

# BATTLETECH™

## RECORD SHEETS



**A GAME OF ARMORED COMBAT**



# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Locust LCT-1E

Movement Points: **Tonnage:** 20  
 Walking: 8 **Tech Base:** Inner Sphere  
 Running: 12

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Small Laser	RA	1	3 [DE]	—	1	2	3
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Small Laser	LA	1	3 [DE]	—	1	2	3

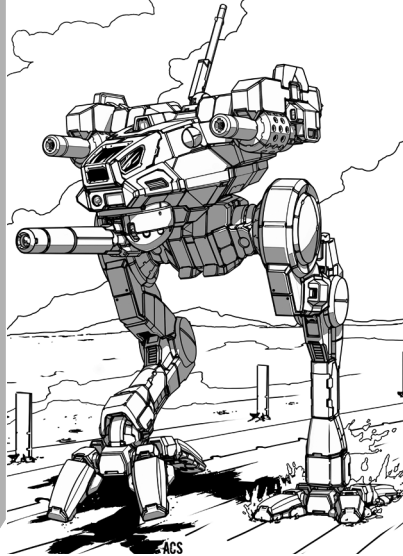
BV: 553

### WARRIOR DATA

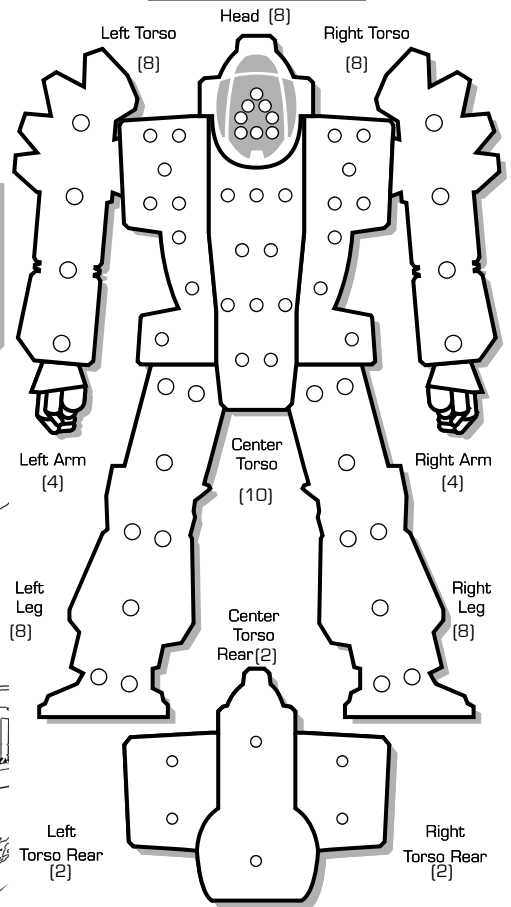
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Medium Laser
- Small Laser
- Roll Again
- Roll Again

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

#### Left Torso

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

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

#### Left Leg

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

#### Head

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

#### Center Torso

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

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Medium Laser
- Small Laser
- Roll Again
- Roll Again

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

#### Right Torso

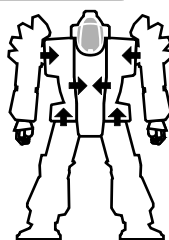
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

#### Right Leg

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

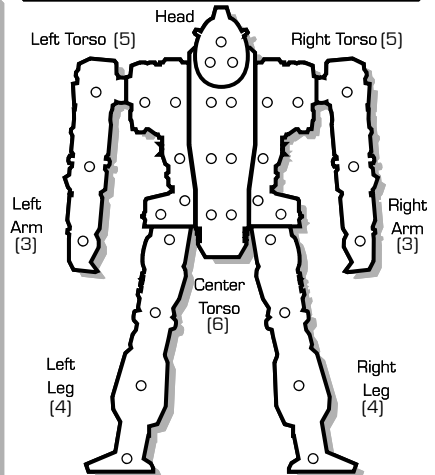
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



Damage Transfer Diagram



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	10 [10] Single
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 Level	Effects
30*	Shutdown
29	
28*	Shutdown, avoid on 10+
27	
26*	-5 Movement Points
25*	+4 Modifier to Fire
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	

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Locust LCT-1V

Movement Points: **Tonnage:** 20  
 Walking: 8 **Tech Base:** Inner Sphere  
 Running: 12

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Machine Gun	RA	0	2 [DB, AI]	—	1	2	3
1	Machine Gun	LA	0	2 [DB, AI]	—	1	2	3

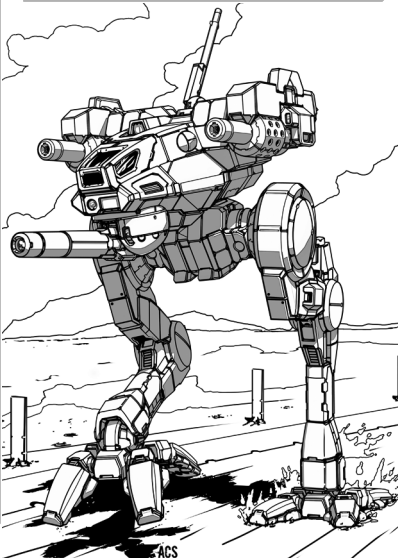
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### WARRIOR DATA

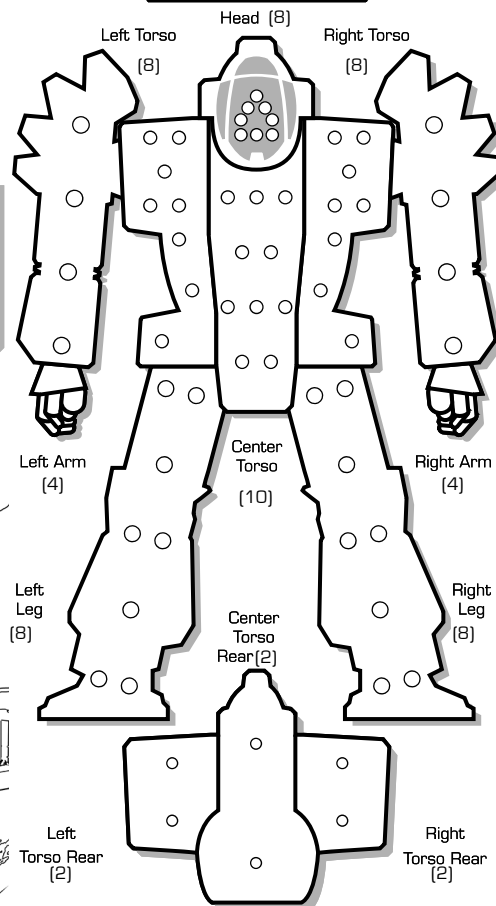
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Machine Gun
- 1-3  
 4. Roll Again  
 5. Roll Again  
 6. Roll Again

