BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Executioner-B (Gladiator-B) A

Movement Points:		**Tonnage:**	95
Walking:	3	**Tech Base:**	Clan
Running:	5	**Rules Level:**	Standard
Jumping:	2	**Role:**	Juggernaut

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10 [DB,C/F/S]	—	6	12	18
1	Ultra AC/10	LA	3	10/Sht [DB,R/C]	—	6	12	18
1	LB 10-X AC	LA	2	10 [DB,C/F/S]	—	6	12	18
1	Ultra AC/10	RA	3	10/Sht [DB,R/C]	—	6	12	18
2	ER Small Laser	RT	2	5 [DE]	—	2	4	6

Ammo: (LB-10X) 10, (LB-10X Cluster) 10, (Ultra AC/10) 40

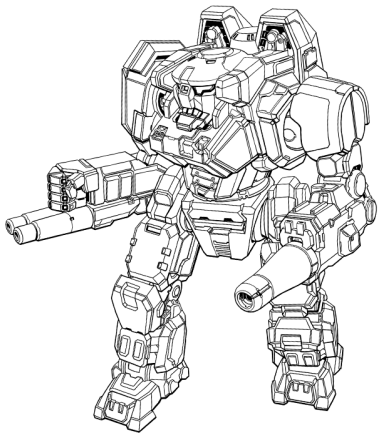
BV: 2,194

WARRIOR DATA

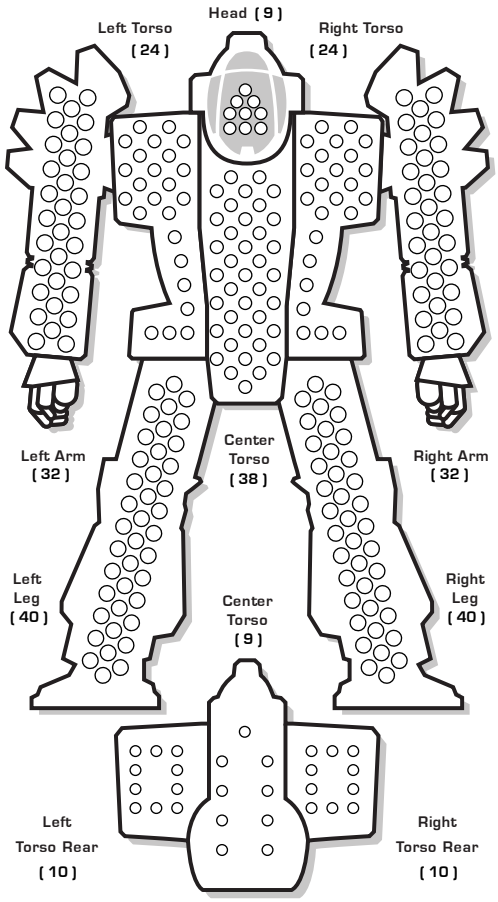
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Ultra AC/10
4. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10

Left Arm 4-6
1. LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. Ferro-Fibrous

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

Left Torso 4-6
1. Ammo (Ultra AC/10) 10
2. Ammo (Ultra AC/10) 10
3. Ammo (LB-10X) 10
4. Ammo (LB-10X Cluster) 10
5. Ferro-Fibrous
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Ferro-Fibrous

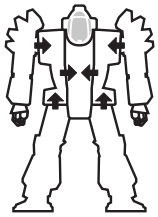
Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

Center Torso 4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

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

CATALYST game labs



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Ultra AC/10
4. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10

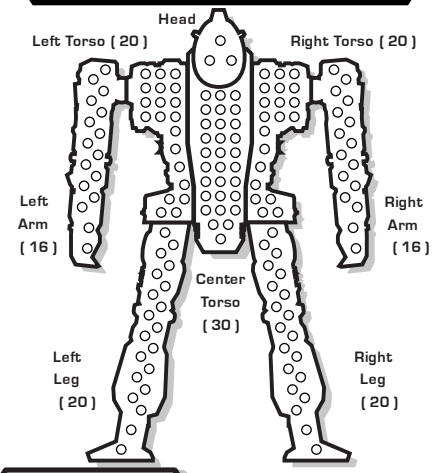
Right Arm 4-6
1. LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. Ferro-Fibrous

