

# BATTLETECH™

## RECORD SHEETS: 3055 UPGRADES

UNABRIDGED



**NOTES**

Previous record sheet volumes grouped all unit types together and then organized per tonnage. However, this often ignored the organization of the corresponding Technical Readout, creating disconnect for players moving from a Technical Readout to a record sheet volume to find the unit they're looking for.

To better ease this transition, this record sheet volume is organized like its corresponding Technical Readout. Hyperlinks off of each unit name in the TOC will enable players to instantly move to a given section, or to the start of a given unit's record sheets.

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**CREDITS****STANDARD RULES**

These designs are considered “standard rules” (see p. 10, *Total Warfare*) and are legal for tournaments played at the Gen Con Game Fair®, Origins Game Convention®, and other convention tournaments, retail store events and so on, alongside the record sheets found in the various record sheet books (whether published by Catalyst Game Labs, FanPro, or FASA). (Note that only those designs that meet the requirements for a tournament unit selection will be available for use in a given tournament.)

**Advanced and Experimental Rules:** If any record sheets includes “Advanced” or “Experimental” on it—meaning it mounts equipment from *Tactical Operations*—then that record sheet is generally not appropriate for tournament play (individual tournaments will spell out the specifics of whether such designs can or cannot be used).

**ERAS**

The record sheets in this volume indicate which era they first appeared in; see p. 4 for an explanation of BattleTech Eras.

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# BATTLETECH

## BATTLETECH ERAS

The *BattleTech* universe is a living, vibrant entity that grows each year as more sourcebooks and fiction are published. A dynamic universe, its setting and characters evolve over time within a highly detailed continuity framework, bringing everything to life in a way a static game universe cannot match.

However, the same dynamic energy that makes *BattleTech* so compelling can also make it confusing, with so many sourcebooks published over the years. As people encounter *BattleTech*, get hooked and start to obtain sourcebooks, they need to know where a particular sourcebook is best used along the *BattleTech* timeline.

To help quickly and easily convey the timeline of the *BattleTech* universe—and to allow a player to easily “plug in” a given sourcebook—we’ve divided *BattleTech* into five major eras. (For those that own the *BattleTech Introductory Box Set*, the year dates in parentheses following each era’s title correspond to the maps found in the *Inner Sphere at a Glance* sourcebook.)

### STAR LEAGUE (2570)

Ian Cameron, ruler of the Terran Hegemony, concludes decades of tireless effort with the creation of the Star League, a political and military alliance between all Great Houses and the Hegemony. Star League armed forces immediately launch the Reunification War, forcing the Periphery realms to join. For the next two centuries, humanity experiences a golden age across the thousand light-years of human-occupied space known as the Inner Sphere. It also sees the creation of the most powerful military in human history.



### SUCCESSION WARS (3025, 3030, 3040)

Every last member of First Lord Richard Cameron’s family is killed during a coup launched by Stefan Amaris. Following the thirteen-year war to unseat him, the rulers of each of the five Great Houses disband the Star League. General Aleksandr Kerensky departs with eighty percent of the Star League Defense Force beyond known space and the Inner Sphere collapses into centuries of warfare known as the Succession Wars that will eventually result in a massive loss of technology across most worlds.



### CLAN INVASION (3052, 3057)

A mysterious invading force strikes the coreward region of the Inner Sphere. The invaders, called the Clans, are descendants of Kerensky’s SLDF troops, forged into a society dedicated to becoming the greatest fighting force in history. With vastly superior technology and warriors, the Clans conquer world after world. Eventually this outside threat will forge a new Star League, something hundreds of years of warfare failed to accomplish. In addition, the Clans will act as a catalyst for a technological renaissance.



### CIVIL WAR (3062, 3067)

The Clan threat is eventually lessened with the complete destruction of a Clan. With that massive external threat apparently neutralized, internal conflicts explode around the Inner Sphere. House Liao conquers its former Commonality, the St. Ives Compact; a rebellion of military units belonging to House Kurita sparks a war with their powerful border enemy, Clan Ghost Bear; the fabulously powerful Federated Commonwealth of House Steiner and House Davion collapses into five long years of bitter civil war.



### JIHAD

Following the Federated Commonwealth Civil War, the leaders of the Great Houses meet and disband the new Star League, declaring it a sham. The pseudo-religious Word of Blake—a splinter group of ComStar, the protectors and controllers of interstellar communication—launch the Jihad: an interstellar war that will ultimately pit every faction against each other and even against themselves, as weapons of mass destruction are used for the first time in centuries while new and frightening technologies are likewise unleashed.



### DARK AGE (3132+)

Under the guidance of Devlin Stone, the Republic of the Sphere is born at the heart of the Inner Sphere following the Jihad. One of the more extensive periods of peace begins to break out as the 32nd century dawns. The factions, to one degree or another, embrace disarmament and the massive armies of the Succession Wars begin to fade. However, in 3132 eighty percent of interstellar communications collapses, throwing the universe into chaos. Wars almost immediately erupt and the factions begin rebuilding their armies.



## SOURCEBOOKS

As Catalyst Game Labs continues to publish new *BattleTech* products (and reprint previously published products), easy reference logos—corresponding to those above—will be printed directly on their back covers. This will allow retailers and players alike to know at a glance what eras are covered by a given product. For additional ease of reference, era logos will also appear on product’s sell sheet, online products page and so on.

Note that if a Catalyst Game Labs’ *BattleTech* product does not contain an era logo, then it is considered a core rulebook or supplement to be used across all eras, such as the *Introductory Box Set*, *Total Warfare* and so on.



# INNER SPHERE BATTLEMECHS

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Fireball ALM-7D

Movement Points:  
 Walking: 11  
 Running: 17  
 Jumping: 0

Tonnage: 20  
 Tech Base: Inner Sphere  
 Era: Clan Invasion

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Machine Gun	RT	0	2	—	1	2	3
1	Streak SRM 2	LT	2	[DB, AI] 2/Msl [M,C]	—	3	6	9

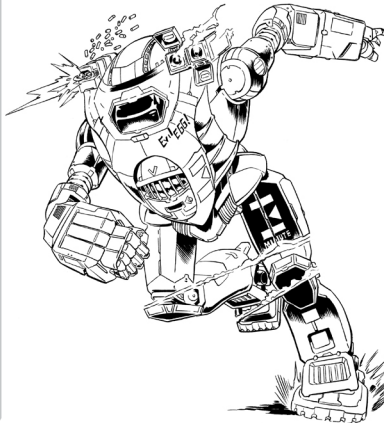
Cost: 3,022,240 C-bills

BV: 385

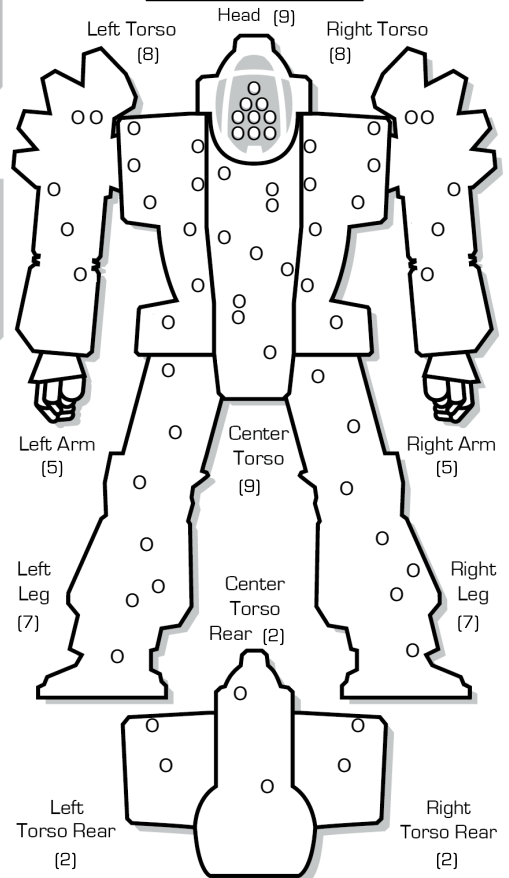
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3  
 4. Hand Actuator  
 5. Endo Steel  
 6. Roll Again

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

#### Left Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3  
 4. Streak SRM 2  
 5. Ammo (Streak) 50  
 6. Endo Steel

- Endo Steel
  - Endo Steel
  - Endo Steel
- 4-6  
 4. Roll Again  
 5. Roll Again  
 6. Roll Again

#### Left Leg

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

#### Head

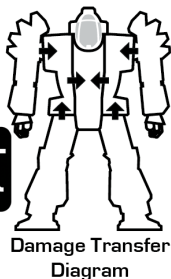
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

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

- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
- 4-6  
 4. XL Fusion Engine  
 5. Endo Steel  
 6. Endo Steel

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



#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3  
 4. Hand Actuator  
 5. Endo Steel  
 6. Roll Again

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

#### Right Torso

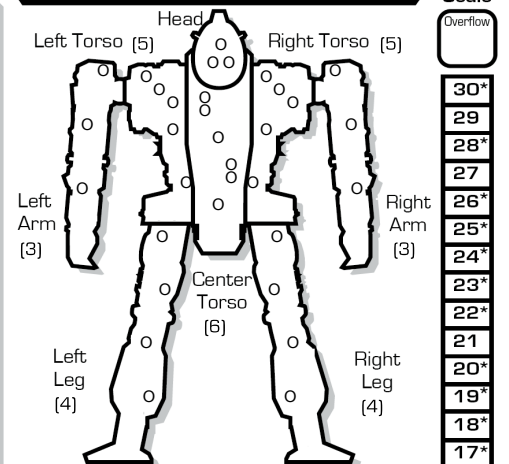
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3  
 4. Machine Gun  
 5. Ammo (Machine Gun) 200  
 6. Endo Steel

- Endo Steel
  - Endo Steel
  - Endo Steel
- 4-6  
 4. Roll Again  
 5. Roll Again  
 6. Roll Again

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 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: Fireball ALM-8D

Movement Points:  
 Walking: 11  
 Running: 17  
 Jumping: 0

Tonnage: 20  
 Tech Base: Inner Sphere  
 Era: Clan Invasion

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Machine Gun	RT	0	2	—	1	2	3
2	Medium Laser	LT	3	5 [DE]	—	3	6	9

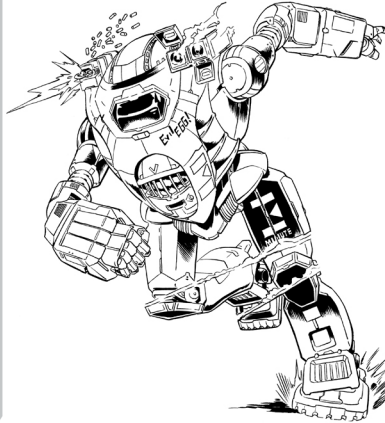
Cost: 3,106,240 C-bills

BV: 574

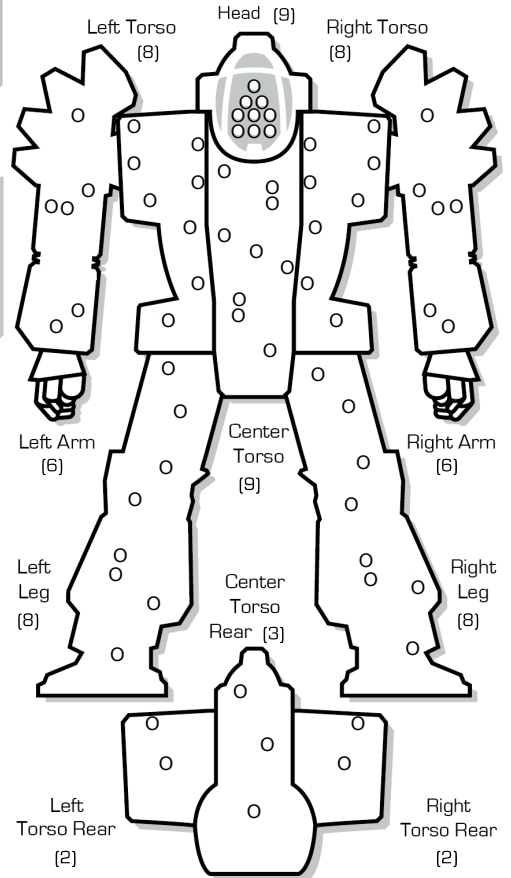
### WARRIOR DATA

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  
 4. Hand Actuator  
 5. Endo Steel  
 6. Roll Again

