

# BATTLETECH™

## RECORD SHEETS: ALPHA STRIKE BOX



**CATALYST**  
game labs™

INCLUDES RECORD SHEETS FOR:  
• Alpha Strike Box Set



# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Wasp WSP-3W

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Engine Type: 120 Fusion

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Standard

Role: Scout

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Small Laser	LL	1	3 [DE]	—	1	2	3
2	Small Pulse Laser	RA	2	3 [PAI]	—	1	2	3
2	Small Laser	LT	1	3 [DE]	—	1	2	3

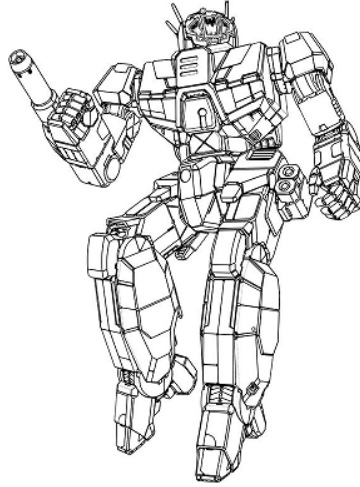
### WARRIOR DATA

Name: Amy Knight

Gunnery Skill: 4

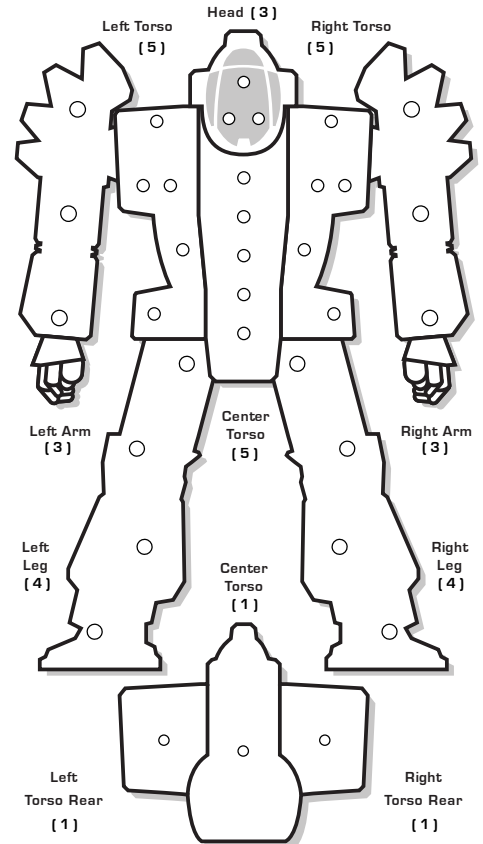
Piloting Skill: 5

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



### ARMOR DIAGRAM

#### Ferro-Fibrous



BV: 342



### CRITICAL TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3 Hand Actuator  
 5. Ferro-Fibrous  
 6. Ferro-Fibrous

#### Head

- Life Support
  - Sensors
  - Cockpit
  - Roll Again
- 1-3 Sensors  
 6. Life Support

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3 Hand Actuator  
 5. Small Pulse Laser  
 6. Small Pulse Laser

#### Center Torso

- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 4-6 Roll Again  
 1-3 Gyro

#### Right Torso

- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6 Roll Again

#### Left Torso

- Heat Sink
  - Heat Sink
  - Heat Sink
  - Jump Jet
  - Jump Jet
  - Small Laser
- 1-3 Small Laser  
 4-6 Ferro-Fibrous  
 5. Ferro-Fibrous  
 6. Roll Again

#### Left Leg

- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Small Laser
  - Small Laser
- 4-6 Small Laser



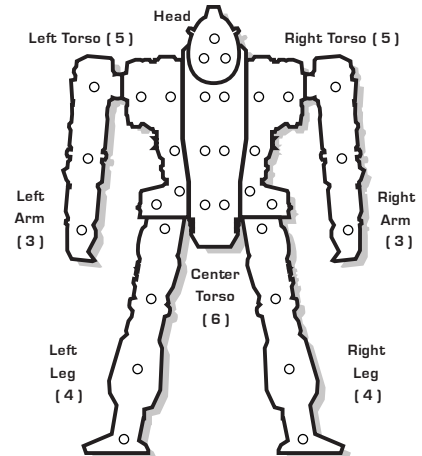
Damage Transfer Diagram

#### Right Leg

- Heat Sink
  - Heat Sink
  - Heat Sink
  - Jump Jet
  - Jump Jet
  - Ferro-Fibrous
- 1-3 Ferro-Fibrous  
 2. Ferro-Fibrous  
 3. Ferro-Fibrous  
 4. Roll Again  
 5. Roll Again  
 6. Roll Again

### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



### 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: Wasp WSP-5A

Movement Points:

Walking: 8

Running: 12

Jumping: 8

Engine Type: 160 XL

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Standard

Role: Scout

### WARRIOR DATA

Name: Ethan Pecson

Gunnery Skill: 4

Piloting Skill: 5

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

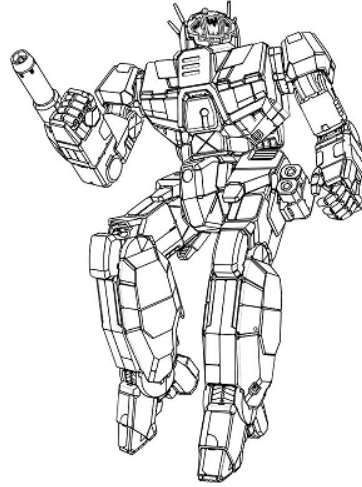
### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 2	LL	2	2/Msl [M,C]	—	3	6	9
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12

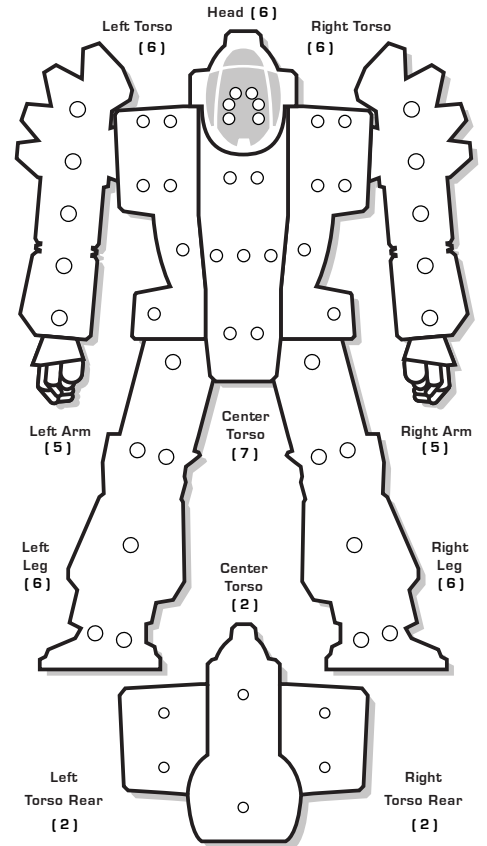
Ammo: [Streak SRM 2] 50

BV: 517



### ARMOR DIAGRAM

Ferro-Fibrous



### 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 (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Heat Sink
- Heat Sink
- Jump Jet

1-3

- Jump Jet
- Jump Jet
- Ammo [Streak SRM 2] 50
- CASE II
- Endo-Composite
- Endo-Composite

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Streak SRM 2

#### Head

- Life Support
- Sensors
- Cockpit
- Endo-Composite
- Sensors
- Life Support

1-3

#### Center Torso

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

4-6

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

#### Right Arm

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

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Heat Sink
- Heat Sink
- Jump Jet

1-3

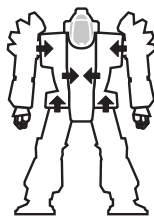
- Jump Jet
- Jump Jet
- Endo-Composite
- Endo-Composite
- Endo-Composite
- Endo-Composite

4-6

#### Right Leg

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

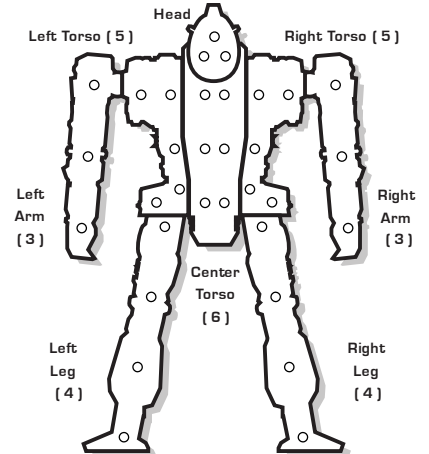
Engine Hits ○○○○  
Gyro Hits ○○○○  
Sensor Hits ○○○○  
Life Support ○



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM

Endo-Composite



### 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: Locust LCT-3M

Movement Points:

Walking: 8

Running: 12

Jumping: 0

Engine Type: 160 Fusion

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Standard

Role: Scout

### WARRIOR DATA

Name: Kenan Bele

Gunnery Skill: 4

Piloting Skill: 5

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

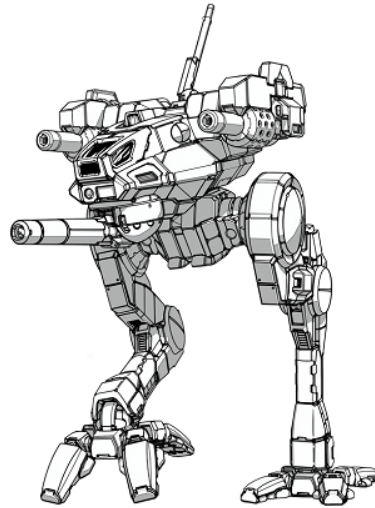
### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Small Laser	LA	1	3 [DE]	—	1	2	3
1	Anti-Missile System	LA	1	[PB]	—	1	—	—
2	Small Laser	RA	1	3 [DE]	—	1	2	3
1	Medium Laser	CT	3	5 [DE]	—	3	6	9

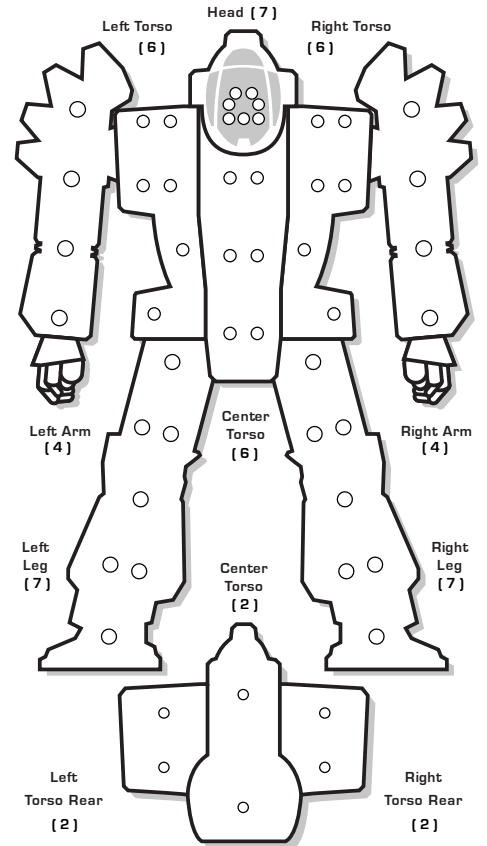
Ammo: [AMS] 12

BV: 522



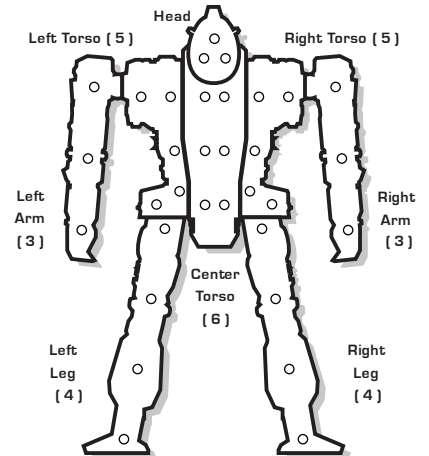
### ARMOR DIAGRAM

#### Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



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

### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Small Laser
- Small Laser
- Anti-Missile System
- Ferro-Fibrous

