Center Torso

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

4-6

#### Right Torso

- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

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

- Endo Steel
- Endo Steel
- Endo Steel

4-6

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

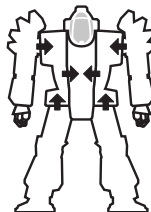
4-6

#### Left Leg

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

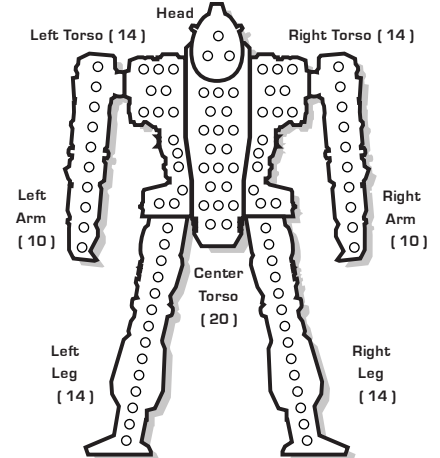
#### Right Leg

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



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: Archer ARC-2W

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Missile Boat

### 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 4	LT	3	2/Msl [M,C,S]	-	3	6	9
1	LRM 20	RT	6	1/Msl [M,C,S]	6	7	14	21
1	SRM 4	RT	3	2/Msl [M,C,S]	-	3	6	9

Ammo: [LRM 20] 24, [SRM 4] 25

BV: 1,338

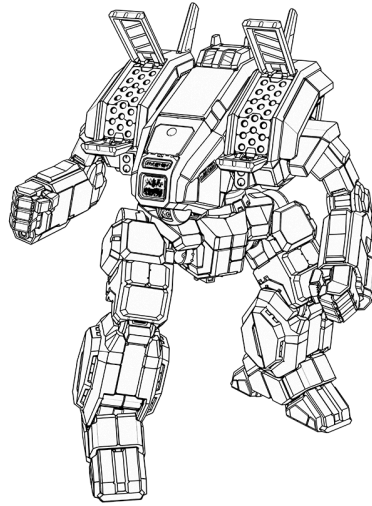


### WARRIOR DATA

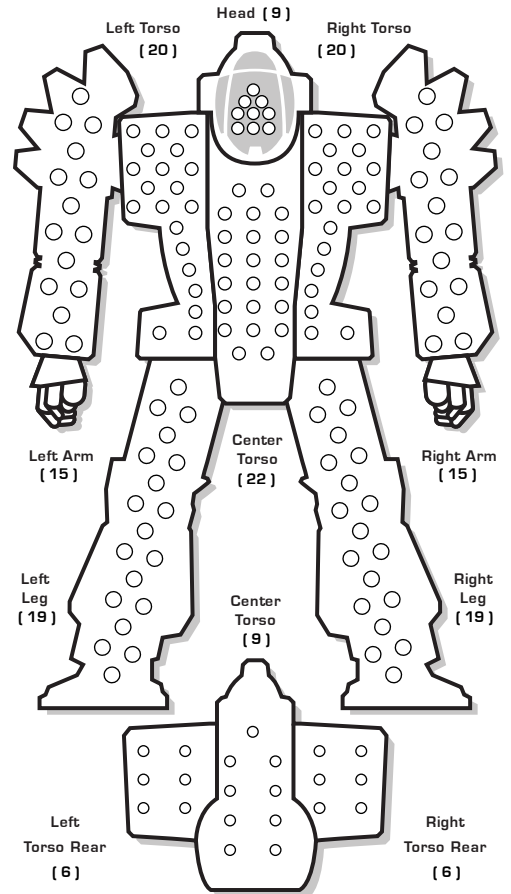
Name: \_\_\_\_\_

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

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- SRM 4

- Ammo [LRM 20] 6
- Ammo [LRM 20] 6
- 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
- Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Ammo [SRM 4] 25
- Roll Again