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

#### Left Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3  
 4. Medium Laser  
 5. Medium Laser  
 6. Endo Steel

- Endo Steel
  - Endo Steel
  - Endo Steel
- 4-6  
 4. Roll Again  
 5. Roll Again  
 6. Roll Again

#### Left Leg

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

#### Head

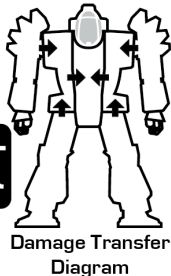
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

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

- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
- 4-6  
 4. XL Fusion Engine  
 5. Endo Steel  
 6. Endo Steel

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



#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3  
 4. Hand Actuator  
 5. Endo Steel  
 6. Roll Again

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

#### Right Torso

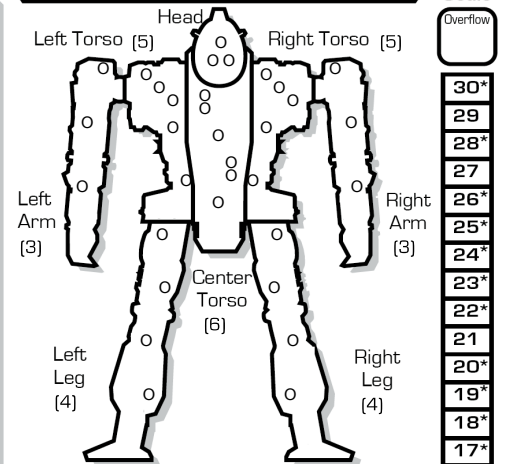
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3  
 4. Machine Gun  
 5. Ammo (Machine Gun) 200  
 6. Endo Steel

- Endo Steel
  - Endo Steel
  - Endo Steel
- 4-6  
 4. Roll Again  
 5. Roll Again  
 6. Roll Again

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 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: Fireball ALM-9D

Movement Points:  
 Walking: 11  
 Running: 17  
 Jumping: 0

Tonnage: 20  
 Tech Base: Inner Sphere  
 Era: Clan Invasion

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Streak SRM 2	LT	2	2 [M/C]	—	3	6	9

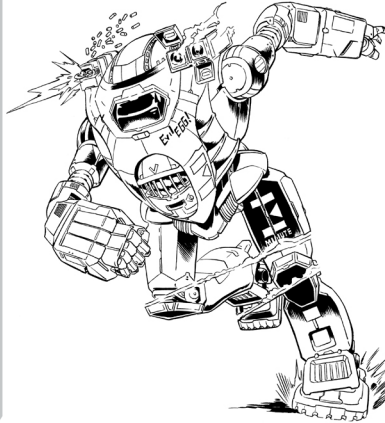
Cost: 3,070,240 C-bills

BV: 527

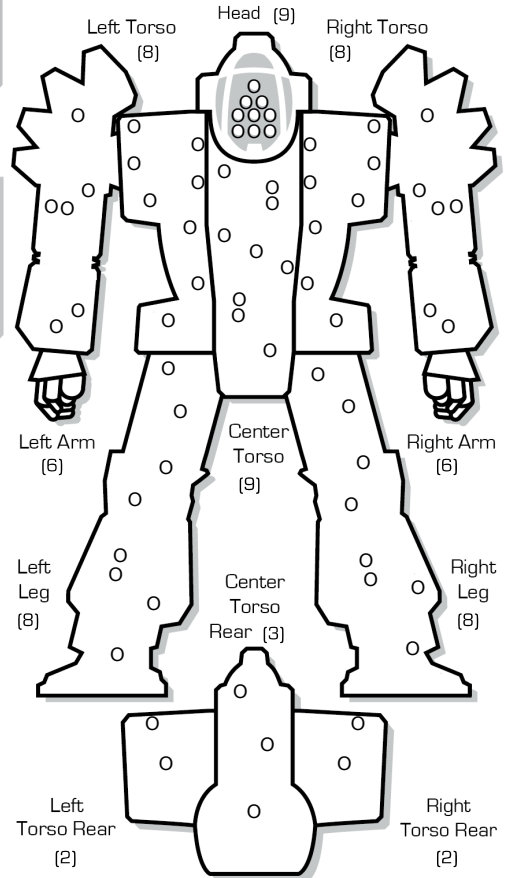
### WARRIOR DATA

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  
 4. Hand Actuator  
 5. Endo Steel  
 6. Roll Again

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

#### Left Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3  
 4. Streak SRM 2  
 5. Ammo (Streak) 50  
 6. Endo Steel

- Endo Steel
  - Endo Steel
  - Endo Steel
- 4-6  
 4. Roll Again  
 5. Roll Again  
 6. Roll Again

#### Left Leg

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

#### Head

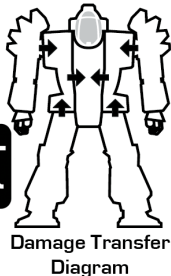
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

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

- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
- 4-6  
 4. XL Fusion Engine  
 5. Endo Steel  
 6. Endo Steel

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



#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3  
 4. Hand Actuator  
 5. Endo Steel  
 6. Roll Again

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

#### Right Torso

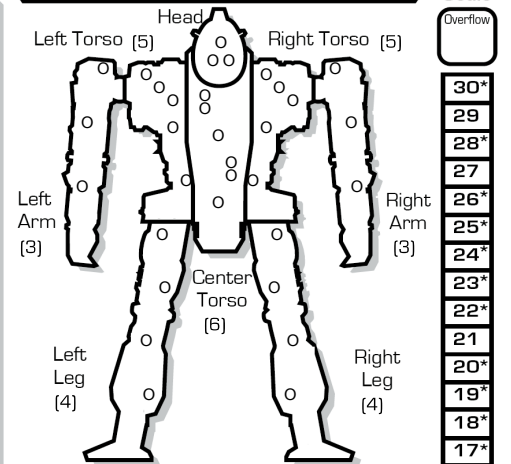
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3  
 4. Medium Laser  
 5. Endo Steel  
 6. Endo Steel

- Endo Steel
  - Endo Steel
  - Roll Again
- 4-6  
 4. Roll Again  
 5. Roll Again  
 6. Roll Again

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 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: Dart DRT-3S

Movement Points:  
 Walking: 9  
 Running: 14  
 Jumping: 0

Tonnage: 25  
 Tech Base: Inner Sphere  
 Era: Clan Invasion

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	HD	2	3 [P]	—	1	2	3
2	Small Pulse Laser	CT	2	3 [P]	—	1	2	3

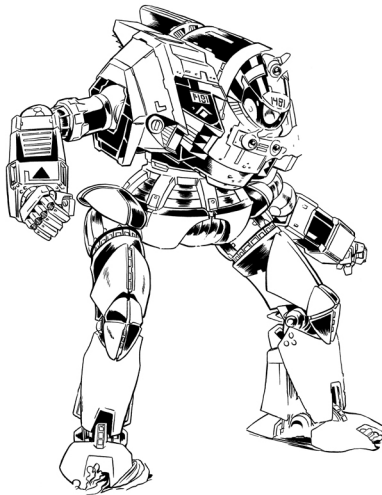
Cost: 2,183,750 C-bills

BV: 436

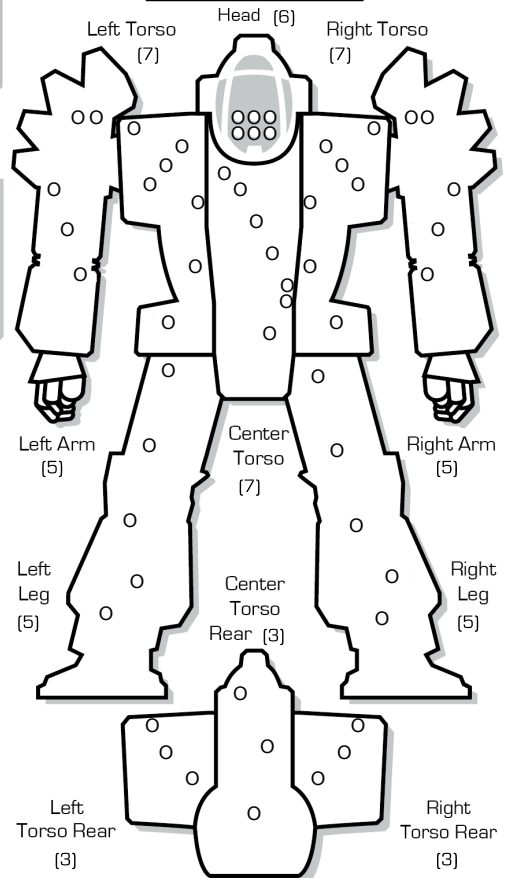
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
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 Pulse Laser
- Sensors
- Life Support

#### Right Arm

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

#### Center Torso

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

#### Left Torso

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

#### Right Torso

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

#### Left Torso

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

#### Right Torso

- Gyro
- 1-3 Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Small Pulse Laser
- Small Pulse Laser

#### Right Torso

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

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

#### Left Torso

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

#### Right Torso

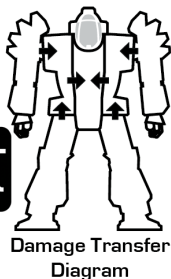
- Roll Again
- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again

#### Left Leg

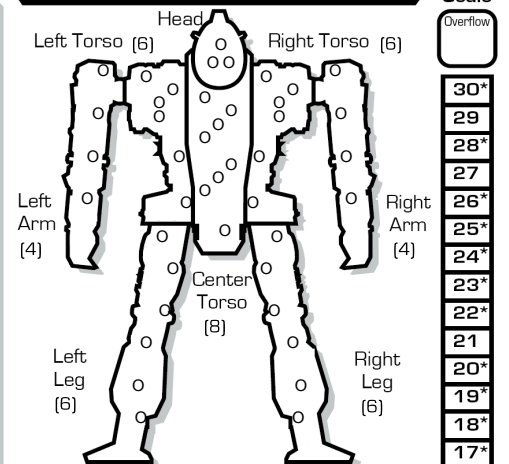
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Roll Again
- Roll Again

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 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	○

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Dart DRT-4S

Movement Points:  
 Walking: 9  
 Running: 14  
 Jumping: 0

Tonnage: 25  
 Tech Base: Inner Sphere  
 (Intro)  
 Era: Clan Invasion

### Weapons & Equipment Inventory (hexes)

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

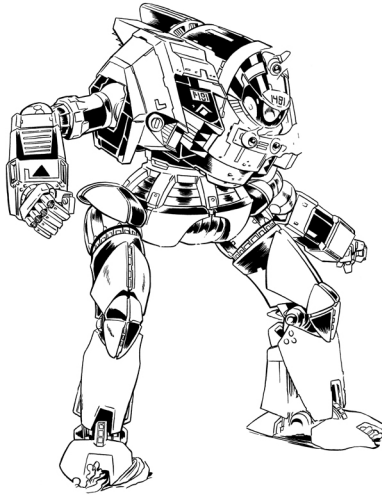
Cost: 2,273,750 C-bills

BV: 656

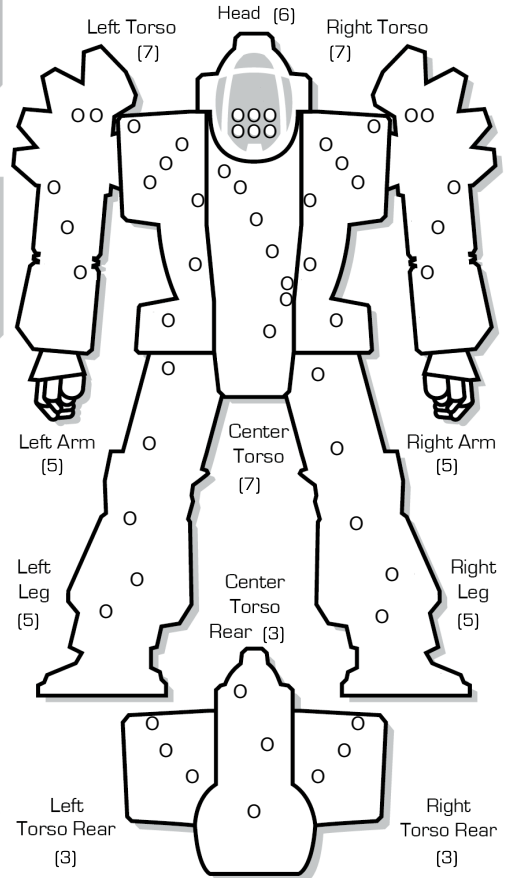
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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