1-3

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

4-6

#### Left Torso (CASE)

- Ammo [AMS] 12
- CASE
- Endo Steel
- Endo Steel
- 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
- Heat Sink
- 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
- Medium Laser
- Endo Steel

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Small Laser
- Small Laser
- Ferro-Fibrous
- Ferro-Fibrous

1-3

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

4-6

#### Right Torso

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

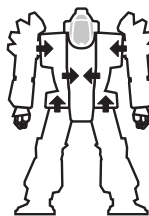
1-3

- Endo Steel
- 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



Damage Transfer 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



# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Locust LCT-7V

Movement Points:

Walking: 10

Running: 15

Jumping: 0

Engine Type: 200 Light

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Standard

Role: Scout

### WARRIOR DATA

Name: Nestor Porinos

Gunnery Skill: 4

Piloting Skill: 5

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

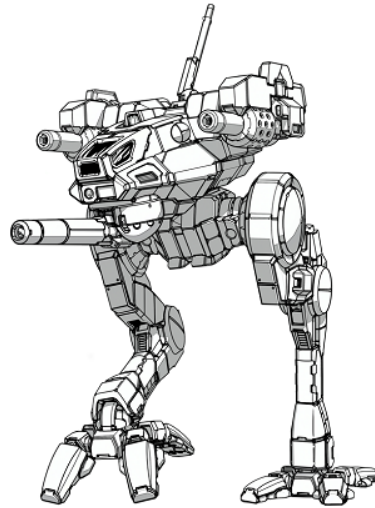
### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Magshot	LA	1	2 [DB,X]	-	3	6	9
1	Magshot	RA	1	2 [DB,X]	-	3	6	9
1	Medium X-Pulse Laser	CT	6	6 [P]	-	3	6	9

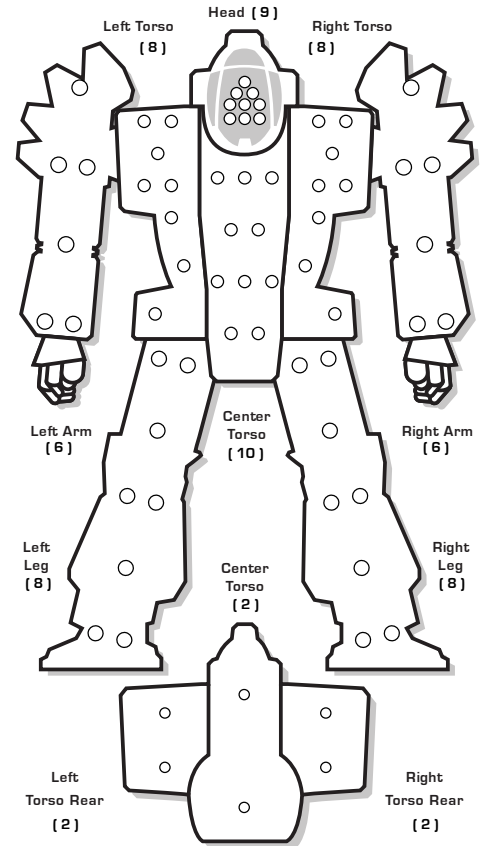
Ammo: [Magshot] 50

BV: 585



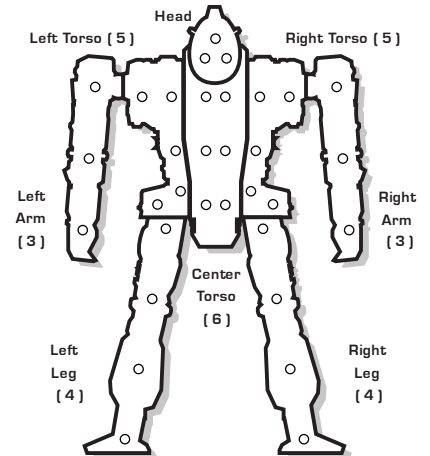
### ARMOR DIAGRAM

Heavy Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Magshot
- Magshot
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

1-3

- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

4-6

#### Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Endo Steel

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
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

#### Head

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

1-3

#### Center Torso

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

4-6

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Magshot
- Magshot
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

1-3

- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

4-6

#### Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Endo Steel

1-3

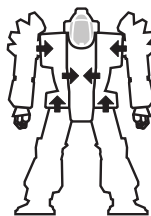
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Right Leg

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

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



Damage Transfer Diagram



# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Blackjack BJ-3

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 180 Fusion

Tonnage: 45

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	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	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9

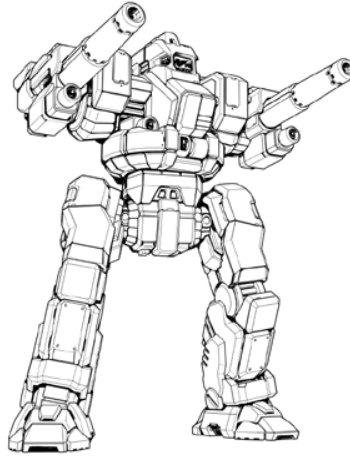
### WARRIOR DATA

Name: Bill Prodzinski

Gunnery Skill: 4

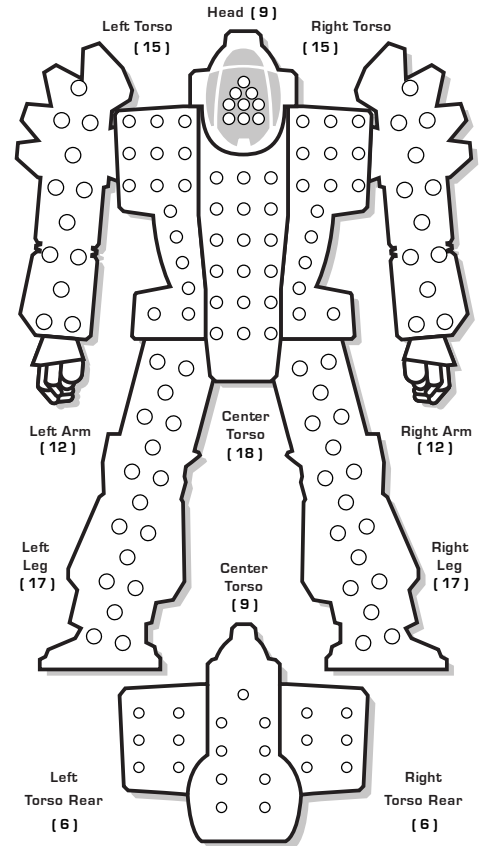
Piloting Skill: 5

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



### ARMOR DIAGRAM

#### Standard Armor



BV: 1,271



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- PPC
- PPC
- PPC
- Medium Laser

1-3

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

4-6

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Medium Laser
- 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
- Roll Again
- Roll Again

#### Right Arm

- Shoulder
- Upper Arm Actuator
- PPC
- PPC
- PPC
- Medium Laser

1-3

- Roll Again
- Roll Again
- Roll Again
- 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

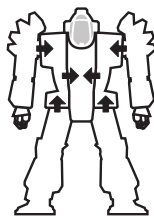
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

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

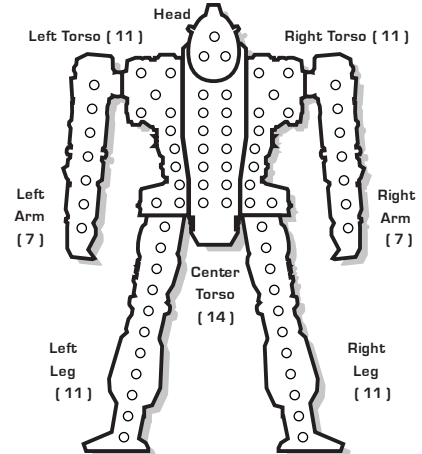
Engine Hits ○○○○  
Gyro Hits ○○○  
Sensor Hits ○○○  
Life Support ○



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



### 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: Blackjack BJ-5

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 180 Light

Tonnage: 45

Tech Base: Inner Sphere

Rules Level: Standard

Role: Sniper

### WARRIOR DATA

Name: Beverly Stulc

Gunnery Skill: 4

Piloting Skill: 5

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

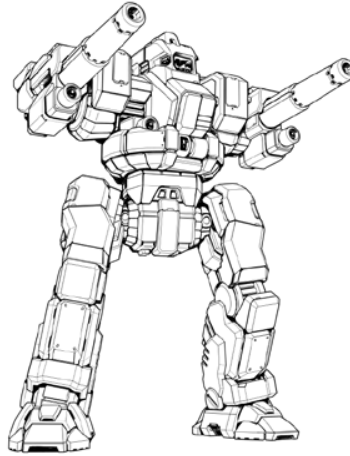
### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	LA	5	5 [DE]	3	6	12	18
1	Light AC/2	LA	1	2 [DB,S]	—	6	12	18
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	Light AC/2	RA	1	2 [DB,S]	—	6	12	18
1	Light PPC	LT	5	5 [DE]	3	6	12	18
1	Light PPC	RT	5	5 [DE]	3	6	12	18

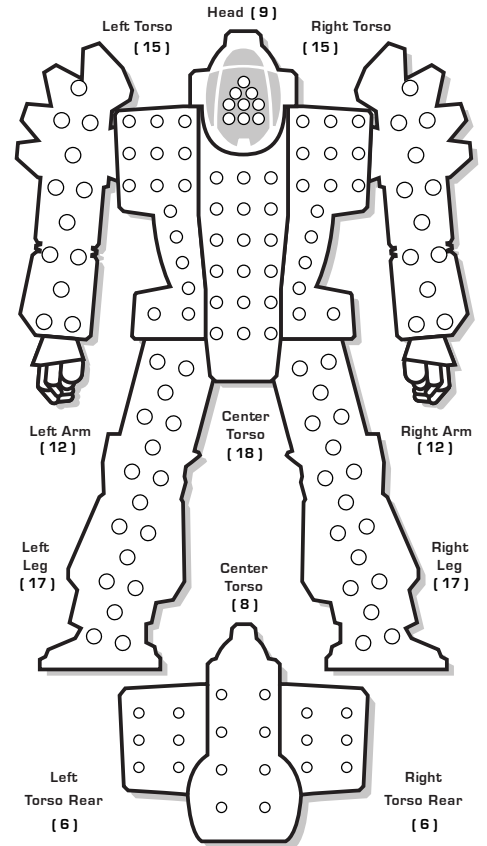
Ammo: [LAC/2] 45

BV: 1,165



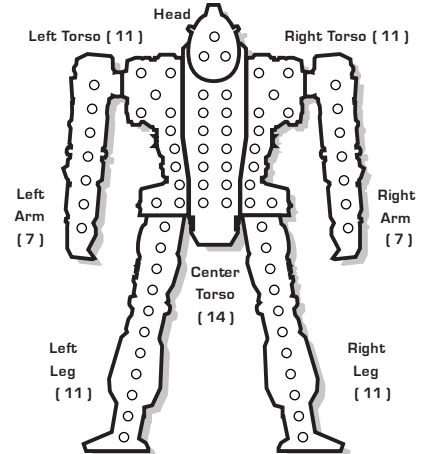
### ARMOR DIAGRAM

Light Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM

Endo Steel



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

### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Light PPC
- Light PPC
- Light AC/2
- Endo Steel

1-3

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

4-6

#### Left Torso (CASE II)

- Light Fusion Engine
- Light Fusion Engine
- CASE II
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Light PPC

1-3

- Light PPC
- Ammo [LAC/2] 45
- CASE II
- Endo Steel
- Endo Steel
- Roll Again

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

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

4-6

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Endo Steel
- Endo Steel

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Light PPC
- Light PPC
- Light AC/2
- Endo Steel

1-3

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

4-6

#### Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

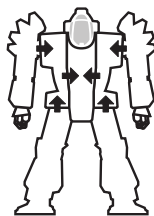
- Double Heat Sink
- Double Heat Sink
- Light PPC
- Light PPC
- Endo Steel
- Endo Steel