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

#### Right Arm

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

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

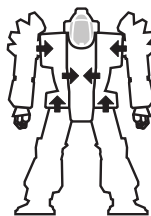
#### Right Torso

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- SRM 4

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

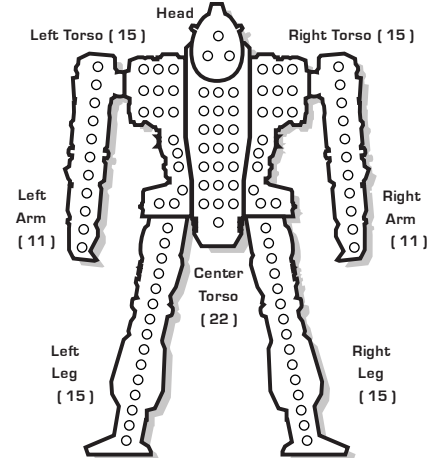
#### Right Leg

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	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: Archer C 2

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 70

Tech Base: Clan

Rules Level: Standard

Role: Brawler

### Weapons & Equipment Inventory

		[hexes]							
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	LRM 20	LT	6	1/Msl [M,C,S]	-	7	14	21	
w/ Artemis IV									
1	Streak SRM 4	LT	3	2/Msl [M,C]	-	4	8	12	
1	LRM 20	RT	6	1/Msl [M,C,S]	-	7	14	21	
w/ Artemis IV									
1	Streak SRM 4	RT	3	2/Msl [M,C]	-	4	8	12	

Ammo: [LRM 20 Artemis-capable] 36, [Streak SRM 4] 50

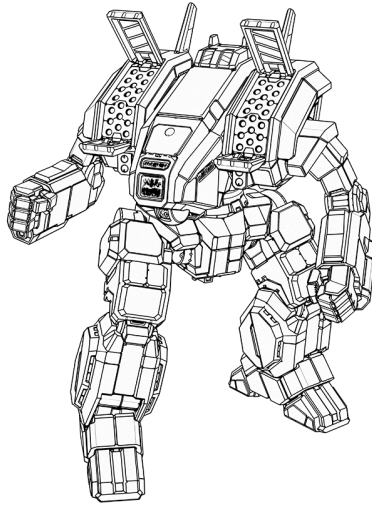
BV: 2,167

### WARRIOR DATA

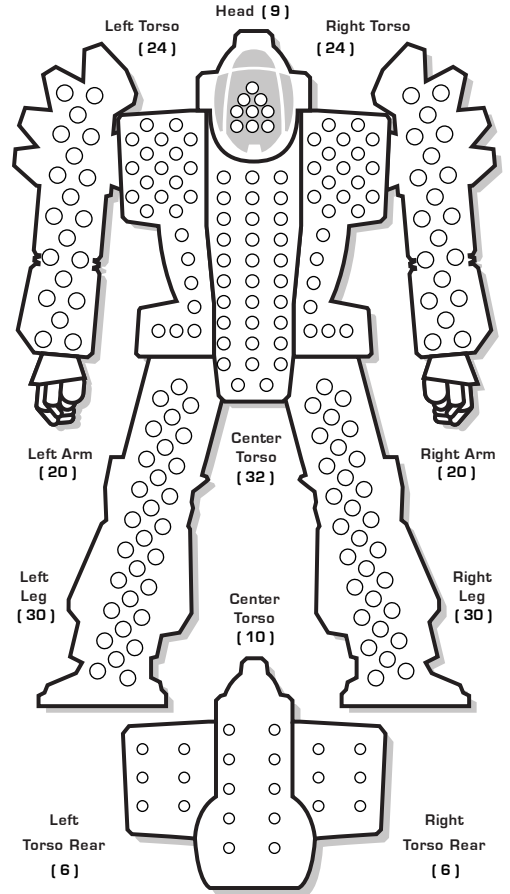
Name: \_\_\_\_\_

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


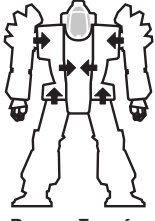
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