#### Head

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

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Machine Gun
- 1-3  
 4. Roll Again  
 5. Roll Again  
 6. Roll Again

#### Center Torso

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

- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6  
 4. Roll Again  
 5. Roll Again  
 6. Roll Again

#### Left Torso

- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3  
 4. Roll Again  
 5. Roll Again  
 6. Roll Again

- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Medium Laser
  - Ammo (Machine Gun) 200
- 4-6  
 4. Fusion Engine  
 5. Medium Laser  
 6. Ammo (Machine Gun) 200

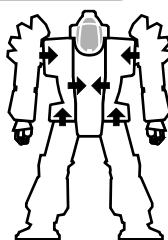
#### Right Torso

- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3  
 4. Roll Again  
 5. Roll Again  
 6. Roll Again

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

#### Left Leg

- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Heat Sink
  - Heat Sink
- 4-6  
 4. Roll Again  
 5. Roll Again  
 6. Roll Again

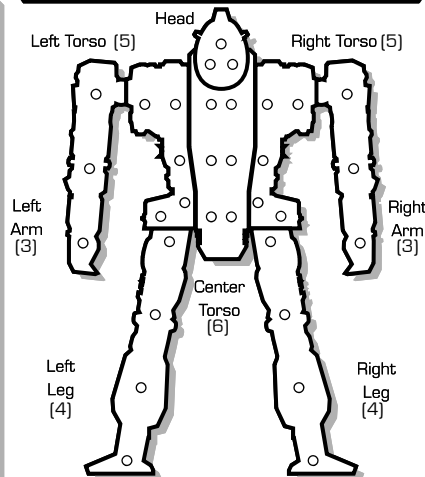


Damage Transfer Diagram

#### Right Leg

- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Heat Sink
  - Heat Sink
- 4-6  
 4. Roll Again  
 5. Roll Again  
 6. Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Commando COM-2D**

Movement Points:      Tonnage: 25  
 Walking: 6                      Tech Base: Inner Sphere  
 Running: 9

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	CT	4	2/Msl [M.C.S]	-	3	6	9
1	SRM 4	RA	3	2/Msl [M.C.S]	-	3	6	9
1	Medium Laser	LA	3	5[DE]	-	3	6	9

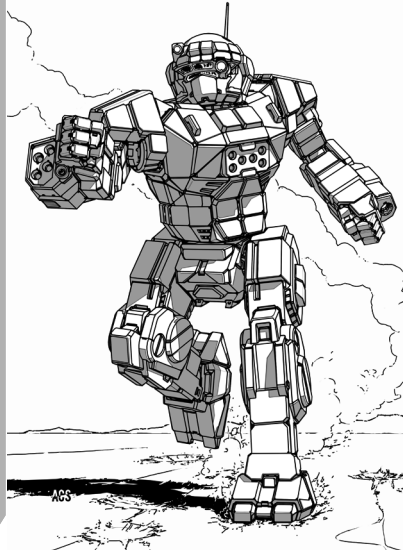
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### WARRIOR DATA

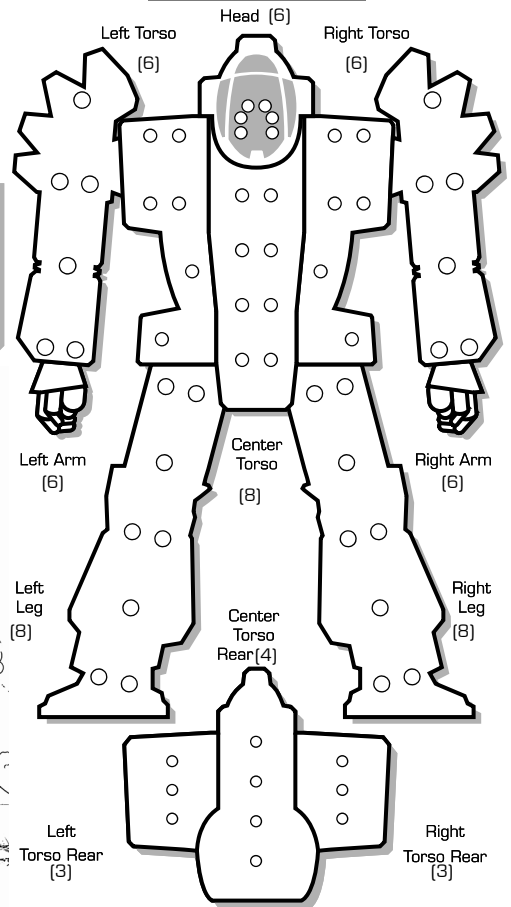
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_ Piloting Skill: \_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
5. Medium Laser
- Roll Again

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
5. SRM 4
- Roll Again

#### Center Torso

- Roll Again
- Roll Again
- Roll Again
- 1-3 Fusion Engine
4. Gyro
5. Gyro
6. Gyro

#### Right Torso

- Roll Again
- Roll Again
- Roll Again
- 1-3 Heat Sink
2. Heat Sink
3. Ammo [SRM 4] 25
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Torso

- Roll Again
- Roll Again
- Roll Again
- 1-3 Heat Sink
2. Heat Sink
3. Ammo [SRM 6] 15
4. Roll Again
5. Roll Again
6. Roll Again

- Roll Again
- Roll Again
- Roll Again
- 1-3 Fusion Engine
4. Fusion Engine
5. SRM 6
6. SRM 6

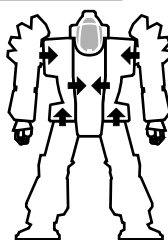
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

#### Left Leg

- Roll Again
- Roll Again
- Roll Again
- 1-3 Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

#### Right Leg

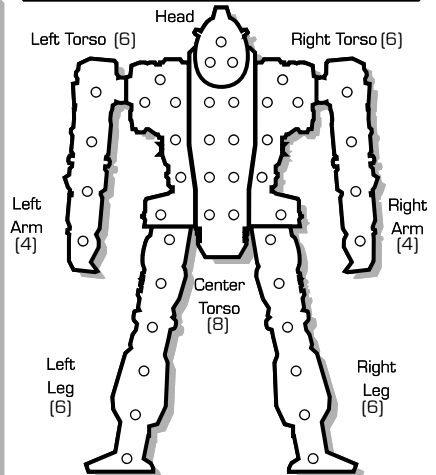
- Roll Again
- Roll Again
- Roll Again
- 1-3 Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again



Damage Transfer Diagram



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	10 [10] Single
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*	○
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	○

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Commando COM-3A**

Movement Points: **Tonnage: 25**  
 Walking: 6 **Tech Base: Inner Sphere**  
 Running: 9