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

### 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: Phoenix Hawk PXH-3K

Movement Points: Tonnage: 45  
 Walking: 6 Tech Base: Inner Sphere  
 Running: 9 Rules Level: Standard  
 Jumping: 6 Role: Striker  
 Engine Type: 270 XL

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6

(hexes)

### WARRIOR DATA

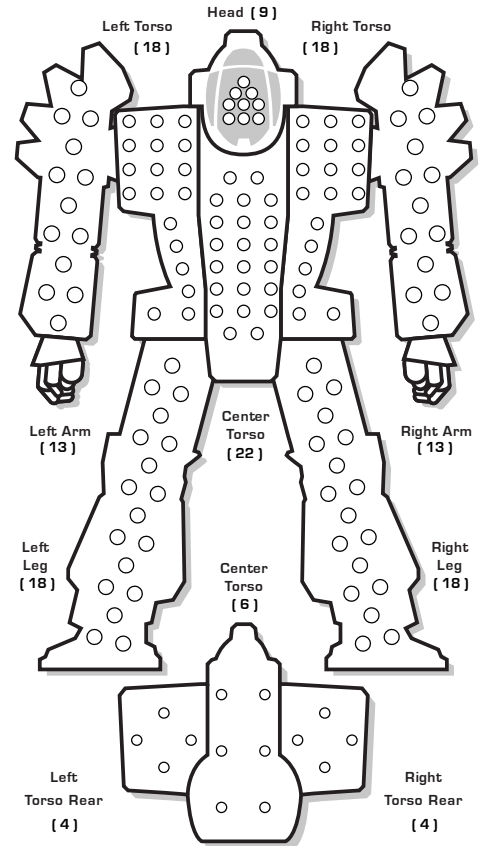
Name: Tienke Timmerman  
 Gunnery Skill: 4 Piloting Skill: 5

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



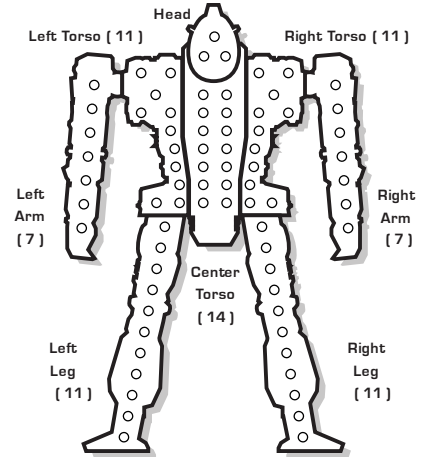
### ARMOR DIAGRAM

#### Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



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

### CRITICAL TABLE

#### Left Arm

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

1-3

- Medium Pulse Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- 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
- Jump Jet
- Ferro-Fibrous
- Ferro-Fibrous
- 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
- Ferro-Fibrous
- Ferro-Fibrous

#### Right Arm

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

1-3

- Medium Pulse Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- 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

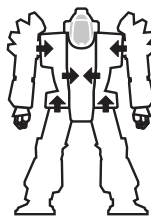
- Jump Jet
- Jump Jet
- Jump Jet
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

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



# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Phoenix Hawk PXH-4M

Movement Points: **Tonnage:** 45  
 Walking: 6 **Tech Base:** Inner Sphere  
 Running: 9 **Rules Level:** Standard  
 Jumping: 6 **Role:** Striker  
 Engine Type: 270 Light

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	LA	5	5 [DE]	3	6	12	18
1	Medium X-Pulse Laser	LA	6	6 [P]	—	3	6	9
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	Medium X-Pulse Laser	RA	6	6 [P]	—	3	6	9
2	Small X-Pulse Laser	CT	3	3 [P, AI]	—	2	4	5

(hexes)

### WARRIOR DATA

Name: Teresa Aris

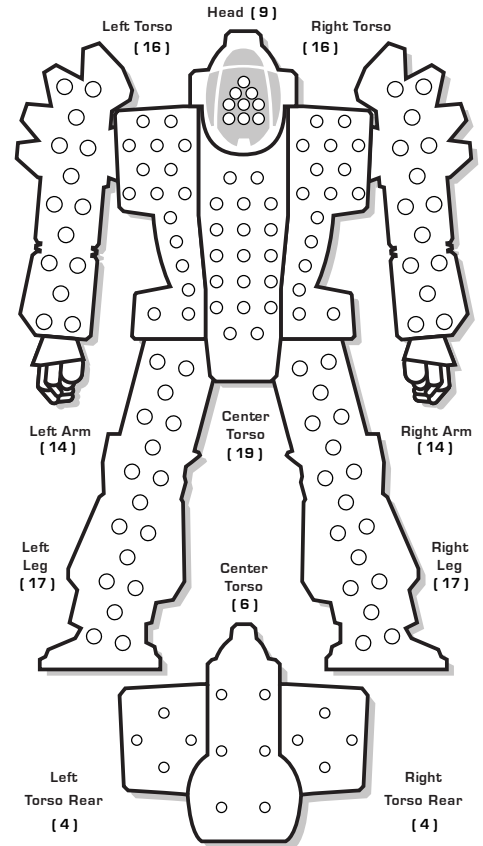
Gunnery Skill: 4 Piloting Skill: 5

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



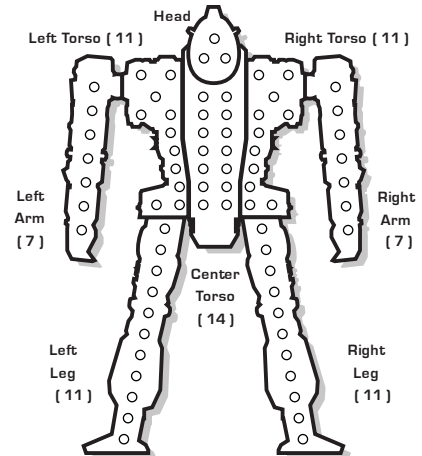
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



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

### CRITICAL TABLE

#### Left Arm

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

1-3

- Medium X-Pulse Laser
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet

1-3

- Jump Jet
- Jump Jet
- Endo Steel
- Endo Steel
- Endo Steel
- 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

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

4-6

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Small X-Pulse Laser
- Small X-Pulse Laser

#### Right Arm

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

1-3

- Medium X-Pulse Laser
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet

1-3

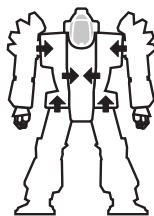
- Jump Jet
- Jump Jet
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Wraith TR1

Movement Points:

Walking: 7

Running: 11

Jumping: 7

Engine Type: 385 XL

Tonnage: 55

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

### WARRIOR DATA

Name: Drew Chellos

Gunnery Skill: 4

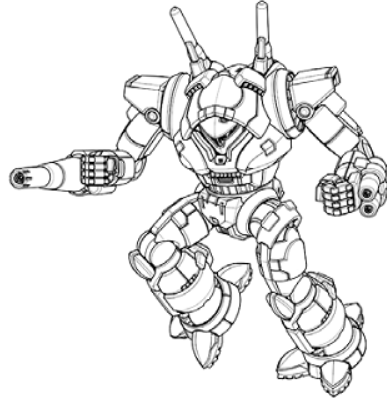
Piloting Skill: 5

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

### 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	Large Pulse Laser	RA	10	9 [P]	—	3	7	10



BV: 1,287



### CRITICAL TABLE

#### Left Arm

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

1-3

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

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet

1-3

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

4-6

#### 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

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
- Ferro-Fibrous

#### Right Arm

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

1-3

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

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet

1-3

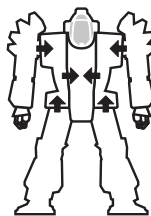
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Leg

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

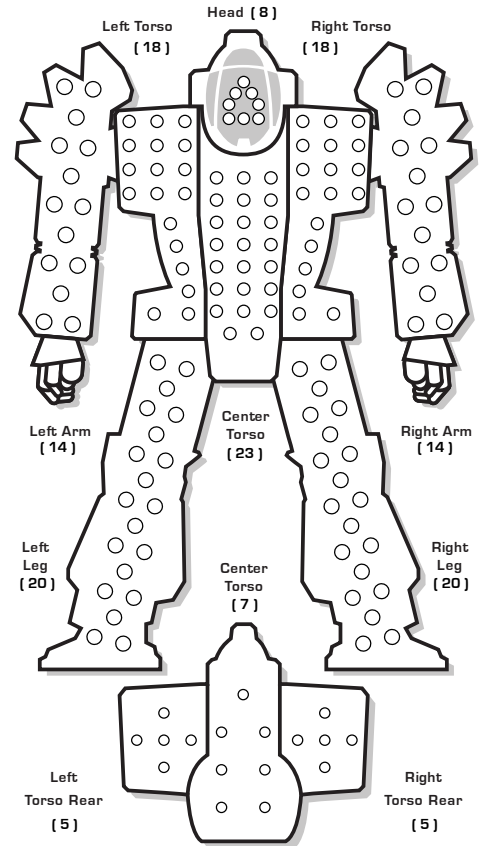
Engine Hits ○○○○  
Gyro Hits ○○○  
Sensor Hits ○○○  
Life Support ○



Damage Transfer Diagram

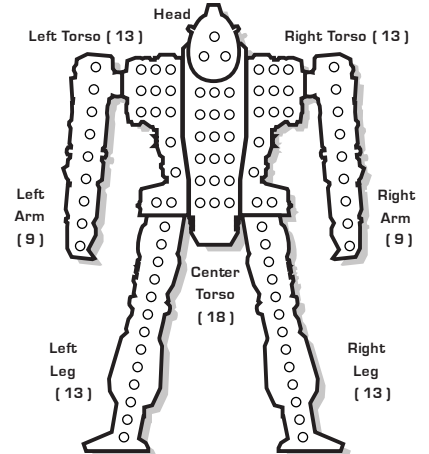
### ARMOR DIAGRAM

#### Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



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:  
10 (20)



# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Wraith TR5

Movement Points: 6

Walking: 6

Running: 9 [12]

Jumping: 7

Engine Type: 330 XL

Tonnage: 55

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

### WARRIOR DATA

Name: Konstantin Langen

Gunnery Skill: 4

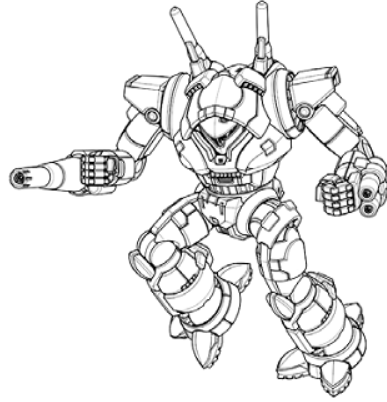
Piloting Skill: 5

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

### Weapons & Equipment Inventory

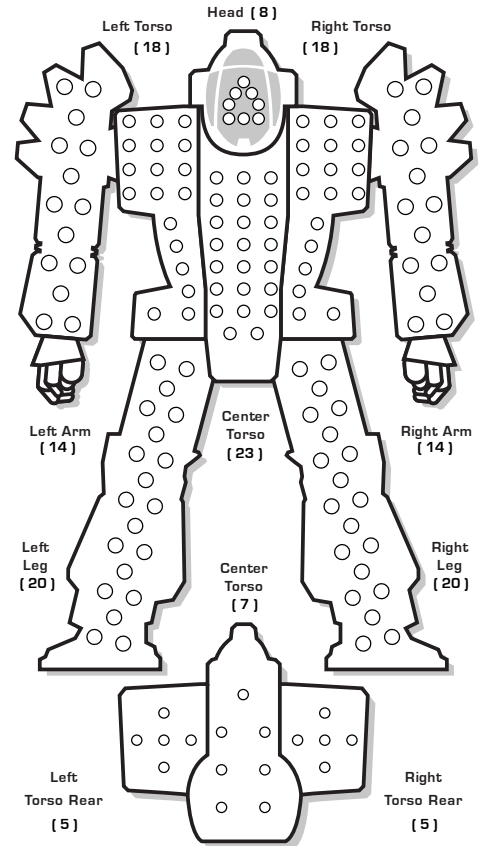
(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium X-Pulse Laser	LA	6	6 [P]	—	3	6	9
1	Large X-Pulse Laser	RA	14	9 [P]	—	5	10	15