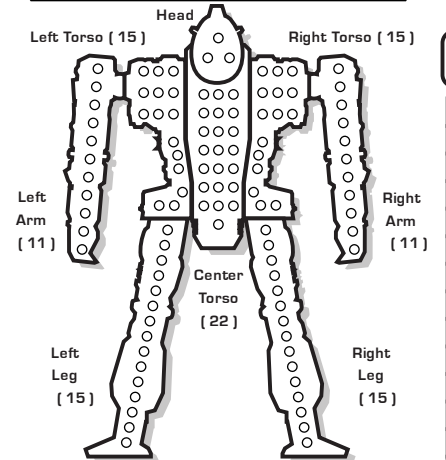
### ARMOR DIAGRAM



### CRITICAL TABLE

<p><b>Left Arm</b></p> <p>1. Shoulder</p> <p>2. Upper Arm Actuator</p> <p>3. Lower Arm Actuator</p> <p><b>1-3</b> 4. Hand Actuator</p> <p>5. Medium Pulse Laser</p> <p>6. Ferro-Fibrous</p> <p>1. Roll Again</p> <p>2. Roll Again</p> <p><b>4-6</b> 3. Roll Again</p> <p>4. Roll Again</p> <p>5. Roll Again</p> <p>6. Roll Again</p> <p><b>Left Torso (CASE)</b></p> <p>1. LRM 20</p> <p>2. LRM 20</p> <p><b>1-3</b> 3. LRM 20</p> <p>4. LRM 20</p> <p>5. Artemis IV FCS</p> <p>6. Streak SRM 4</p> <p>1. Ammo (Streak SRM 4) 25</p> <p>2. Ammo (LRM 20 Artemis-capable) 6</p> <p>3. Ammo (LRM 20 Artemis-capable) 6</p> <p><b>4-6</b> 4. Ammo (LRM 20 Artemis-capable) 6</p> <p>5. Ferro-Fibrous</p> <p>6. Ferro-Fibrous</p> <p><b>Left Leg</b></p> <p>1. Hip</p> <p>2. Upper Leg Actuator</p> <p>3. Lower Leg Actuator</p> <p>4. Foot Actuator</p> <p>5. Roll Again</p> <p>6. Roll Again</p>	<p><b>Head</b></p> <p>1. Life Support</p> <p>2. Sensors</p> <p>3. Cockpit</p> <p>4. Ferro-Fibrous</p> <p>5. Sensors</p> <p>6. Life Support</p> <p><b>Center Torso</b></p> <p>1. Fusion Engine</p> <p>2. Fusion Engine</p> <p><b>1-3</b> 3. Fusion Engine</p> <p>4. Gyro</p> <p>5. Gyro</p> <p>6. Gyro</p> <p>1. Gyro</p> <p>2. Fusion Engine</p> <p><b>4-6</b> 3. Fusion Engine</p> <p>4. Fusion Engine</p> <p>5. Double Heat Sink</p> <p>6. Double Heat Sink</p> <p>Engine Hits ○○○○</p> <p>Gyro Hits ○○○</p> <p>Sensor Hits ○○○</p> <p>Life Support ○</p>  <p>Damage Transfer Diagram</p> 	<p><b>Right Arm</b></p> <p>1. Shoulder</p> <p>2. Upper Arm Actuator</p> <p>3. Lower Arm Actuator</p> <p><b>1-3</b> 4. Hand Actuator</p> <p>5. Medium Pulse Laser</p> <p>6. Ferro-Fibrous</p> <p>1. Roll Again</p> <p>2. Roll Again</p> <p><b>4-6</b> 3. Roll Again</p> <p>4. Roll Again</p> <p>5. Roll Again</p> <p>6. Roll Again</p> <p><b>Right Torso (CASE)</b></p> <p>1. LRM 20</p> <p>2. LRM 20</p> <p><b>1-3</b> 3. LRM 20</p> <p>4. LRM 20</p> <p>5. Artemis IV FCS</p> <p>6. Streak SRM 4</p> <p>1. Ammo (Streak SRM 4) 25</p> <p>2. Ammo (LRM 20 Artemis-capable) 6</p> <p>3. Ammo (LRM 20 Artemis-capable) 6</p> <p><b>4-6</b> 4. Ammo (LRM 20 Artemis-capable) 6</p> <p>5. Ferro-Fibrous</p> <p>6. Ferro-Fibrous</p> <p><b>Right Leg</b></p> <p>1. Hip</p> <p>2. Upper Leg Actuator</p> <p>3. Lower Leg Actuator</p> <p>4. Foot Actuator</p> <p>5. Roll Again</p> <p>6. Roll Again</p>
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### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 [24]
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: Mad Cat (Timber Wolf) Prime