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

Right Torso 4-6
1. ER Small Laser
2. ER Small Laser
3. Ammo (Ultra AC/10) 10
4. Ammo (Ultra AC/10) 10
5. Ferro-Fibrous
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Ferro-Fibrous

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

Double Heat Sinks: 16 (32)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Executioner-B (Gladiator-B) B

Movement Points:		**Tonnage:**	95
Walking:	3	**Tech Base:**	Clan
Running:	5	**Rules Level:**	Standard
Jumping:	2	**Role:**	Sniper

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	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	ER Large Laser	LT	12	10 [DE]	—	8	15	25
2	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	ER Large Laser	RT	12	10 [DE]	—	8	15	25
2	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12

Ammo: (Gauss) 40

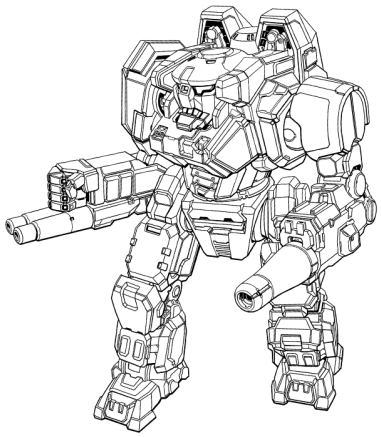
BV: 3,157

WARRIOR DATA

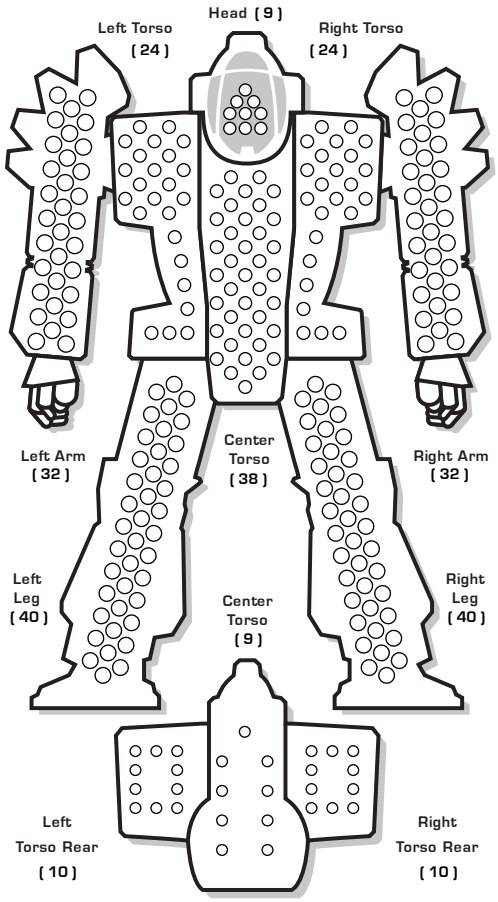
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Ferro-Fibrous
6. Roll Again

Left Torso
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. ER Large Laser
2. Medium Pulse Laser
3. Medium Pulse Laser
4. Ammo (Gauss) 8
5. Ammo (Gauss) 8
6. Ferro-Fibrous

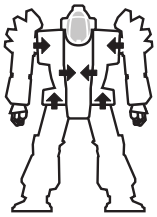
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

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



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Gauss Rifle
6. Gauss Rifle

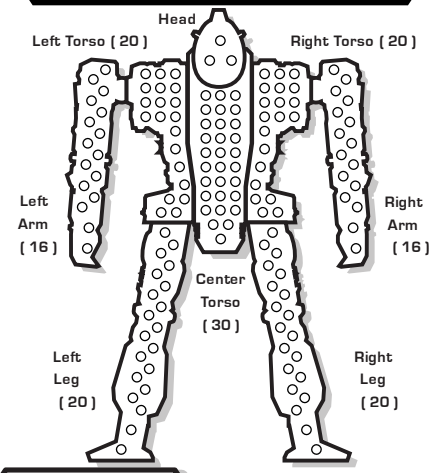
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Ammo (Gauss) 8
6. Ferro-Fibrous