### ARMOR DIAGRAM

#### Ferro-Fibrous



BV: 1,581



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium X-Pulse Laser
- Medium X-Pulse Laser

1-3

- Endo-Composite
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet

1-3

- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Endo-Composite
- Endo-Composite
- Ferro-Fibrous

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo-Composite
- 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
- Improved Jump Jet
- Improved Jump Jet

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large X-Pulse Laser
- Large X-Pulse Laser

1-3

- Endo-Composite
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet

1-3

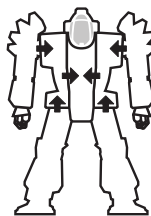
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Supercharger
- Endo-Composite
- Ferro-Fibrous

4-6

#### Right Leg

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

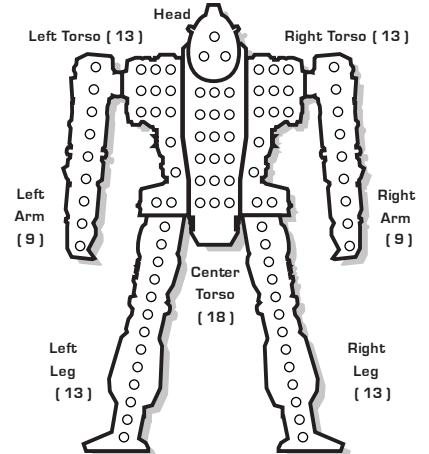
Engine Hits ○○○○  
Gyro Hits ○○○  
Sensor Hits ○○○  
Life Support ○



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM

#### Endo-Composite



### 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: Warhammer WHM-6R

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 280 Fusion

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Brawler

### WARRIOR DATA

Name: Armida Esquieres

Gunnery Skill: 4

Piloting Skill: 5

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

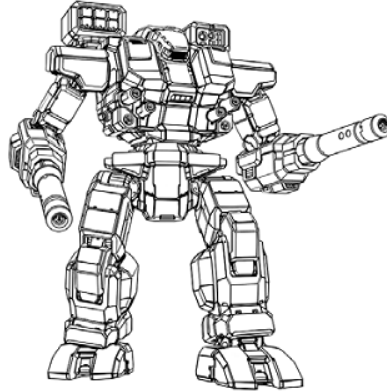
### Weapons & Equipment Inventory

(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	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Small Laser	LT	1	3 [DE]	—	1	2	3
1	Machine Gun	LT	—	2 [DB, AI]	—	1	2	3
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Small Laser	RT	1	3 [DE]	—	1	2	3
1	Machine Gun	RT	—	2 [DB, AI]	—	1	2	3

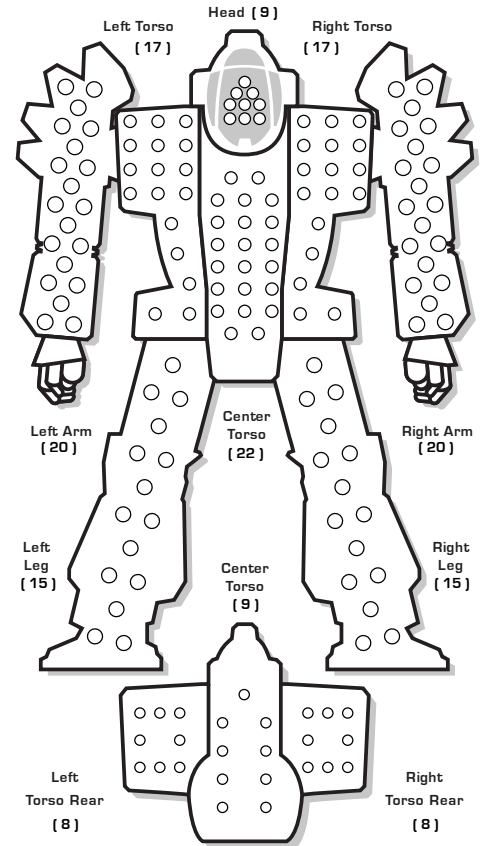
Ammo: [Machine Gun] 200, [SRM 6] 15

BV: 1,299



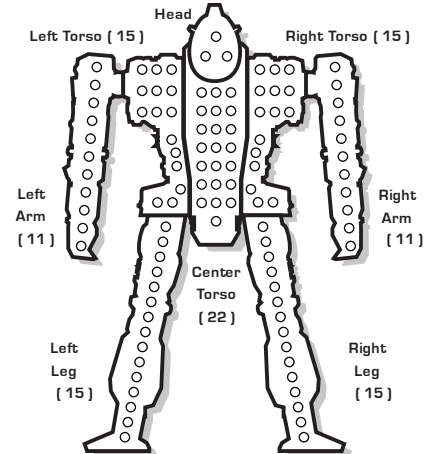
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



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

### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- PPC
- PPC

4-6

- PPC
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- Medium Laser
- Small Laser
- Machine Gun
- 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

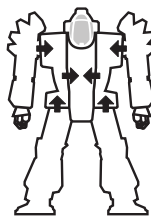
#### Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Ammo [Machine Gun] 200
- Roll Again

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Heat Sink
- PPC
- PPC

1-3

- PPC
- Roll Again

4-6

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

#### Right Torso

- SRM 6
- SRM 6
- Medium Laser
- Small Laser
- Machine Gun
- 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

### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	18
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: Warhammer WHM-8R

Movement Points:

Walking: 4 Tonnage: 70

Running: 6 Tech Base: Inner Sphere

Jumping: 0 Rules Level: Standard

Engine Type: 280 Fusion Role: Brawler

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10 [DE]	-	7	14	23
1	ER PPC	RA	15	10 [DE]	-	7	14	23
1	ER Medium Laser	LT	5	5 [DE]	-	4	8	12
1	ER Small Laser	LT	2	3 [DE]	-	2	4	5
1	Machine Gun	LT	-	2 [DB,AI]	-	1	2	3
1	Streak SRM 6	RT	4	2/Msl [M,C]	-	3	6	9
1	ER Medium Laser	RT	5	5 [DE]	-	4	8	12
1	ER Small Laser	RT	2	3 [DE]	-	2	4	5
1	Machine Gun	RT	-	2 [DB,AI]	-	1	2	3

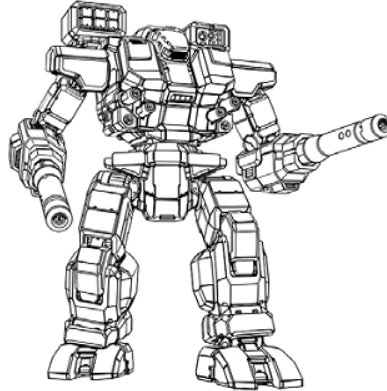
Ammo: [Machine Gun] 200, [Streak SRM 6] 15

### WARRIOR DATA

Name: Sebastian Chaundy

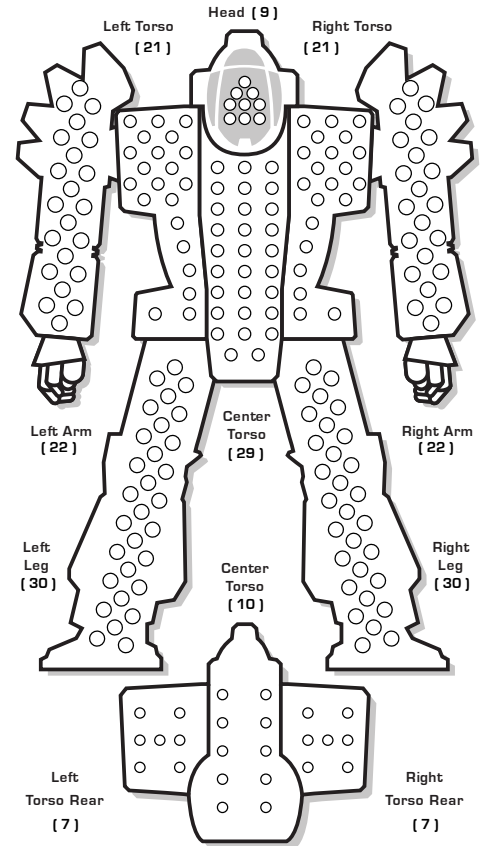
Gunnery Skill: 4 Piloting Skill: 5

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



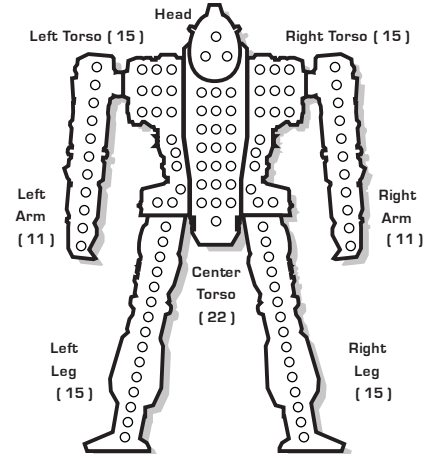
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



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	

### CRITICAL TABLE

#### Left Arm

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

1-3

- ER PPC
- ER PPC
- ER PPC
- Endo Steel
- 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

- ER Medium Laser
- ER Small Laser
- Machine Gun
- Endo Steel
- 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
- Roll Again
- Sensors
- Life Support

1-3

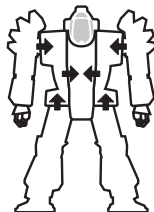
#### Center Torso

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

4-6

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

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



Damage Transfer Diagram

#### Right Arm

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

1-3

- ER PPC
- ER PPC
- ER PPC
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Right Torso (CASE II)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Streak SRM 6
- Streak SRM 6
- ER Medium Laser

1-3

- ER Small Laser
- Machine Gun
- Ammo (Machine Gun) 200
- Ammo (Streak SRM 6) 15
- CASE II
- Roll Again

4-6

#### Right Leg

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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Atlas AS7-S

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 300 Fusion

Tonnage: 100

Tech Base: Inner Sphere

Rules Level: Standard

Role: Juggernaut

### WARRIOR DATA

Name: Hilel Omित्रा

Gunnery Skill: 4

Piloting Skill: 5

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

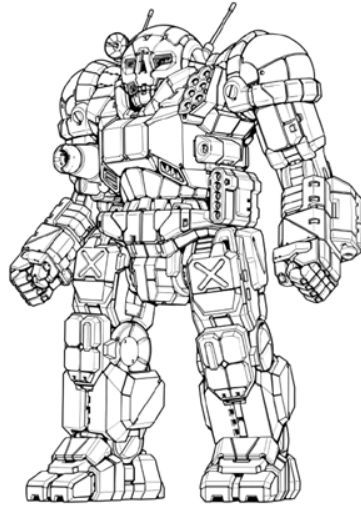
### Weapons & Equipment Inventory

(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
2	Streak SRM 2 (R)	LT	2	2/Msl [M,C]	—	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

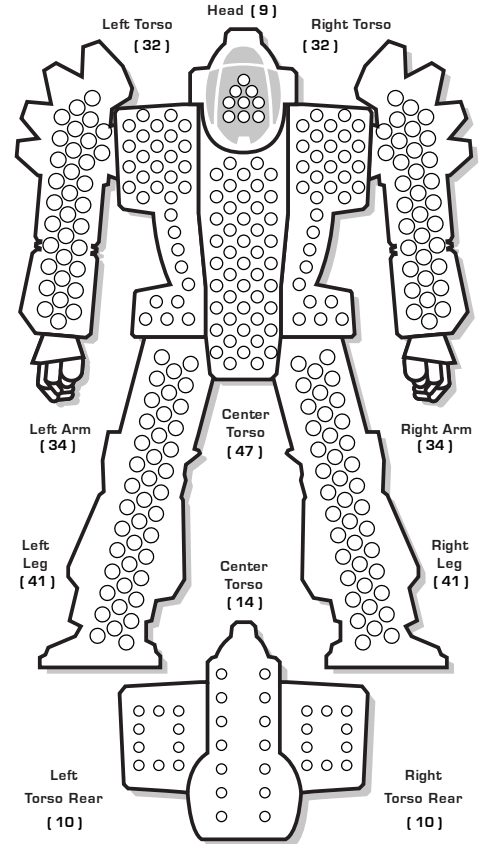
Ammo: [AC/20] 15, [LRM 20] 12, [SRM 6] 15, [Streak SRM 2] 50

