

BATTLETECH™

FORCEPACK RECORD SHEETS NORTHWIND HIGHLANDERS



CATALYST
game labs™

INCLUDES RECORD SHEETS FOR:
• Northwind Highlanders Command Lance

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Grasshopper GHR-5J

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 280 Fusion

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Anti-Missile System	RT	1	[PB]	—	1	—	—
1	ER Large Laser	CT	12	8 [DE]	—	7	14	19
1	Streak SRM 2	HD	2	2/Msl [M,C]	—	3	6	9

Ammo: [AMS] 12, [Streak SRM 2] 100

Quirks: Rugged [1 Point]

BV: 1,354



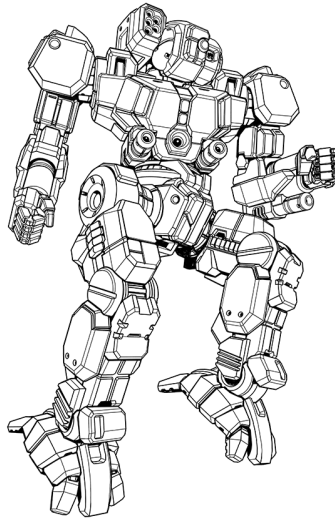
WARRIOR DATA

Name: _____

Gunnery Skill: _____

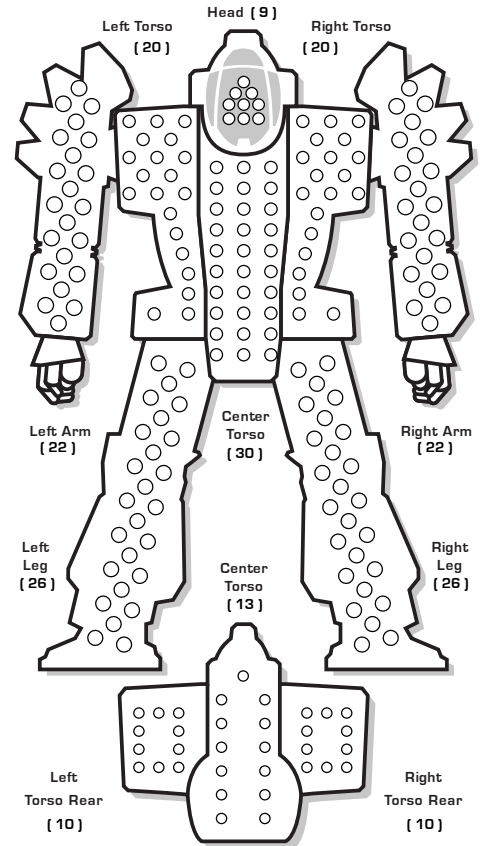
Piloting Skill: _____

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



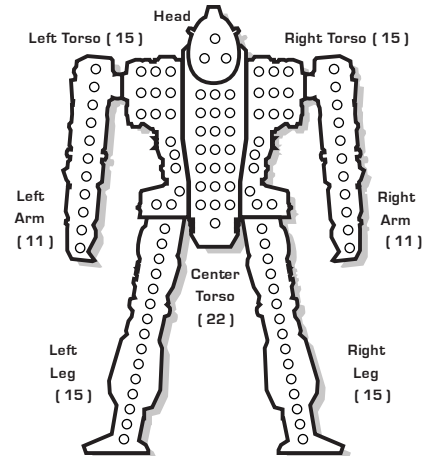
ARMOR DIAGRAM

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
- Medium Laser
- Roll Again

1-3

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

4-6

Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink

1-3

- Heat Sink
- Ammo [AMS] 12
- 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
- Streak SRM 2
- 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
- ER Large Laser
- ER Large Laser

Right Arm

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

1-3

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

4-6

Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Anti-Missile System
- Ammo [Streak SRM 2] 50

1-3

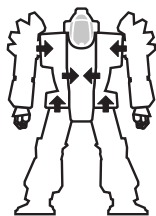
- Ammo [Streak SRM 2] 50
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

HEAT DATA

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

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Grasshopper GHR-8K

Movement Points: _____ Tonnage: 70
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 Rules Level: Standard
 Jumping: 4 Role: Skirmisher
 Engine Type: 280 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light PPC	LA	5	5 [DE]	3	6	12	18
1	Light PPC	RA	5	5 [DE]	3	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
1	ER Large Laser	CT	12	8 [DE]	-	7	14	19
1	LRM 5	HD	2	1/Msl [M,C,S]	6	7	14	21

Ammo: [LRM 5] 24
 Quirks: Rugged [1 Point]