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 75

Tech Base: Clan

Rules Level: Standard

Role: Brawler

### 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 Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	LRM 20	LT	6	1/Msl [M,C,S]	—	7	14	21
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	LRM 20	RT	6	1/Msl [M,C,S]	—	7	14	21
1	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3
1	Machine Gun	CT	—	2 [DB,AI]	—	1	2	3

Ammo: [LRM 20] 12, [Machine Gun] 200

BV: 2,737

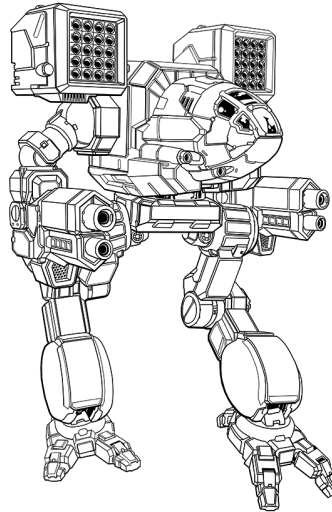


### WARRIOR DATA

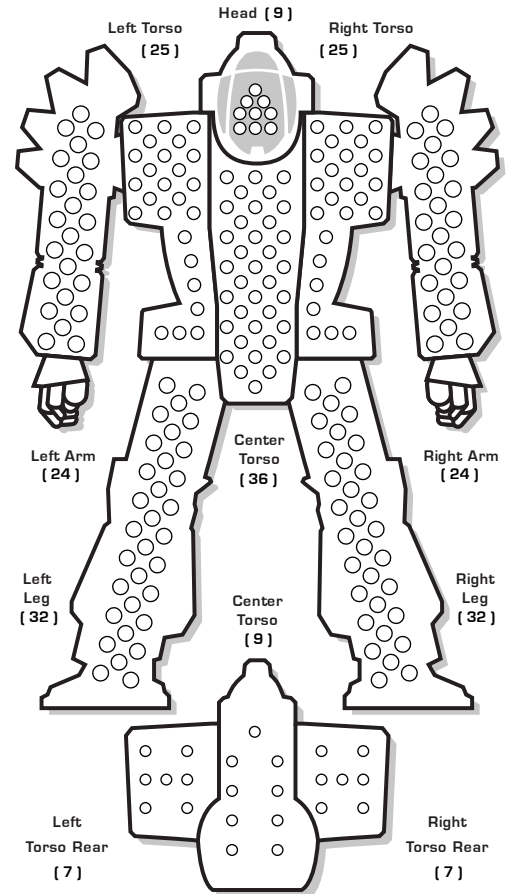
Name: \_\_\_\_\_

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  
ER Large Laser

- ER Medium Laser
  - Ferro-Fibrous
- 4-6 [ Roll Again  
Roll Again  
Roll Again

#### Left Torso (CASE)

- XL Fusion Engine
  - XL Fusion Engine
- 1-3 [ LRM 20  
LRM 20  
LRM 20  
LRM 20

- Medium Pulse Laser
  - Ammo [LRM 20] 6
  - Endo Steel
- 4-6 [ Ferro-Fibrous  
Ferro-Fibrous  
Roll Again

#### Left Leg

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

#### Head

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

#### Center Torso

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

1-3

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Machine Gun
- Endo Steel

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3 [ Double Heat Sink  
Double Heat Sink  
ER Large Laser

- ER Medium Laser
  - Ferro-Fibrous
- 4-6 [ Roll Again  
Roll Again  
Roll Again

#### Right Torso (CASE)

- XL Fusion Engine
  - XL Fusion Engine
- 1-3 [ LRM 20  
LRM 20  
LRM 20  
LRM 20