BV: 1,929



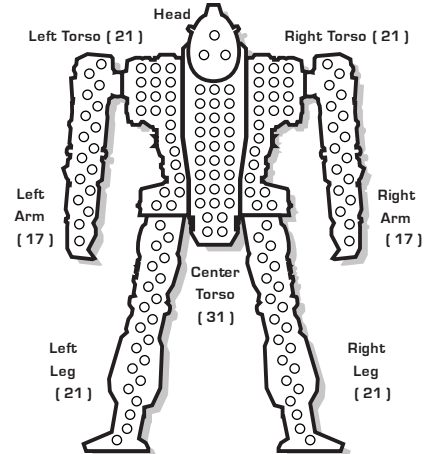
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



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

### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- Double Heat Sink
- Double Heat Sink

4-6

#### Left Torso

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- SRM 6

1-3

- SRM 6
- Streak SRM 2 (R)
- Streak SRM 2 (R)
- Ammo [LRM 20] 6
- Ammo [LRM 20] 6
- Ammo [SRM 6] 15

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo [Streak SRM 2] 50
- 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 (R)
- Medium Laser (R)

#### Right Arm

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

1-3

- Double Heat Sink
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- AC/20
- AC/20
- AC/20
- AC/20
- AC/20
- AC/20

1-3

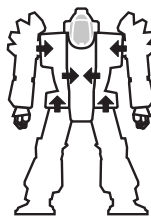
- AC/20
- AC/20
- AC/20
- AC/20
- Ammo [AC/20] 5
- Ammo [AC/20] 5

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ammo [AC/20] 5
- Roll Again

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



Damage Transfer Diagram

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Atlas AS7-S4

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 300 Fusion

Tonnage: 100

Tech Base: Inner Sphere

Rules Level: Standard

Role: Sniper

### WARRIOR DATA

Name: Maricica Lior

Gunnery Skill: 4

Piloting Skill: 5

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

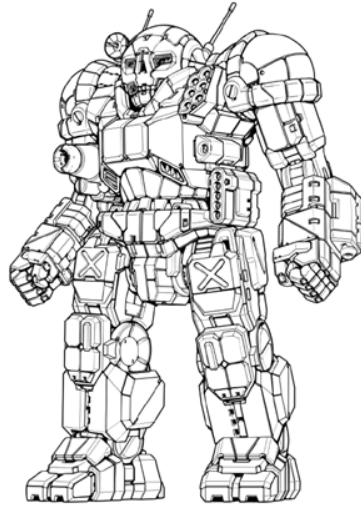
### Weapons & Equipment Inventory

(hexes)

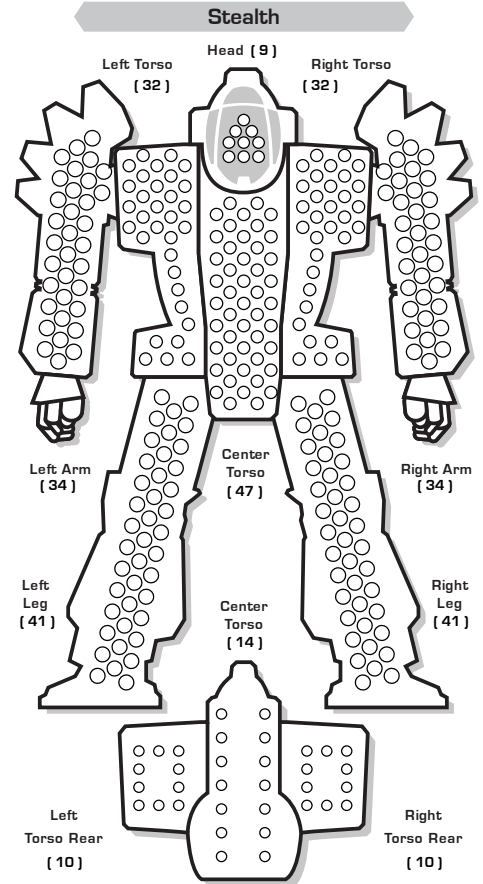
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10 [DE]	—	7	14	23
1	ER PPC	RA	15	10 [DE]	—	7	14	23
2	Medium X-Pulse Laser	LT	6	6 [P]	—	3	6	9
1	ECM Suite (Guardian)	LT	—	[E]	—	—	—	6
1	Gauss Rifle	RT	1	15 [DB.X]	2	7	15	22

Ammo: [Gauss] 16

BV: 2,568

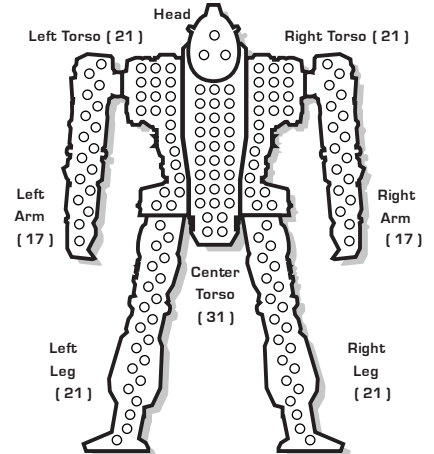


### ARMOR DIAGRAM



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



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

### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER PPC
- ER PPC
- ER PPC
- Stealth
- Stealth

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 X-Pulse Laser
- Medium X-Pulse Laser
- ECM Suite (Guardian)
- ECM Suite (Guardian)
- Stealth
- Stealth

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

#### Head

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

1-3

#### Center Torso

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

4-6

#### Right Torso (CASE II)

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Roll Again

1-3

#### Right Arm

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

1-3

- Double Heat Sink
- ER PPC
- ER PPC
- ER PPC
- Stealth
- Stealth

4-6

#### Right Torso (CASE II)

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

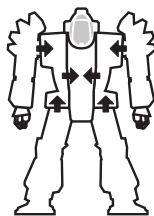
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- CASE II
- Stealth
- Stealth

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

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



Damage Transfer 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]





# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Dasher (Fire Moth) D

Movement Points:

Walking: 10

Running: 15 [20]

Jumping: 0

Engine Type: 200 XL

Tonnage: 20

Tech Base: Clan

Rules Level: Standard

Role: Striker

### WARRIOR DATA

Name: Asiannique Frial

Gunnery Skill: 4

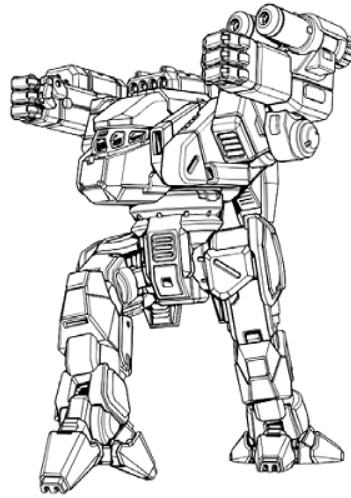
Piloting Skill: 5

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

### Weapons & Equipment Inventory

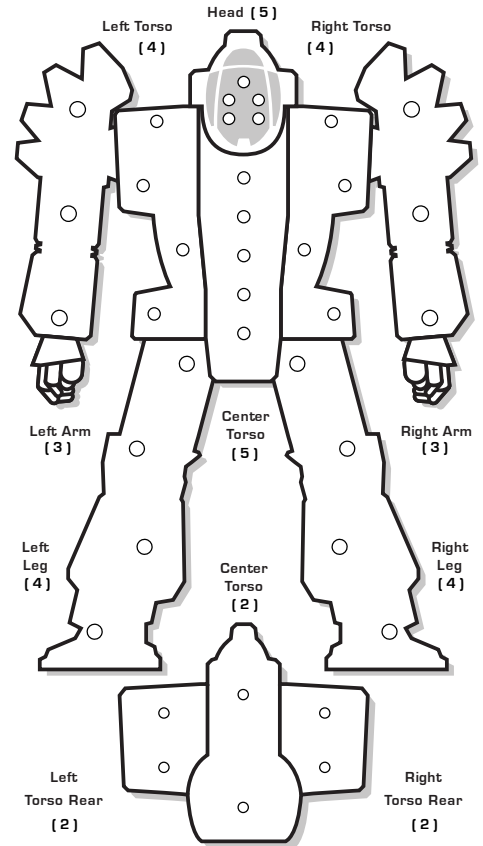
(hexes)

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	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	Flamer	RT	3	2 [DE,H,AI]	—	1	2	3
1	Targeting Computer	RT	—	[E]	—	—	—	—



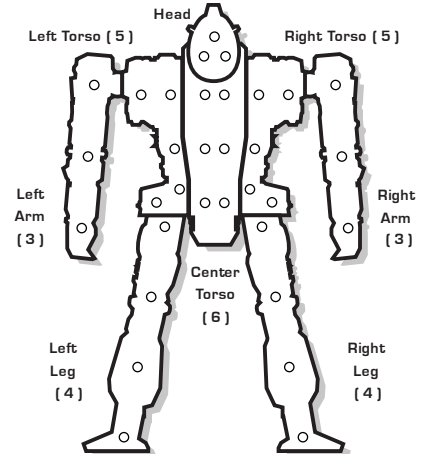
### ARMOR DIAGRAM

#### Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



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

### CRITICAL TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - ER Medium Laser
  - ER Medium Laser

- Endo Steel
  - Ferro-Fibrous
- 4-6
- Roll Again
  - Roll Again
  - Roll Again

#### Left Torso

- XL Fusion Engine
  - XL Fusion Engine
- 1-3
- Double Heat Sink
  - Double Heat Sink
  - Endo Steel
  - Ferro-Fibrous

- Ferro-Fibrous
  - Roll Again
  - Roll Again
- 4-6
- Roll Again
  - Roll Again
  - Roll Again

#### Left Leg

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

#### Head

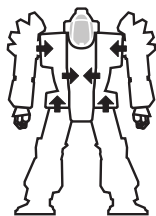
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

#### Center Torso

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

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

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - ER Medium Laser
  - ER Medium Laser

- Endo Steel
  - Ferro-Fibrous
- 4-6
- Roll Again
  - Roll Again
  - Roll Again

#### Right Torso

- XL Fusion Engine
  - XL Fusion Engine
- 1-3
- Double Heat Sink
  - Double Heat Sink
  - ER Medium Laser
  - Flamer

- Targeting Computer
  - Endo Steel
  - Ferro-Fibrous
- 4-6
- Ferro-Fibrous
  - Roll Again
  - Roll Again

#### Right Leg

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

### 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™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Dasher (Fire Moth) G

Movement Points:

Walking: 10

Running: 15 [25]

Jumping: 0

Engine Type: 200 XL

Tonnage: 20

Tech Base: Clan

Rules Level: Standard

Role: Striker

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Imp. Heavy Medium Laser	LA	7	10 [DE,X]	-	3	6	9
2	Imp. Heavy Medium Laser	RA	7	10 [DE,X]	-	3	6	9
1	Targeting Computer	RT	-	[E]	-	-	-	-

