

# BATTLETECH™

## FORCEPACK RECORD SHEETS GRAY DEATH LEGION



INCLUDES RECORD SHEETS FOR:  
• Gray Death Legion Heavy Battle Lance



# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Shadow Hawk SHD-7H

Movement Points: **Tonnage:** 55  
 Walking: 5 **Tech Base:** Inner Sphere  
 Running: 8 **Rules Level:** Standard  
 Jumping: 5 **Role:** Skirmisher  
 Engine Type: 275 Light

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	LB 10-X AC	LT	2	10	—	6	12	18
[DB,C/F/S]								
1	Enhanced LRM 5	RT	2	1/Msl [M,C,S]	3	7	14	21
1	SRM 2	HD	2	2/Msl [M,C,S]	—	3	6	9

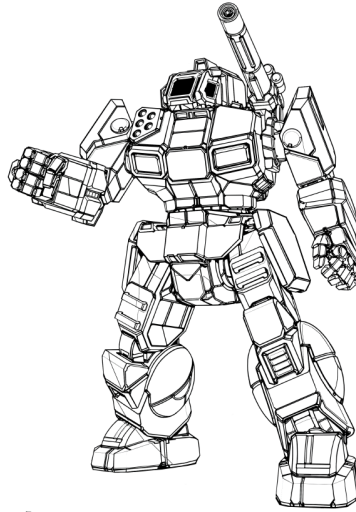
Ammo: [LB 10-X] 10, [LB 10-X Cluster] 10, [NLRM 5] 24, [SRM 2] 50

BV: 1,394



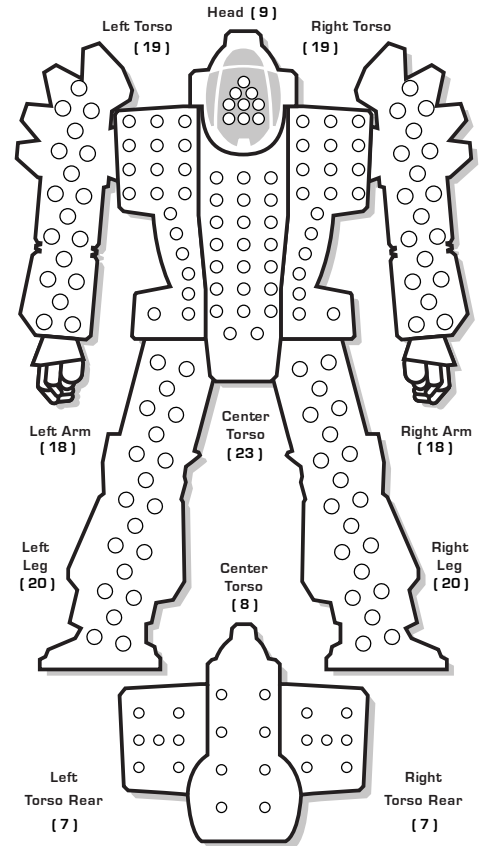
### WARRIOR DATA

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



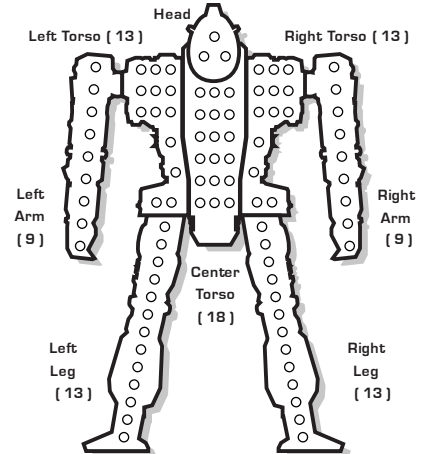
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



Heat Scale

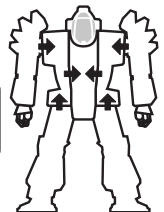
Overflow

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

Location	1	2	3	4	5	6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Endo Steel	6. Endo Steel
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Medium Laser	6. Endo Steel
<b>Center Torso</b>	1. Light Fusion Engine	2. Light Fusion Engine	3. Light Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. Light Fusion Engine	2. Light Fusion Engine	3. Jump Jet	4. Jump Jet	5. LB 10-X AC	6. LB 10-X AC
<b>Right Torso (CASE II)</b>	1. Light Fusion Engine	2. Light Fusion Engine	3. Jump Jet	4. Jump Jet	5. Enhanced LRM 5	6. Enhanced LRM 5
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