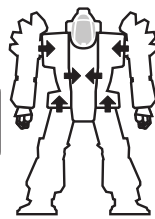
- Machine Gun
- Ammo [LRM 20] 6
- Ammo [Machine Gun] 200
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Leg

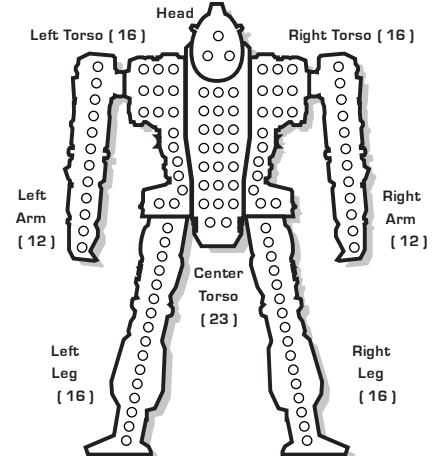
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects
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: 17 [34]

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: Mad Cat (Timber Wolf) T

Movement Points: **Tonnage:** 75  
 Walking: 5 **Tech Base:** Clan  
 Running: 8 **Rules Level:** Standard  
 Jumping: 0 **Role:** Missile Boat

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Imp. Heavy Medium Laser	LA	7	10 [DE,X]	-	3	6	9
Laser								
1	ER Medium Laser	LA	5	7 [DE]	-	5	10	15
1	Imp. Heavy Medium Laser	RA	7	10 [DE,X]	-	3	6	9
Laser								
1	ER Medium Laser	RA	5	7 [DE]	-	5	10	15
1	LRM 20 w/Artemis V	LT	6	1/Msl [M,C,S]	-	7	14	21
1	ER Small Pulse Laser	LT	3	5 [P,AI]	-	2	4	6
1	LRM 20 w/Artemis V	RT	6	1/Msl [M,C,S]	-	7	14	21
1	ER Small Laser	RT	2	5 [DE]	-	2	4	6
1	ER Small Laser	CT	2	5 [DE]	-	2	4	6

Ammo: [LRM 20 Artemis V-capable] 36

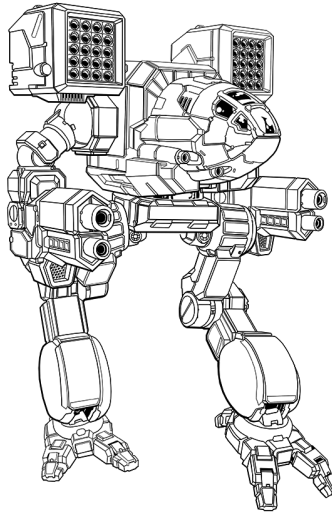
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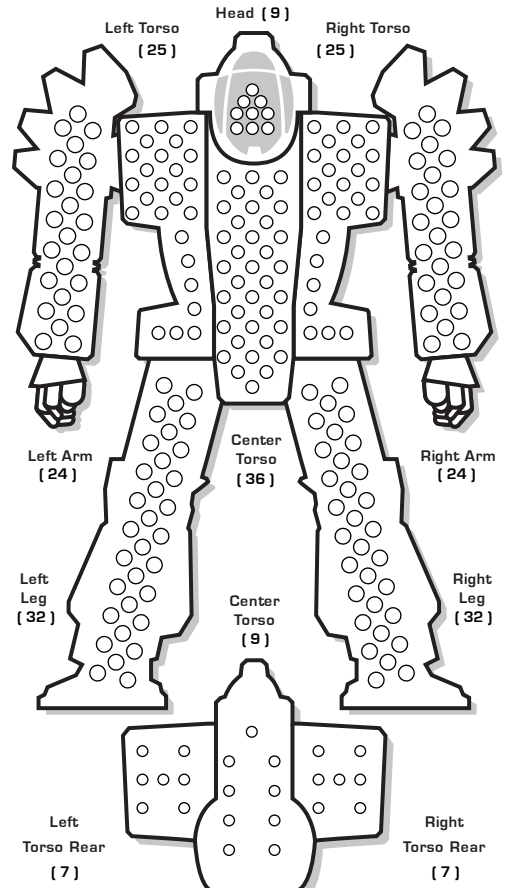
### WARRIOR DATA