Right Torso
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. ER Large Laser
2. Medium Pulse Laser
3. Medium Pulse Laser
4. Ammo (Gauss) 8
5. Ammo (Gauss) 8
6. Ferro-Fibrous

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Ferro-Fibrous

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

Double Heat Sinks: 18 (36)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Executioner-B (Gladiator-B) C

Movement Points:		**Tonnage:**	95
Walking:	3	**Tech Base:**	Clan
Running:	5	**Rules Level:**	Standard
Jumping:	2	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER PPC	LA	15	15 [DE]	—	7	14	23
1	Ultra AC/5	LA	1	5/Sht [DB,R/C]	—	7	14	21
2	ER PPC	RA	15	15 [DE]	—	7	14	23
1	Ultra AC/5	RA	1	5/Sht [DB,R/C]	—	7	14	21
2	SRM 2	RT	2	2/Msl [M,C,S]	—	3	6	9

Ammo: (SRM 2) 100, (Ultra AC/5) 40

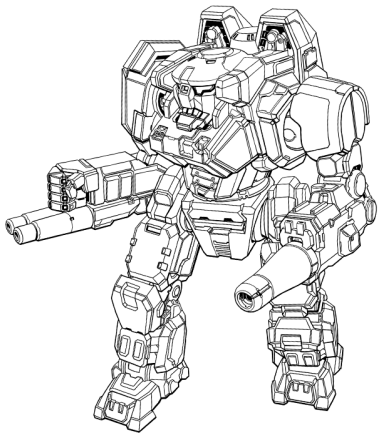
BV: 2,979

WARRIOR DATA

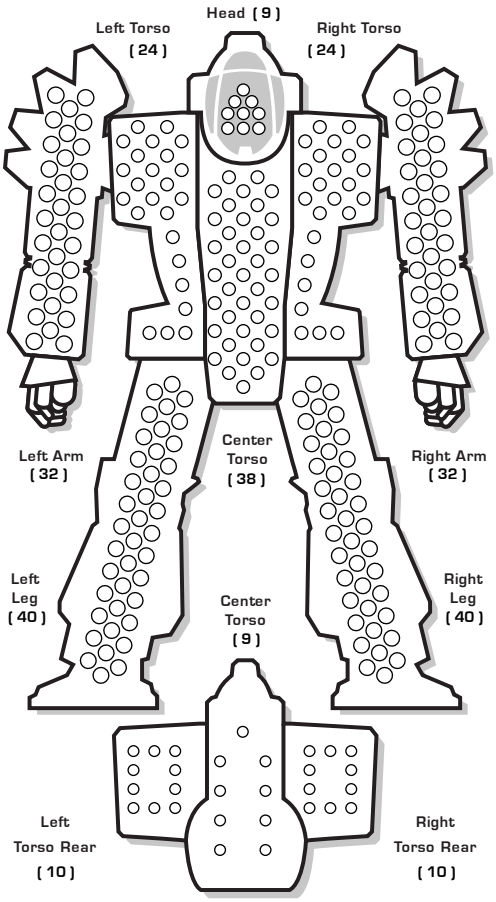
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. ER PPC
6. ER PPC

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. ER PPC
6. ER PPC

Center Torso
1. ER PPC
2. ER PPC
3. Ultra AC/5
4. Ultra AC/5
5. Ultra AC/5
6. Ferro-Fibrous

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

Left Torso (CASE)
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. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Ammo (Ultra AC/5) 20
6. Ferro-Fibrous

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

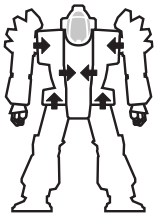
1. SRM 2
2. SRM 2
3. Ammo (SRM 2) 50
4. Ammo (SRM 2) 50
5. Ammo (Ultra AC/5) 20
6. Ferro-Fibrous

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Ferro-Fibrous

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Ferro-Fibrous

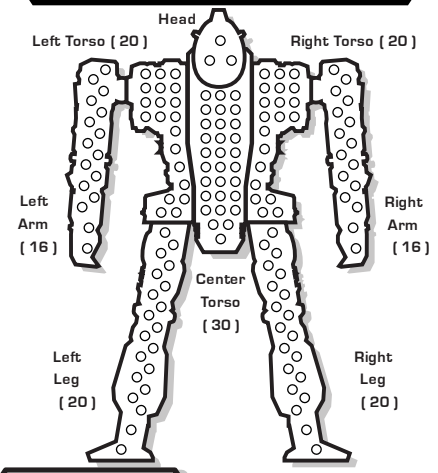
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