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



Damage Transfer Diagram

### 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: Shadow Hawk C

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Engine Type: 275 Fusion

Tonnage: 55

Tech Base: Mixed

Rules Level: Standard

Role: Skirmisher

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser [C]	RA	5	7 [DE]	—	5	10	15
1	LB 5-X AC [C]	LT	1	5 [DB,C/F/S]	3	8	15	24
1	LRM 5 [C]	RT	2	1/Msl [M,C,S]	—	7	14	21
1	Streak SRM 2 [C]	HD	2	2/Msl [M,C]	—	4	8	12

Ammo: [LB-5X] 20, [LRM 5] 24, [Streak SRM 2] 50

BV: 1,309

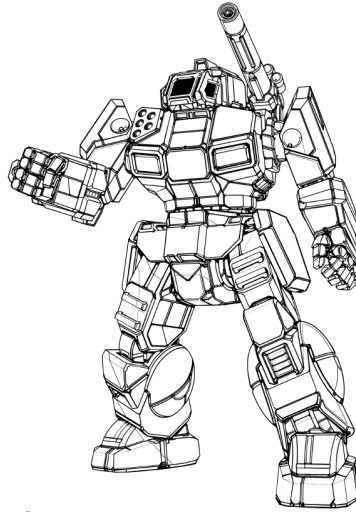


### WARRIOR DATA

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

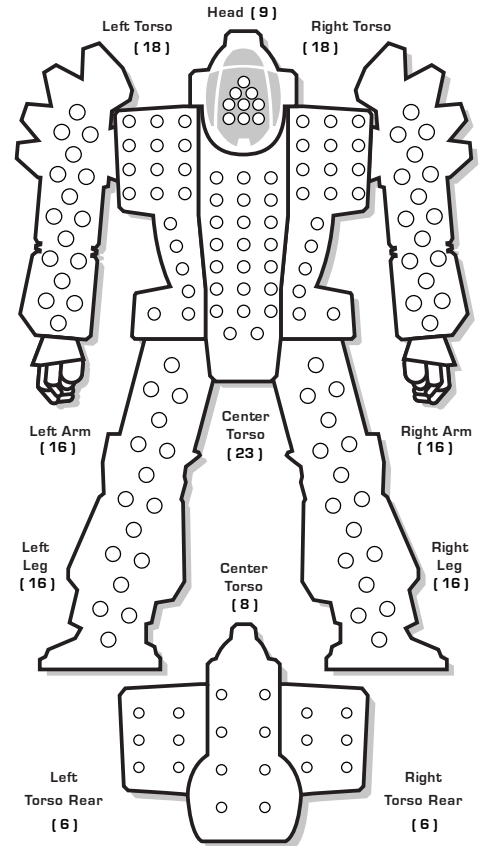
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



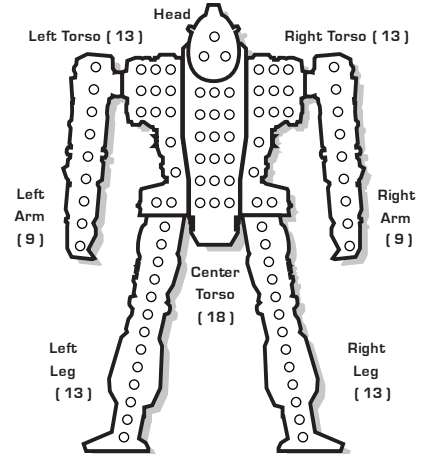
### ARMOR DIAGRAM

#### 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
- Hand Actuator
- Roll Again
- Roll Again

1-3

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

4-6

#### Left Torso

- Jump Jet
- Jump Jet
- LB 5-X AC [Clan]
- LB 5-X AC [Clan]
- LB 5-X AC [Clan]
- LB 5-X AC [Clan]

1-3

- Ammo [LB-5X] 20
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Streak SRM 2 [Clan]
- Sensors
- Life Support

1-3

#### Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Ammo [Streak SRM 2] 50

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

#### Right Arm

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

1-3

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

4-6

#### Right Torso

- Heat Sink
- Heat Sink
- Jump Jet
- Jump Jet
- LRM 5 [Clan]
- Ammo [LRM 5] 24

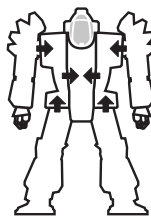
1-3

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

4-6

#### Right Leg

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



Damage Transfer Diagram

### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	13
28	Ammo Exp, avoid on 8+	○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○○
23	Ammo Exp, avoid on 6+	○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○
20	-4 Movement Points	○○○○○○○○
19	Ammo Exp, avoid on 4+	○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○○○○○

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Catapult CPLT-K2K

Movement Points: \_\_\_\_\_ Tonnage: 65  
 Walking: 5 Tech Base: Inner Sphere  
 Running: 8 Rules Level: Standard  
 Jumping: 0 Role: Sniper  
 Engine Type: 325 XL