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

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



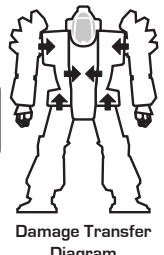
### ARMOR DIAGRAM



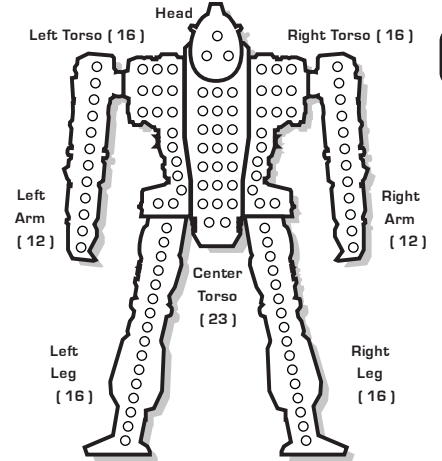
### CRITICAL TABLE

Location	1	2	3	4	5	6
<b>Left Arm (CASE)</b>	Shoulder	Upper Arm Actuator	Lower Arm Actuator	Double Heat Sink	Double Heat Sink	Imp. Heavy Medium Laser
<b>Right Arm (CASE)</b>	Shoulder	Upper Arm Actuator	Lower Arm Actuator	Double Heat Sink	Double Heat Sink	Imp. Heavy Medium Laser
<b>Center Torso</b>	XL Fusion Engine	XL Fusion Engine	XL Fusion Engine	Gyro	Gyro	Gyro
<b>Left Torso</b>	XL Fusion Engine	XL Fusion Engine	LRM 20	LRM 20	LRM 20	LRM 20
<b>Right Torso</b>	XL Fusion Engine	XL Fusion Engine	LRM 20	LRM 20	LRM 20	LRM 20
<b>Left Leg</b>	Hip	Upper Leg Actuator	Lower Leg Actuator	Foot Actuator	Endo Steel	Endo Steel
<b>Right Leg</b>	Hip	Upper Leg Actuator	Lower Leg Actuator	Foot Actuator	Endo Steel	Endo Steel

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™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Annihilator ANH-2A

Movement Points: **Tonnage:** 100  
**Walking:** 2 **Tech Base:** Inner Sphere  
**Running:** 3 **Rules Level:** Standard  
**Jumping:** 0 **Role:** Juggernaut

### 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	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
1	LB 10-X AC	RA	2	10	—	6	12	18
				[DB,C/F/S]				
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	LB 10-X AC	LT	2	10	—	6	12	18
				[DB,C/F/S]				
1	LB 10-X AC	RT	2	10	—	6	12	18
				[DB,C/F/S]				
2	Medium Pulse Laser	CT	4	6 [P]	—	2	4	6

Ammo: [LB 10-X] 20, [LB 10-X Cluster] 20

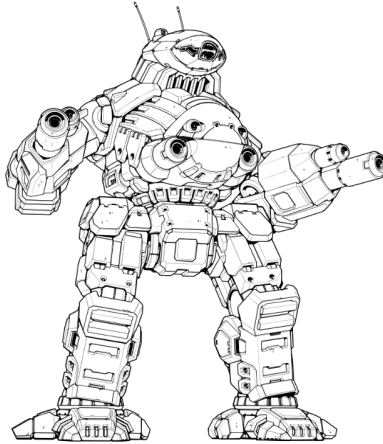
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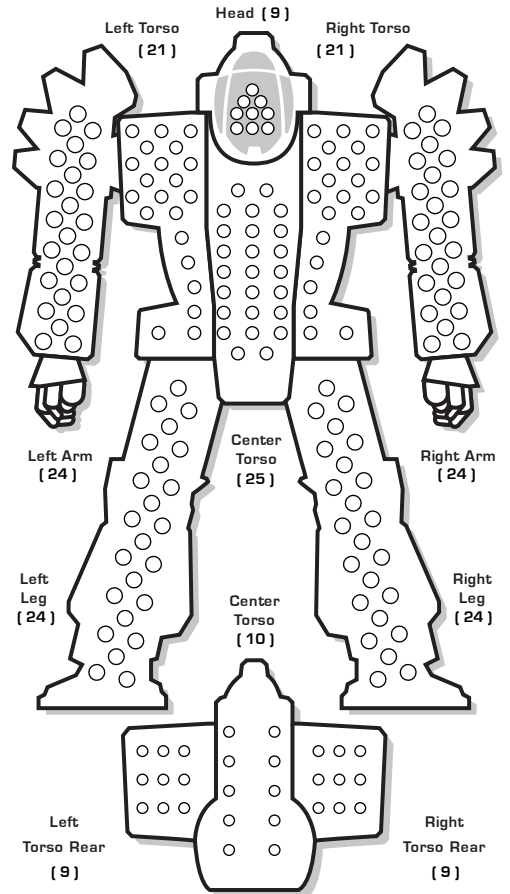
### WARRIOR DATA