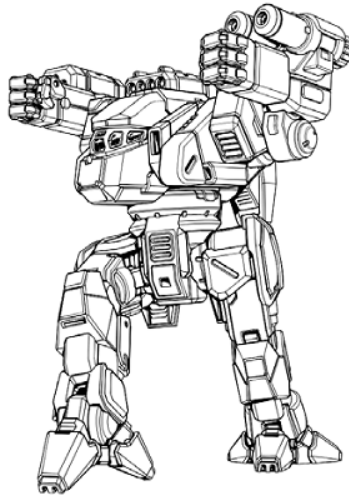
### WARRIOR DATA

Name: Chad Stolic

Gunnery Skill: 4

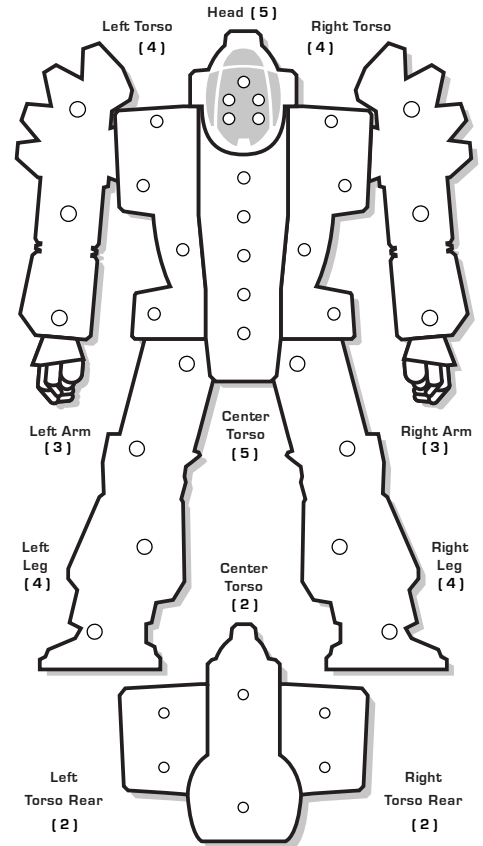
Piloting Skill: 5

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



### ARMOR DIAGRAM

#### Ferro-Fibrous



BV: 2,041



### CRITICAL TABLE

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Imp. Heavy Medium Laser
- Imp. Heavy Medium Laser

1-3

- Imp. Heavy Medium Laser
- Imp. Heavy Medium Laser
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Supercharger
- Endo Steel

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
- Endo Steel
- 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
- MASC
- Endo Steel

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Imp. Heavy Medium Laser
- Imp. Heavy Medium Laser

1-3

- Imp. Heavy Medium Laser
- Imp. Heavy Medium Laser
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Targeting Computer
- Coolant Pod

1-3

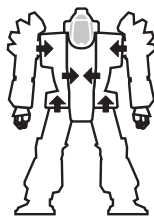
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

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

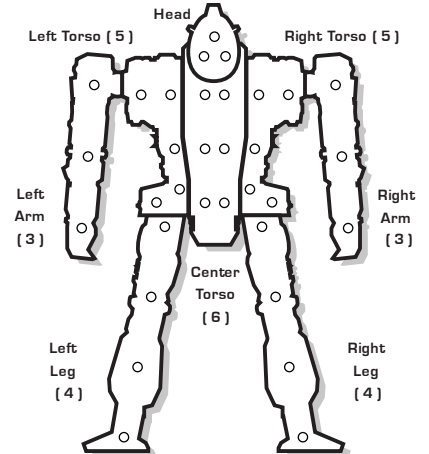
Engine Hits ○○○○  
 Gyro Hits ○○○○  
 Sensor Hits ○○○○  
 Life Support ○



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



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™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Pouncer Prime

Movement Points:

Walking: 6

Running: 9

Jumping: 5

Engine Type: 240 XL

Tonnage: 40

Tech Base: Clan

Rules Level: Standard

Role: Sniper

### WARRIOR DATA

Name: Ada Vaifale

Gunnery Skill: 4

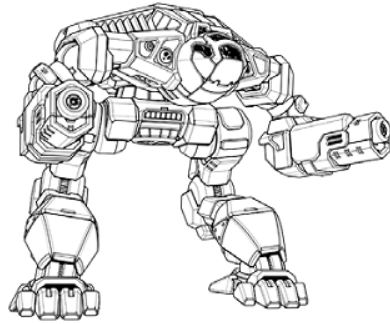
Piloting Skill: 5

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

### 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 Small Laser	LT	2	5 [DE]	—	2	4	6
1	Targeting Computer	RT	—	[E]	—	—	—	—



BV: 2,557



### CRITICAL TABLE

#### Left Arm

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

1-3

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

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- ER Small Laser
- Endo Steel

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
- Endo Steel
- Endo Steel

#### 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
- Jump Jet
- Endo Steel

#### Right Arm

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

1-3

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

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet

1-3

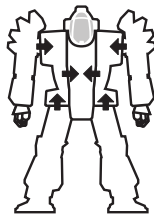
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Leg

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

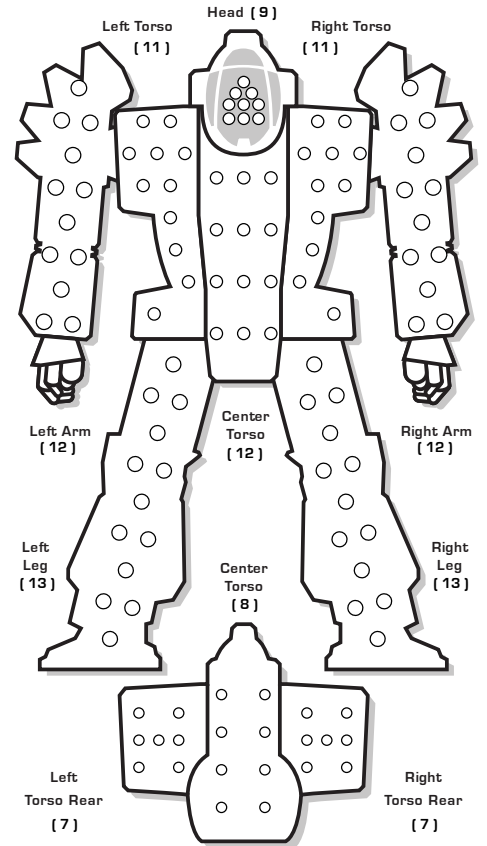
Engine Hits ○○○○  
Gyro Hits ○○○○  
Sensor Hits ○○○○  
Life Support ○



Damage Transfer Diagram

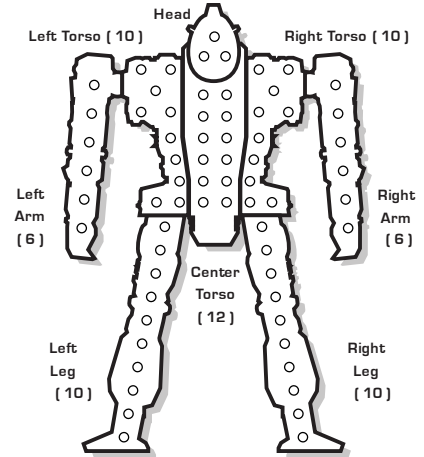
### ARMOR DIAGRAM

#### Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



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: 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	○○○○○○○○○○○○○○○○○



# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Pouncer T

Movement Points:

Walking: 6

Running: 9

Jumping: 5

Engine Type: 240 XL

Tonnage: 40

Tech Base: Mixed

Rules Level: Standard

Role: Scout

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Rifle	LA	10	10 [DE,H]	—	5	10	15
1	Plasma Rifle	RA	10	10 [DE,H]	—	5	10	15
1	ER Small Laser (C)	LT	2	5 [DE]	—	2	4	6

Ammo: [Plasma Rifle] 30

BV: 1,573

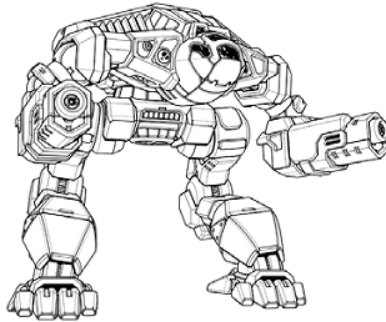


### WARRIOR DATA

Name: Teferi bin Rahman

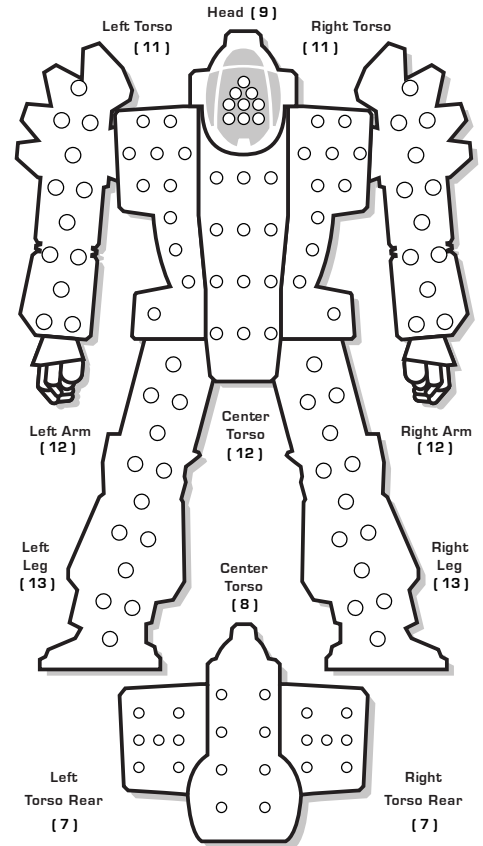
Gunnery Skill: 4 Piloting Skill: 5

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



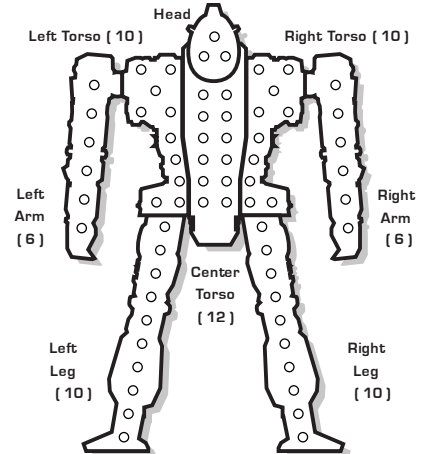
### ARMOR DIAGRAM

#### Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



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

### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 [Double Heat Sink
- 4 [Double Heat Sink
- 5 [Plasma Rifle [IS]
- 6 [Plasma Rifle [IS]

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

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- ER Small Laser
- Ammo [Plasma Rifle] 10

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

#### Left Leg

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

#### Head

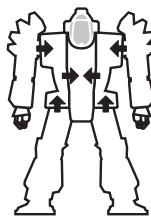
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

#### Center Torso

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

- Gyro
- XL Fusion Engine
- 4-6 XL Fusion Engine
- 4 XL Fusion Engine
- 5 Jump Jet
- 6 Endo Steel

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 [Double Heat Sink
- 4 [Double Heat Sink
- 5 [Plasma Rifle [IS]
- 6 [Plasma Rifle [IS]

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

#### Right Torso

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

- Ammo [Plasma Rifle] 10
- Ammo [Plasma Rifle] 10
- Endo Steel
- 4 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Roll Again

#### Right Leg

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

### 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	○○○○○○○○○○○○○○○○○

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Black Hawk (Nova) Prime

Movement Points:      Tonnage: 50  
 Walking: 5              Tech Base: Clan  
 Running: 8              Rules Level: Standard  
 Jumping: 5              Role: Skirmisher  
 Engine Type: 250 XL

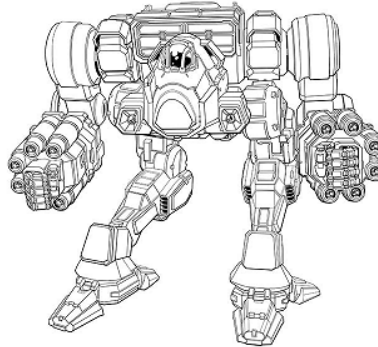
### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)			
					Min	Sht	Med	Lng
6	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
6	ER Medium Laser	RA	5	7 [DE]	—	5	10	15

