

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Dragon Fire DGR-4/6N

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 300 XL

Tonnage: 75

Tech Base: Inner Sphere

Rules Level: Standard

Role: Brawler

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	LB 10-X AC	RA	2	10	—	6	12	18
[DB,C/F/S]								
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	ECM Suite (Guardian)	LT	—	[E]	—	—	—	6
1	ER Large Laser	CT	12	8 [DE]	—	7	14	19
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12

Ammo: [Gauss] 16, [LB 10-X] 10, [LB 10-X Cluster] 10

BV: 1,931

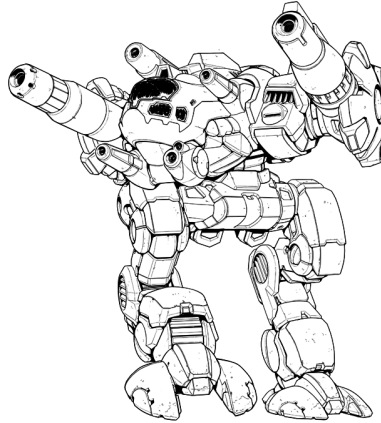


WARRIOR DATA

Name: _____

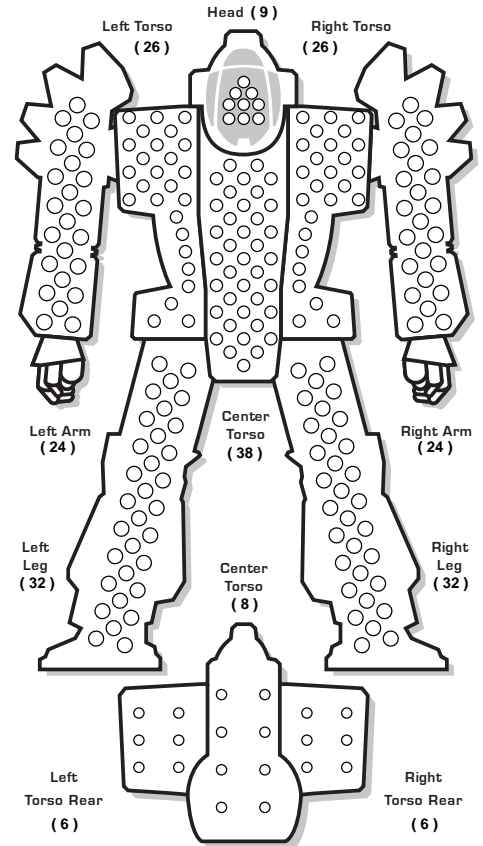
Gunnery Skill: _____ Piloting Skill: _____

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



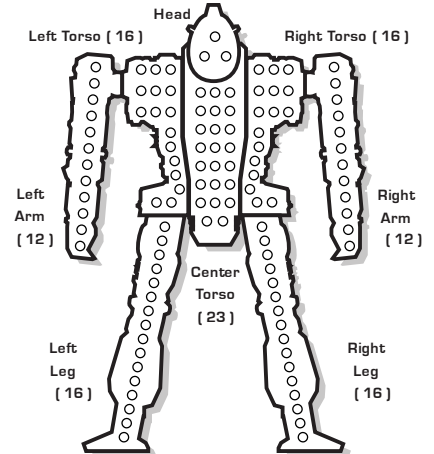
ARMOR DIAGRAM

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
- 1-3 Gauss Rifle
- 4 Gauss Rifle
- 5 Gauss Rifle
- 6 Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- 4-6 Gauss Rifle
- Endo Steel
- Roll Again
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 3-4 XL Fusion Engine
- ER Medium Laser
- 5 ECM Suite (Guardian)
- 6 ECM Suite (Guardian)

- Ammo [Gauss] 8
- Ammo [Gauss] 8
- 3-4 Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Leg

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

Head

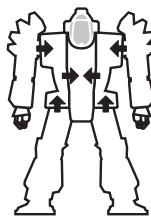
- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Fusion Engine
- 4-6 XL Fusion Engine
- XL Fusion Engine
- ER Large Laser
- ER Large Laser

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 LB 10-X AC
- 4 LB 10-X AC
- 5 LB 10-X AC
- 6 LB 10-X AC

- LB 10-X AC
- 2 LB 10-X AC
- 4-6 Endo Steel
- Endo Steel
- Roll Again
- Roll Again

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- 3-4 XL Fusion Engine
- 1-3 Ammo (LB 10-X) 10
- Ammo (LB 10-X Cluster) 10
- CASE

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- 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: 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™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Dragon Fire DGR-5F