### 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
2	ER Medium Laser	CT	5	5 [DE]	—	4	8	12

(hexes)

Quirks: No/Minimal Arms, Weak Head Armor (1)

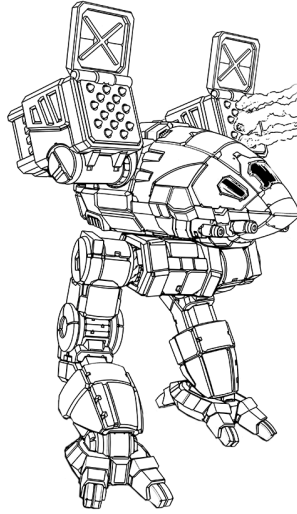
BV: 1,716



### WARRIOR DATA

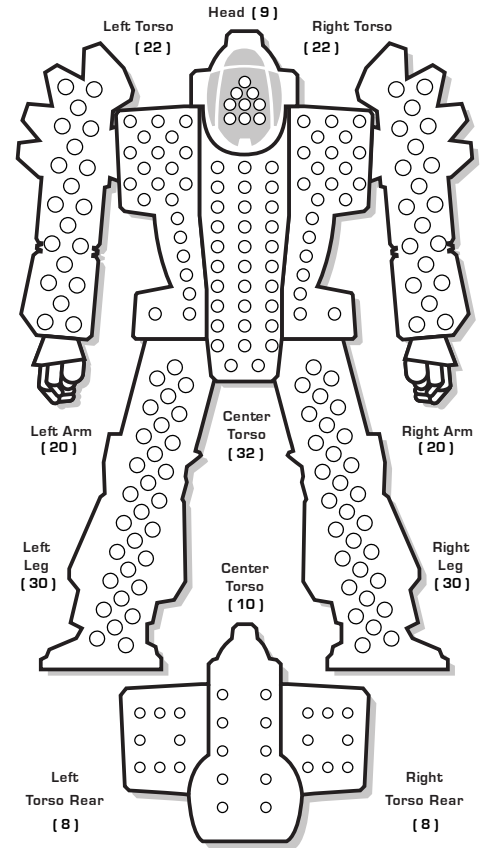
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



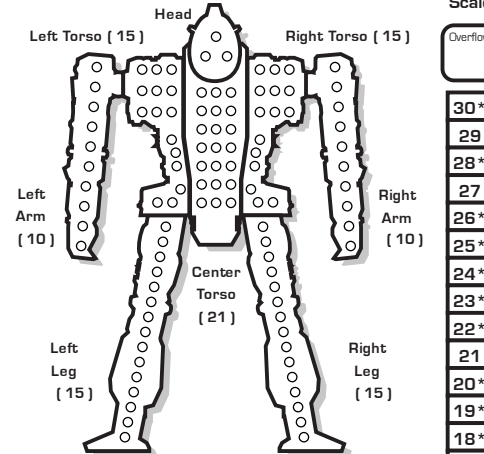
### ARMOR DIAGRAM

#### 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
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- 4-6 ER PPC
- 4 ER PPC
- 5 ER PPC
- 6 Roll Again

#### Left Torso

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

- Roll Again
- Roll Again
- Roll Again
- 4 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

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

#### 4-6

- Gyro
- XL Fusion Engine
- 3 XL Fusion Engine
- 4 XL Fusion Engine
- 5 ER Medium Laser
- 6 ER Medium Laser

#### Right Arm

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

- Double Heat Sink
- Double Heat Sink
- 4-6 ER PPC
- 4 ER PPC
- 5 ER PPC
- 6 Roll Again

#### Right Torso

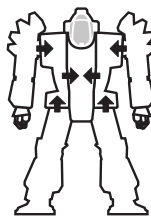
- XL Fusion Engine
- XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

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

#### Right Leg

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

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



Damage Transfer Diagram

### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 20 (40)
30	Shutdown	
28	Ammo Exp, avoid on 8+	○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○○
23	Ammo Exp, avoid on 6+	○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○
20	-4 Movement Points	○○○○○○○○
19	Ammo Exp, avoid on 4+	○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Catapult CPLT-K6

Movement Points:

Walking: 3

Running: 5

Jumping: 3

Engine Type: 195 XL

Tonnage: 65

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Missile Boat

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)			
					Min	Sht	Med	Lng
1	AES	LA	—	[E]	—	—	—	—
1	Extended LRM 15	LA	8	1/Msl [M,C,S]	10	12	22	38
1	AES	RA	—	[E]	—	—	—	—
1	Extended LRM 15	RA	8	1/Msl [M,C,S]	10	12	22	38
2	ER Small Laser	LT	2	3 [DE]	—	2	4	5
2	ER Small Laser	RT	2	3 [DE]	—	2	4	5