### WARRIOR DATA

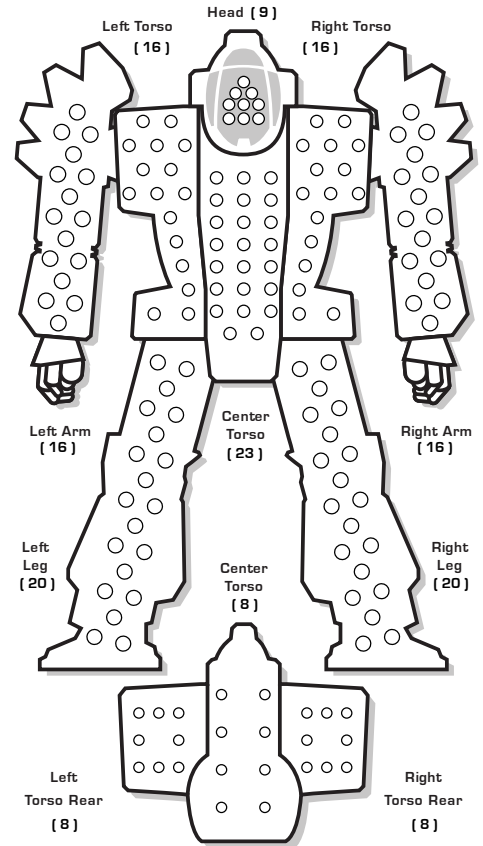
Name: Therese Sutton  
 Gunnery Skill: 4      Piloting Skill: 5

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



### ARMOR DIAGRAM

#### Standard Armor



BV: 2,663



### CRITICAL TABLE

#### Left Arm

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

- ER Medium Laser
  - ER Medium Laser
  - ER Medium Laser
  - ER Medium Laser
  - ER Medium Laser
  - ER Medium Laser
- 4-6

#### Left Torso

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

- [Double Heat Sink
  - [Double Heat Sink
  - 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

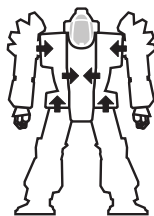
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- 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
  - 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
  - [Double Heat Sink
  - [Double Heat Sink
- 1-3

- ER Medium Laser
  - ER Medium Laser
  - ER Medium Laser
  - ER Medium Laser
  - ER Medium Laser
  - ER Medium Laser
- 4-6

#### Right Torso

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

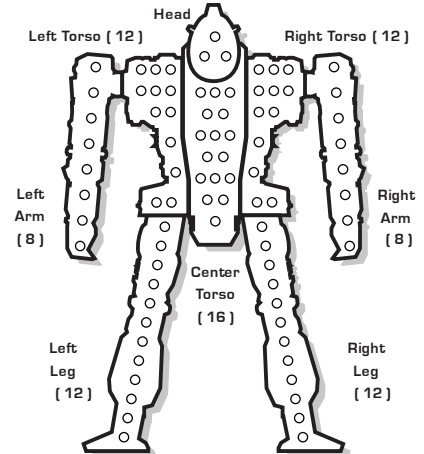
- [Double Heat Sink
  - [Double Heat Sink
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 18 [36]
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 Hawk (Nova) T

Movement Points: Tonnage: 50  
 Walking: 5 Tech Base: Clan  
 Running: 8 Rules Level: Standard  
 Jumping: 5 Role: Skirmisher  
 Engine Type: 250 XL

### Weapons & Equipment Inventory

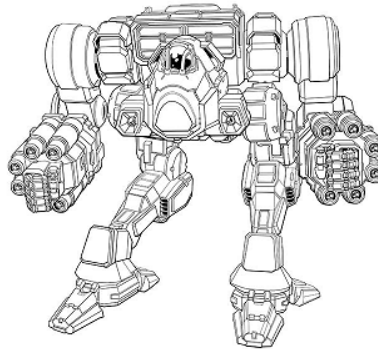
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
6	Medium Chemical Laser	LA	2	5 [DE]	—	3	6	9
6	Medium Chemical Laser	RA	2	5 [DE]	—	3	6	9

Ammo: (Medium Chemical Laser) 120

### WARRIOR DATA

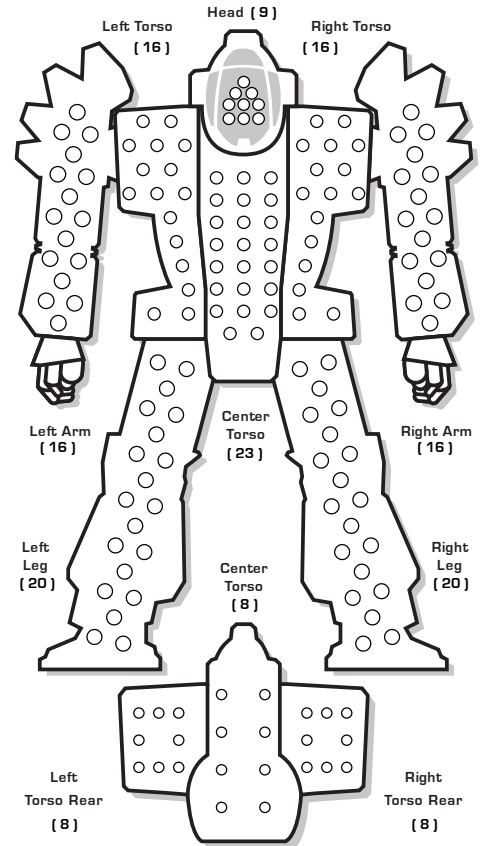
Name: Dylan Steele  
 Gunnery Skill: 4 Piloting Skill: 5

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



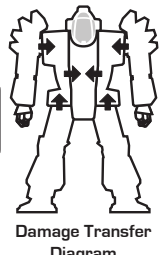
### ARMOR DIAGRAM

#### Standard Armor



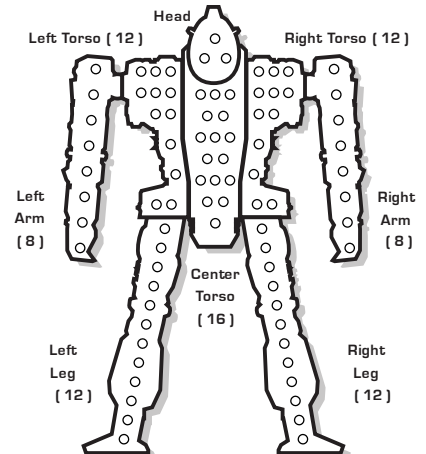
### CRITICAL TABLE

Location	1-3	4-6
<b>Left Arm (CASE)</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Chemical Laser 6. Medium Chemical Laser	1. Medium Chemical Laser 2. Medium Chemical Laser 3. Medium Chemical Laser 4. Medium Chemical Laser 5. Ammo (Medium Chemical Laser) 30 6. Ammo (Medium Chemical Laser) 30
<b>Right Arm (CASE)</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Chemical Laser 6. Medium Chemical Laser	1. Medium Chemical Laser 2. Medium Chemical Laser 3. Medium Chemical Laser 4. Medium Chemical Laser 5. Ammo (Medium Chemical Laser) 30 6. Ammo (Medium Chemical Laser) 30
<b>Center Torso</b>	1. Life Support 2. Sensors 3. Cockpit 4. Roll Again 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</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. Gyro 2. XL Fusion Engine 3. XL Fusion Engine 4. XL Fusion Engine 5. Jump Jet 6. Roll Again
<b>Right 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. XL Fusion Engine 2. XL Fusion Engine 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink
<b>Left Leg</b>	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet
<b>Right Leg</b>	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



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	

### 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	○○○○○○○○○○○○○○○○○



# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

**Type:** Mad Cat (Timber Wolf) Prime  
**Movement Points:** **Tonnage:** 75  
**Walking:** 5 **Tech Base:** Clan  
**Running:** 8 **Rules Level:** Standard  
**Jumping:** 0 **Role:** Brawler  
**Engine Type:** 375 XL

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)		
					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



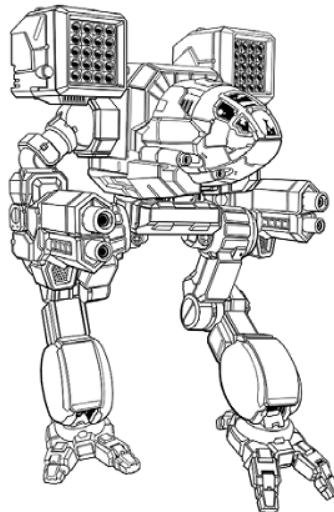
### WARRIOR DATA

**Name:** Yumika Arai  
**Gunnery Skill:** 4 **Piloting Skill:** 5  
**Hits Taken**

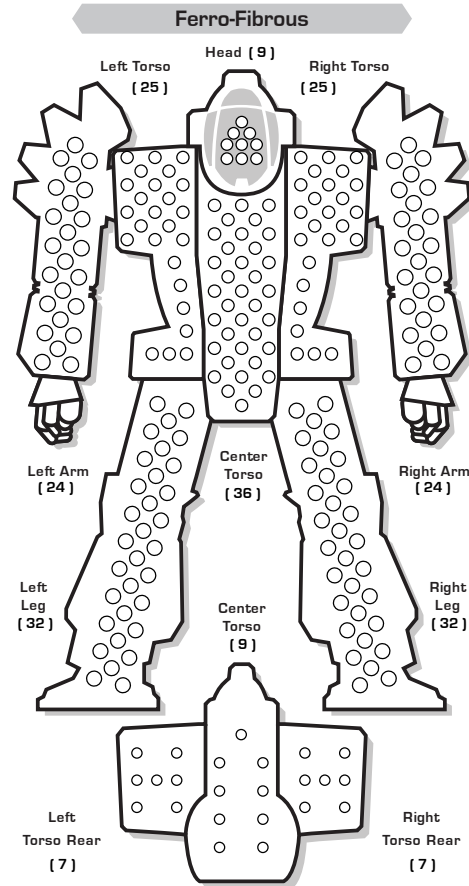
1	2	3	4	5	6
---	---	---	---	---	---

  
**Consciousness #**

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



### ARMOR DIAGRAM



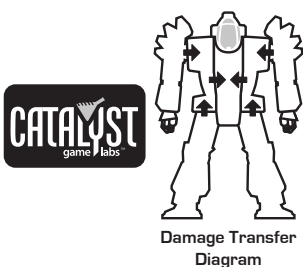
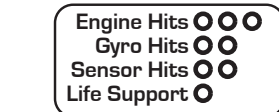
### CRITICAL TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3 [Double Heat Sink  
Double Heat Sink  
ER Large Laser]
1. ER Medium Laser  
2. Ferro-Fibrous
- 4-6 [Roll Again  
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

- 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]

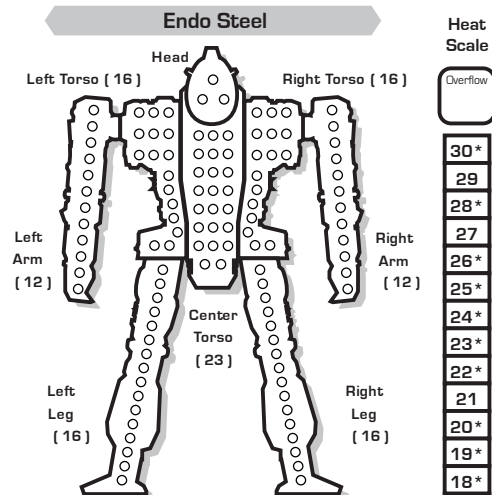
1. Gyro  
2. XL Fusion Engine  
3. XL Fusion Engine  
4. XL Fusion Engine  
5. Machine Gun  
6. Endo Steel



- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3 [Double Heat Sink  
Double Heat Sink  
ER Large Laser]
1. ER Medium Laser  
2. Ferro-Fibrous
- 4-6 [Roll Again  
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

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

### INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

### HEAT DATA

Heat Level*	Effects	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	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

# 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  
**Engine Type:** 375 XL

### 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
1	ER Medium Laser	LA	5	7 [DE]	-	5	10	15
1	Imp. Heavy Medium Laser	RA	7	10 [DE,X]	-	3	6	9
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] 36