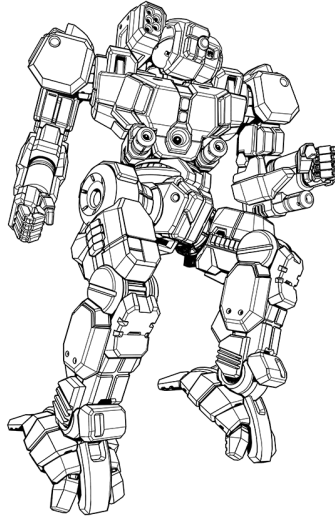
BV: 1,754



WARRIOR DATA

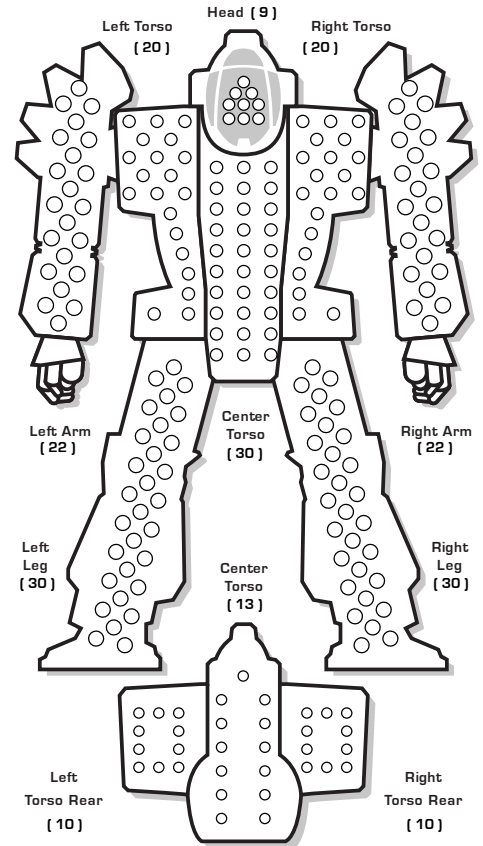
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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



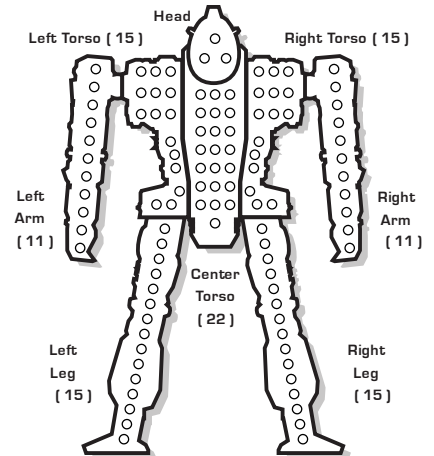
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



Heat Scale

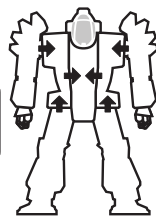
Overflow

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
Left Arm	1. Shoulder					
	2. Upper Arm Actuator					
	3. Lower Arm Actuator					
	4. Hand Actuator					
	5. Double Heat Sink					
	6. Double Heat Sink					
Center Torso	1. Fusion Engine					
	2. Fusion Engine					
	3. Fusion Engine					
	4. Gyro					
	5. Gyro					
	6. Gyro					
Right Arm	1. Shoulder					
	2. Upper Arm Actuator					
	3. Lower Arm Actuator					
	4. Hand Actuator					
	5. Double Heat Sink					
	6. Double Heat Sink					
Right Torso (CASE II)	1. Double Heat Sink					
	2. Light PPC					
	3. Light PPC					
	4. Endo Steel					
	5. Endo Steel					
	6. Endo Steel					
Left Torso	1. Double Heat Sink					
	2. Double Heat Sink					
	3. Double Heat Sink					
	4. Double Heat Sink					
	5. Double Heat Sink					
	6. Double Heat Sink					
Right Torso	1. CASE II					
	2. Endo Steel					
	3. Endo Steel					
	4. Endo Steel					
	5. Endo Steel					
	6. Roll Again					
Left Leg	1. Hip					
	2. Upper Leg Actuator					
	3. Lower Leg Actuator					
	4. Foot Actuator					
	5. Jump Jet					
	6. Jump Jet					
Right Leg	1. Hip					
	2. Upper Leg Actuator					
	3. Lower Leg Actuator					
	4. Foot Actuator					
	5. Jump Jet					
	6. Jump Jet					

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



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 16 [32]
30	Shutdown	○○○○○○○○○○○○○○○○○○○○
28	Ammo Exp, avoid on 8+	○○○○○○○○○○○○○○○○○○○○
26	Shutdown, avoid on 10+	○○○○○○○○○○○○○○○○○○○○
25	-5 Movement Points	○○○○○○○○○○○○○○○○○○○○
24	+4 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
23	Ammo Exp, avoid on 6+	○○○○○○○○○○○○○○○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○○○○○○○○○○○○○○
20	-4 Movement Points	○○○○○○○○○○○○○○○○○○○○
19	Ammo Exp, avoid on 4+	○○○○○○○○○○○○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○○○○○○○○