#### Center Torso

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

#### Left Torso

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

#### Right Torso

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

#### Left Torso

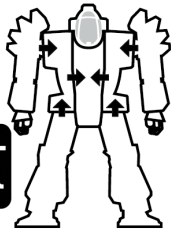
- Roll Again
- Roll Again
- Roll Again
- 1-3 4. Roll Again
5. Roll Again
6. Roll Again

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

#### Right Torso

- 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 ○



Damage Transfer Diagram

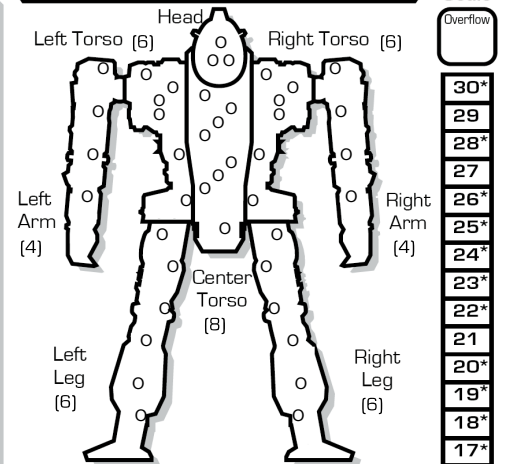
#### Left Leg

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

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 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	○

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Dart DRT-6S

Movement Points:  
 Walking: 9  
 Running: 14  
 Jumping: 0

Tonnage: 25  
 Tech Base: Inner Sphere  
 Era: Clan Invasion

### Weapons & Equipment Inventory (hexes)

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

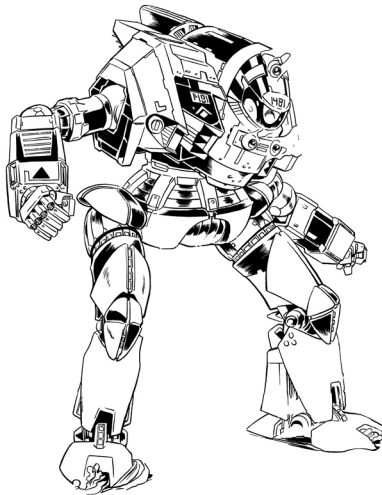
Cost: 2,292,500 C-bills

BV: 641

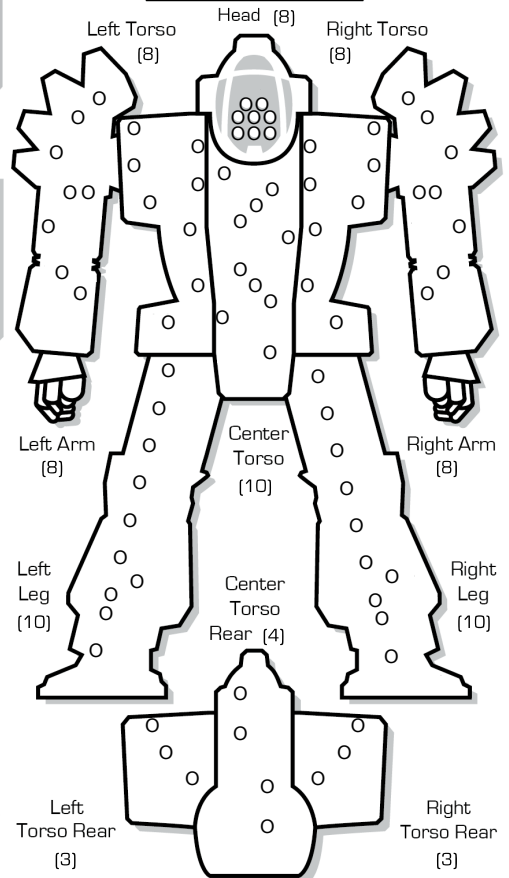
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3  
 4. Hand Actuator  
 5. Ferro-Fibrous  
 6. Roll Again

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

#### Left Torso

- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
- 1-3  
 4. Ferro-Fibrous  
 5. Ferro-Fibrous  
 6. Ferro-Fibrous

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

#### Left Leg

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

#### Head

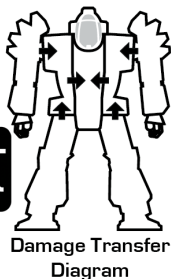
- Life Support
  - Sensors
  - Cockpit
4. Roll Again  
 5. Sensors  
 6. Life Support

#### Center Torso

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

- Gyro
  - Fusion Engine
  - Fusion Engine
- 4-6  
 4. Fusion Engine  
 5. Medium Laser  
 6. Medium Laser

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



#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3  
 4. Hand Actuator  
 5. Ferro-Fibrous  
 6. Roll Again

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

#### Right Torso

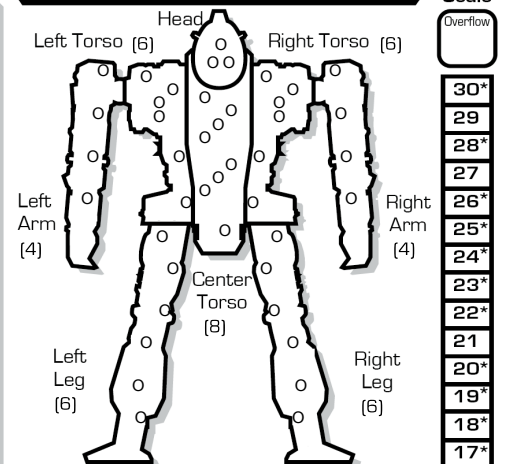
- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
- 1-3  
 4. Ferro-Fibrous  
 5. Ferro-Fibrous  
 6. Ferro-Fibrous

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

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

## FOUR-LEGGED 'MECH RECORD SHEET

### 'MECH DATA

Type: Tarantula ZPH-1A

Movement Points:  
 Walking: 8  
 Running: 12  
 Jumping: 8

Tonnage: 25  
 Tech Base: Inner Sphere  
 Era: Clan Invasion

### WARRIOR DATA

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

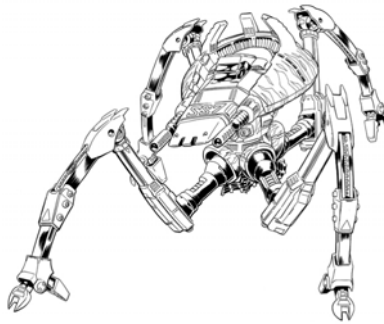
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

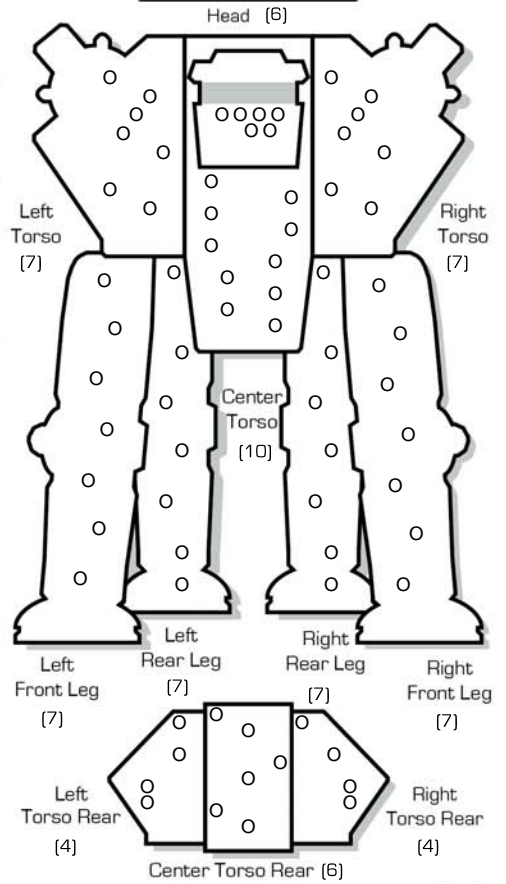
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 2	CT	2	2/MSI [M,C]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9

Cost: 3,560,417 C-bills

BV:666



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Head

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

#### Left Front Leg

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

#### Right Front Leg

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

#### Center Torso

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

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Streak SRM 2
- Ammo (Streak) 50

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

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

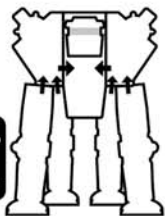
- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Rear Leg

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

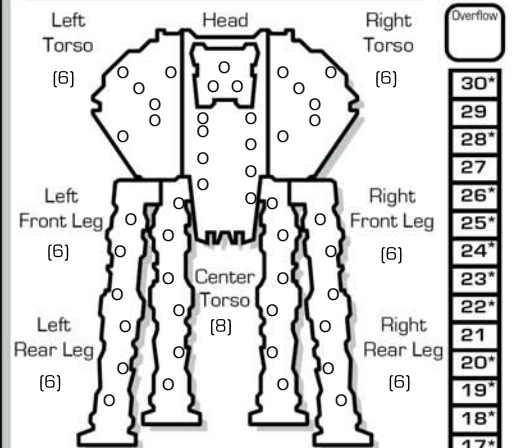
#### Right Rear Leg

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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

## FOUR-LEGGED 'MECH RECORD SHEET

### 'MECH DATA

Type: Tarantula ZPH-2A

Movement Points:  
 Walking: 8  
 Running: 12  
 Jumping: 8

Tonnage: 25  
 Tech Base: Inner Sphere  
 Era: Civil War

### WARRIOR DATA

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

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

### Weapons & Equipment Inventory (hexes)

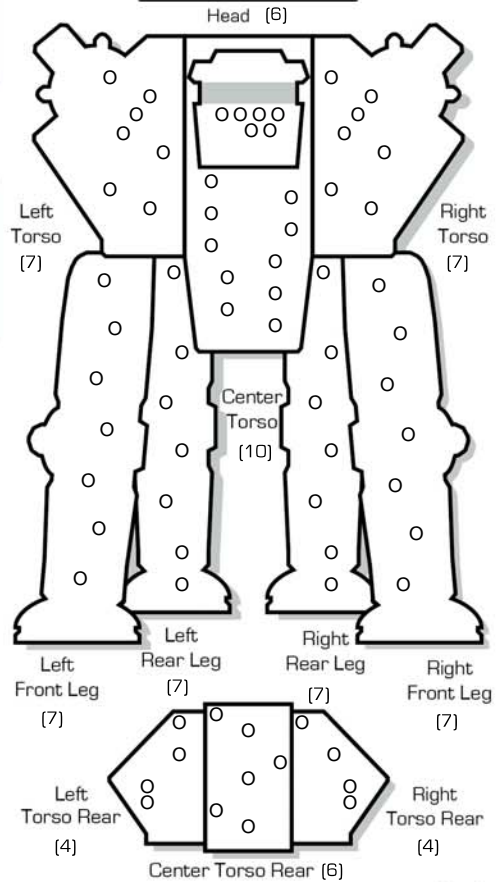
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 2	CT	2	2/MSI [M,C]	—	3	6	9
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12

Cost: 3,660,417 C-bills

BV: 744



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Head

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

#### Left Front Leg

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

#### Right Front Leg

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

#### Center Torso

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

- 1-3
- Gyro
  - Gyro
  - Gyro

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

4-6

1-3

4-6

- ER Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

4-6

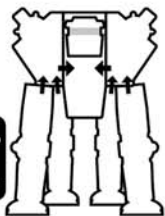
- ER Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Rear Leg

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

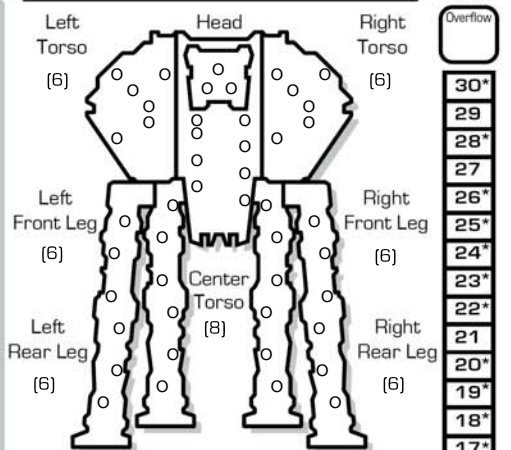
#### Right Rear Leg

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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

## FOUR-LEGGED 'MECH RECORD SHEET

### 'MECH DATA

Type: Tarantula ZPH-3A

Movement Points:  
 Walking: 8  
 Running: 12  
 Jumping: 7

Tonnage: 25  
 Tech Base: Inner Sphere  
 Era: Civil War

### WARRIOR DATA

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

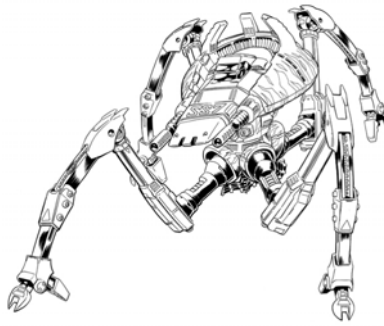
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