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 300 XL

Tonnage: 75

Tech Base: Inner Sphere

Rules Level: Standard

Role: Brawler

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	LB 10-X AC	RA	2	10	—	6	12	18
[DB,C/F/S]								
1	Medium X-Pulse Laser	LT	6	6 [P]	—	3	6	9
1	ECM Suite [Guardian]	LT	—	[E]	—	—	—	6
1	ER Large Laser	CT	12	8 [DE]	—	7	14	19
1	Medium X-Pulse Laser	HD	6	6 [P]	—	3	6	9

Ammo: [Gauss] 16, [LB 10-X] 10, [LB 10-X Cluster] 10

BV: 1,987

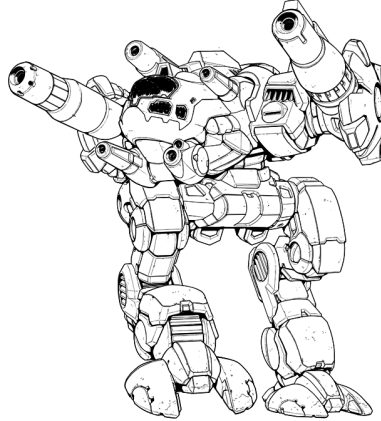


WARRIOR DATA

Name: _____

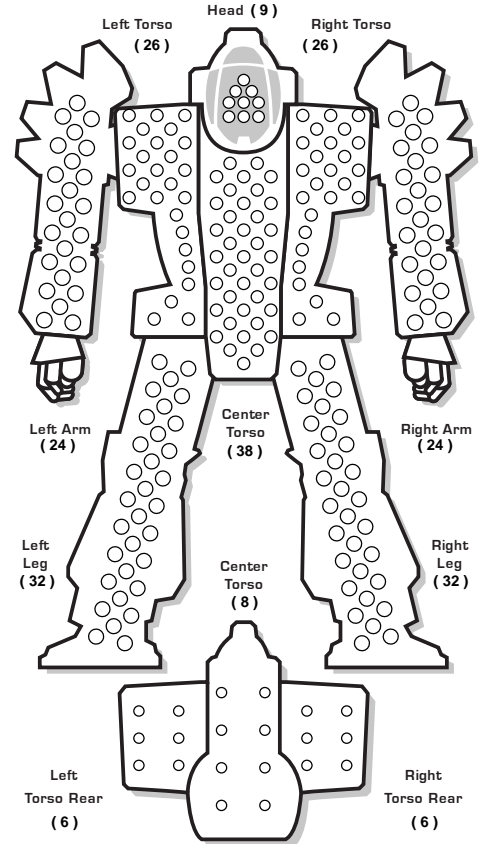
Gunnery Skill: _____ Piloting Skill: _____

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



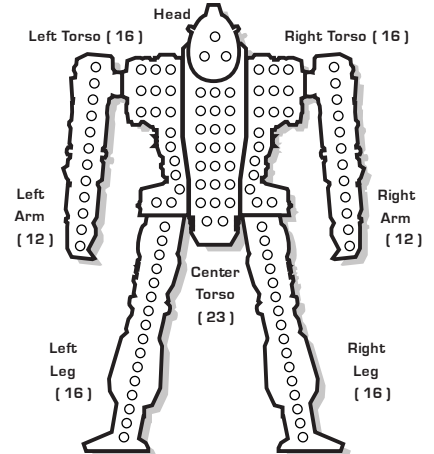
ARMOR DIAGRAM

Light Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

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
- 3 Gauss Rifle
- 4 Gauss Rifle
- 5 Gauss Rifle
- 6 Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- 3 Gauss Rifle
- 4 Endo Steel
- 5 Light Ferro-Fibrous
- 6 Light Ferro-Fibrous

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 3 XL Fusion Engine
- 4 Medium X-Pulse Laser
- 5 Ammo [Gauss] 8
- 6 Ammo [Gauss] 8

1-3

- ECM Suite [Guardian]
- ECM Suite [Guardian]
- 3 Endo Steel
- 4 Endo Steel
- 5 Endo Steel
- 6 Endo Steel

4-6

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 5 Endo Steel
- 6 Light Ferro-Fibrous

Head

- Life Support
- Sensors
- Cockpit
- 4 Medium X-Pulse Laser
- 5 Sensors
- 6 Life Support

1-3

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- 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 Large Laser
- 6 ER Large Laser

Right Arm

- Shoulder
- Upper Arm Actuator
- 3 LB 10-X AC
- 4 LB 10-X AC
- 5 LB 10-X AC
- 6 LB 10-X AC

1-3

- LB 10-X AC
- 2 LB 10-X AC
- 3 Endo Steel
- 4 Endo Steel
- 5 Light Ferro-Fibrous
- 6 Light Ferro-Fibrous

4-6

Right Torso (CASE II)