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Warhammer WHM-7S

Movement Points: **Tonnage:** 70
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 **Rules Level:** Standard
 Jumping: 0 **Role:** Brawler
 Engine Type: 280 Fusion

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	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	Streak SRM 2	LT	2	2/Msl [M,C]	—	3	6	9
1	Small Laser	LT	1	3 [DE]	—	1	2	3
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Streak SRM 2	RT	2	2/Msl [M,C]	—	3	6	9
1	Small Laser	RT	1	3 [DE]	—	1	2	3

Ammo: [Streak SRM 2] 50

Quirks: Rugged [2 Point], Searchlight, Stable

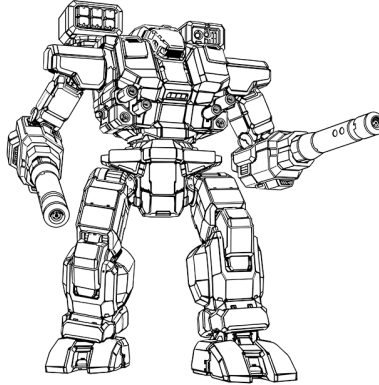
BV: 1,477



WARRIOR DATA

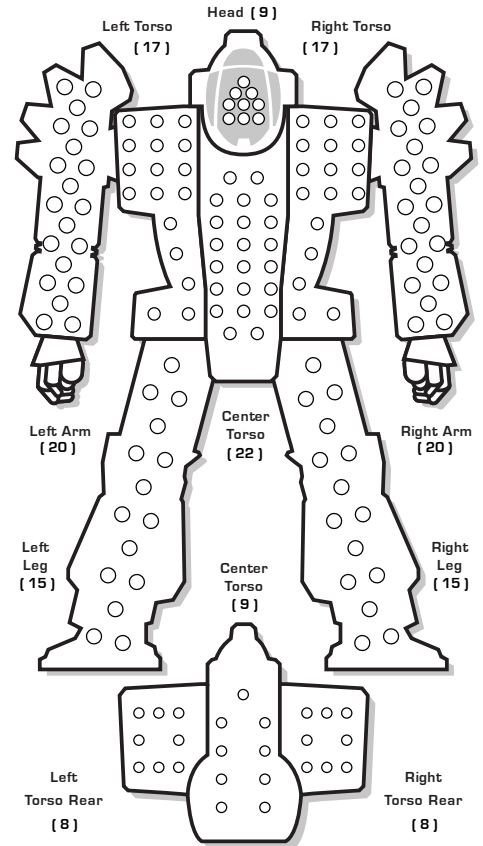
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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



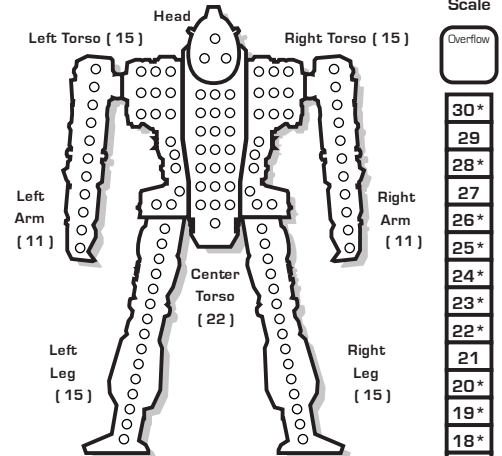
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



Heat Scale

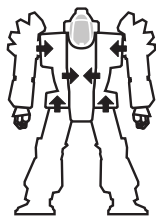
Overflow

30*
29
28*
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26*
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24*
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16
15*
14*
13*
12
11
10*
9
8*
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6
5*
4
3
2
1
0

CRITICAL TABLE

Location	Priority	Item
Left Arm	1-3	1. Shoulder
		2. Upper Arm Actuator
		3. Lower Arm Actuator
		4. ER PPC
		5. ER PPC
		6. ER PPC
Right Arm	1-3	1. Shoulder
		2. Upper Arm Actuator
		3. Lower Arm Actuator
		4. Double Heat Sink
		5. Double Heat Sink
		6. Double Heat Sink
Center Torso	4-6	1. Fusion Engine
		2. Fusion Engine
	1-3	3. Fusion Engine
		4. Gyro
		5. Gyro
		6. Gyro
Left Torso	1-3	1. Gyro
		2. Fusion Engine
		3. Fusion Engine
		4. Fusion Engine
		5. Ammo (Streak SRM 2) 50
		6. Roll Again
Right Torso	1-3	1. ER PPC
		2. ER PPC
		3. ER PPC
	4-6	4. Roll Again
		5. Roll Again
		6. Roll Again
Left Leg	4-6	1. Double Heat Sink
		2. Double Heat Sink
		3. Double Heat Sink
		4. Double Heat Sink
		5. Double Heat Sink
		6. Double Heat Sink
Right Leg	4-6	1. Double Heat Sink
		2. Double Heat Sink
		3. Double Heat Sink
		4. Medium Pulse Laser
		5. Streak SRM 2
		6. Small Laser