Ammo: [ELRM 15] 24

Quirks: No/Minimal Arms, Weak Head Armor [1]

BV: 1,619

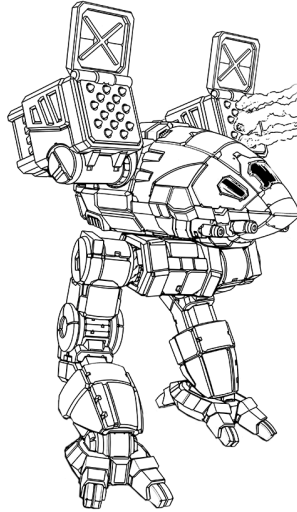


### WARRIOR DATA

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

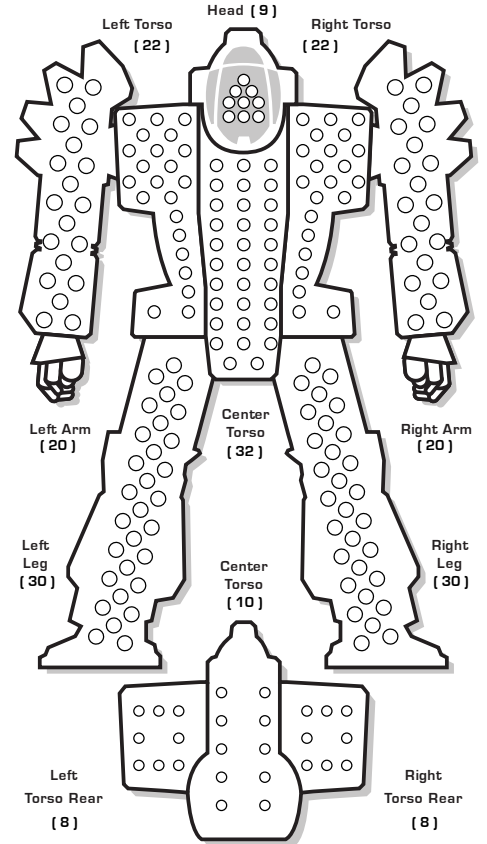
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



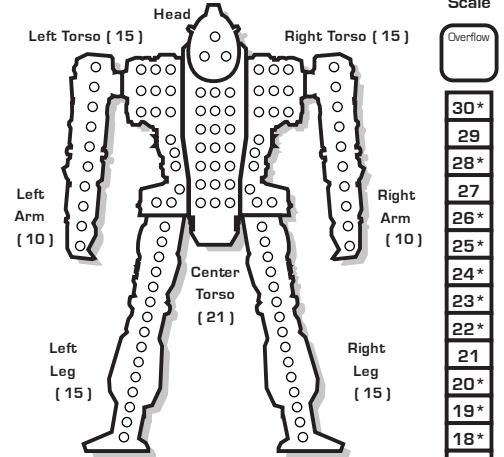
### ARMOR DIAGRAM

Light 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
- AES
- AES
- AES
- Extended LRM 15

1-3

- Extended LRM 15
- Extended LRM 15
- Extended LRM 15
- Extended LRM 15
- Extended LRM 15
- Ammo (ELRM 15) 6

4-6

#### Left Torso

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

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- ER Small Laser
- ER Small Laser

4-6

#### Left Leg

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

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- AES
- AES
- AES
- Extended LRM 15

1-3

- Extended LRM 15
- Extended LRM 15
- Extended LRM 15
- Extended LRM 15
- Extended LRM 15
- Ammo (ELRM 15) 6

4-6

#### Right Torso

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

1-3

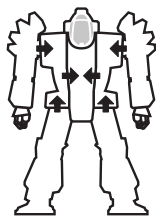
- Jump Jet
- ER Small Laser
- ER Small Laser
- Ammo (ELRM 15) 6
- Ammo (ELRM 15) 6
- Light Ferro-Fibrous

4-6

#### Right Leg

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

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



Damage Transfer Diagram



# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Man O' War (Gargoyle) C

Movement Points: **Tonnage:** 80  
 Walking: 5 **Tech Base:** Clan  
 Running: 8 **Rules Level:** Standard  
 Jumping: 0 **Role:** Skirmisher  
 Engine Type: 400 XL

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)			
					Min	Sht	Med	Lng
1	A-Pod	LL	—	[PB,OS,AI]	—	—	—	—
2	A-Pod	RL	—	[PB,OS,AI]	—	—	—	—
1	Ultra AC/20	LA	7	20/Sht [DB,R/C]	—	4	8	12
6	ER Medium Laser	RA	5	7 [DE]	—	5	10	15