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

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



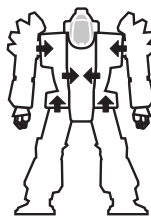
### ARMOR DIAGRAM



### CRITICAL TABLE

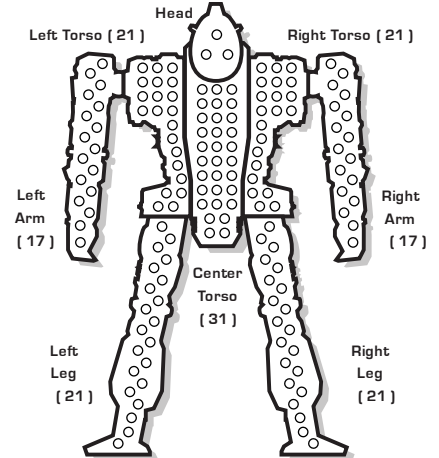
Location	1-3	4-6
<b>Left Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. LB 10-X AC 5. LB 10-X AC 6. LB 10-X AC	1. LB 10-X AC 2. LB 10-X AC 3. LB 10-X AC 4. Medium Pulse Laser 5. Roll Again 6. Roll Again
<b>Right Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. LB 10-X AC 5. LB 10-X AC 6. LB 10-X AC	1. LB 10-X AC 2. LB 10-X AC 3. LB 10-X AC 4. Medium Pulse Laser 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. Medium Pulse Laser 6. Medium Pulse Laser
<b>Left Torso</b>	1. Heat Sink 2. Heat Sink 3. LB 10-X AC 4. LB 10-X AC 5. LB 10-X AC 6. LB 10-X AC	1. LB 10-X AC 2. LB 10-X AC 3. Ammo [LB 10-X Cluster] 10 4. Ammo [LB 10-X] 10 5. CASE 6. Roll Again
<b>Right Torso</b>	1. Heat Sink 2. Heat Sink 3. LB 10-X AC 4. LB 10-X AC 5. LB 10-X AC 6. LB 10-X AC	1. LB 10-X AC 2. LB 10-X AC 3. Ammo [LB 10-X Cluster] 10 4. Ammo [LB 10-X] 10 5. CASE 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>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	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: Annihilator ANH-5W

Movement Points: \_\_\_\_\_ Tonnage: 100  
 Walking: 2 Tech Base: Mixed  
 Running: 3 Rules Level: Standard  
 Jumping: 0 Role: Sniper

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle (Clan)	LA	1	15 [DB,X]	2	7	15	22
1	Medium Pulse Laser (Clan)	LA	4	7 [P]	-	4	8	12
1	Gauss Rifle (Clan)	RA	1	15 [DB,X]	2	7	15	22
1	Medium Pulse Laser (Clan)	RA	4	7 [P]	-	4	8	12
1	Gauss Rifle (Clan)	LT	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle (Clan)	RT	1	15 [DB,X]	2	7	15	22
2	Medium Pulse Laser (Clan)	CT	4	7 [P]	-	4	8	12