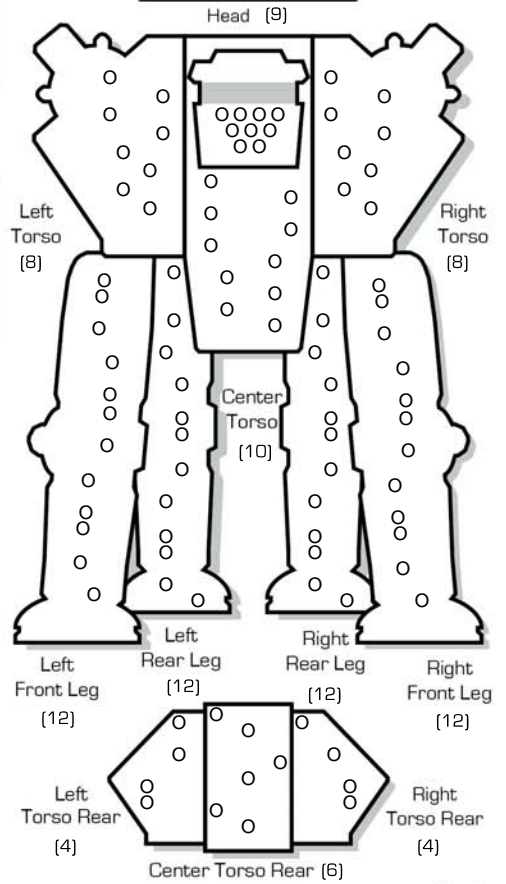
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6

Cost: 3,560,417 C-bills

BV: 702



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Head

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

#### Left Front Leg

- Hip
- Upper Leg
- Lower Leg
- Foot
- Jump Jet
- Endo Steel

#### Right Front Leg

- Hip
- Upper Leg
- Lower Leg
- Foot
- Jump Jet
- Endo Steel

#### Center Torso

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

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- 4-6 Double Heat Sink
- Double Heat Sink
- Jump Jet
- Medium Pulse Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

- 1-3 Gyro
- 4-6 Gyro
- 1 Gyro
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4 XL Fusion Engine
- 5 Jump Jet
- 6 Endo Steel

#### Right Torso

- 1-3 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink
- Jump Jet
- Medium Pulse Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

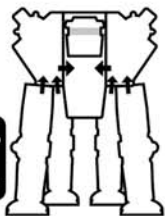
Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

#### Left Rear Leg

- Hip
- Upper Leg
- Lower Leg
- Foot
- Jump Jet
- Endo Steel

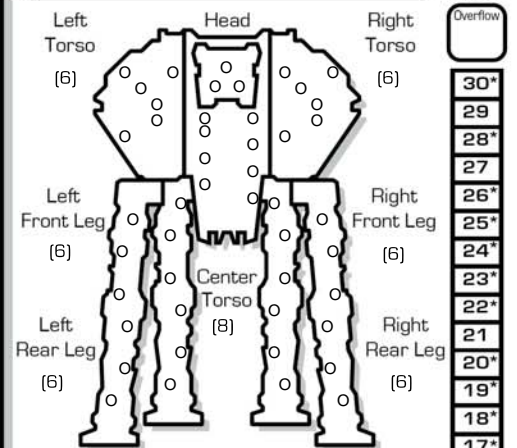
#### Right Rear Leg

- Hip
- Upper Leg
- Lower Leg
- Foot
- Jump Jet
- Endo Steel



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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

## FOUR-LEGGED 'MECH RECORD SHEET

### 'MECH DATA

Type: Tarantula ZPH-4A

Movement Points:

Walking: 8

Running: 12 [16]

Jumping: 0

Tonnage: 25

Tech Base: Inner Sphere

Era: Civil War

### WARRIOR DATA

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

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

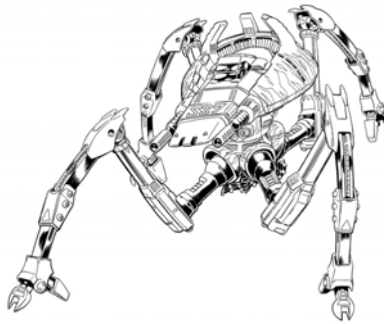
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

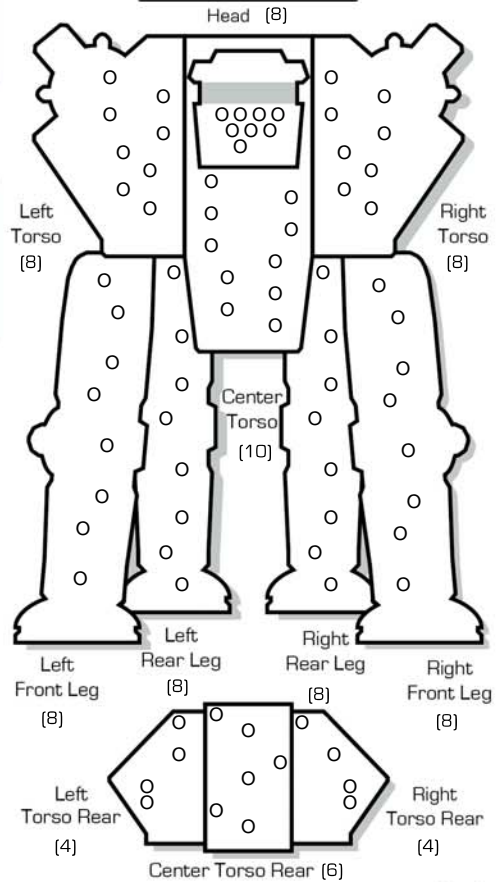
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Slave	CT	—	[E]	—	7	14	23
1	ER PPC	LT	15	10 [DE]	—	—	—	—

Cost: 4,022,917 C-bills

BV: 967



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Head

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

#### Left Front Leg

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

#### Right Front Leg

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

#### Center Torso

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

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- C<sup>3</sup> Slave
- MASC



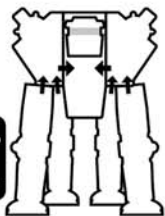
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

#### Left Rear Leg

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

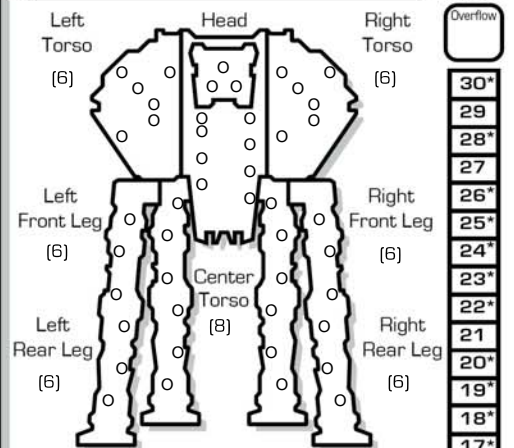
#### Right Rear Leg

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	0
28	Ammo Exp. avoid on 8+	0
26	Shutdown, avoid on 10+	0
25	-5 Movement Points	0
24	+4 Modifier to Fire	0
23	Ammo Exp. avoid on 6+	0
22	Shutdown, avoid on 8+	0
20	-4 Movement Points	0
19	Ammo Exp. avoid on 4+	0
18	Shutdown, avoid on 6+	0
17	+3 Modifier to Fire	0
15	-3 Movement Points	0
14	Shutdown, avoid on 4+	0
13	+2 Modifier to Fire	0
10	-2 Movement Points	0
8	+1 Modifier to Fire	0
5	-1 Movement Points	0

### Heat Scale

Heat Scale	Overflow
30*	Overflow
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: Battle Hawk BH-K305

Movement Points: **Tonnage:** 30  
 Walking: 5 **Tech Base:** Inner Sphere  
 Running: 8 **Era:** Clan Invasion  
 Jumping: 5

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AMS	HD	1	4	—	0	0	0
3	Medium Pulse Laser	RA	4	[DB,PD] 6 [P]	—	2	4	6
1	Streak SRM 2	LA	2	2/[Mst] [M,C]	—	3	6	9

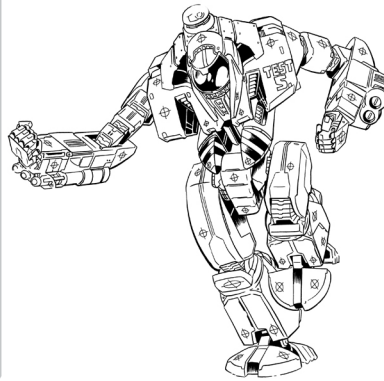
Cost: 3,689,140 C-bills

BV: 771

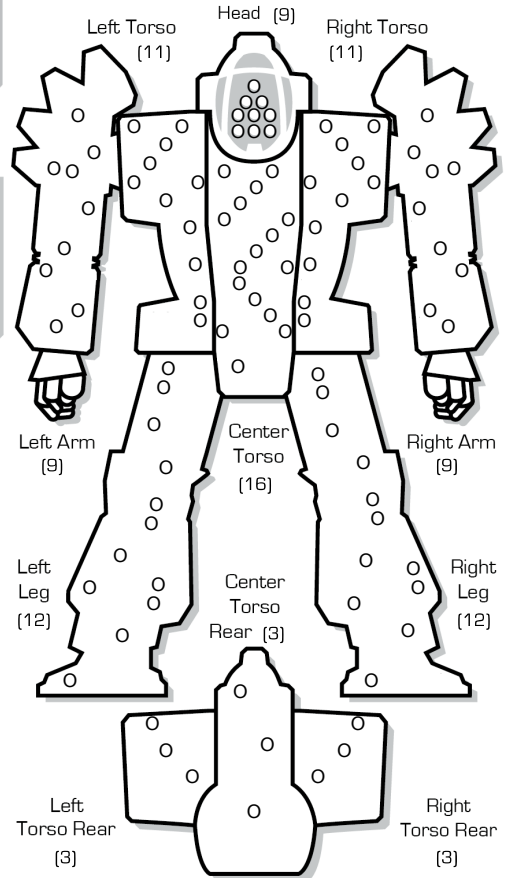
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



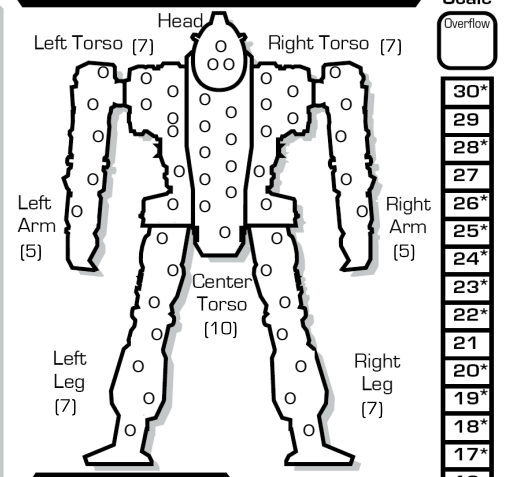
### ARMOR DIAGRAM



### 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>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Streak SRM 2</li> <li>Ammo [Streak] 50</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol>	<h4>Head</h4> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>AMS</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> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Hand Actuator</li> <li>Medium Pulse Laser</li> <li>Medium Pulse Laser</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Medium Pulse Laser</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol>
<h4>Left Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol>	<h4>Center Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Jump Jet</li> <li>Ammo [AMS] 12</li> </ol>	<h4>Right Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol>
<h4>Left Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>	<h4>Right Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>	<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p>Damage Transfer Diagram</p>

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
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: Battle Hawk BH-K306

Movement Points:      Tonnage: 30  
 Walking: 5                      Tech Base: Inner Sphere  
 Running: 8                      Era: Civil War  
 Jumping: 5

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AMS	HD	1	4	—	0	0	0
3	ER Medium Laser	RA	5	[DB,PD]	—	4	8	12
1	Streak SRM 4	LA	3	2/[Msl] [M,C]	—	3	6	9