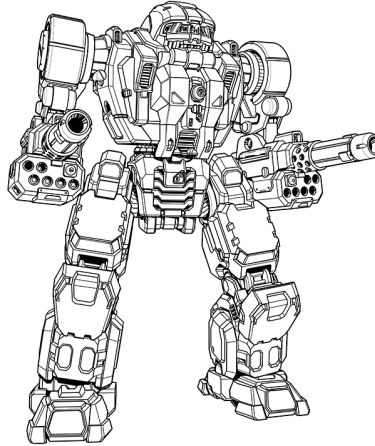
Ammo: [Ultra AC/20] 10

BV: 2,417

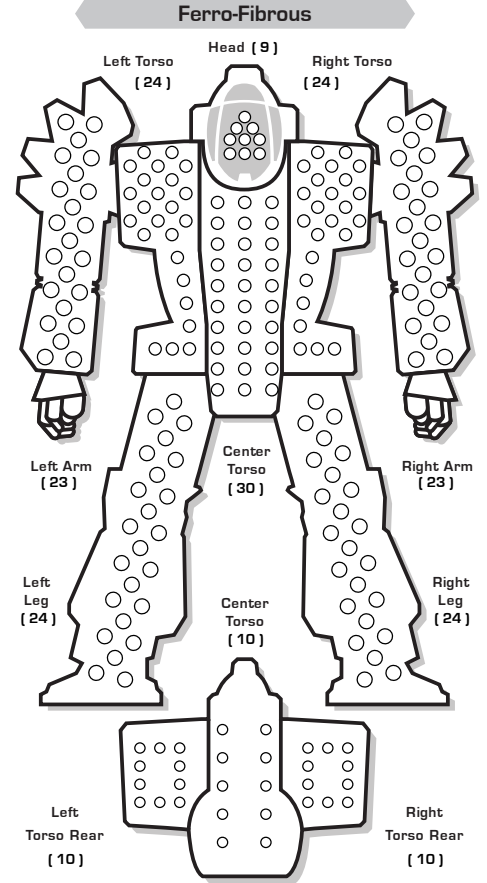


### WARRIOR DATA

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



### ARMOR DIAGRAM



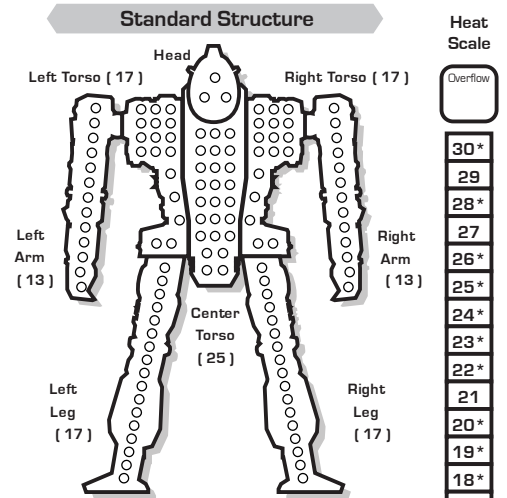
### CRITICAL TABLE

Location	Hexes	Contents
<b>Head</b>		1. Life Support 2. Sensors 3. Cockpit 4. Ferro-Fibrous 5. Sensors 6. Life Support
<b>Left Arm</b>		1. Shoulder 2. Upper Arm Actuator 3. Ultra AC/20 4. Ultra AC/20 5. Ultra AC/20 6. Ultra AC/20
<b>Right Arm</b>		1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. ER Medium Laser 6. ER Medium Laser
<b>Center Torso</b>		1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Gyro 5. Gyro 6. Gyro
<b>Left Torso (CASE)</b>		1. XL Fusion Engine 2. XL Fusion Engine 3. Ammo [Ultra AC/20] 5 4. Ammo [Ultra AC/20] 5 5. Ferro-Fibrous 6. Ferro-Fibrous
<b>Right Torso</b>		1. XL Fusion Engine 2. XL Fusion Engine 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Roll Again 6. Roll Again
<b>Left Leg</b>		1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
<b>Right Leg</b>		1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. A-Pod 6. A-Pod