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



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	18 [36]
28	Ammo Exp, avoid on 8+	○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○○
23	Ammo Exp, avoid on 6+	○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○
20	-4 Movement Points	○○○○○○○○
19	Ammo Exp, avoid on 4+	○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○○○○○

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Warhammer C 2

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 280 Fusion

Tonnage: 70

Tech Base: Mixed

Rules Level: Standard

Role: Brawler

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

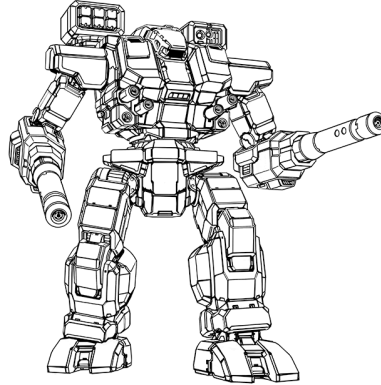
Weapons & Equipment Inventory

(hexes)

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

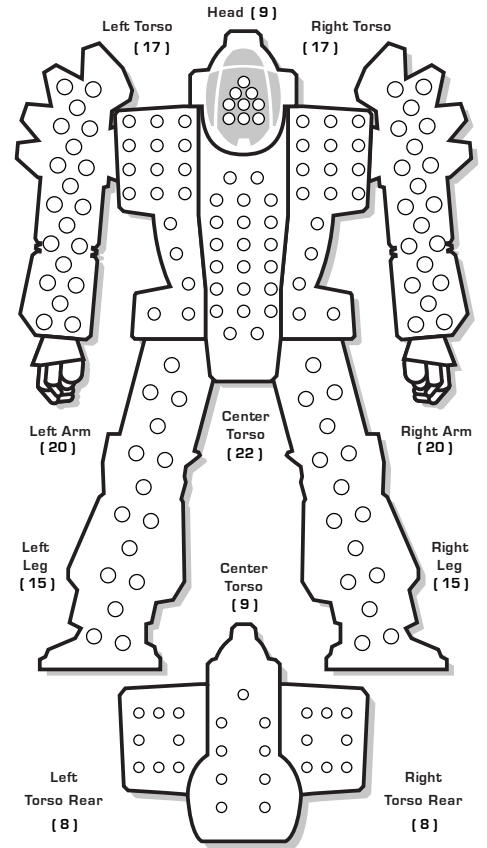
Ammo: [Streak SRM 6] 15

Quirks: Rugged [2 Point], Searchlight, Stable



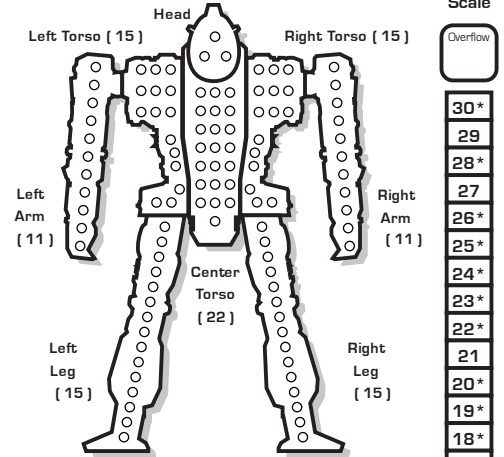
ARMOR DIAGRAM

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

1-3

- [ER PPC [Clan]
- [ER PPC [Clan]
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

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

1-3

- [Double Heat Sink
- [Double Heat Sink
- [Double Heat Sink
- Medium Pulse Laser [Clan]
- ER Small Laser [Clan]
- Small Pulse Laser [Clan]

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

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

Right Arm

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

1-3

- [ER PPC [Clan]
- [ER PPC [Clan]
- 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

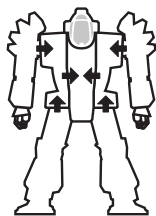
- [Streak SRM 6 [Clan]
- [Streak SRM 6 [Clan]
- Medium Pulse Laser [Clan]
- ER Small Laser [Clan]
- Small Pulse Laser [Clan]
- Ammo [Streak SRM 6] 15

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™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Gunslinger GUN-1ERD

Movement Points: _____ Tonnage: 85
 Walking: 3 Tech Base: Inner Sphere
 Running: 5 Rules Level: Standard
 Jumping: 2 Role: Juggernaut
 Engine Type: 255 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser (R)	LL	4	6 [P]	—	2	4	6
1	Medium Pulse Laser (R)	RL	4	6 [P]	—	2	4	6
1	Gauss Rifle	LA	1	15 [DB.X]	2	7	15	22
1	Gauss Rifle	RA	1	15 [DB.X]	2	7	15	22
2	Medium Laser	LT	3	5 [DE]	—	3	6	9
2	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	ECM Suite (Guardian)	RT	—	[E]	—	—	—	6
1	Active Probe (Beagle)	CT	—	[E]	—	—	—	4
1	Small Laser	HD	1	3 [DE]	—	1	2	3