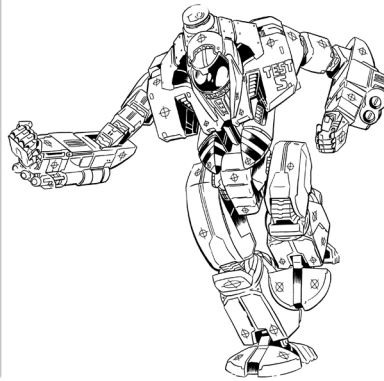
Cost: 3,474,640 C-bills

BV: 926

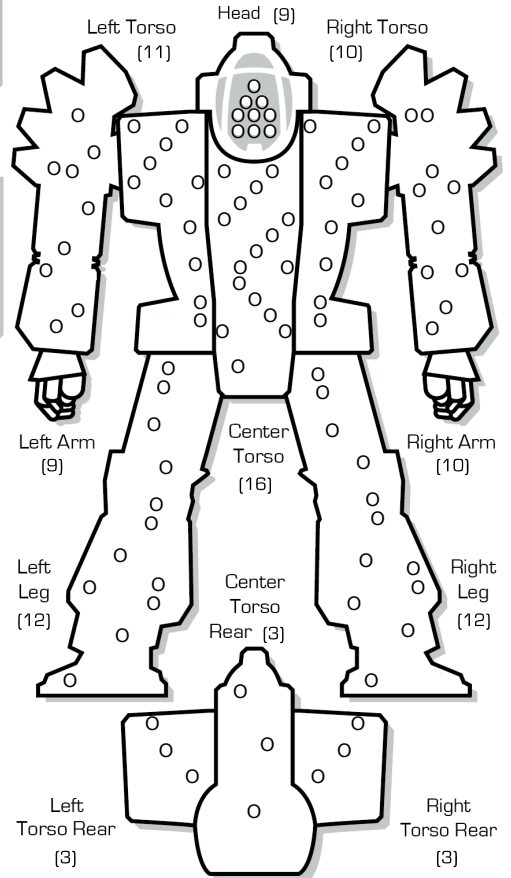
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### 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>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Streak SRM 4</li> <li>Ammo (Streak) 25</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol>	<h4>Head</h4> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>AMS</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> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Hand Actuator</li> <li>ER Medium Laser</li> <li>ER Medium Laser</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>ER Medium Laser</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol>	<h4>Center Torso</h4> <ol style="list-style-type: none"> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> <li>Jump Jet</li> <li>Ammo (AMS) 12</li> </ol>	<h4>Left Torso</h4> <ol style="list-style-type: none"> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> </ol>	<h4>Right Torso</h4> <ol style="list-style-type: none"> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> </ol>
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Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

Damage Transfer Diagram

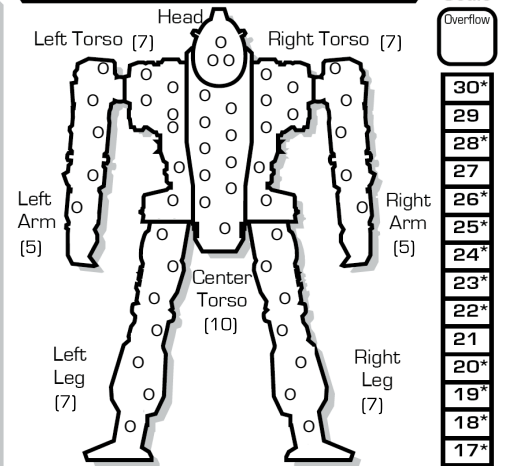
#### Left Leg

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

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
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: Hammer HMR-3C "Claw-Hammer"

Movement Points:      Tonnage: 30  
 Walking: 5                      Tech Base: Inner Sphere  
 Running: 8                      Era: Civil War  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
2	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	LRM 5	RT	2	1 [M, C, S]	6	7	14	21
1	Artemis IV FCS	RT	—	[E]	—	—	—	—
4	Medium Laser	LT	3	5 [DE]	—	3	6	9

Cost: 2,455,440 C-bills

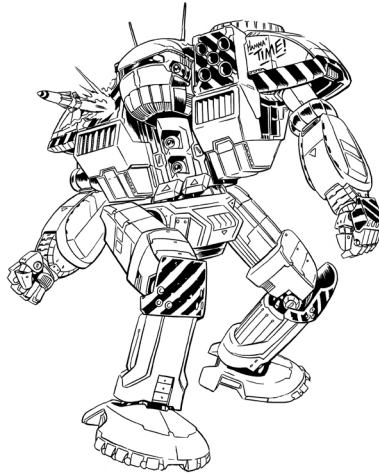
BV: 976

### WARRIOR DATA

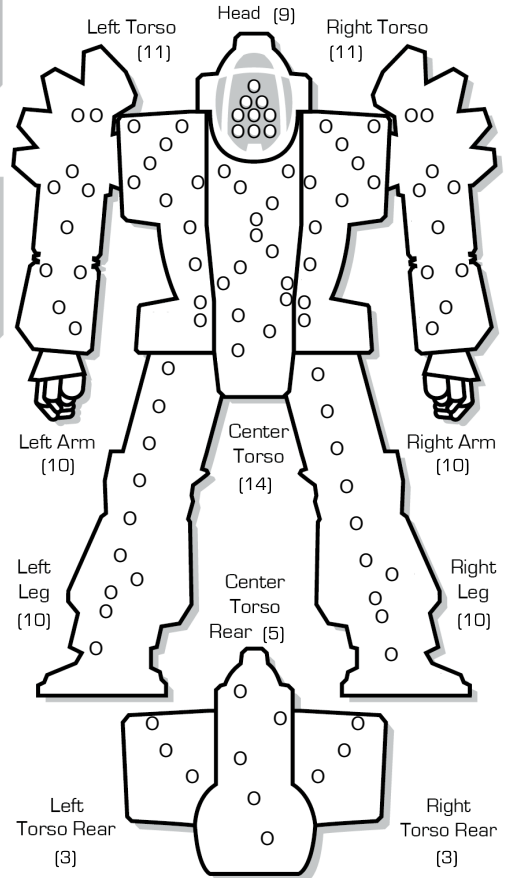
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



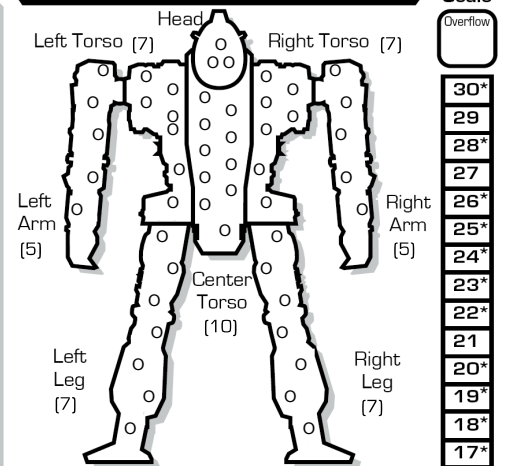
### CRITICAL HIT TABLE

<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>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</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>Medium Laser</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> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Hand Actuator</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	<h4>Center Torso</h4> <ol style="list-style-type: none"> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Medium Laser</li> <li>Medium Laser</li> </ol>	<h4>Left Torso</h4> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Medium Laser</li> <li>Medium Laser</li> <li>Medium Laser</li> <li>Medium Laser</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>	<h4>Right Torso</h4> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>LRM 5</li> <li>Artemis IV FCS</li> <li>Ammo (LRM Artemis) 24</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>	<h4>Left Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	<h4>Right Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Roll Again</li> <li>Roll Again</li> </ol>
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Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
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: Hammer HMR-3M

Movement Points:  
 Walking: 5  
 Running: 8  
 Jumping: 0

Tonnage: 30  
 Tech Base: Inner Sphere  
 Era: Clan Invasion

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
2	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	LRM 5	RT	2	1/MSI [M,C,S]	6	7	14	21
1	Artemis IV FCS	RT	—	[E]	—	—	—	—
1	LRM 5	LT	2	1/MSI [M,C,S]	6	7	14	21
1	Artemis IV FCS	LT	—	[E]	—	—	—	—

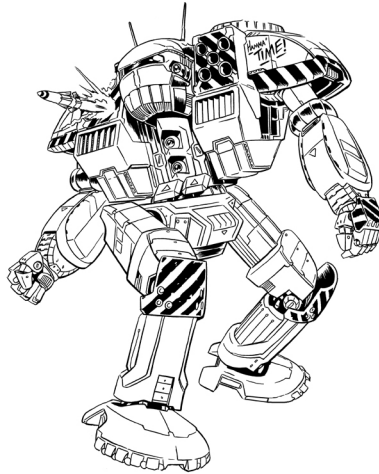
Cost: 2,333,240 C-bills

BV: 787

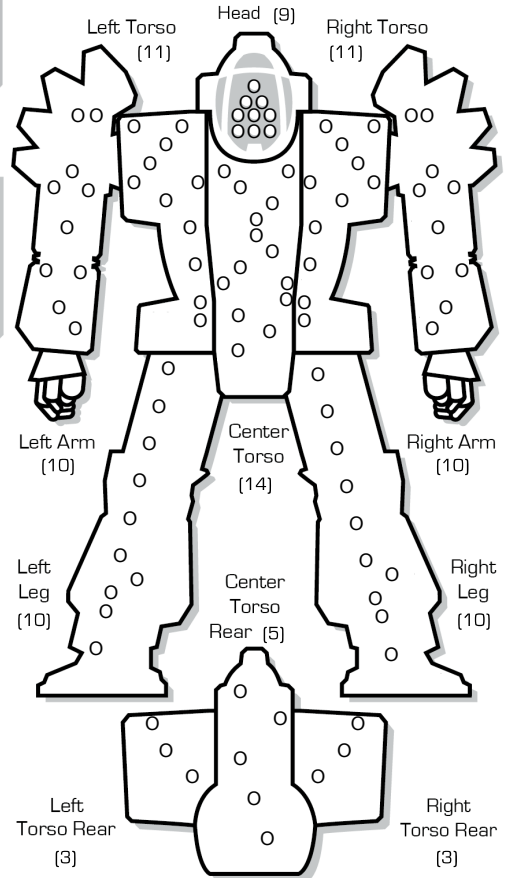
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3  
 4. Hand Actuator  
 5. Endo Steel  
 6. Endo Steel

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

#### Left Torso

- Heat Sink
  - Heat Sink
  - LRM 5
- 1-3  
 4. Artemis IV FCS  
 5. Ammo (LRM Artemis) 24  
 6. Endo Steel

- Endo Steel
  - Endo Steel
  - Endo Steel
- 4-6  
 4. Roll Again  
 5. Roll Again  
 6. Roll Again

#### Left Leg

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

#### Head

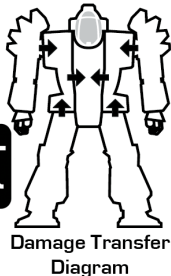
- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

#### Center Torso

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

- Gyro
  - Fusion Engine
  - Fusion Engine
- 4-6  
 4. Fusion Engine  
 5. Medium Laser  
 6. Medium Laser

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



#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3  
 4. Hand Actuator  
 5. Endo Steel  
 6. Endo Steel

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

#### Right Torso

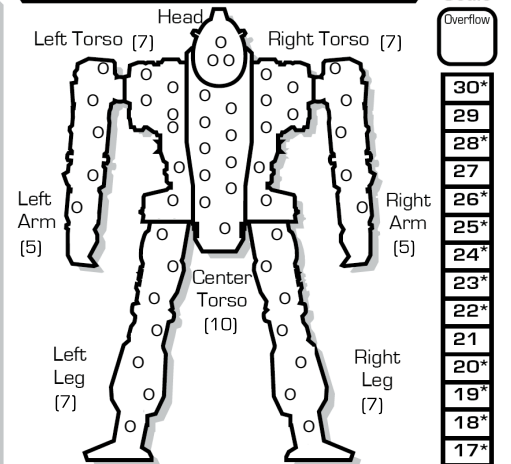
- Heat Sink
  - LRM 5
  - Artemis IV FCS
- 1-3  
 4. Ammo (LRM Artemis) 24  
 5. Endo Steel  
 6. Endo Steel

- Endo Steel
  - Endo Steel
  - Roll Again
- 4-6  
 4. Roll Again  
 5. Roll Again  
 6. Roll Again

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (11) 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: Hammer HMR-3P "Pein-Hammer"

Movement Points: **Tonnage:** 30  
 Walking: 5 **Tech Base:** Inner Sphere  
 Running: 8 **Era:** Civil War  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	CT	0	0 [S]	—	5	10	15
1	Small Pulse Laser	RT	2	3 [P]	—	1	2	3
1	Streak SRM 4	RT	3	2 [M,C]	—	3	6	9
1	Small Pulse Laser	LT	2	3 [P]	—	1	2	3
1	Streak SRM 4	LT	3	2 [M,C]	—	3	6	9
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