- XL Fusion Engine
- XL Fusion Engine
- 3 XL Fusion Engine
- 4 Ammo [LB 10-X] 10
- 5 Ammo [LB 10-X Cluster] 10
- 6 CASE II

1-3

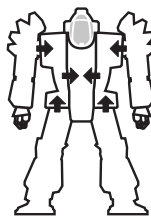
- Endo Steel
- 2 Endo Steel
- 3 Endo Steel
- 4 Endo Steel
- 5 Endo Steel
- 6 Light Ferro-Fibrous

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 5 Endo Steel
- 6 Light Ferro-Fibrous

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



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: Dragon Fire DGR-7K

Movement Points: 4

Walking: 4

Running: 6 [8]

Jumping: 0

Engine Type: 300 XL

Tonnage: 75

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Brawler

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Large VSP Laser	RT	10	11/9/7 [P,V]	—	4	8	15
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12

(hexes)

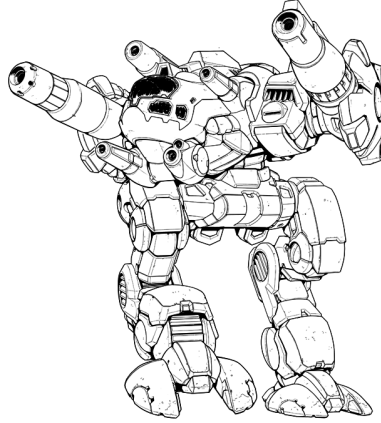
Ammo: [Gauss] 16

WARRIOR DATA

Name: _____

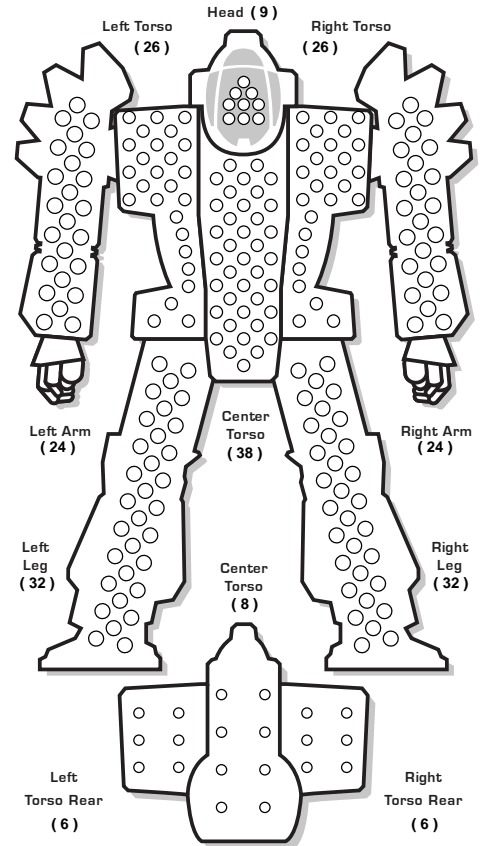
Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM

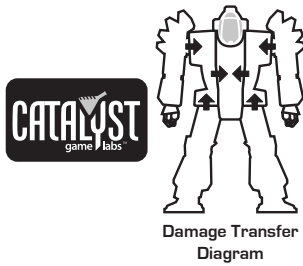
Ballistic-Reinforced



CRITICAL TABLE

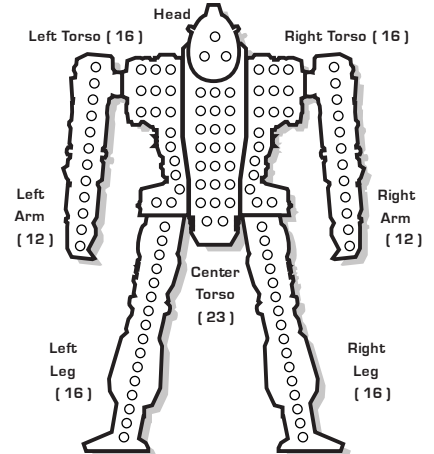
- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - 1-3 Gauss Rifle
 - 4 Gauss Rifle
 - 5 Gauss Rifle
 - 6 Gauss Rifle
- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - 1-3 ER PPC
 - 4 ER PPC
 - 5 ER PPC
 - 6 Endo Steel
- Center Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - 1-3 XL Fusion Engine
 - 4 Gyro
 - 5 Gyro
 - 6 Gyro
- Left Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - 1-3 XL Fusion Engine
 - 4 ER Medium Laser
 - 5 Ammo [Gauss] 8
 - 6 Ammo [Gauss] 8
- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - 1-3 XL Fusion Engine
 - 4 Large VSP Laser
 - 5 Large VSP Laser
 - 6 Large VSP Laser
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - 4 Foot Actuator
 - 5 Endo Steel
 - 6 Roll Again
- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - 4 Foot Actuator
 - 5 Endo Steel
 - 6 Roll Again