Ammo: [Gauss] 40

Quirks: Cowl

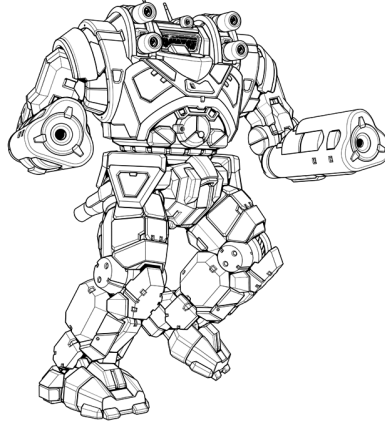
BV: 2,286



WARRIOR DATA

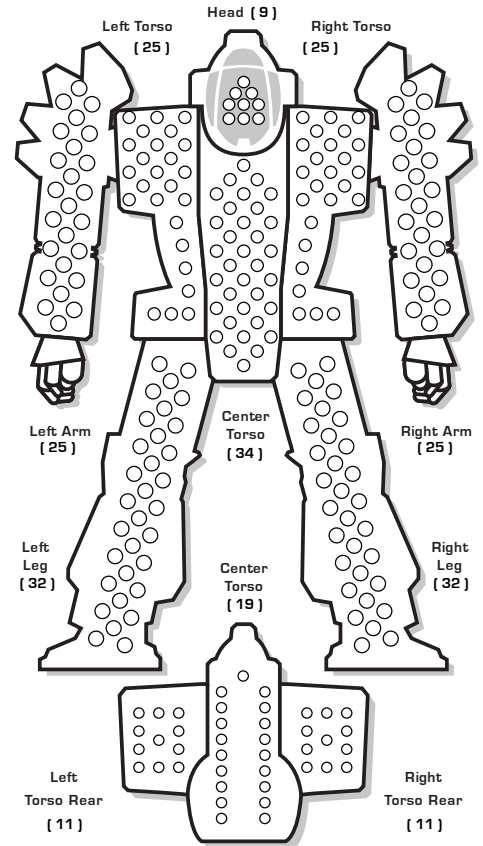
Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken
 Consciousness #

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



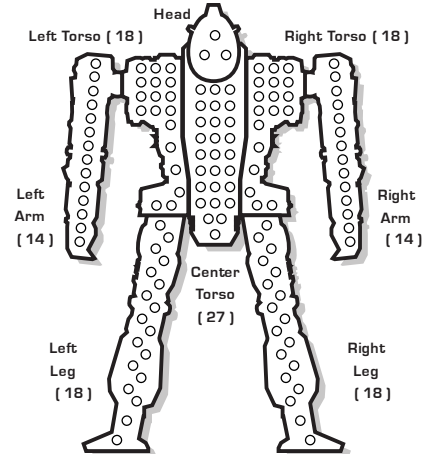
ARMOR DIAGRAM

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

1-3

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

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Medium Laser
- Ammo [Gauss] 8

1-3

- Ammo [Gauss] 8
- 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
- Medium Pulse Laser (R)

Head

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

1-3

Center Torso

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

4-6

Right Arm

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

1-3

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

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Medium Laser
- Ammo [Gauss] 8

1-3

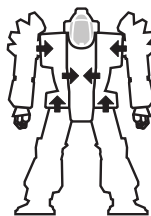
- Ammo [Gauss] 8
- Ammo [Gauss] 8
- ECM Suite (Guardian)
- ECM Suite (Guardian)
- Roll Again
- Roll Again

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Medium Pulse Laser (R)

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



Damage Transfer Diagram

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Gunslinger GUN-3ERD

Movement Points: **Tonnage:** 85
 Walking: 3 **Tech Base:** Mixed
 Running: 5 **Rules Level:** Advanced
 Jumping: 2 **Role:** Juggernaut
 Engine Type: 255 XL

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)			
					Min	Sht	Med	Lng
1	Small X-Pulse Laser (R)	LL	3	3 [P,AI]	—	2	4	5
1	Small X-Pulse Laser (R)	RL	3	3 [P,AI]	—	2	4	5
1	Gauss Rifle (IS)	LA	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle (IS)	RA	1	15 [DB,X]	2	7	15	22
2	ER Medium Laser (C)	LT	5	7 [DE]	—	5	10	15
2	ER Medium Laser (C)	RT	5	7 [DE]	—	5	10	15
1	Small X-Pulse Laser	HD	3	3 [P,AI]	—	2	4	5

