BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Jinggau JN-G8B

Movement Points:
Walking: 5 [6]
Running: 8 [12]
Jumping: 5
Engine Type: 325 XL

Tonnage: 65
Tech Base: Mixed
Rules Level: Standard

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
4	ER Medium Laser (IS)	LA	5	5 [DE]	—	4	8	12
1	ER PPC (C)	RA	15	15 [DE]	—	7	14	23
1	Medium X-Pulse Laser	RA	6	6 [P]	—	3	6	9

Quirks: Narrow/Low Profile, Weak Head Armor (2)

BV: 2,747

WARRIOR DATA

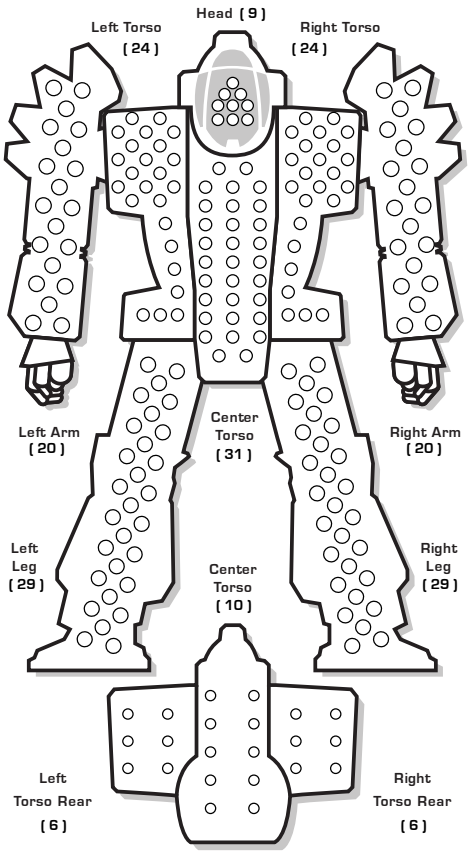
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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

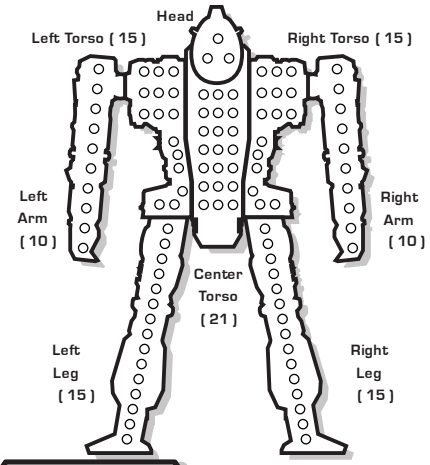
ARMOR DIAGRAM

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
1. Shoulder
2. Upper Arm Actuator
3. ER Medium Laser
4. ER Medium Laser
5. ER Medium Laser
6. ER Medium Laser

1-3

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Triple Strength Myomer
5. Triple Strength Myomer
6. Triple Strength Myomer

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

1-3

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Endo Steel
5. Endo Steel
6. Endo Steel

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

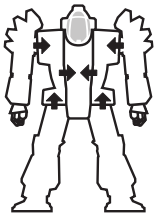
Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

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

1-3

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Supercharger

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



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. ER PPC [Clan]
4. ER PPC [Clan]
5. Medium X-Pulse Laser
6. Endo Steel

1-3

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Triple Strength Myomer
5. Triple Strength Myomer
6. Triple Strength Myomer

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

1-3

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Endo Steel
5. Endo Steel
6. Endo Steel

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

HEAT DATA

Double Heat Sinks: 17 (34)

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™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Jinggau JN-G8Ar

