

BATTLETECH™

FORCEPACK RECORD SHEETS SNORD'S IRREGULARS



INCLUDES RECORD SHEETS FOR:
• Snord's Irregulars Assault Lance

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Hybrid Rifleman RFL-3N (Sneede)
Movement Points: _____
Tonnage: 60
Walking: 4
Tech Base: Inner Sphere
Running: 6
Rules Level: Experimental
Jumping: 0
Role: Sniper
Engine Type: 240 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)			
					Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	PPC	RA	10	10 [DE]	3	6	12	18
1	LRM 20	LT	6	1/Msl [M,C,S]	6	7	14	21
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser (R)	CT	3	5 [DE]	—	3	6	9

Ammo: [LRM 20] 12

BV: 1,248

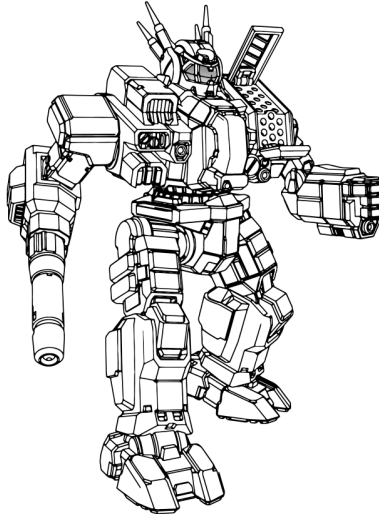


WARRIOR DATA

Name: _____
Gunnery Skill: _____ **Piloting Skill:** _____
Hits Taken

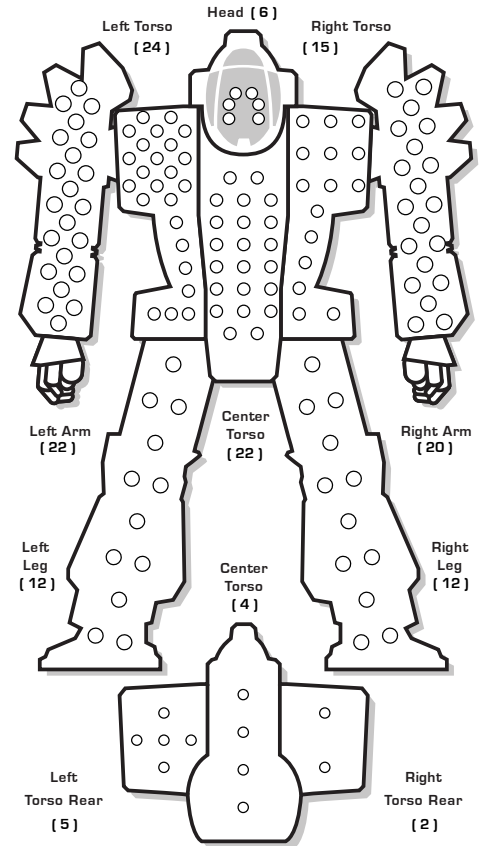
1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #



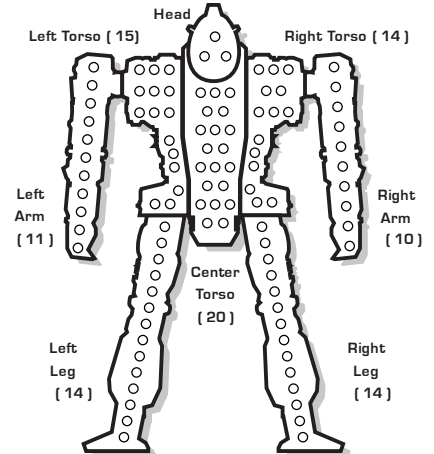
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