CATALYST game labs



Damage Transfer Diagram

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

Double Heat Sinks: 20 (40)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Executioner-B (Gladiator-B) Prime

Movement Points:		**Tonnage:**	95
Walking:	3	**Tech Base:**	Clan
Running:	5	**Rules Level:**	Standard
Jumping:	2	**Role:**	Juggernaut

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	LA	7	20/Sht [DB,R/C]	—	4	8	12
2	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	ER PPC	LT	15	15 [DE]	—	7	14	23
2	Ultra AC/2	RT	1	2/Sht [DB,R/C]	2	9	18	27

Ammo: (Ultra AC/2) 90, (Ultra AC/20) 20

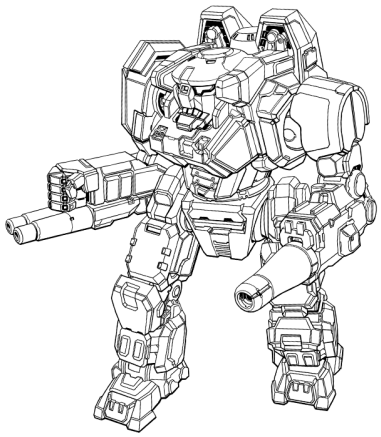
BV: 2,721

WARRIOR DATA

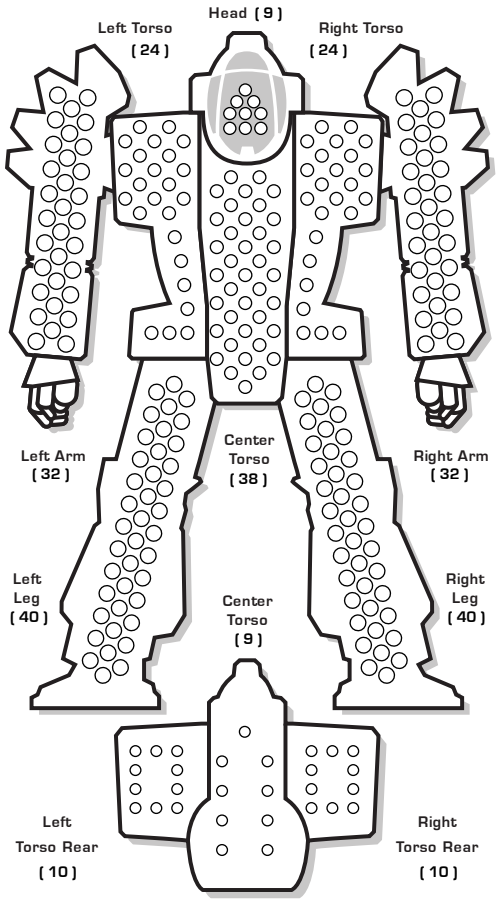
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Ultra AC/20
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

1. Ultra AC/20
2. Ultra AC/20
3. Ultra AC/20
4. Ultra AC/20
5. Ammo (Ultra AC/20) 5
6. Ferro-Fibrous

Left Torso (CASE)
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. ER PPC
2. ER PPC
3. Ammo (Ultra AC/20) 5
4. Ammo (Ultra AC/20) 5
5. Ammo (Ultra AC/20) 5
6. Ferro-Fibrous

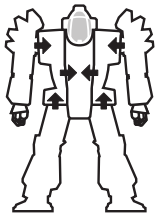
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

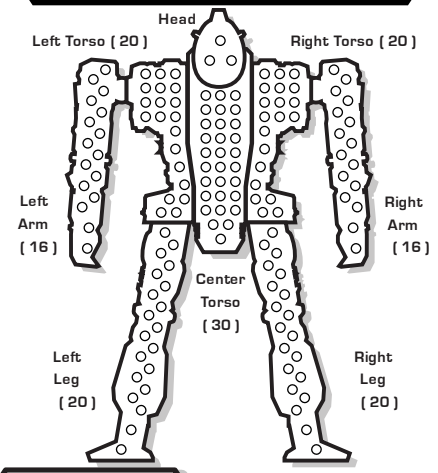
1. Large Pulse Laser
2. Large Pulse Laser
3. Large Pulse Laser
4. Large Pulse Laser
5. Ammo (Ultra AC/2) 45
6. Ferro-Fibrous