Movement Points:
Walking: 5
Running: 8
Jumping: 5
Engine Type: 325 XL

Tonnage: 65
Tech Base: Mixed
Rules Level: Standard

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
4	ER Medium Laser (C)	LA	5	7 [DE]	—	5	10	15
1	Gauss Rifle (C)	RA	1	15 [DB,X]	2	7	15	22
1	Medium Pulse Laser (C)	RA	4	7 [P]	—	4	8	12
1	ECM Suite	CT	—	[E]	—	—	—	6
1	ER Small Laser (C)	HD	2	5 [DE]	—	2	4	6

Ammo: (Gauss) 16
Quirks: Narrow/Low Profile, Weak Head Armor (2)

BV: 2,730

WARRIOR DATA

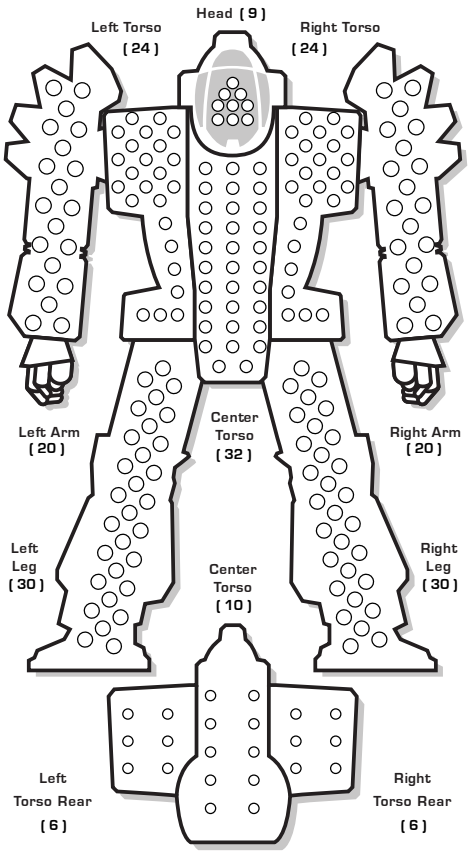
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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

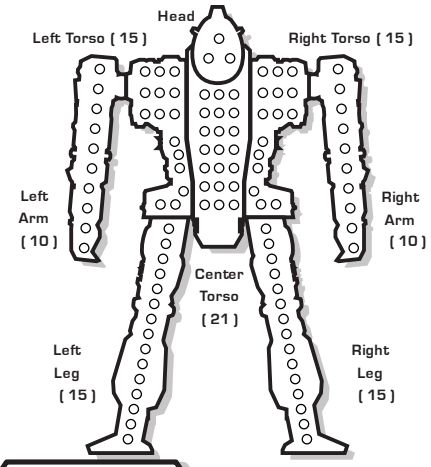
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

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
1. Shoulder
2. Upper Arm Actuator
3. ER Medium Laser [Clan]
4. ER Medium Laser [Clan]
5. ER Medium Laser [Clan]
6. ER Medium Laser [Clan]

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous [Clan]
6. Ferro-Fibrous [Clan]

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink [Clan]
5. Double Heat Sink [Clan]
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous [Clan]
6. Ferro-Fibrous [Clan]

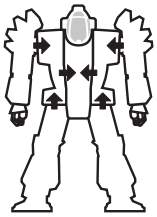
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Small Laser [Clan]
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. Jump Jet
6. ECM Suite [Clan]

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



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Gauss Rifle [Clan]
4. Gauss Rifle [Clan]
5. Gauss Rifle [Clan]
6. Gauss Rifle [Clan]

1. Gauss Rifle [Clan]
2. Gauss Rifle [Clan]
3. Medium Pulse Laser [Clan]
4. Endo Steel
5. Endo Steel
6. Ferro-Fibrous [Clan]

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink [Clan]
5. Double Heat Sink [Clan]
6. Ammo (Gauss) 8

1. Ammo (Gauss) 8
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous [Clan]
6. Ferro-Fibrous [Clan]

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

HEAT DATA

Double Heat Sinks: 15 (30)

Heat Level*	Effects	
30	Shutdown	
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
20	-4 Movement Points	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™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Jinggau JN-G7Lr