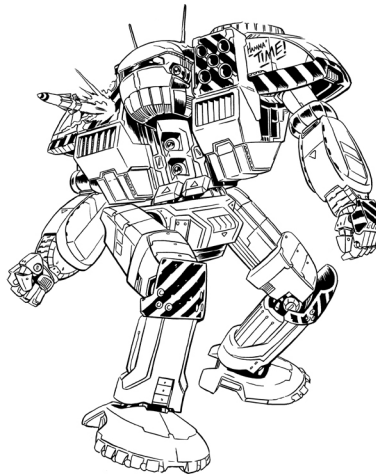
Cost: 2,463,240 C-bills

BV: 827

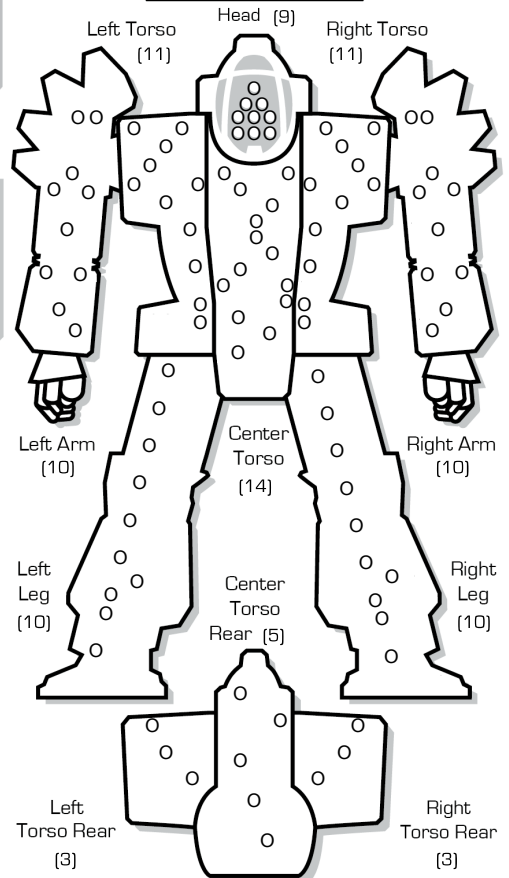
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Double Heat Sink	6. Double Heat Sink
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Double Heat Sink	6. Double Heat Sink
<b>Center Torso</b>	1. Double Heat Sink	2. ER Medium Laser	3. Endo Steel	4. Endo Steel	5. Roll Again	6. Roll Again
<b>Left Torso</b>	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. Streak SRM 4	5. Small Pulse Laser	6. Endo Steel
<b>Right Torso</b>	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. Streak SRM 4	5. Small Pulse Laser	6. Ammo (Streak) 25
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Roll Again

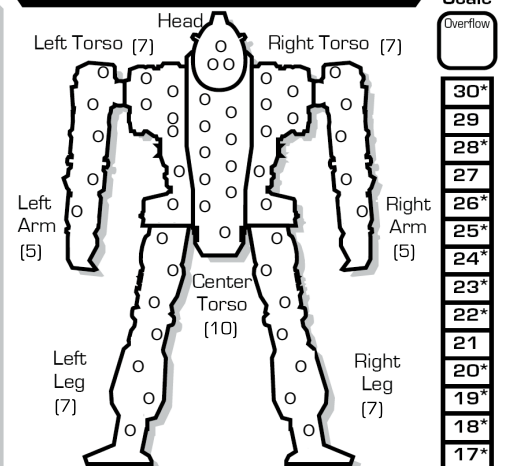
**Head**

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

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

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Hammer HMR-3S "Slammer"

Movement Points: **Tonnage:** 30  
 Walking: 5 **Tech Base:** Inner Sphere  
 Running: 8 **Era:** Clan Invasion  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	LRM 5	RT	2	1/Msl [M.C.S]	6	7	14	21
1	Artemis IV FCS	RT	—	[E]	—	—	—	—
1	LRM 5	LT	2	1/Msl [M.C.S]	6	7	14	21
1	Artemis IV FCS	LT	—	[E]	—	—	—	—

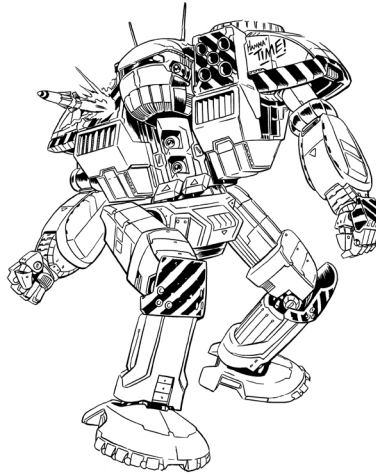
Cost: 2,229,240 C-bills

BV: 638

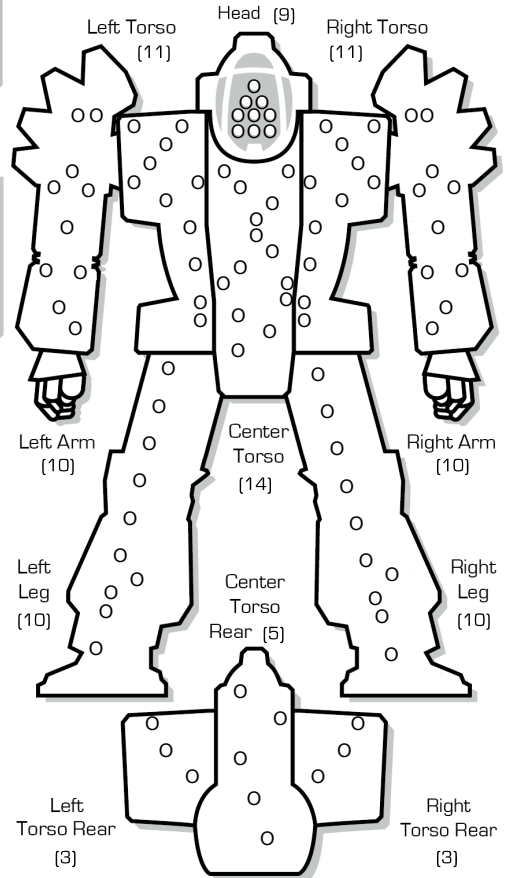
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Endo Steel	6. Endo Steel
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Endo Steel	6. Endo Steel
<b>Center Torso</b>	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Left Torso</b>	1. Heat Sink	2. Heat Sink	3. LRM 5	4. Artemis IV FCS	5. Ammo (LRM Artemis) 24	6. Ammo (LRM Artemis) 24
<b>Right Torso</b>	1. Heat Sink	2. LRM 5	3. Artemis IV FCS	4. Ammo (LRM Artemis) 24	5. Ammo (LRM Artemis) 24	6. Endo Steel
<b>Left Leg</b>	1. Endo Steel	2. Endo Steel	3. Endo Steel	4. Endo Steel	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Heat Sink	6. Endo Steel

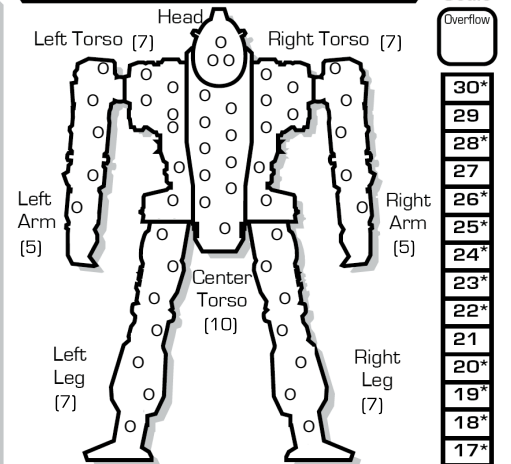
**Head**

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

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

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (11) 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: Hitman HM-1

Movement Points:

Walking: 7  
Running: 11 [14]  
Jumping: 0

Tonnage: 30

Tech Base: Inner Sphere  
Era: Clan Invasion

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	HD	0	0 [S]	—	5	10	15
1	Beagle Active Probe	RT	—	[E]	—	—	—	4
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6
1	LRM 5	LT	2	1/Msl 1/M.C.S.	6	7	14	21
1	Artemis IV FCS	LT	—	[E]	—	—	—	—
3	Medium Laser	LA	3	5 [DE]	—	3	6	9

Cost: 5,460,520 C-bills

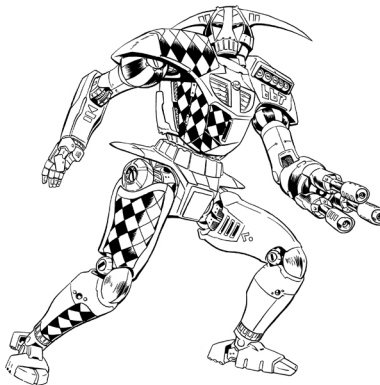
BV: 925

### WARRIOR DATA

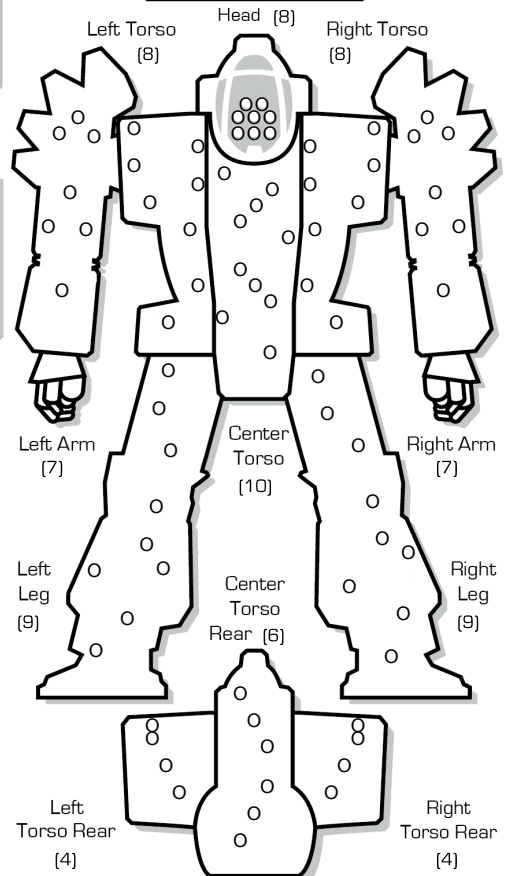
Name: \_\_\_\_\_

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 Medium Laser
- 5 Medium Laser
- 6 Medium Laser

1-3

- Endo Steel
- Endo Steel
- Roll Again
- 4-6 Roll Again
- 5 Roll Again
- 6 Roll Again

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 LRM 5
- 5 Artemis IV FCS
- 6 Ammo [LRM Artemis] 24

1-3

- Guardian ECM Suite
- Guardian ECM Suite
- Endo Steel
- 4-6 Endo Steel
- 5 Endo Steel
- 6 Endo Steel

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- TAG
- 5 Sensors
- 6 Life Support

#### Center Torso

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

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- 5 Endo Steel
- 6 Endo Steel

4-6

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- 5 Endo Steel
- 6 Endo Steel

1-3

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

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Heat Sink
- 5 Heat Sink
- 6 Beagle Active Probe

1-3

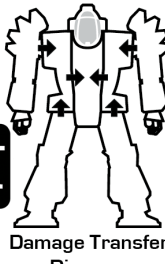
- Beagle Active Probe
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- 5 Endo Steel
- 6 Roll Again

4-6

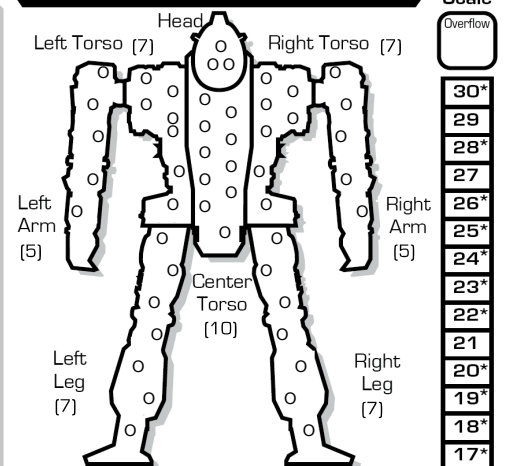
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- 5 MASC
- 6 MASC

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 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: Hitman HM-2

Movement Points:

Walking: 7

Running: 11 [14]

Jumping: 0

Tonnage: 30

Tech Base: Inner Sphere

Era: Clan Invasion

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C³ Slave	HD	—	[E]	—	—	—	—
1	Beagle Active Probe	RT	—	[E]	—	—	—	4
1	Guardian ECM Suite	LT	—	—	—	—	—	6
1	Narc	LT	0	[M]	—	3	6	9
3	Medium Laser	LA	3	5 [DE]	—	3	6	9