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	CT	4	2/Msl [M.C.S]	-	3	6	9
1	Flamer	RA	3	2 [DE,H,AI]	-	1	2	3
1	SRM 6	RA	4	2/Msl [M.C.S]	-	3	6	9
1	Medium Laser	LA	3	5 [DE]	-	3	6	9

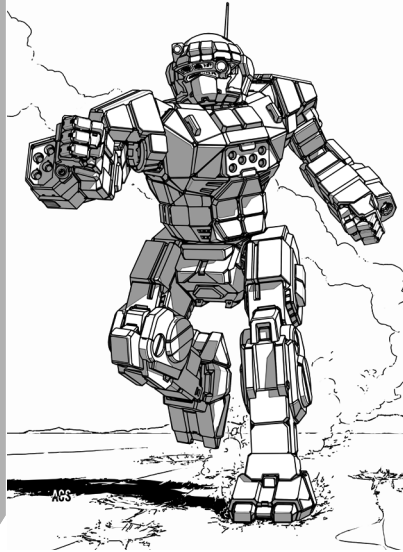
BV: 540

### WARRIOR DATA

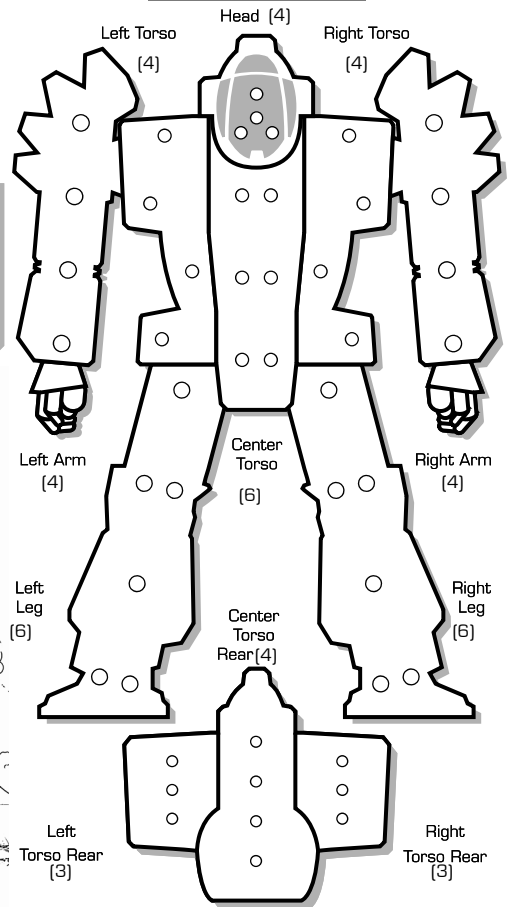
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Medium Laser
- Roll Again

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- SRM 6
- SRM 6

#### Center Torso

- 1-3 Fusion Engine
- Fusion Engine
- Fusion Engine
- 4-6 Gyro
- Gyro
- Gyro

#### Left Torso

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Right Torso

- 1-3 Ammo (SRM 6) 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Leg

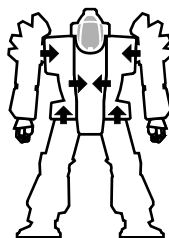
- Roll Again
- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again

- 1-3 Gyro
- 2-6 Fusion Engine
- Fusion Engine
- 4-6 SRM 6
- SRM 6
- SRM 6

#### Right Leg

- 1-3 Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

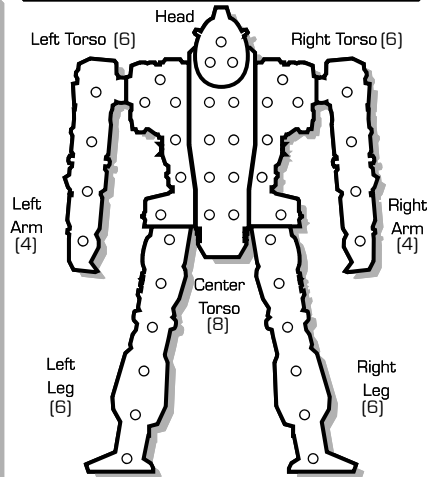
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



Damage Transfer Diagram



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	10 [10] Single
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

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

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Griffin GRF-1N

Movement Points:      Tonnage: 55  
 Walking: 5              Tech Base: Inner Sphere  
 Running: 8  
 Jumping: 5

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	RT	4	1/Mel [M.C.S]	6	7	14	21
1	PPC	RA	10	10 [DE]	3	6	12	18

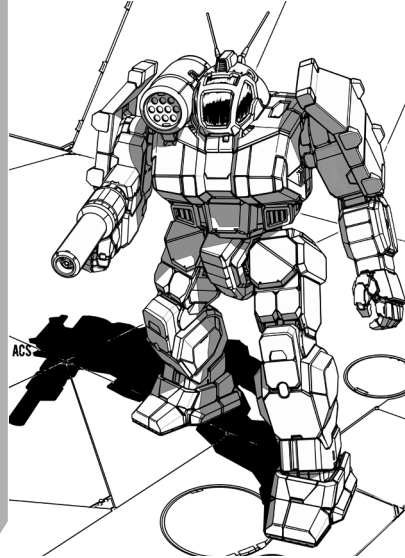
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### WARRIOR DATA

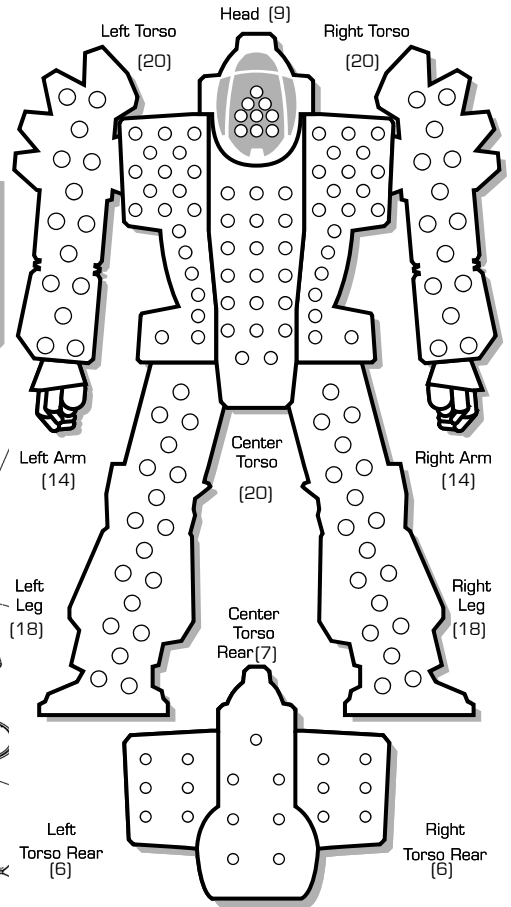
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_ Piloting Skill: \_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- PPC
- PPC
- PPC
- Roll Again
- Roll Again
- Roll Again