Movement Points:
Walking: 5
Running: 8
Jumping: 5
Engine Type: 325 XL

Tonnage: 65
Tech Base: Mixed
Rules Level: Standard

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
6	ER Medium Laser (C)	LA	5	7 [DE]	—	5	10	15
2	Plasma Rifle	RA	10	10 [DE,H]	—	5	10	15
1	ER Small Laser (C)	HD	2	5 [DE]	—	2	4	6

Ammo: (Plasma Rifle) 30
Quirks: Narrow/Low Profile, Weak Head Armor (2)

BV: 2,703

WARRIOR DATA

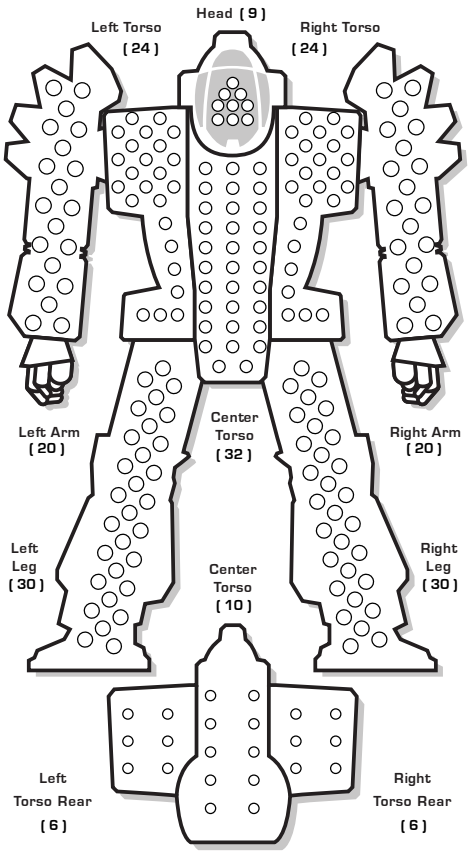
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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

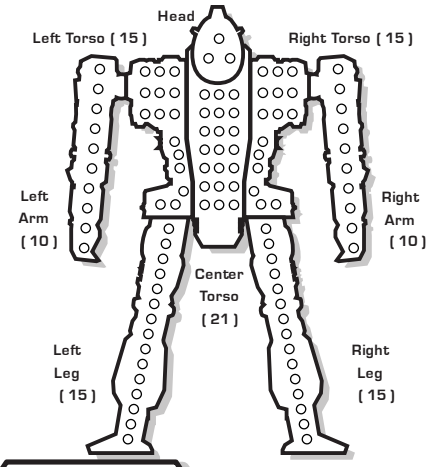
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

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
1. Shoulder
2. Upper Arm Actuator
3. ER Medium Laser [Clan]
4. ER Medium Laser [Clan]
5. ER Medium Laser [Clan]
6. ER Medium Laser [Clan]

1. ER Medium Laser [Clan]
2. ER Medium Laser [Clan]
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Ferro-Fibrous [Clan]

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink [Clan]
5. Double Heat Sink [Clan]
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous [Clan]
5. Ferro-Fibrous [Clan]
6. Roll Again

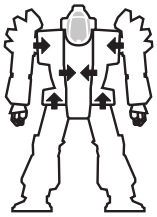
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Small Laser [Clan]
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. Jump Jet
6. Ferro-Fibrous [Clan]

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



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Plasma Rifle
4. Plasma Rifle
5. Plasma Rifle
6. Plasma Rifle

1. Ammo (Plasma Rifle) 10
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Ferro-Fibrous [Clan]

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink [Clan]
5. Double Heat Sink [Clan]
6. Ammo (Plasma Rifle) 10

1. Ammo (Plasma Rifle) 10
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous [Clan]
6. Ferro-Fibrous [Clan]

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

HEAT DATA

Double Heat Sinks: 15 (30)

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
20	-4 Movement Points	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™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Jinggau JN-G9CCr