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	○ ○
28	Ammo Exp, avoid on 8+	○ ○ ○ ○
26	Shutdown, avoid on 10+	○ ○ ○ ○ ○ ○
25	-5 Movement Points	○ ○ ○ ○ ○ ○
24	+4 Modifier to Fire	○ ○ ○ ○ ○ ○
23	Ammo Exp, avoid on 6+	○ ○ ○ ○ ○ ○
22	Shutdown, avoid on 8+	○ ○ ○ ○ ○ ○
20	-4 Movement Points	○ ○ ○ ○ ○ ○
19	Ammo Exp, avoid on 4+	○ ○ ○ ○ ○ ○
18	Shutdown, avoid on 6+	○ ○ ○ ○ ○ ○
17	+3 Modifier to Fire	○ ○ ○ ○ ○ ○
15	-3 Movement Points	○ ○ ○ ○ ○ ○
14	Shutdown, avoid on 4+	○ ○ ○ ○ ○ ○
13	+2 Modifier to Fire	○ ○ ○ ○ ○ ○
10	-2 Movement Points	○ ○ ○ ○ ○ ○
8	+1 Modifier to Fire	○ ○ ○ ○ ○ ○
5	-1 Movement Points	○ ○ ○ ○ ○ ○

Heat Scale

Overflow

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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Man O' War (Gargoyle) F

Movement Points: **Tonnage:** 80  
 Walking: 5 **Tech Base:** Clan  
 Running: 8 **Rules Level:** Standard  
 Jumping: 0 **Role:** Brawler  
 Engine Type: 400 XL

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rotary AC/2	LA	1	2/Sht [DB,F/C]	—	8	17	25
1	Imp. Heavy Large Laser	RA	18	16 [DE,X]	—	5	10	15
2	ATM 3	RA	2	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9
1	Heavy Flamer	CT	5	4 [DE,H,AI]	—	2	3	4

Ammo: [ATM 3] 40, [Heavy Flamer] 10, [RAC/2] 90

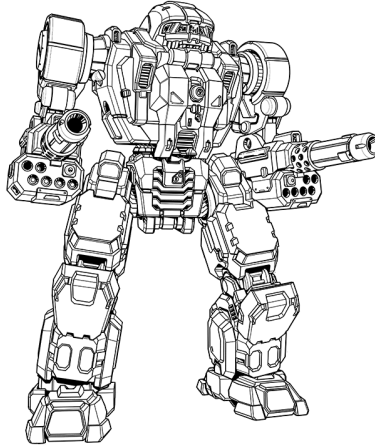
BV: 1,894



### WARRIOR DATA

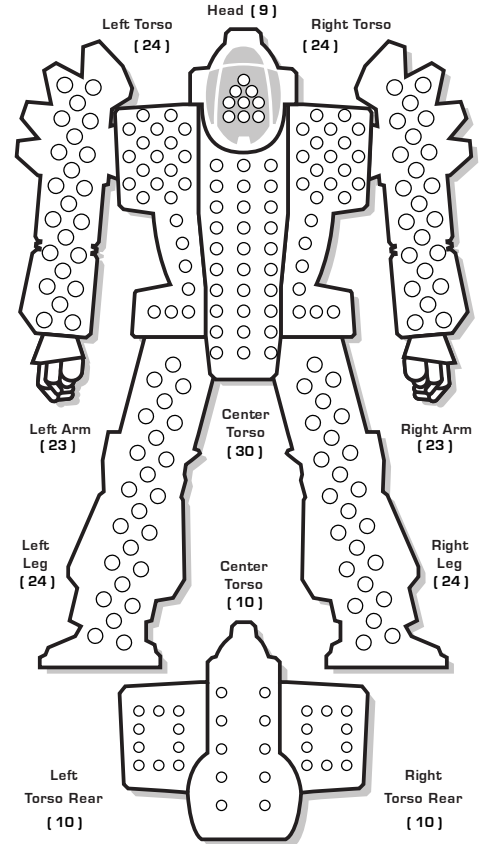
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness #

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



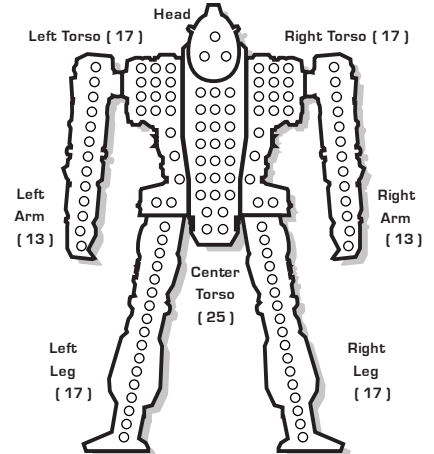
### ARMOR DIAGRAM

#### 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 (CASE)

- Shoulder
- Upper Arm Actuator
- Rotary AC/2
- Rotary AC/2
- Rotary AC/2
- Rotary AC/2

1-3

- Ammo [RAC/2] 45
- Ammo [RAC/2] 45
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

1-3

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

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso (CASE)

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

4-6

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Imp. Heavy Large Laser
- Imp. Heavy Large Laser
- Imp. Heavy Large Laser
- ATM 3