Heat Scale

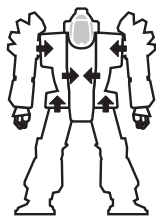
Overflow

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

Location	1-3	4-6
Left Arm	<ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Medium Laser Roll Again 	<ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again
Right Arm	<ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Heat Sink Sensors Life Support 	<ol style="list-style-type: none"> PPC PPC PPC Roll Again Roll Again Roll Again
Center Torso	<ol style="list-style-type: none"> Fusion Engine Fusion Engine Fusion Engine Gyro Gyro Gyro 	<ol style="list-style-type: none"> Gyro Fusion Engine Fusion Engine Fusion Engine Heat Sink Medium Laser (R)
Left Torso	<ol style="list-style-type: none"> LRM 20 LRM 20 LRM 20 LRM 20 LRM 20 Medium Laser 	<ol style="list-style-type: none"> Ammo [LRM 20] 6 Ammo [LRM 20] 6 Roll Again Roll Again Roll Again Roll Again
Right Torso	<ol style="list-style-type: none"> Medium Laser Roll Again Roll Again Roll Again Roll Again Roll Again 	<ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again
Left Leg	<ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Heat Sink Roll Again 	<ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Heat Sink Roll Again
Right Leg	<ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Heat Sink Roll Again 	<ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Heat Sink Roll Again

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



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	14
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: Guillotine GLT-3N

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 280 Fusion

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

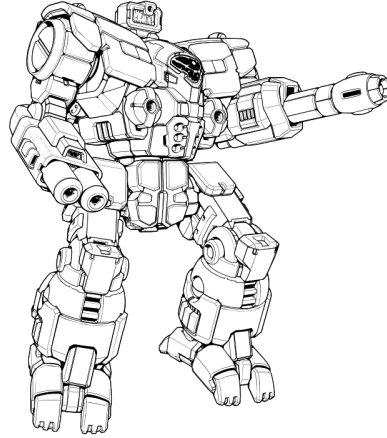
Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	—	5	10	15
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	SRM 6	CT	4	2/Msl [M,C,S]	—	3	6	9

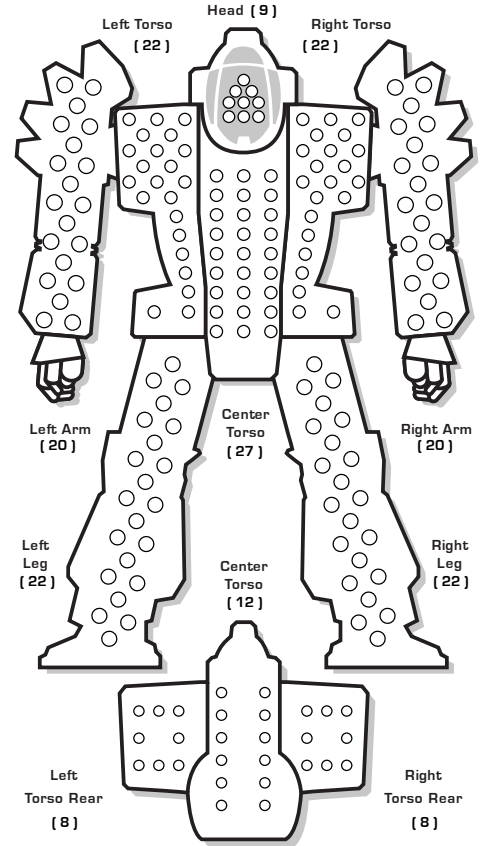
Ammo: [SRM 6] 15

BV: 1,418



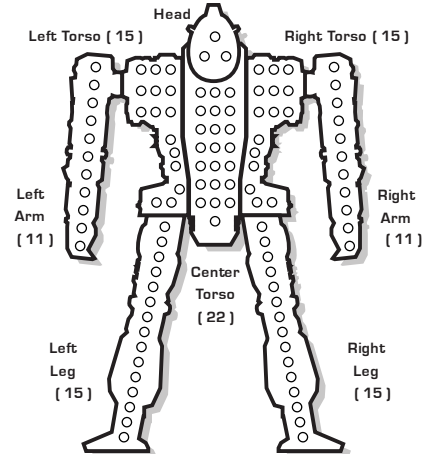
ARMOR DIAGRAM

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
- Large Laser
- Large Laser
- Endo Steel
- Endo Steel

1-3

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

4-6

Left Torso

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

1-3

- Heat Sink
- Jump Jet
- Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- SRM 6
- SRM 6

Right Arm

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

1-3

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

4-6

Right Torso (CASE)