Cost: 5,681,520 C-bills

BV: 861

### WARRIOR DATA

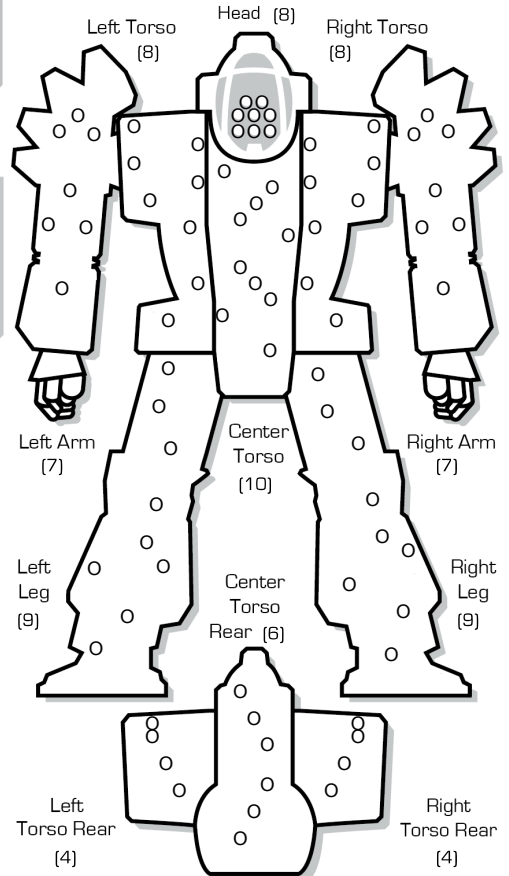
Name: \_\_\_\_\_

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
- Medium Laser
- Medium Laser
- Medium Laser

1-3

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

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Narc
- Narc
- Ammo [Narc] 6

1-3

- Guardian ECM Suite
- Guardian ECM Suite
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- C³ Slave
- Sensors
- Life Support

1-3

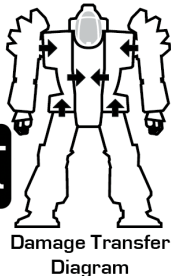
#### Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

1-3

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

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Heat Sink
- Heat Sink
- Beagle Active Probe

1-3

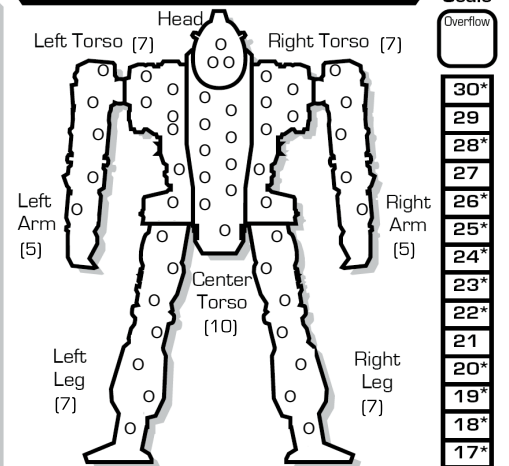
- Beagle Active Probe
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- MASC
- MASC

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 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: Jackal JA-KL-1532

Movement Points: **Tonnage:** 30  
 Walking: 7 **Tech Base:** Inner Sphere  
 Running: 11 **Era:** Clan Invasion  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AMS	HD	1	4	—	0	0	0
1	ER PPC	RT	15	10 [DE]	—	7	14	23
1	Streak SRM 2	LA	2	2 [Mst] [M,C]	—	3	6	9

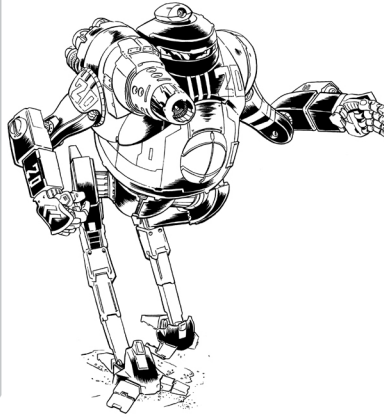
Cost: 4,562,740 C-bills

BV: 918

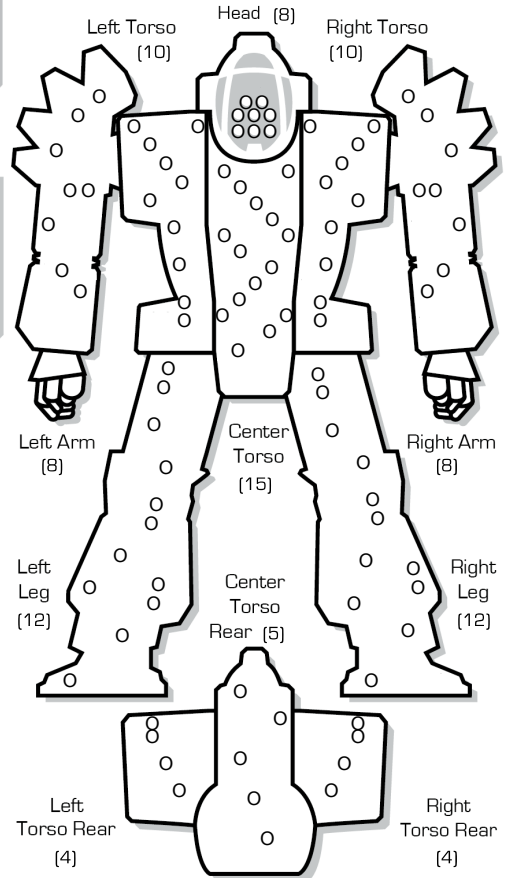
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



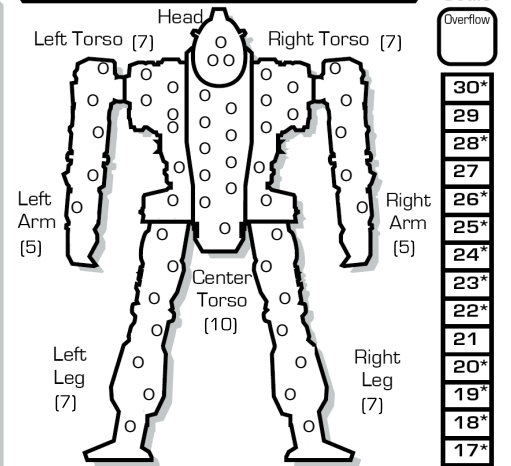
### ARMOR DIAGRAM



### 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>Streak SRM 2</li> <li>Endo Steel</li> </ol> <ol style="list-style-type: none"> <li>Endo Steel</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> <h4>Left Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Heat Sink</li> <li>Ammo (Streak) 50</li> <li>Endo Steel</li> </ol> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <h4>Left Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Heat Sink</li> <li>Endo Steel</li> </ol>	<h4>Head</h4> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>AMS</li> <li>Sensors</li> <li>Life Support</li> </ol> <h4>Center Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <ol style="list-style-type: none"> <li>Gyro</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Ammo (AMS) 12</li> <li>Roll Again</li> </ol> <p>4-6</p> <div style="border: 1px solid black; padding: 5px; text-align: center;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p>Damage Transfer Diagram</p>	<h4>Right 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>Endo Steel</li> <li>Endo Steel</li> </ol> <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> <h4>Right Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>ER PPC</li> <li>ER PPC</li> <li>ER PPC</li> </ol> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <h4>Right Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Heat Sink</li> <li>Endo Steel</li> </ol>
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### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (11) 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: Jackal JA-KL-55

Movement Points:

Walking: 7  
Running: 11  
Jumping: 0

Tonnage: 30

Tech Base: Inner Sphere  
Era: Civil War

### WARRIOR DATA

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

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

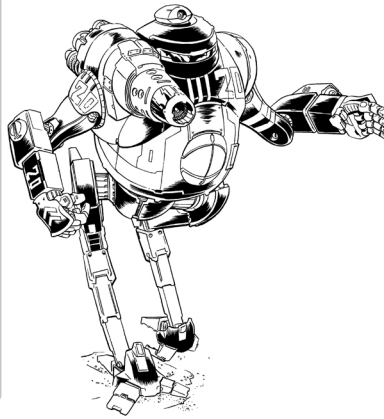
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

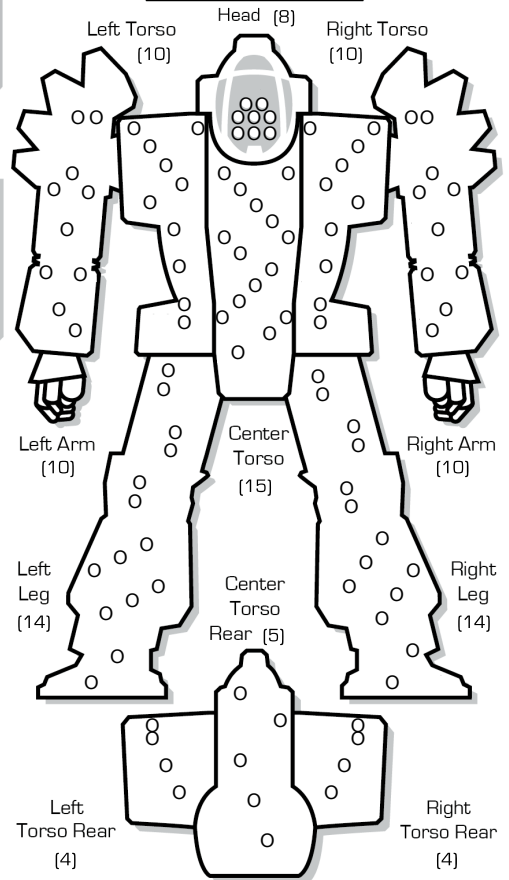
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	CT	—	[E]	—	—	—	—
1	ER PPC	RT	15	10 [DE]	—	7	14	23
1	Streak SRM 2	LA	2	2 [M]	—	3	6	9

Cost: 4,540,640 C-bills

BV: 1,034



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - Streak SRM 2
  - Endo Steel

#### Head

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

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - Endo Steel
  - Endo Steel

#### Center Torso

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

#### Left Torso

- Endo Steel
  - Roll Again
  - Roll Again
- 4-6
- Roll Again
  - Roll Again
  - Roll Again

#### Right Torso

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

#### Left Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink

#### Right Torso

- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
- 4-6
- XL Fusion Engine
  - Targeting Computer
  - Targeting Computer

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

- Ammo [Streak] 50
  - Endo Steel
  - Endo Steel
- 4-6
- Endo Steel
  - Endo Steel
  - Roll Again

#### Left Leg

- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
- 4-6
- Foot Actuator
  - Endo Steel
  - Roll Again

#### Right Torso

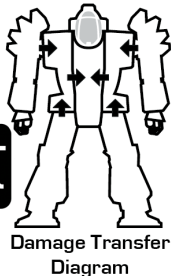
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink

#### Left Leg

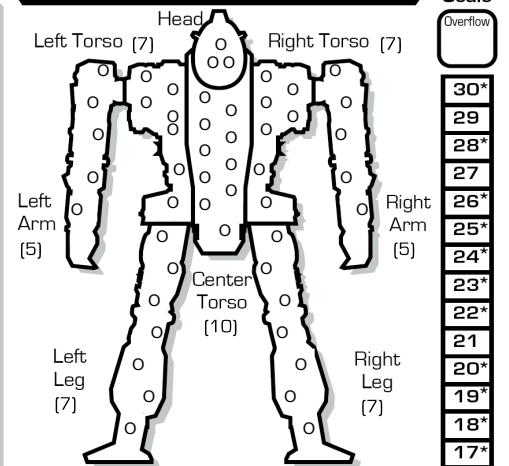
- ER PPC
  - ER PPC
  - ER PPC
- 4-6
- Endo Steel
  - Endo Steel
  - Endo Steel

#### Right Leg

- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
- 4-6
- Foot Actuator
  - Endo Steel
  - Roll Again



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: **Scarabus SCB-9A**

Movement Points: **Tonnage:** 30  
 Walking: 10 **Tech Base:** Inner Sphere  
 Running: 15 **Era:** Clan Invasion  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	HD	0	0 [S]	—	5	10	15
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	Hatchet	RA	—	6	—	—	—	—
2	Medium Laser	LA	3	5 [DE]	—	3	6	9
2	Small Laser	LA	1	3 [DE]	—	1	2	3