Ammo: [Gauss] 64

BV: 2,595



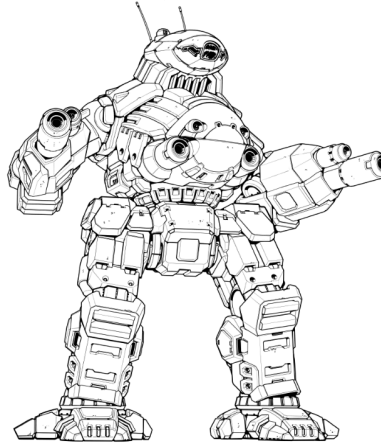
### WARRIOR DATA

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

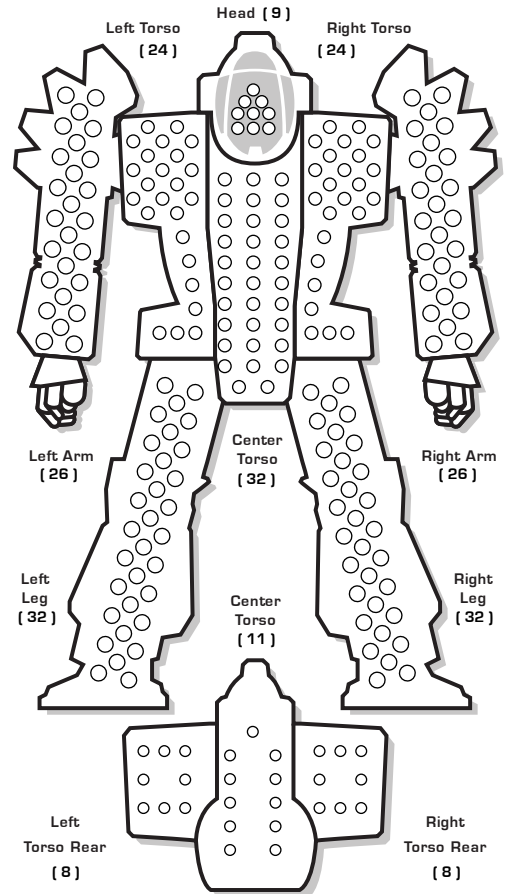
1	2	3	4	5	6
---	---	---	---	---	---

  
 Consciousness #: 

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



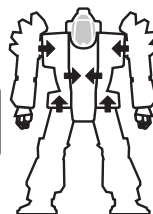
### ARMOR DIAGRAM



### CRITICAL TABLE

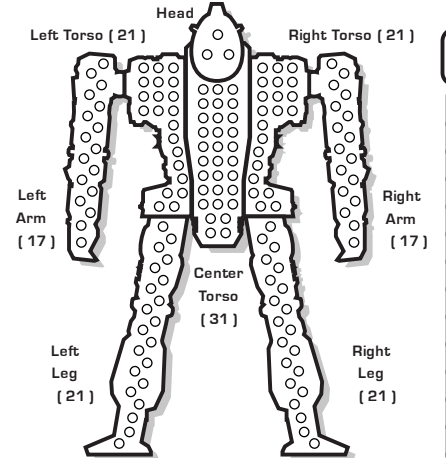
Location	1	2	3	4	5	6
<b>Left Arm</b>	Shoulder	Upper Arm Actuator	Lower Arm Actuator	Gauss Rifle	Gauss Rifle	Gauss Rifle
<b>Right Arm</b>	Shoulder	Upper Arm Actuator	Lower Arm Actuator	Gauss Rifle	Gauss Rifle	Gauss Rifle
<b>Center Torso</b>	Fusion Engine	Fusion Engine	Fusion Engine	Compact Gyro	Compact Gyro	Fusion Engine
<b>Left Torso</b>	Double Heat Sink	Double Heat Sink	Gauss Rifle	Gauss Rifle	Gauss Rifle	Gauss Rifle
<b>Right Torso</b>	Double Heat Sink	Double Heat Sink	Gauss Rifle	Gauss Rifle	Gauss Rifle	Gauss Rifle
<b>Left Leg</b>	Hip	Upper Leg Actuator	Lower Leg Actuator	Foot Actuator	Endo Steel	Endo Steel
<b>Right Leg</b>	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	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*
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22*
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20*
19*
18*
17*
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3
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1
0