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Jump Jet

1-3

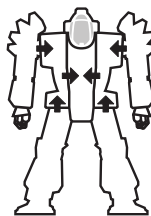
- Medium Laser
- Ammo [SRM 6] 15
- CASE
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Leg

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

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



Damage Transfer Diagram

HEAT DATA

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

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Spartan SPT-N2

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Engine Type: 400 XL

Tonnage: 80

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	ER PPC	LT	15	10 [DE]	—	7	14	23
1	TAG	LT	—	[E]	—	5	9	15
1	Anti-Missile System	RT	1	[PB]	—	1	—	—
2	Streak SRM 2	CT	2	2/Msl [M,C]	—	3	6	9

Ammo: [AMS] 24, [Streak SRM 2] 100

BV: 1,605

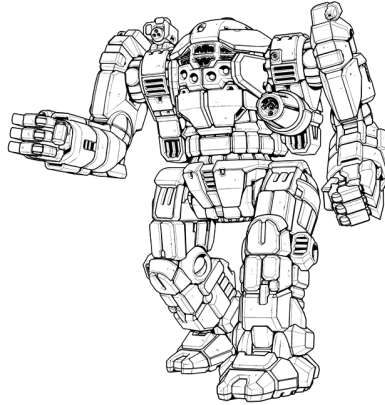


WARRIOR DATA

Name: _____

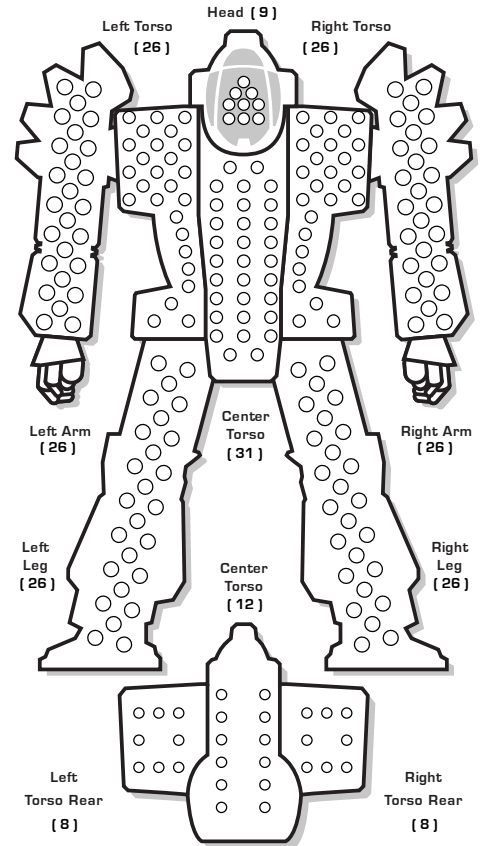
Gunnery Skill: _____ Piloting Skill: _____

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



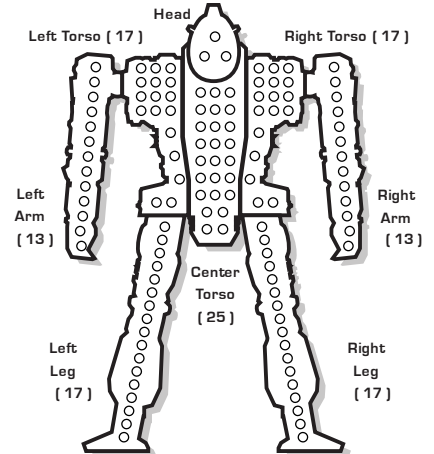
ARMOR DIAGRAM

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
- 1-3 Hand Actuator
- Roll Again
 - Roll Again

1-3

Center Torso

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

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER PPC
- ER PPC
- ER PPC

1-3

- Ammo (Streak SRM 2) 50
- Ammo (Streak SRM 2) 50
- TAG
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

1-3

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Streak SRM 2
- Streak SRM 2

Right Arm

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

1-3

Center Torso

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

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Anti-Missile System
- Ammo (AMS) 12
- Ammo (AMS) 12

1-3

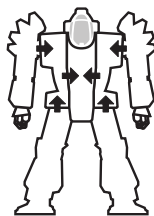
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Highlander HGN-694