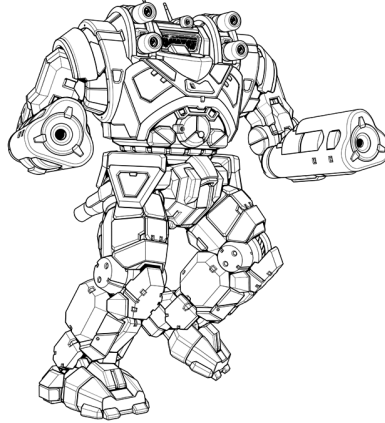
Ammo: [Gauss] 32
 Quirks: Cowl

BV: 2,844



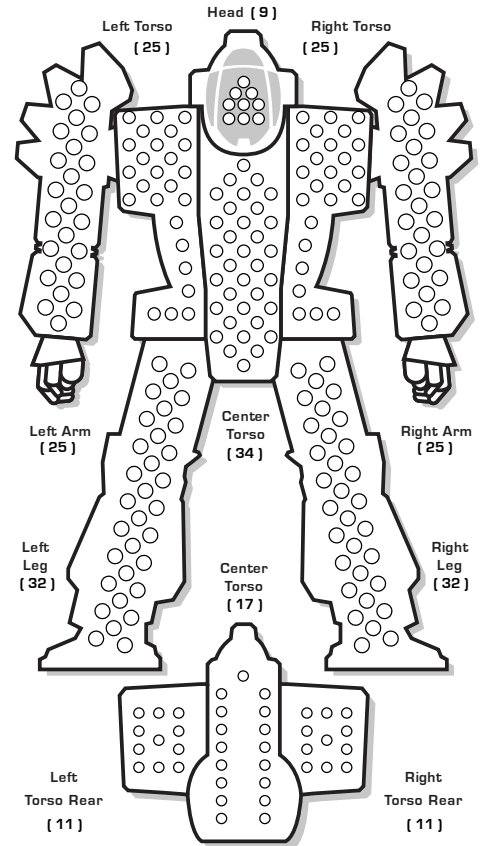
WARRIOR DATA

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



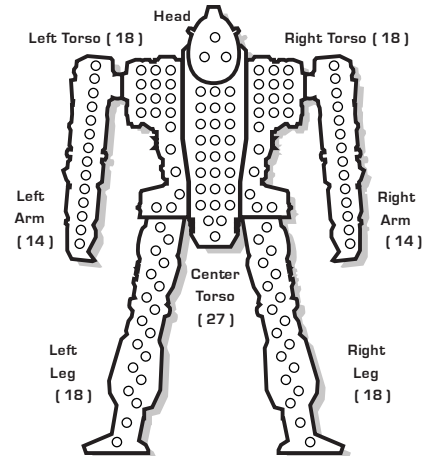
ARMOR DIAGRAM

Ballistic-Reinforced



INTERNAL STRUCTURE DIAGRAM

Standard Structure



Heat Scale

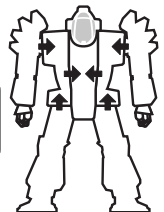
Overflow

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

	Head	Center Torso	Right Torso	Right Leg
1-3	<ol style="list-style-type: none"> Life Support Sensors Cockpit Small X-Pulse Laser Sensors Life Support 	<ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine XL Fusion Engine XL Gyro XL Gyro XL Gyro 	<ol style="list-style-type: none"> Gauss Rifle Gauss Rifle Gauss Rifle Gauss Rifle CASE II Roll Again 	<ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine ER Medium Laser [Clan] ER Medium Laser [Clan] Ammo (Gauss) 8 Ammo (Gauss) 8
4-6	<ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Gauss Rifle Gauss Rifle Gauss Rifle 	<ol style="list-style-type: none"> XL Gyro XL Gyro XL Gyro XL Fusion Engine XL Fusion Engine XL Fusion Engine 	<ol style="list-style-type: none"> Gauss Rifle Gauss Rifle Gauss Rifle Gauss Rifle CASE II Roll Again 	<ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine ER Medium Laser [Clan] ER Medium Laser [Clan] Ammo (Gauss) 8 Ammo (Gauss) 8
1-3	<ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Gauss Rifle Gauss Rifle Gauss Rifle 	<ol style="list-style-type: none"> XL Gyro XL Gyro XL Gyro XL Fusion Engine XL Fusion Engine XL Fusion Engine 	<ol style="list-style-type: none"> Gauss Rifle Gauss Rifle Gauss Rifle Gauss Rifle CASE II Roll Again 	<ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine ER Medium Laser [Clan] ER Medium Laser [Clan] Ammo (Gauss) 8 Ammo (Gauss) 8
4-6	<ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Gauss Rifle Gauss Rifle Gauss Rifle 	<ol style="list-style-type: none"> XL Gyro XL Gyro XL Gyro XL Fusion Engine XL Fusion Engine XL Fusion Engine 	<ol style="list-style-type: none"> Gauss Rifle Gauss Rifle Gauss Rifle Gauss Rifle CASE II Roll Again 	<ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine ER Medium Laser [Clan] ER Medium Laser [Clan] Ammo (Gauss) 8 Ammo (Gauss) 8