#### Center Torso

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

#### Right Torso

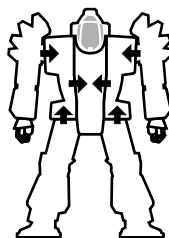
- Jump Jet
- Jump Jet
- 1-3 LRM 10
- LRM 10
- Ammo (LRM 10) 12
- Ammo (LRM 10) 12
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- Jump Jet
- Jump Jet
- 1-3 Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Heat Sink
- Jump Jet

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



Damage Transfer Diagram

#### Left Leg

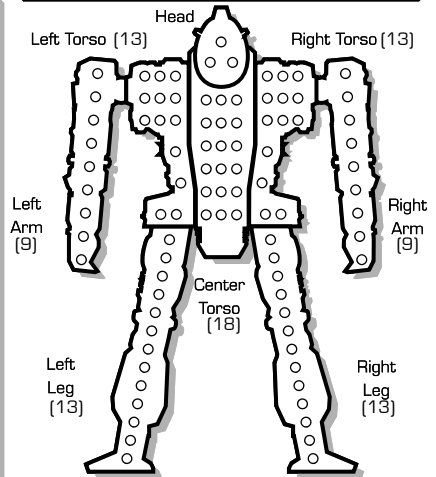
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	12 [12] Single
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 Level	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	○

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Griffin GRF-1S

Movement Points:      Tonnage: 55  
 Walking: 5                      Tech Base: Inner Sphere  
 Running: 8  
 Jumping: 5

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	LT	2	1 [Me] [M.C.S]	6	7	14	21
1	Large Laser	RA	8	8 [DE]	-	5	10	15
2	Medium Laser	RA	3	5 [DE]	-	3	6	9

BV: 1,253

### WARRIOR DATA

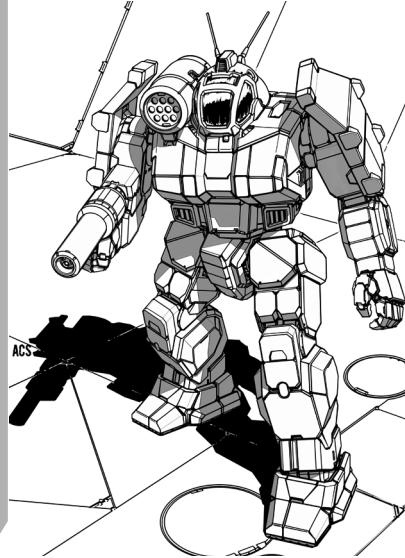
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_ Piloting Skill: \_\_\_\_

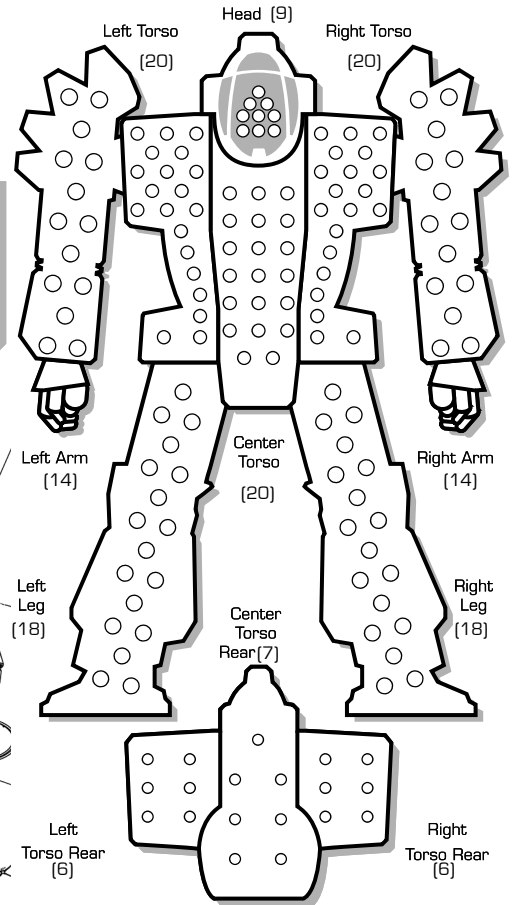
Hits Taken

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

Consciousness#



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

- |   |  |   |   |   |
|---|--|---|---|---|
| <h4>Left Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Hand Actuator</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> | <h4>Head</h4> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Heat Sink</li> <li>Sensors</li> <li>Life Support</li> </ol> | <h4>Right Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>Large Laser</li> <li>Large Laser</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Medium Laser</li> <li>Medium Laser</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> | <h4>Center Torso</h4> <ol style="list-style-type: none"> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Jump Jet</li> <li>Roll Again</li> </ol> <p>4-6</p> | <h4>Right Torso</h4> <ol style="list-style-type: none"> <li>Jump Jet</li> <li>Jump Jet</li> <li>Ammo (LRM 5) 24</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> |
|---|--|---|---|---|
- Left Torso

  - Jump Jet
  - Jump Jet
  - LRM 5
  - Roll Again
  - Roll Again
  - 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
  - Heat Sink
  - Heat Sink
- Right Leg

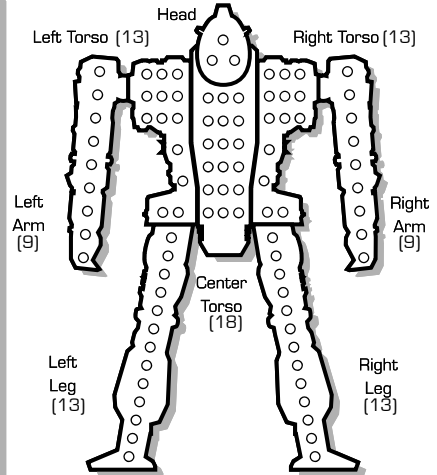
  - Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Heat Sink
  - Heat Sink
- Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○
- 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

Heat Level*	Effects	16 [16] Single
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™

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Shadow Hawk SHD-2H

Movement Points:      Tonnage: 55  
 Walking: 5              Tech Base: Inner Sphere  
 Running: 8  
 Jumping: 3

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 2	HD	2	2/Msl [M,C,S]	-	3	6	9
1	LRM 5	RT	2	1/Msl [M,C,S]	6	7	14	21
1	AC/5	LT	1	5 [DB,S]	3	6	12	18
1	Medium Laser	RA	3	5[DE]	-	3	6	9