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Engine Type: 270 Light

Tonnage: 90

Tech Base: Inner Sphere

Rules Level: Standard

Role: Juggernaut

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Heavy Gauss Rifle	CT/LT	2	25/20/10 [DB,X]	4	6	13	20
2	Large Laser	RT	8	8 [DE]	-	5	10	15

Ammo: [Gauss] 24, [Heavy Gauss] 16

BV: 2,369

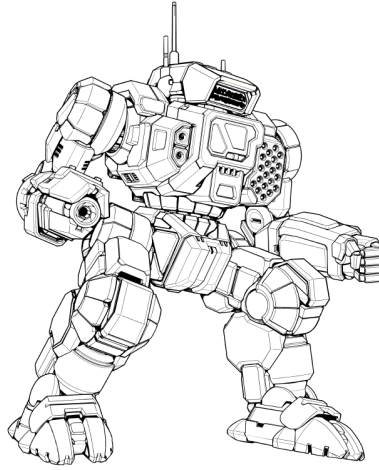


WARRIOR DATA

Name: _____

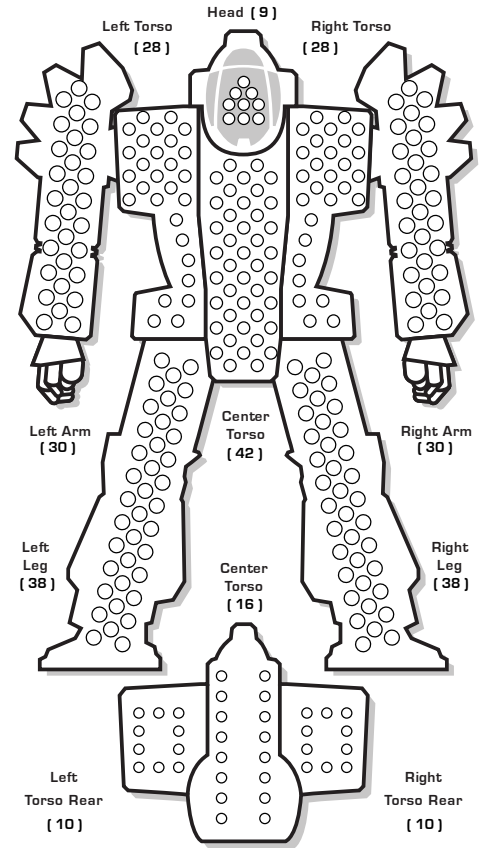
Gunnery Skill: _____ Piloting Skill: _____

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



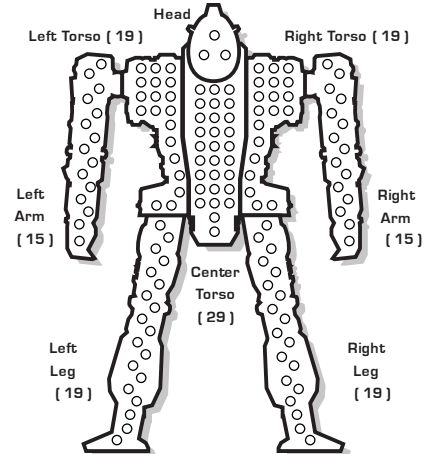
ARMOR DIAGRAM

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

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ammo [Heavy Gauss] 4
- Ammo [Heavy Gauss] 4

1-3

- Ammo [Heavy Gauss] 4
- Ammo [Heavy Gauss] 4
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Torso (CASE)

- Light Fusion Engine
- Light Fusion Engine
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle

1-3

- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- CASE

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Heavy Gauss Rifle
- Heavy Gauss Rifle

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

Right Arm

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

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Torso (CASE)

- Light Fusion Engine
- Light Fusion Engine
- Large Laser
- Large Laser
- Large Laser
- Large Laser

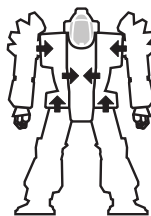
1-3

- Ammo [Gauss] 8
- Ammo [Gauss] 8
- Ammo [Gauss] 8
- CASE
- Endo Steel
- Endo Steel

4-6

Right Leg

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



Damage Transfer Diagram

HEAT DATA

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

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

(hexes)