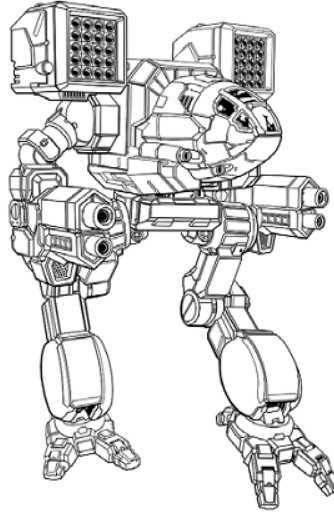
BV: 2,714



### WARRIOR DATA

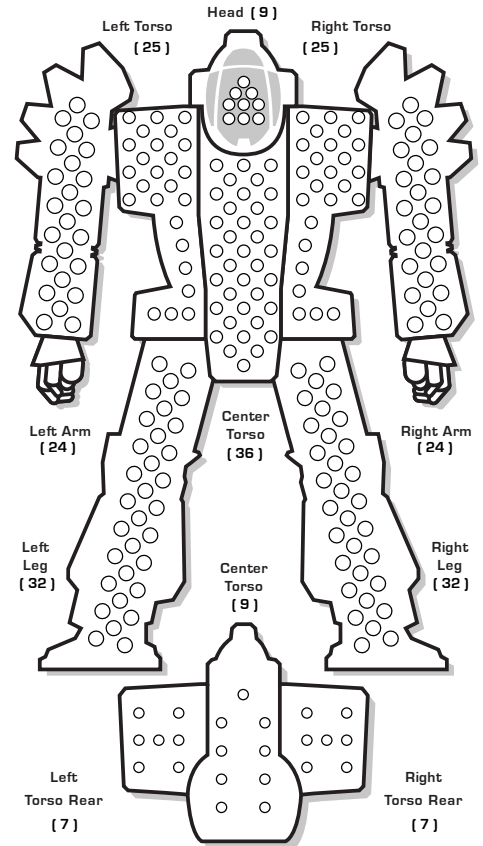
Name: Douglas Zahir  
**Gunnery Skill:** 4 **Piloting Skill:** 5

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



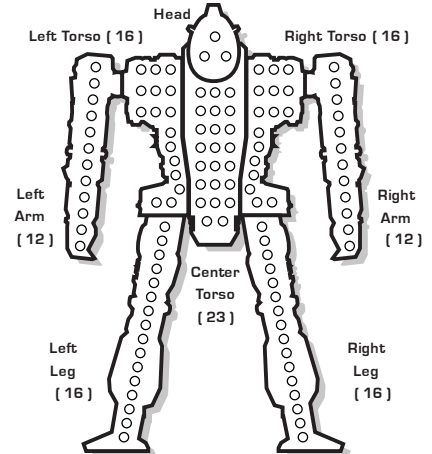
### ARMOR DIAGRAM

#### Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



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

### CRITICAL TABLE

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Imp. Heavy Medium Laser

1-3

- Imp. Heavy Medium Laser
- ER Medium Laser
- Ammo [LRM 20 Artemis V] 6
- Ammo [LRM 20 Artemis V] 6
- Ammo [LRM 20 Artemis V] 6
- Ferro-Fibrous

4-6

#### Left Torso

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

1-3

- Artemis V FCS
- Artemis V FCS
- ER Small Pulse Laser
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### 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

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
  - ER Small Laser
  - Endo Steel

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Imp. Heavy Medium Laser

1-3

- Imp. Heavy Medium Laser
- ER Medium Laser
- Ammo [LRM 20 Artemis V] 6
- Ammo [LRM 20 Artemis V] 6
- Ammo [LRM 20 Artemis V] 6
- Ferro-Fibrous

4-6

#### Right Torso

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

1-3

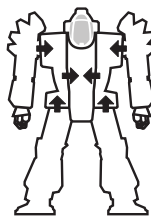
- Artemis V FCS
- Artemis V FCS
- ER Small Laser
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Masakari (Warhawk) C

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 340 XL

Tonnage: 85

Tech Base: Clan

Rules Level: Standard

Role: Sniper

### WARRIOR DATA

Name: Eugenio Sánchez

Gunnery Skill: 4

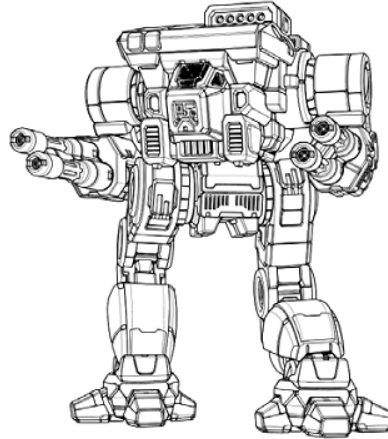
Piloting Skill: 5

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

### Weapons & Equipment Inventory

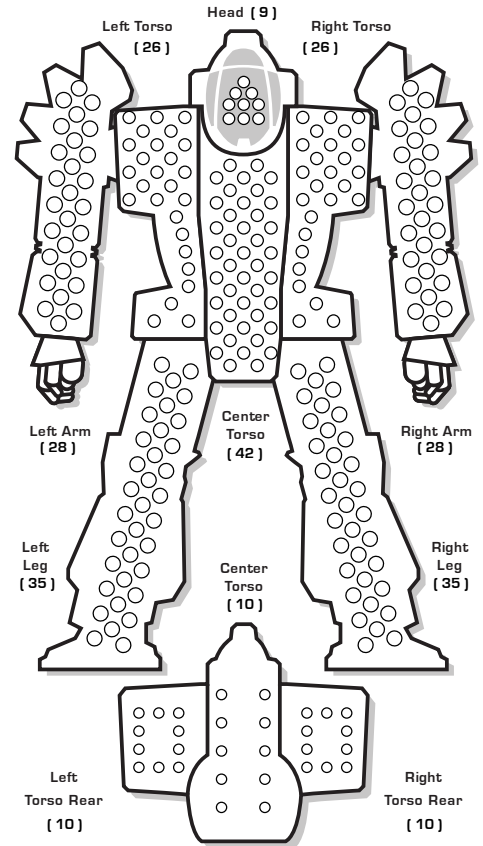
(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER PPC	LA	15	15 [DE]	—	7	14	23
2	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Flamer	CT	3	2 [DE,HAI]	—	1	2	3



### ARMOR DIAGRAM

#### Ferro-Fibrous



BV: 2,998



### 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 PPC
- ER PPC
- 3-4 [ER PPC
- 4 [ER PPC

- Ferro-Fibrous
- 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
- Ferro-Fibrous
- Ferro-Fibrous

#### Left Leg

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

#### Head

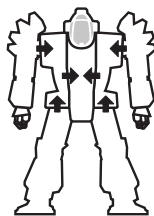
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

#### Center Torso

- 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
- Flamer
- Roll Again

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
- 5 [Double Heat Sink
- 6 [Large Pulse Laser

- [Large Pulse Laser
- [Large Pulse Laser
- [Large Pulse Laser
- 4-6 XL Fusion Engine
- Roll Again
- Roll Again

#### Right Torso

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

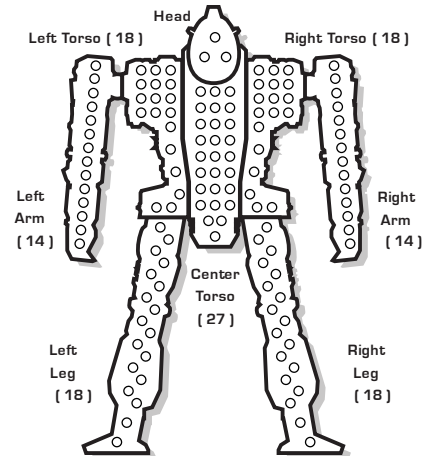
- [Targeting Computer
- [Targeting Computer
- [Targeting Computer
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



### 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: 23 (46)



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: Masakari (Warhawk) T

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 340 XL

Tonnage: 85

Tech Base: Mixed

Rules Level: Standard

Role: Brawler

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER PPC (C)	LA	15	15 [DE]	-	7	14	23
2	Plasma Rifle	RA	10	10 [DE,H]	-	5	10	15
1	Targeting Computer (C)	RT	-	[E]	-	-	-	-
1	Rocket Launcher 10	CT	3	1/Msl [M,C]	-	5	11	18

Ammo: (Plasma Rifle) 30

BV: 2,938



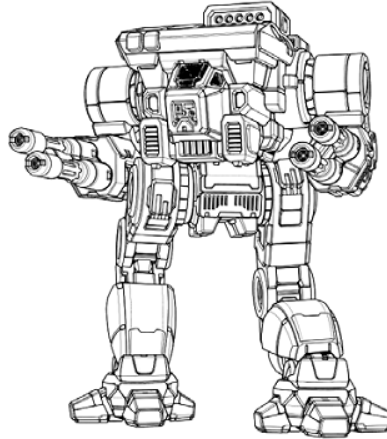
### WARRIOR DATA

Name: Polat Killic

Gunnery Skill: 4

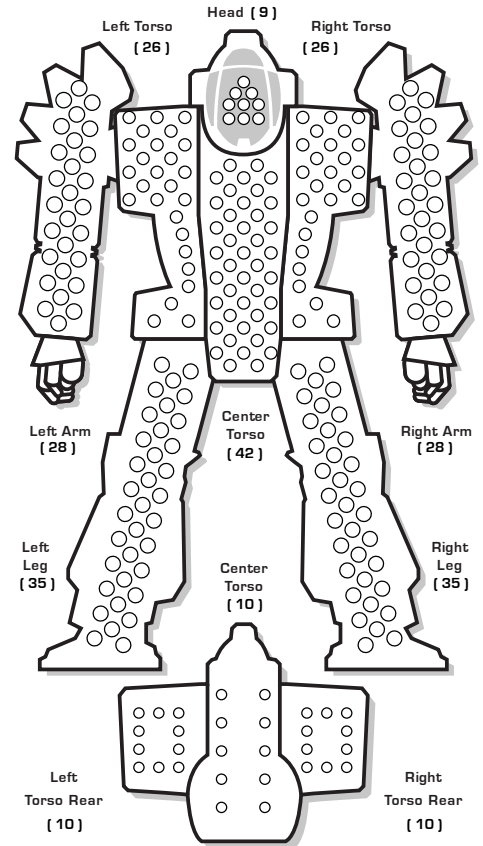
Piloting Skill: 5

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



### ARMOR DIAGRAM

#### Ferro-Fibrous



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- ER PPC
- ER PPC

1-3

- Ferro-Fibrous
- Roll Again
- 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

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 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
- 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
- Rocket Launcher 10
- Roll Again

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Plasma Rifle [IS]
- Plasma Rifle [IS]
- Plasma Rifle [IS]
- Plasma Rifle [IS]

1-3

- Ammo (Plasma Rifle) 10
- Ammo (Plasma Rifle) 10
- Ammo (Plasma Rifle) 10
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Targeting Computer
- Targeting Computer

1-3

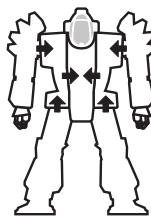
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

#### Right Leg

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

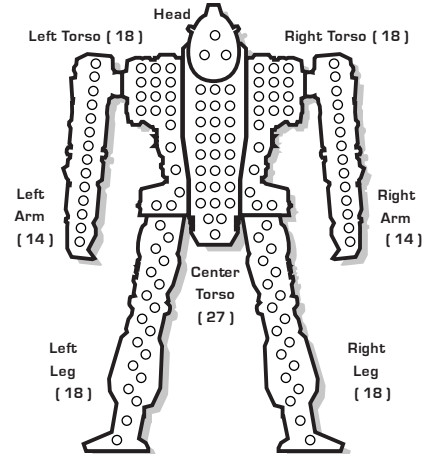
Engine Hits ○○○○  
Gyro Hits ○○○  
Sensor Hits ○○○  
Life Support ○



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



### 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: 20 (40)



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