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: Highlander HGN-732

Movement Points: **Tonnage:** 90
Walking: 3 **Tech Base:** Inner Sphere
Running: 5 **Rules Level:** Standard
Jumping: 3 **Role:** Sniper
Engine Type: 270 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)			
					Min	Sht	Med	Lng
1	SRM 6	LA	4	2/Msl [M,C,S]	—	3	6	9
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	LRM 20	LT	6	1/Msl [M,C,S]	6	7	14	21
2	Medium Laser	RT	3	5 [DE]	—	3	6	9

Ammo: [Gauss] 16, [LRM 20] 12, [SRM 6] 30

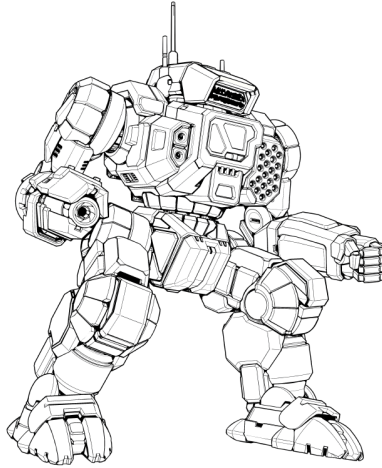
Quirks: Command Mek, Cowl, Reinforced Legs, Difficult Ejection

BV: 2,227



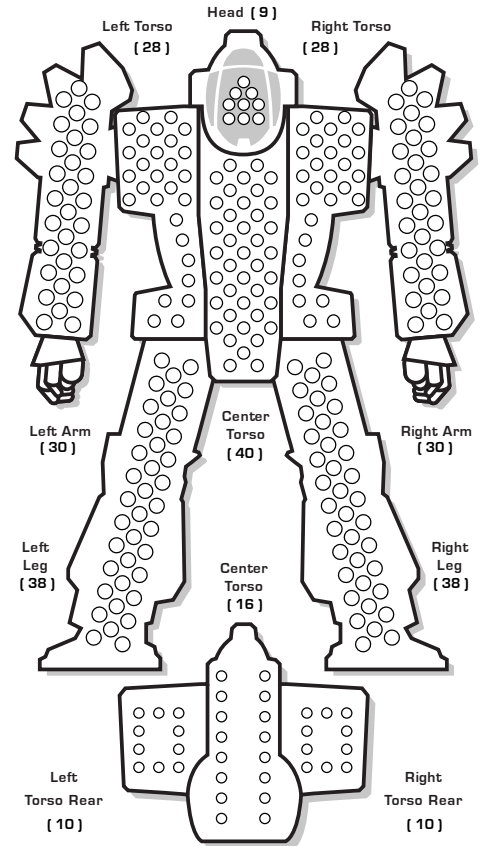
WARRIOR DATA

Name: _____
Gunnery Skill: _____ **Piloting Skill:** _____
Hits Taken | 1 | 2 | 3 | 4 | 5 | 6
Consciousness # | 3 | 5 | 7 | 10 | 11 | Dead



ARMOR DIAGRAM

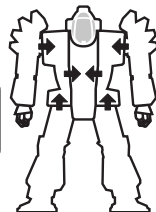
Ferro-Fibrous



CRITICAL TABLE

Location	1	2	3	4	5	6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. SRM 6	6. SRM 6
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Gauss Rifle	5. Gauss Rifle	6. Gauss Rifle
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso (CASE)	1. Jump Jet	2. LRM 20	3. LRM 20	4. LRM 20	5. LRM 20	6. LRM 20
Right Torso (CASE)	1. Jump Jet	2. Medium Laser	3. Medium Laser	4. Ammo (Gauss) 8	5. Ammo (Gauss) 8	6. CASE
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Heat Sink	6. Ferro-Fibrous
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Heat Sink	6. Ferro-Fibrous

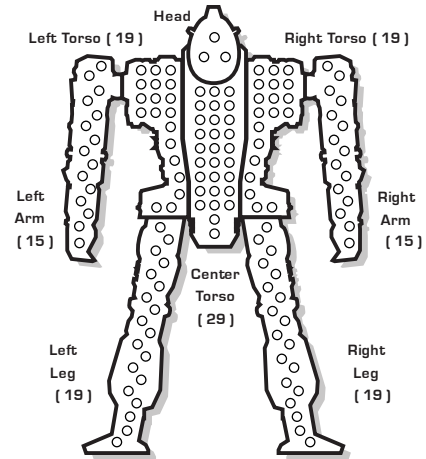
Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12
28	Ammo Exp, avoid on 8+	○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○○
23	Ammo Exp, avoid on 6+	○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○
20	-4 Movement Points	○○○○○○○○
19	Ammo Exp, avoid on 4+	○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○○○○○