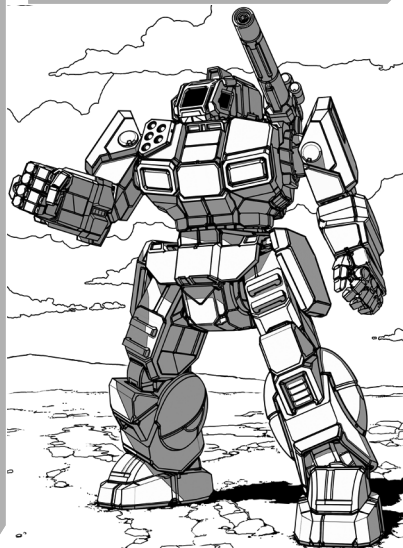
BV: 1,064

### WARRIOR DATA

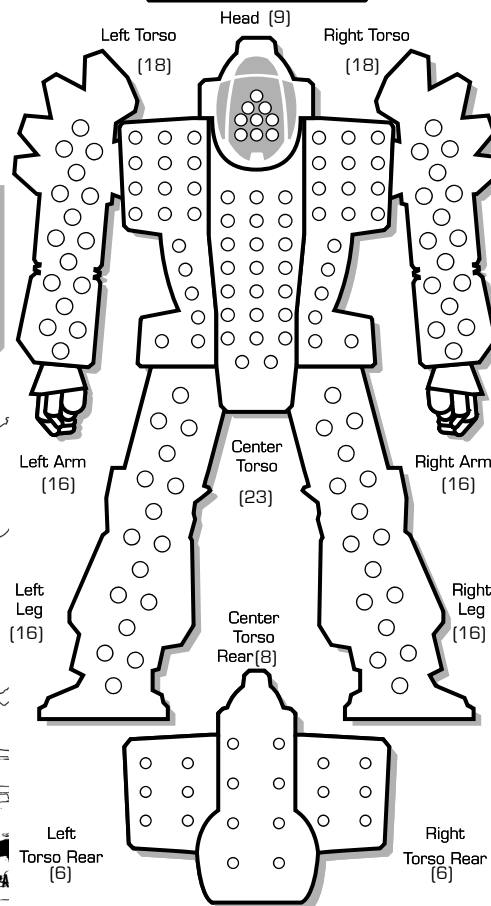
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_ Piloting Skill: \_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- SRM 2
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Medium Laser
- Roll Again

#### Center Torso

- Roll Again
- Roll Again
- Roll Again
- 1-3 Fusion Engine
- Gyro
- Gyro

- Roll Again
- Roll Again
- Roll Again
- 4-6 Fusion Engine
- Roll Again
- Roll Again

#### Left Torso

- Jump Jet
- AC/5
- 1-3 AC/5
- AC/5
- AC/5
6. Ammo (AC/5) 20

- Gyro
2. Fusion Engine
3. Fusion Engine
- 4-6 Fusion Engine
- Jump Jet
6. Ammo (SRM 2) 50

#### Right Torso

- Heat Sink
- Jump Jet
- 1-3 LRM 5
4. Ammo (LRM 5) 24
- Roll Again
- Roll Again

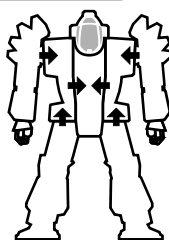
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

#### Left Leg

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

#### Right Leg

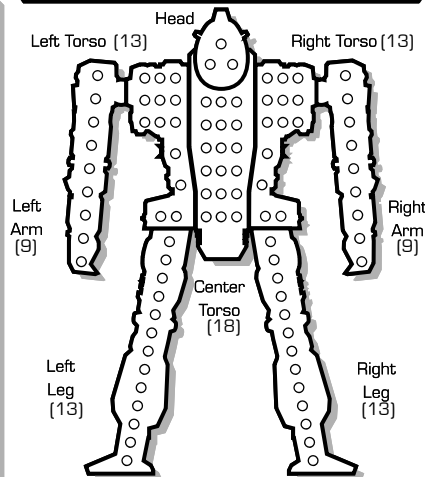
- Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
- Roll Again
- Roll Again



Damage Transfer Diagram



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	12 [12] Single
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 Level	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	○



# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Wolverine WVR-6M

Movement Points:      Tonnage: 55  
 Walking: 5                      Tech Base: Inner Sphere  
 Running: 8  
 Jumping: 5

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	-	3	6	9
1	SRM 6	LT	4	2 [M.S.] 8 [DE]	-	3	6	9
1	Large Laser	RA	8	8 [DE]	-	5	10	15
1	Medium Laser	RA	3	5 [DE]	-	3	6	9

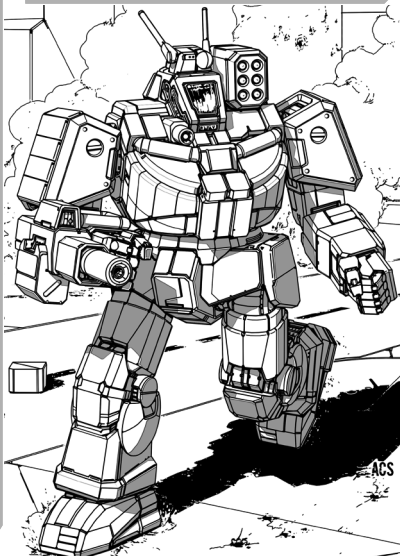
BV: 1,291

### WARRIOR DATA

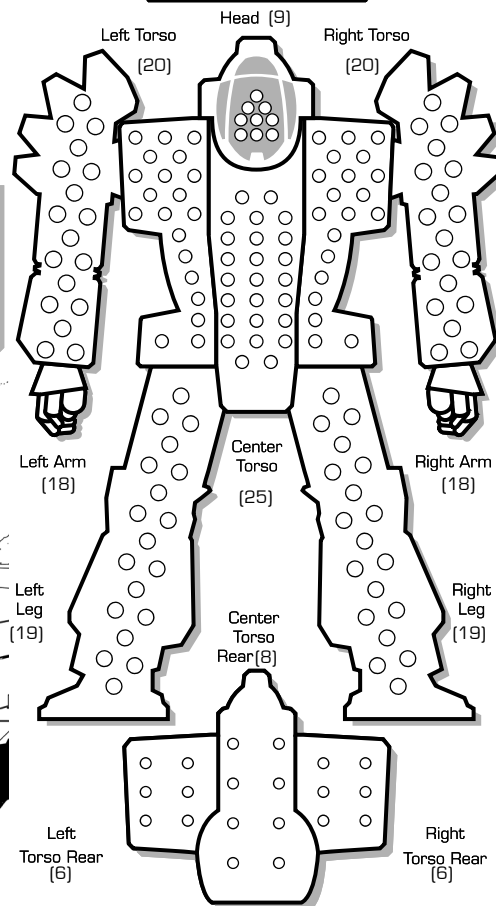
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_ Piloting Skill: \_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
- Roll Again