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



INTERNAL STRUCTURE DIAGRAM

Endo Steel



Heat Scale

Heat Level	Effects
30*	Shutdown
29	
28*	Ammo Exp, avoid on 8+
27	
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+
21	-4 Movement Points
20*	Ammo Exp, avoid on 4+
19*	Shutdown, avoid on 6+
18*	+3 Modifier to Fire
17*	-3 Movement Points
16	Shutdown, avoid on 4+
15*	+2 Modifier to Fire
14*	-2 Movement Points
13*	+1 Modifier to Fire
12	-1 Movement Points
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

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	○

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Starhawk Prime

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Engine Type: 350 XL

Tonnage: 70

Tech Base: Clan

Rules Level: Standard

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10	LA	3	10/Sht [DB,R/C]	—	6	12	18
1	Ultra AC/10	RA	3	10/Sht [DB,R/C]	—	6	12	18
1	Active Probe	LT	—	[E]	—	—	—	5
1	ECM Suite	LT	—	[E]	—	—	—	6
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9

Ammo: [SRM 6] 15, [Ultra AC/10] 40

BV: 1,731

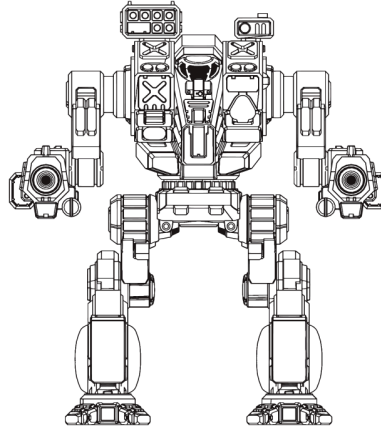


WARRIOR DATA

Name: _____

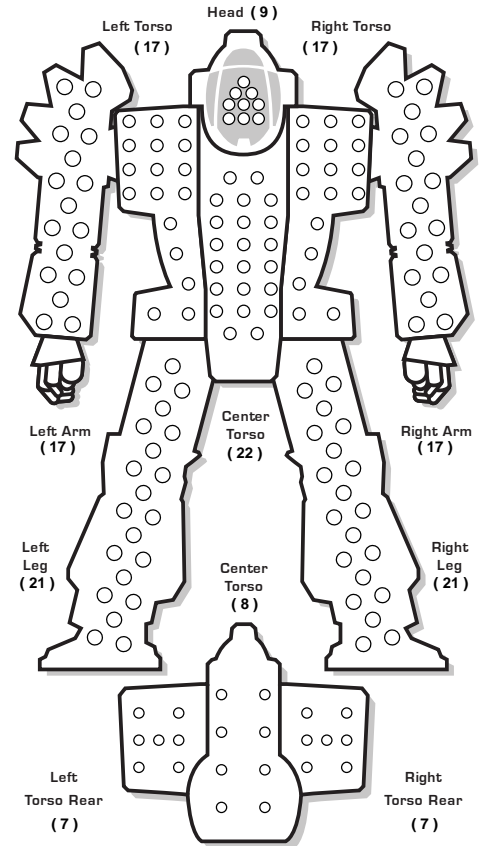
Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM

Ferro-Fibrous



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10

1-3

- Ammo (Ultra AC/10) 10
- Ammo (Ultra AC/10) 10
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Active Probe
- ECM Suite
- Ferro-Fibrous
- 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
- Ferro-Fibrous
- Ferro-Fibrous

Head

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

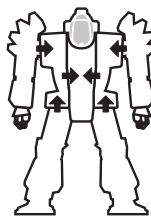
1-3

- #### 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
- Roll Again
- Roll Again

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10

1-3

- Ammo (Ultra AC/10) 10
- Ammo (Ultra AC/10) 10
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- SRM 6
- Ammo (SRM 6) 15
- Ferro-Fibrous
- Roll Again

1-3

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

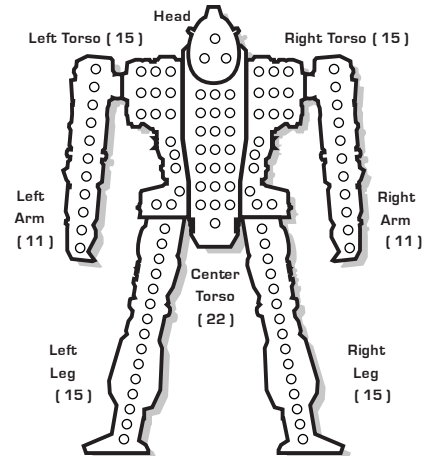
4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 14 (28)
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

Heat Scale	Overflow
30*	Overflow
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
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