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Highlander HGN-740

Movement Points: **Tonnage:** 90
 Walking: 3 **Tech Base:** Inner Sphere
 Running: 5 **Rules Level:** Standard
 Jumping: 3 **Role:** Sniper
 Engine Type: 270 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	M-Pod	LL	—	15 [DB,X,OS]	—	1	2	3
2	M-Pod	RL	—	15 [DB,X,OS]	—	1	2	3
1	Streak SRM 6	LA	4	2/Msl [M,C]	—	3	6	9
1	ER PPC	RA	15	10 [DE]	—	7	14	23
	w/ Capacitor							
1	LRM 20	LT	6	1/Msl [M,C,S]	6	7	14	21
	w/ Artemis IV							
2	ER Medium Laser	RT	5	5 [DE]	—	4	8	12

Ammo: [LRM 20 Artemis IV] 12, [Streak SRM 6] 15

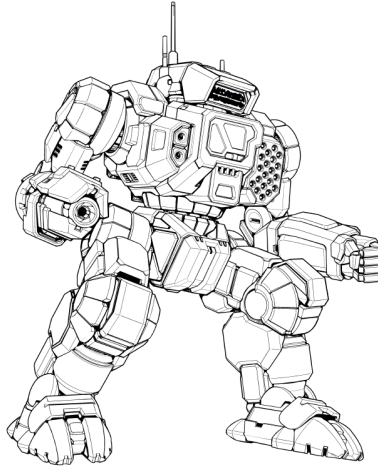
Quirks: Command Mek, Cowl, Reinforced Legs, Difficult Ejection

BV: 2,232



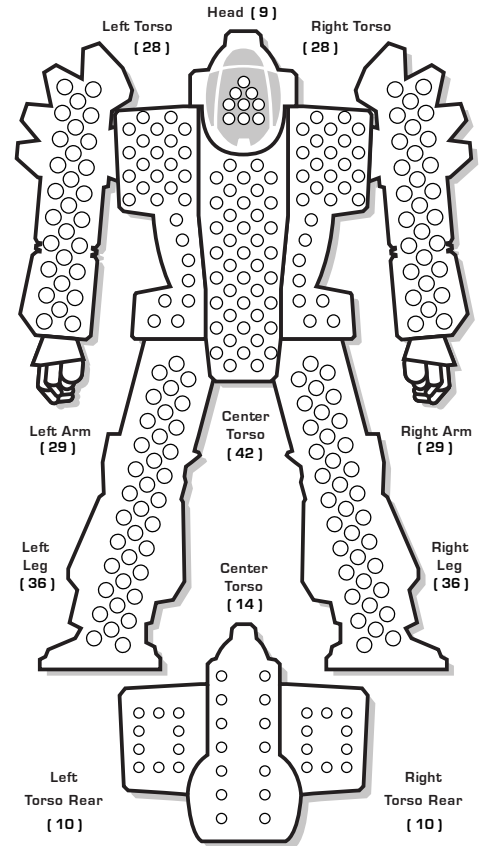
WARRIOR DATA

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



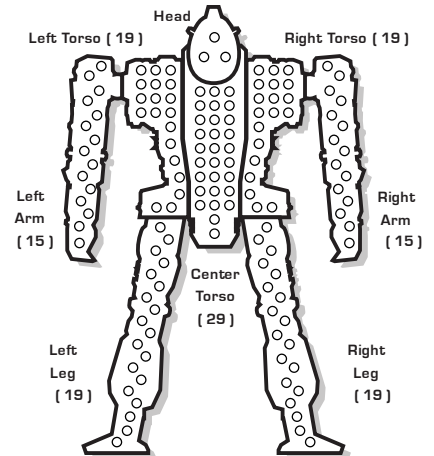
ARMOR DIAGRAM

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

1-3

- Double Heat Sink
- Streak SRM 6
- Streak SRM 6
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous

4-6

Left Torso (CASE II)

- Jump Jet
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- LRM 20

1-3

4-6

- Artemis IV FCS
- Ammo [LRM 20 Artemis] 6
- Ammo [LRM 20 Artemis] 6
- Ammo [Streak SRM 6] 15
- CASE II
- Light Ferro-Fibrous

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- M-Pod
- M-Pod

Head

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

Center Torso

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

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Light Ferro-Fibrous

Right Arm

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

1-3

4-6

- ER PPC
- ER PPC
- ER PPC
- PPC Capacitor
- Light Ferro-Fibrous
- Light Ferro-Fibrous

Right Torso

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

1-3

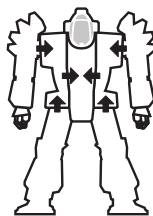
4-6

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

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- M-Pod
- M-Pod

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



Damage Transfer Diagram

FORCEPACK ASSEMBLY OPTIONS