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Large Laser
- Large Laser

#### Center Torso

- Fusion Engine
- Fusion Engine
3. Fusion Engine
- 1-3 4. Gyro
- Gyro
- Gyro

- Medium Laser
- Roll Again
- Roll Again
- 4-6 4. Roll Again
- Roll Again
- Roll Again

#### Left Torso

- Jump Jet
- Jump Jet
- 1-3 3. SRM 6
- SRM 6
- Roll Again
- Roll Again

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 4. Fusion Engine
- Jump Jet
- Roll Again

#### Right Torso

- Heat Sink
- Jump Jet
- Jump Jet
- 1-3 4. Ammo (SRM 6) 15
- Roll Again
- Roll Again

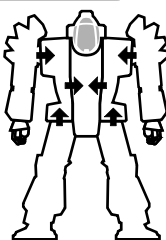
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
4. Foot Actuator
- Heat Sink
- 4-6 6. Roll Again

#### Right Leg

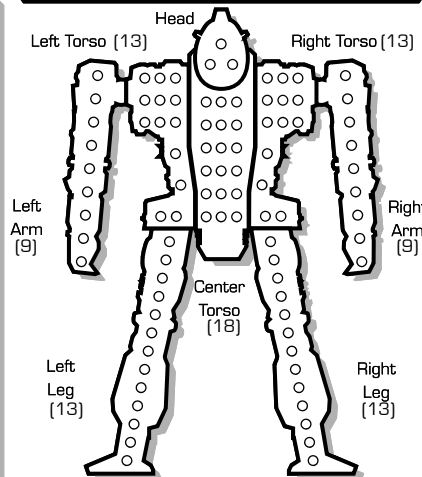
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
4. Foot Actuator
- Heat Sink
- 4-6 6. Roll Again



Damage Transfer Diagram



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	14 [14] Single
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 Level	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	○○○○○○○○○○○○○○○○○○○○

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Wolverine WVR-6R

Movement Points: **Walking:** 5 **Running:** 8 **Jumping:** 5  
**Tonnage:** 55 **Tech Base:** Inner Sphere

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
1	SRM 6	LT	4	2/Msl [M.C.S]	—	3	6	9
1	AC/5	RA	1	5 [DB.S]	3	6	12	18

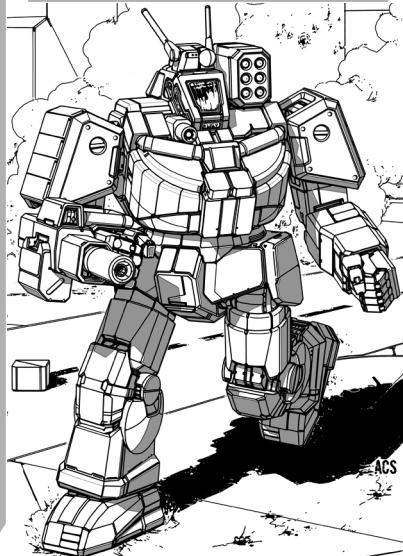
BV: 1,101

### WARRIOR DATA

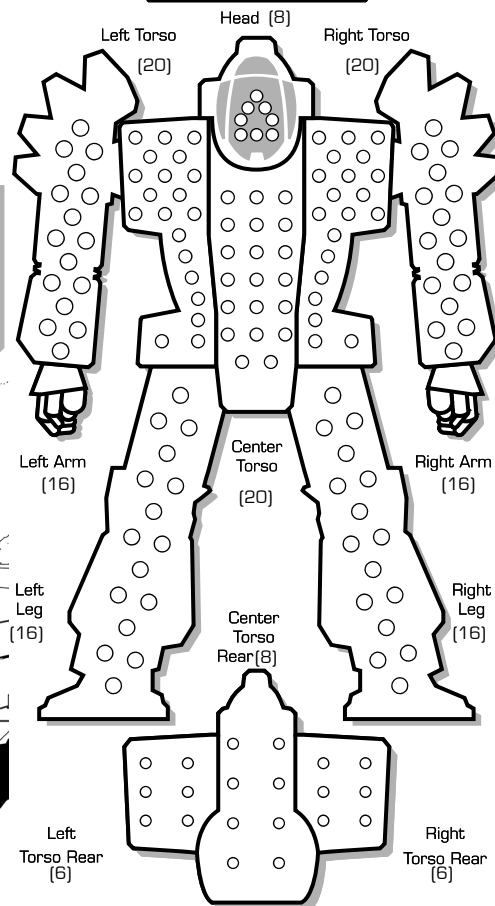
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
- Roll Again

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- AC/5
- AC/5

#### Center Torso

- Roll Again
- Roll Again
- Roll Again
- 1-3 Roll Again
- Gyro
- Gyro

- AC/5
- AC/5
- 4-6 Ammo [AC/5] 20
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- SRM 6
- SRM 6
- 1-3 Ammo [SRM 6] 15
- Roll Again
- Roll Again
- Roll Again

- Gyro
2. Fusion Engine
3. Fusion Engine
- 4-6 Fusion Engine
- Jump Jet
- Roll Again

#### Right Torso

- Heat Sink
- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again

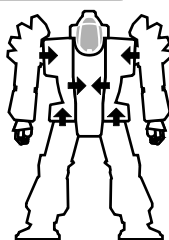
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

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

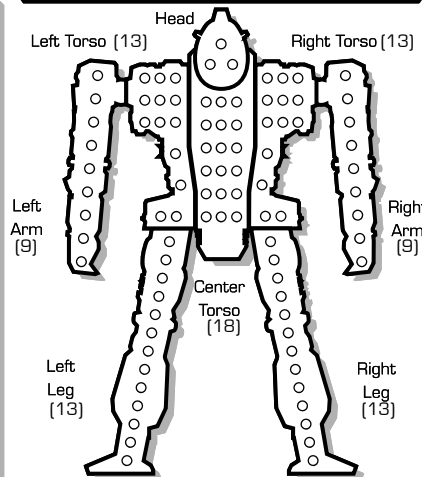


Damage Transfer Diagram

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	12 [12] Single
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 Level	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	○

# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Catapult CPLT-C1

Movement Points: **Tonnage:** 65  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6  
 Jumping: 4

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	LRM 15	RA	5	1/Msl [M,C,S]	6	7	14	21
1	LRM 15	LA	5	1/Msl [M,C,S]	6	7	14	21