Min Sht Med Lng

— 3 6 9

2 7 15 22

6 7 14 21

— 3 6 9

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

BV: 2,227

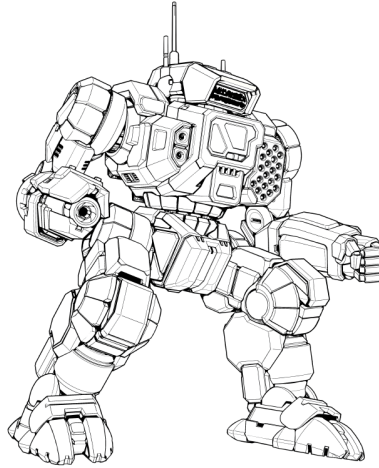


WARRIOR DATA

Name: _____

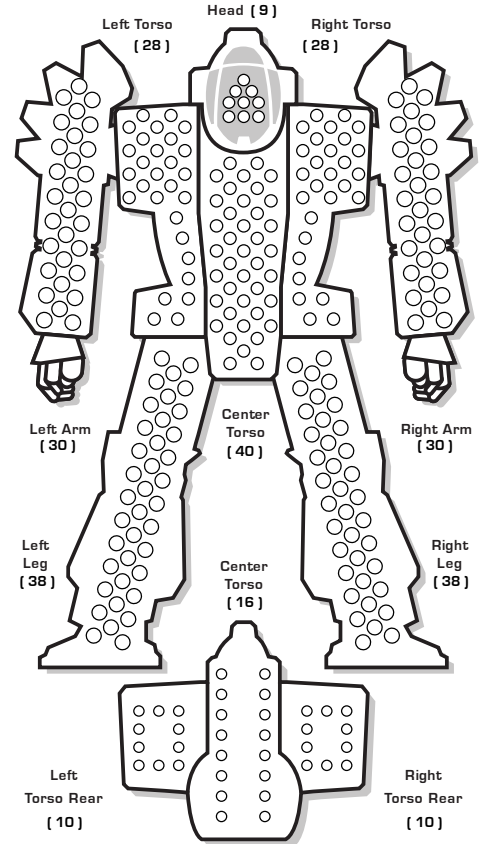
Gunnery Skill: _____ Piloting Skill: _____

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



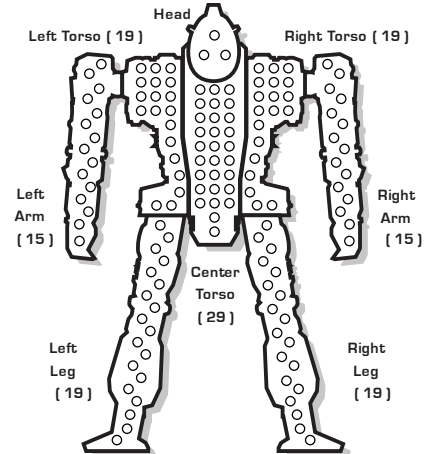
ARMOR DIAGRAM

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
- 1-3
- Hand Actuator
 - SRM 6
 - SRM 6

Head

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

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle

Center Torso

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

Left Torso (CASE)

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

Right Torso (CASE)

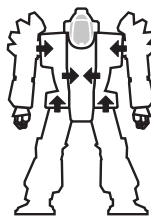
- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
- 4-6
- Ferro-Fibrous
 - Ferro-Fibrous

Left Leg

- Jump Jet
 - LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
 - LRM 20
- 1-3
- Ammo [LRM 20] 6
 - Ammo [LRM 20] 6
 - Ammo [SRM 6] 15
 - Ammo [SRM 6] 15
 - CASE
 - Ferro-Fibrous
- 4-6

Right Leg

- Gyro
 - Fusion Engine
 - Fusion Engine
- 1-3
- Jump Jet
 - Ferro-Fibrous
- 4-6
- Roll Again
 - Roll Again



Damage Transfer Diagram

Left Leg

- Jump Jet
 - Medium Laser
 - Medium Laser
- 1-3
- Ammo [Gauss] 8
 - Ammo [Gauss] 8
 - CASE
- 4-6
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again

Right Leg

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

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	○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○