Right Torso (CASE)
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. Ultra AC/2
2. Ultra AC/2
3. Ultra AC/2
4. Ultra AC/2
5. Ammo (Ultra AC/2) 45
6. Ferro-Fibrous

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Ferro-Fibrous

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

Double Heat Sinks: 17 (34)

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

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Gray Death Scout (Reaper)
Gunnery Skill: _____ **Anti-'Mech Skill:** _____
Ground MP: 1 **Jump MP:** 3

Qty	Type	Dmg	Min	Sht	Med	Lng
2	Armored Glove		—	—	—	—
1	Machine Gun (Medium)	2 [DB,AI]	—	1	2	3
1	Flamer [BA]	2 [DE,H,AI]	—	1	2	3
1	Improved Sensors	[E]	—	—	—	2

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○
2 ○○○○
3 ○○○○
4 ○○○○

Armor: Stealth (Improved) **BV:** 180/35

BATTLE ARMOR: SQUAD 2

Type: Gray Death Scout (Reaper)
Gunnery Skill: _____ **Anti-'Mech Skill:** _____
Ground MP: 1 **Jump MP:** 3

Qty	Type	Dmg	Min	Sht	Med	Lng
2	Armored Glove		—	—	—	—
1	Machine Gun (Medium)	2 [DB,AI]	—	1	2	3
1	Flamer [BA]	2 [DE,H,AI]	—	1	2	3
1	Improved Sensors	[E]	—	—	—	2

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○
2 ○○○○
3 ○○○○
4 ○○○○

Armor: Stealth (Improved) **BV:** 180/35

BATTLE ARMOR: SQUAD 3

Type: Gray Death Scout (Reaper)
Gunnery Skill: _____ **Anti-'Mech Skill:** _____
Ground MP: 1 **Jump MP:** 3

Qty	Type	Dmg	Min	Sht	Med	Lng
2	Armored Glove		—	—	—	—
1	Machine Gun (Medium)	2 [DB,AI]	—	1	2	3
1	Flamer [BA]	2 [DE,H,AI]	—	1	2	3
1	Improved Sensors	[E]	—	—	—	2

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○
2 ○○○○
3 ○○○○
4 ○○○○

Armor: Stealth (Improved) **BV:** 180/35

BATTLE ARMOR: SQUAD 4

Type: Gray Death Scout (Reaper)
Gunnery Skill: _____ **Anti-'Mech Skill:** _____
Ground MP: 1 **Jump MP:** 3

Qty	Type	Dmg	Min	Sht	Med	Lng
2	Armored Glove		—	—	—	—
1	Machine Gun (Medium)	2 [DB,AI]	—	1	2	3
1	Flamer [BA]	2 [DE,H,AI]	—	1	2	3
1	Improved Sensors	[E]	—	—	—	2

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○
2 ○○○○
3 ○○○○
4 ○○○○

Armor: Stealth (Improved) **BV:** 180/35

BATTLE ARMOR: SQUAD 5

Type: Gray Death Scout (Reaper)
Gunnery Skill: _____ **Anti-'Mech Skill:** _____
Ground MP: 1 **Jump MP:** 3

Qty	Type	Dmg	Min	Sht	Med	Lng
2	Armored Glove		—	—	—	—
1	Machine Gun (Medium)	2 [DB,AI]	—	1	2	3
1	Flamer [BA]	2 [DE,H,AI]	—	1	2	3
1	Improved Sensors	[E]	—	—	—	2

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○
2 ○○○○
3 ○○○○
4 ○○○○

Armor: Stealth (Improved) **BV:** 180/35

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets	-1

SITUATION*

'Mech prone	-2
'Mech or vehicle immobile	-4
Vehicle	-2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL/TRIPOD LOCATION	QUAD LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)

*Unit 1 and Unit 2 represent two battle armor units.

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