1-3

- ATM 3
- ATM 3
- ATM 3
- Ammo [ATM 3] 20
- Ammo [ATM 3] 20
- Ferro-Fibrous

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

1-3

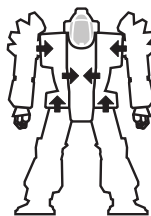
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

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

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



Damage Transfer Diagram

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Regent Prime

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 270 Fusion

Tonnage: 90

Tech Base: Clan

Rules Level: Standard

Role: Juggernaut

### WARRIOR DATA

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

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

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

### Weapons & Equipment Inventory

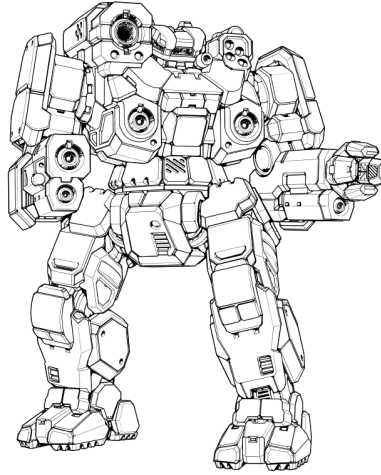
(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	ER Large Laser	LT	12	10 [DE]	—	8	15	25
1	Streak SRM 4	LT	3	2/Msl [M,C]	—	4	8	12
1	LB 20-X AC	RT	6	20	—	4	8	12
				[DB,C/F/S]				
1	ER Large Laser	RT	12	10 [DE]	—	8	15	25
1	Micro Pulse Laser	HD	1	3 [P,AI]	—	1	2	3

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

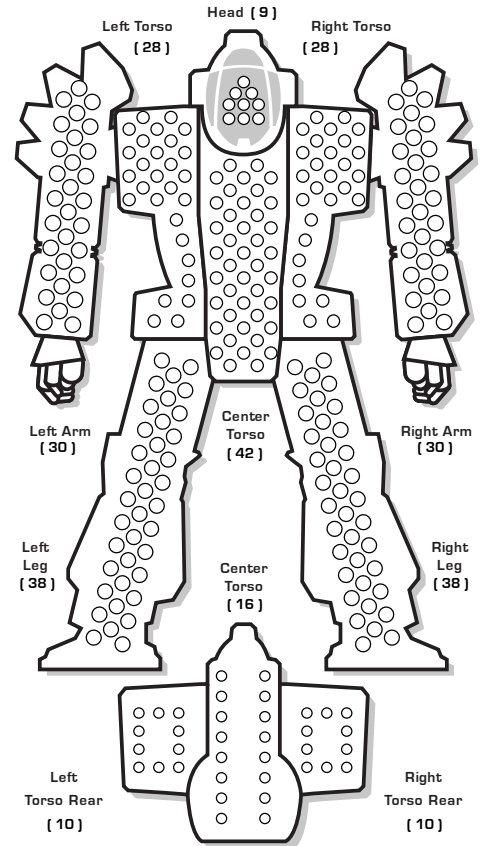
Quirks: Easy to Maintain

BV: 2,437



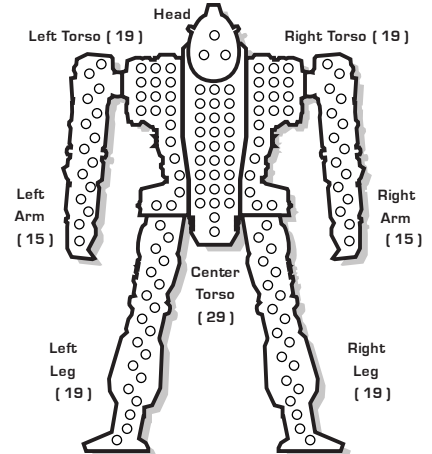
### ARMOR DIAGRAM

#### 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
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

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

4-6

#### Left Torso (CASE II)

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

1-3

- ER Large Laser
- Streak SRM 4
- Ammo [Streak SRM 4] 25
- Ammo [LB-20X] 5
- Ammo [LB-20X Cluster] 5
- CASE II

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Micro Pulse Laser
- Sensors
- Life Support

1-3

#### Center Torso

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

4-6

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

#### Right Arm

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

1-3

- ER Large Laser
- Medium Pulse Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- Double Heat Sink
- Double Heat Sink
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC

1-3

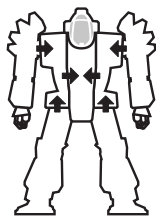
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- LB 20-X AC
- ER Large Laser