Movement Points:
Walking: 5
Running: 8 [10]
Jumping: 0
Engine Type: 325 XL

Tonnage: 65
Tech Base: Mixed
Rules Level: Advanced

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
3	Small VSP Laser	LA	3	5/4/3 [P,V]	—	2	4	6
1	ER PPC (C)	RA	15	15 [DE]	—	7	14	23
1	Large VSP Laser	RA	10	11/9/7 [P,V]	—	4	8	15
1	Active Probe (Beagle)	RT	—	[E]	—	—	—	4
1	ECM Suite (Guardian)	RT	—	[E]	—	—	—	6

Quirks: Narrow/Low Profile, Weak Head Armor (2)

BV: 2,058

WARRIOR DATA

Pilot: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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

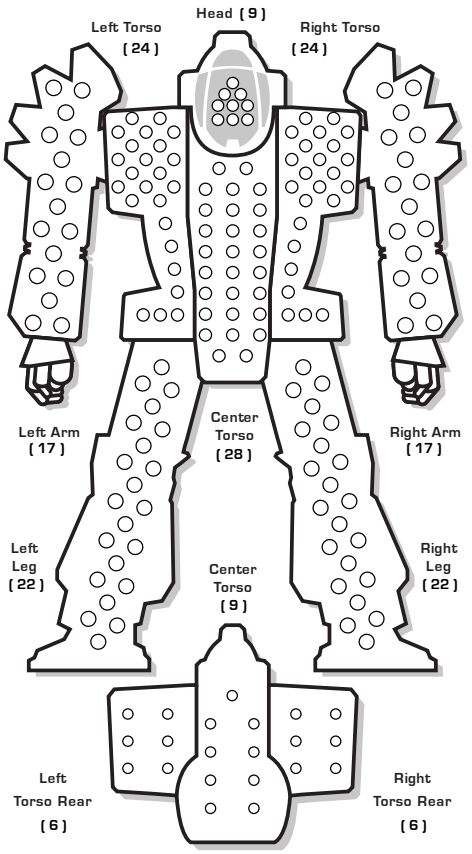
Commander: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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

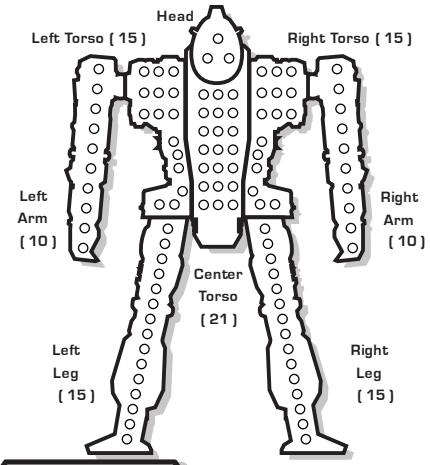
ARMOR DIAGRAM

Stealth



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
1. Shoulder
2. Upper Arm Actuator
3. Small VSP Laser
4. Small VSP Laser
5. Small VSP Laser
6. Endo Steel

1-3
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Stealth
6. Stealth

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. MASC
5. MASC
6. MASC

1-3
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Stealth
6. Stealth

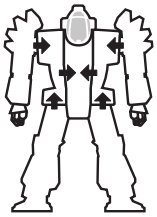
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

Head
1. Life Support
2. Sensors
3. Cockpit
4. Command Console
5. Sensors
6. Life Support

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

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

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



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. ER PPC [Clan]
4. ER PPC [Clan]
5. Large VSP Laser
6. Large VSP Laser

1-3
1. Large VSP Laser
2. Large VSP Laser
3. Endo Steel
4. Endo Steel
5. Stealth
6. Stealth

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Active Probe (Beagle)
5. Active Probe (Beagle)
6. ECM Suite (Guardian)

1-3
1. ECM Suite (Guardian)
2. Stealth
3. Stealth
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

HEAT DATA

Double Heat Sinks: 13 (26)

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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