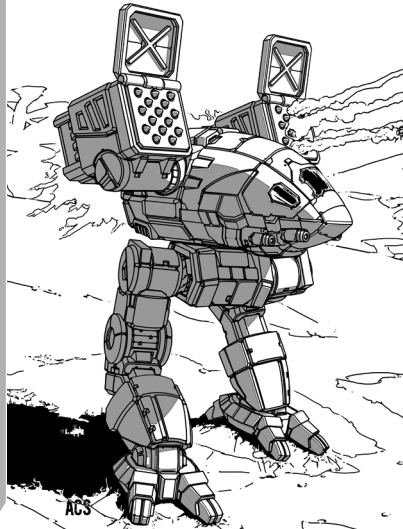
BV: 1,399

### WARRIOR DATA

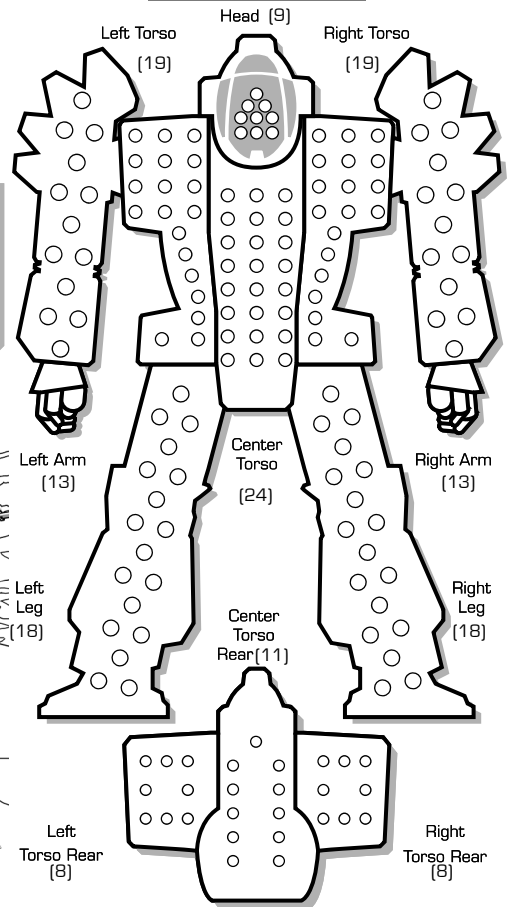
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 [ 3. LRM 15
- 4. LRM 15
- 5. LRM 15
- 6. Roll Again

- 1. Roll Again
- 2. Roll Again
- 4-6 [ 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

#### Left Torso

- 1. Jump Jet
- 2. Jump Jet
- 1-3 [ 3. Medium Laser
- 4. Ammo (LRM 15) 8
- 5. Roll Again
- 6. Roll Again

- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4-6 [ 4. Roll Again
- 5. Roll Again
- 6. Roll Again

#### Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Heat Sink
- 6. Heat Sink

#### Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Heat Sink
- 5. Sensors
- 6. Life Support

#### Center Torso

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

- 1. Gyro
- 2. Fusion Engine
- 4-6 [ 3. Fusion Engine
- 4. Fusion Engine
- 5. Medium Laser
- 6. Medium Laser

#### Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 1-3 [ 3. LRM 15
- 4. LRM 15
- 5. LRM 15
- 6. Roll Again

- 1. Roll Again
- 2. Roll Again
- 4-6 [ 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

#### Right Torso

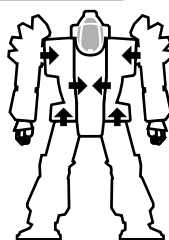
- 1. Jump Jet
- 2. Jump Jet
- 1-3 [ 3. Medium Laser
- 4. Ammo (LRM 15) 8
- 5. Roll Again
- 6. Roll Again

- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4-6 [ 4. Roll Again
- 5. Roll Again
- 6. Roll Again

#### Right Leg

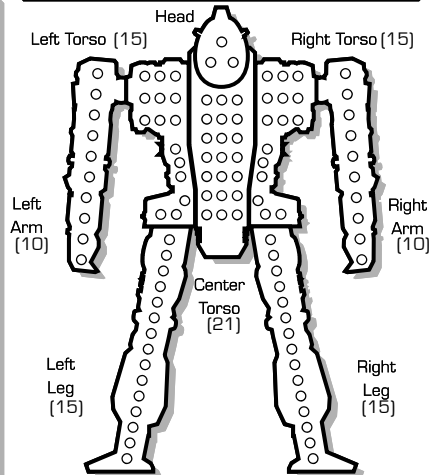
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Heat Sink
- 6. Heat Sink

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	15 [15] Single
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 Level	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	○○○○○○○○○○○○○○○○○○○○



# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Thunderbolt TDR-5S

Movement Points:      Tonnage: 65  
 Walking: 4              Tech Base: Inner Sphere  
 Running: 6

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RT	5	1/Msl [M.C.S]	6	7	14	21
1	SRM 2	RT	2	2/Msl [M.C.S]	-	3	6	9
3	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	Large Laser	RA	8	8 [DE]	-	5	10	15
2	Machine Gun	LA	0	2 [DB, AI]	-	1	2	3

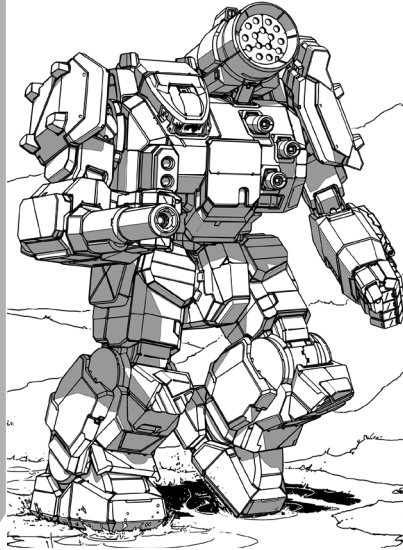
BV: 1,335

### WARRIOR DATA

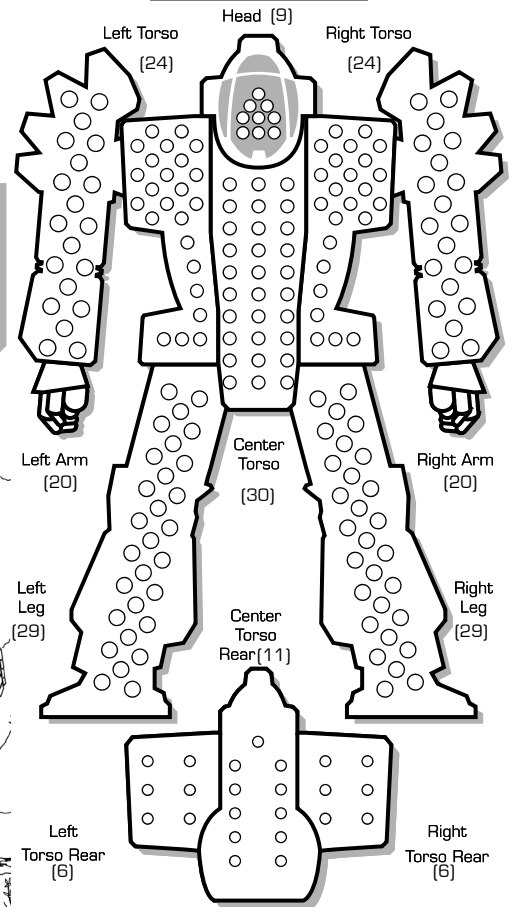
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_ Piloting Skill: \_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Machine Gun
- Machine Gun

#### Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Large Laser
- Large Laser

#### Center Torso

- Fusion Engine
- Fusion Engine
- 1-3 Fusion Engine
- 4 Gyro
- 5 Gyro
- 6 Gyro

#### Right Torso

- Roll Again
- Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

#### Left Torso

- Medium Laser
- Medium Laser
- 1-3 Medium Laser
- Roll Again
- Roll Again
- Roll Again

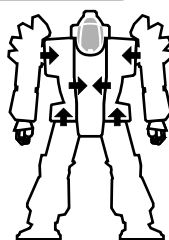
#### Left Leg

- Gyro
- Fusion Engine
- 2 Fusion Engine
- 4-6 Fusion Engine
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8

#### Right Torso

- 1 LRM 15
- 2 LRM 15
- 3 LRM 15
- 4 SRM 2
- 5 Ammo (SRM 2) 50
- 6 Roll Again

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



Damage Transfer Diagram

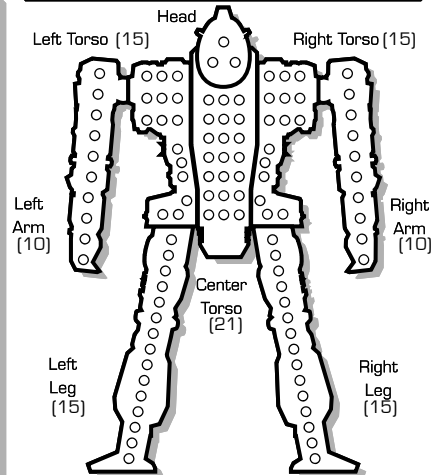
#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Heat Sink
- Heat Sink

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Heat Sink
- Heat Sink

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	15 [15] Single
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 Level	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	○○○○○○○○○○○○○○○○○○○○



# BATTLETECH™

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Awesome AWS-8Q**

Movement Points: **Tonnage: 80**  
 Walking: 3 **Tech Base: Inner Sphere**  
 Running: 5

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	—	1	2	3
1	PPC	RT	10	10 [DE]	3	6	12	18
1	PPC	LT	10	10 [DE]	3	6	12	18
1	PPC	RA	10	10 [DE]	3	6	12	18

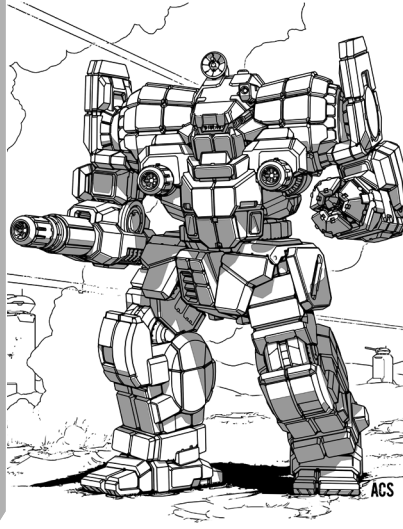
BV: 1,605

### WARRIOR DATA

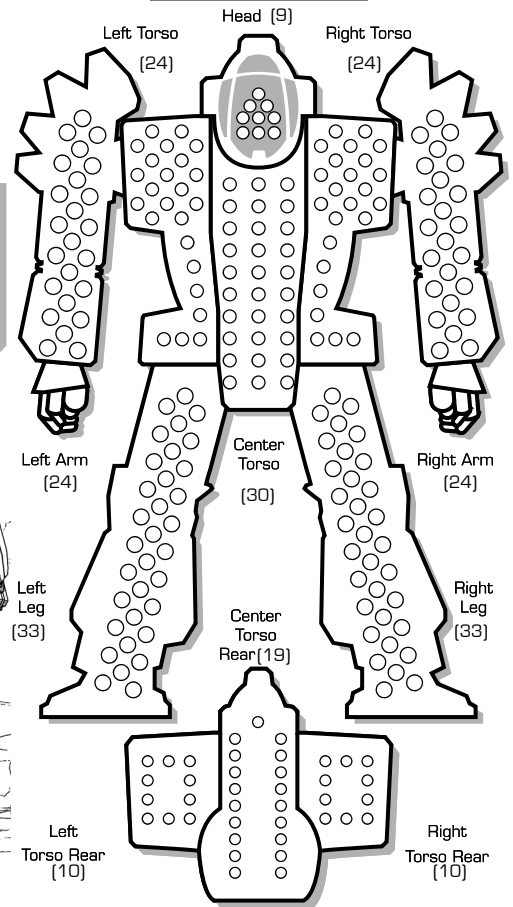
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
- Roll Again

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Heat Sink
- Heat Sink
- Heat Sink

#### Center Torso

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

- Heat Sink
- Heat Sink
- 4-6 PPC
- PPC
- PPC
- Roll Again

#### Left Torso

- Heat Sink
- Heat Sink
- 1-3 Heat Sink
- Heat Sink
- Heat Sink
- PPC

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Heat Sink
- Heat Sink

#### Right Torso

- Heat Sink
- Heat Sink
- 1-3 Heat Sink
- PPC
- PPC
- PPC

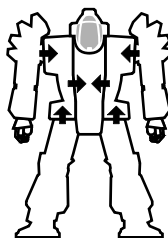
Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4-6 Foot Actuator
- Heat Sink
- Heat Sink

#### Right Leg

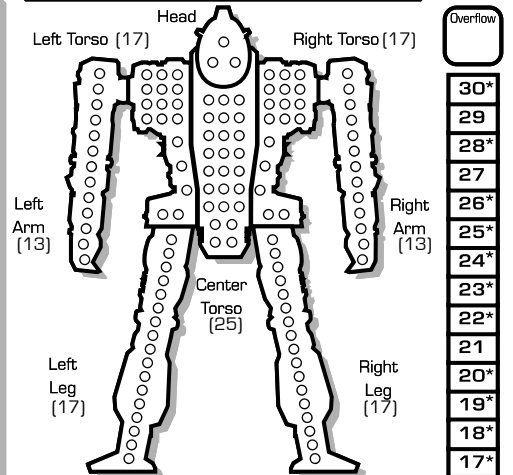
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4-6 Foot Actuator
- Heat Sink
- Heat Sink



Damage Transfer Diagram



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	28 (28) Single
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*
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







***Awesome***

***BattleMaster***

***Catapult***

***Thunderbolt***

***Commando***



***Locust***

***Shadow Hawk***

***Shadow Hawk***

***Wolverine***

***Griffin***