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



# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Regent A

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 270 Fusion

Tonnage: 90

Tech Base: Clan

Rules Level: Standard

Role: Sniper

### WARRIOR DATA

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

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

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

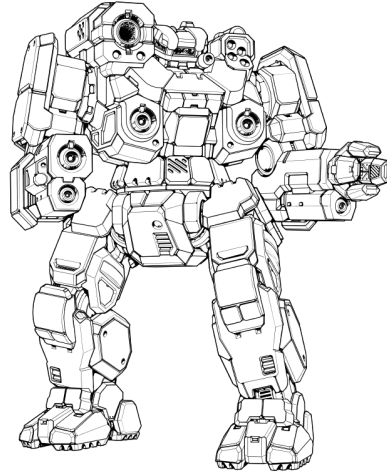
### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15 [DE]	-	7	14	23
	w/Capacitor							
1	ER PPC	LT	15	15 [DE]	-	7	14	23
	w/Capacitor							
1	ER PPC	RT	15	15 [DE]	-	7	14	23
	w/Capacitor							
1	Targeting Computer	RT	-	[E]	-	-	-	-
1	ER Medium Laser	HD	5	7 [DE]	-	5	10	15

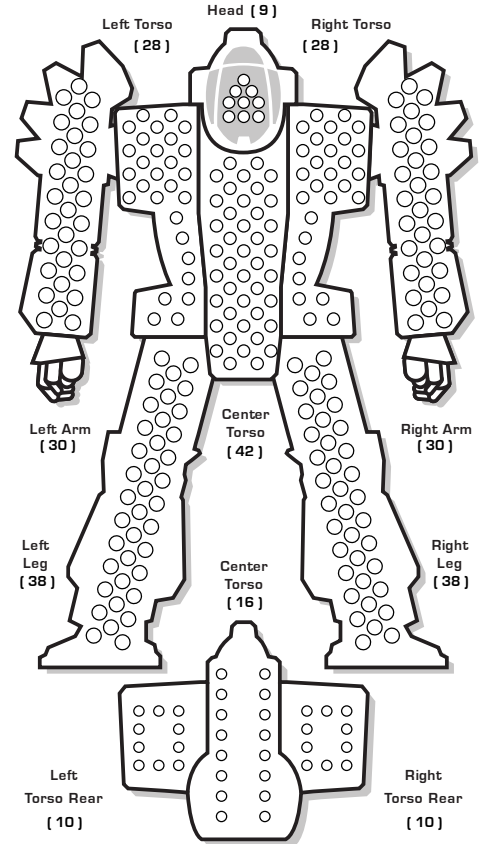
Quirks: Easy to Maintain

BV: 3,419



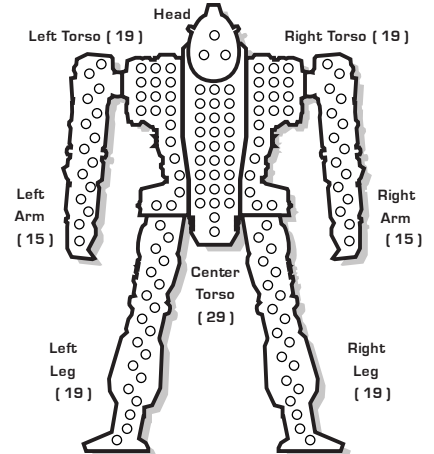
### ARMOR DIAGRAM

#### 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 [Double Heat Sink]
4. Hand Actuator
5. [Double Heat Sink]
6. [Double Heat Sink]

1. [Double Heat Sink]
2. [Double Heat Sink]
3. [Double Heat Sink]
4. [Double Heat Sink]
5. [Double Heat Sink]
6. [Double Heat Sink]

#### Left Torso

- [Double Heat Sink]
- [Double Heat Sink]
- [Double Heat Sink]
- [Double Heat Sink]
- [Double Heat Sink]
- [Double Heat Sink]

- [Double Heat Sink]
- [Double Heat Sink]
- ER PPC
- ER PPC
- PPC Capacitor
- Roll Again

#### Left Leg

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

#### Head

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

#### Center Torso

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

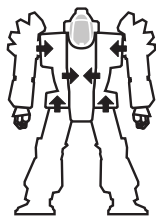
- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- [Double Heat Sink]
- [Double Heat Sink]

Engine Hits ○○○○

Gyro Hits ○○○

Sensor Hits ○○○

Life Support ○



Damage Transfer Diagram

#### Right Arm (CASE)

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

- [Double Heat Sink]
- [Double Heat Sink]
- ER PPC
- ER PPC
- PPC Capacitor
- Coolant Pod

#### Right Torso

- [Double Heat Sink]
- [Double Heat Sink]
- [Double Heat Sink]
- [Double Heat Sink]
- ER PPC
- ER PPC

- PPC Capacitor
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Roll Again

#### Right Leg

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

### 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	○ ○ ○ ○