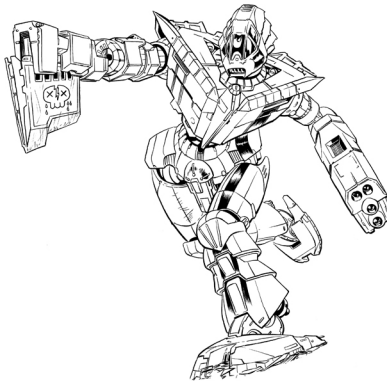
Cost: 5,489,770 C-bills

BV: 846

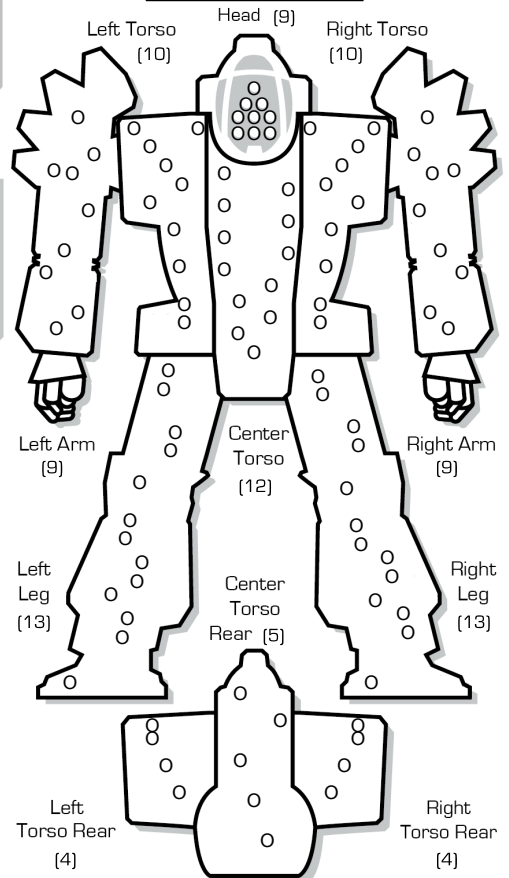
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Medium Laser	5. Medium Laser	6. Small Laser
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Hatchet	6. Hatchet
<b>Center Torso</b>	1. Small Laser	2. Endo Steel	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Endo Steel	5. Endo Steel	6. Endo Steel
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Endo Steel	5. Endo Steel	6. Endo Steel
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. TAG	5. Sensors	6. Life Support
<b>Left Torso Rear</b>	1. Gyro	2. XL Fusion Engine	3. XL Fusion Engine	4. XL Fusion Engine	5. Guardian ECM Suite	6. Guardian ECM Suite
<b>Right Torso Rear</b>	1. Endo Steel	2. Ferro-Fibrous	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Roll Again	6. Roll Again

**Engine Hits** ○○○○

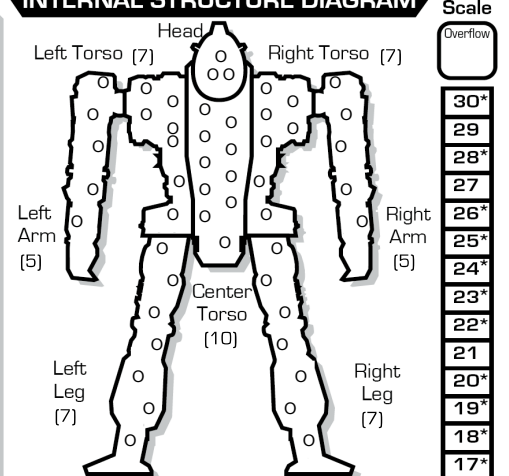
**Gyro Hits** ○○

**Sensor Hits** ○○

**Life Support** ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 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: **Scarabus SCB-9T**

Movement Points: **Tonnage:** 30  
 Walking: 10 [11] **Tech Base:** Inner Sphere  
 Running: 15 [17] **Era:** Clan Invasion  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	HD	0	0 [S]	—	5	10	15
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	Hatchet	RA	—	6	—	—	—	—
2	Medium Laser	LA	3	5 [DE]	—	3	6	9
2	Small Laser	LA	1	3 [DE]	—	1	2	3

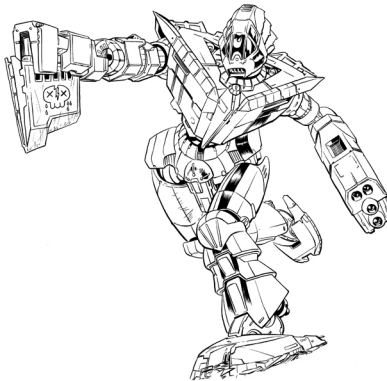
Cost: 6,033,820 C-bills

BV: 926

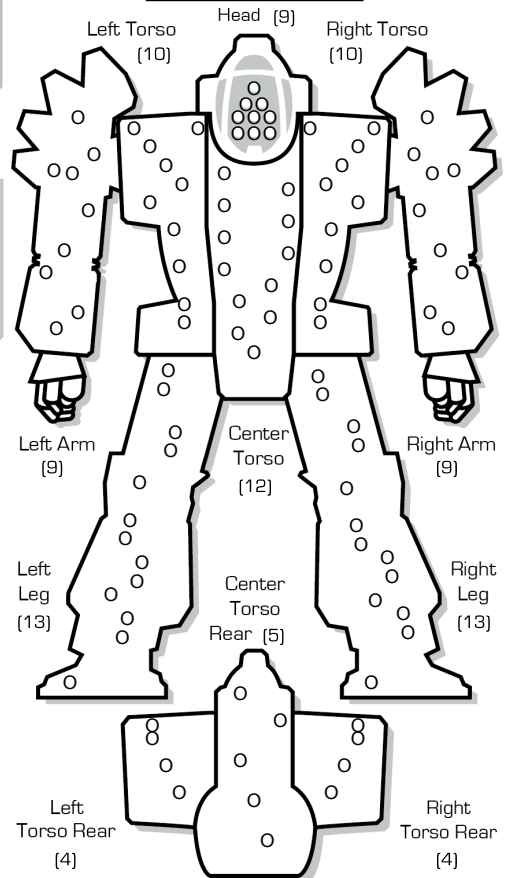
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



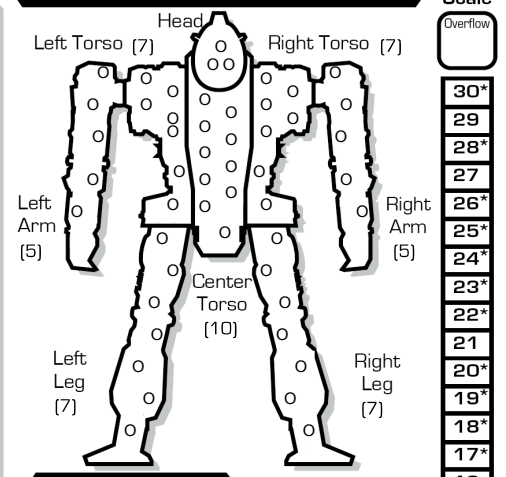
### CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Medium Laser</li> <li>Medium Laser</li> <li>Small Laser</li> <li>Small Laser</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Triple-Strength Myomer</li> </ol> <p>4-6</p>	<h4>Head</h4> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>TAG</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>Hatchet</li> <li>Hatchet</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Triple-Strength Myomer</li> </ol> <p>4-6</p>	<h4>Center Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL 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>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Guardian ECM Suite</li> <li>Guardian ECM Suite</li> </ol> <p>4-6</p>	<h4>Left Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Triple-Strength Myomer</li> <li>Triple-Strength Myomer</li> </ol> <p>4-6</p>	<h4>Right Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Triple-Strength Myomer</li> <li>Triple-Strength Myomer</li> </ol> <p>4-6</p>	<h4>Left Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>	<h4>Right Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>
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Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 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: **Hollander BZK-F3**

Movement Points: **Tonnage:** 35  
 Walking: 5 **Tech Base:** Inner Sphere  
 Running: 8 **Era:** Clan Invasion  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RT	1	15	2	7	15	22
				[DB,X]				

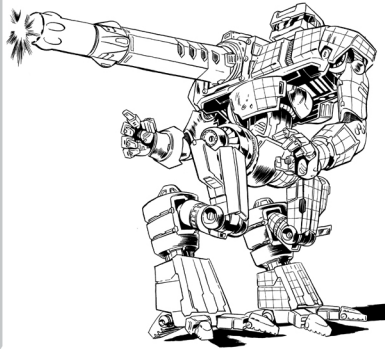
Cost: 2,531,160 C-bills

BV: 953

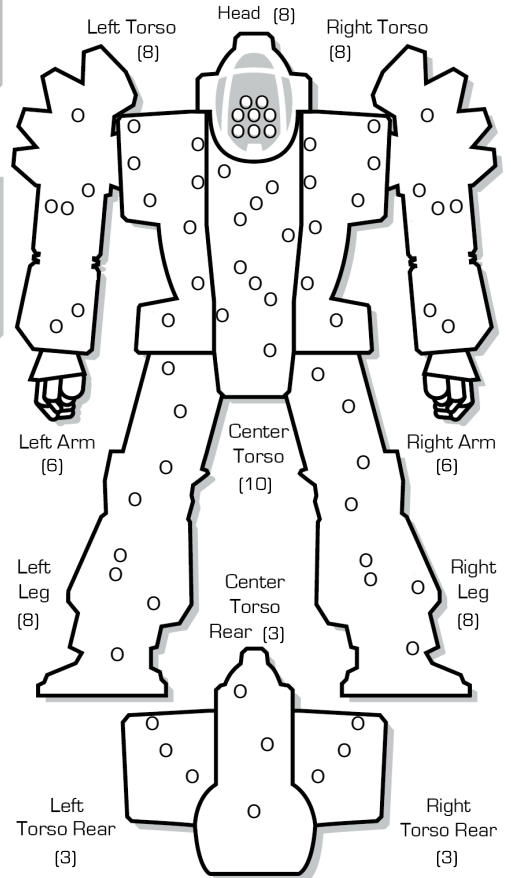
### WARRIOR DATA

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

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



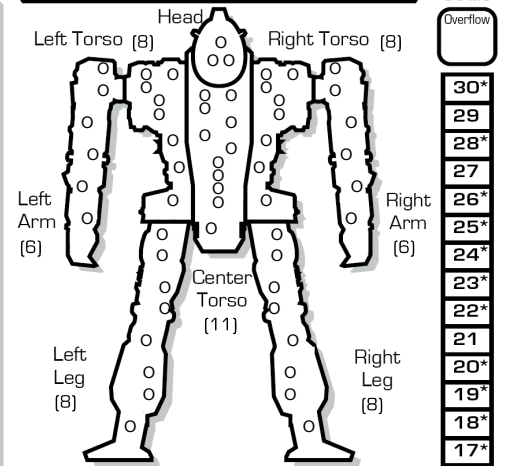
### ARMOR DIAGRAM



### CRITICAL HIT TABLE

<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>Endo Steel</li> <li>Endo Steel</li> </ol> <ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol> <p>4-6</p> <h4>Left Torso</h4> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <h4>Left Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Endo Steel</li> <li>Endo Steel</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>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>Ammo (Gauss) 8</li> <li>Ammo (Gauss) 8</li> </ol> <p>4-6</p> <div style="border: 1px solid black; padding: 5px; text-align: center;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p>Damage Transfer Diagram</p>	<h4>Right 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>Endo Steel</li> <li>Endo Steel</li> </ol> <ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol> <p>4-6</p> <h4>Right Torso</h4> <ol style="list-style-type: none"> <li>Heat Sink</li> <li>Heat Sink</li> <li>Gauss Rifle</li> <li>Gauss Rifle</li> <li>Gauss Rifle</li> <li>Gauss Rifle</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gauss Rifle</li> <li>Gauss Rifle</li> <li>Gauss Rifle</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <h4>Right Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>
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### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 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: **Hollander BZK-G1**

Movement Points: **Tonnage:** 35  
 Walking: 5 **Tech Base:** Inner Sphere  
 Running: 8 **Era:** Clan Invasion  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RT	2	10	—	6	12	18
				[D,B,C/F/S]				
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

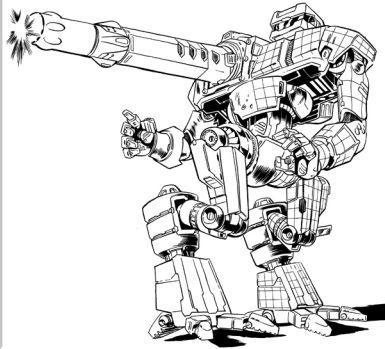
Cost: 2,828,160 C-bills

BV: 873

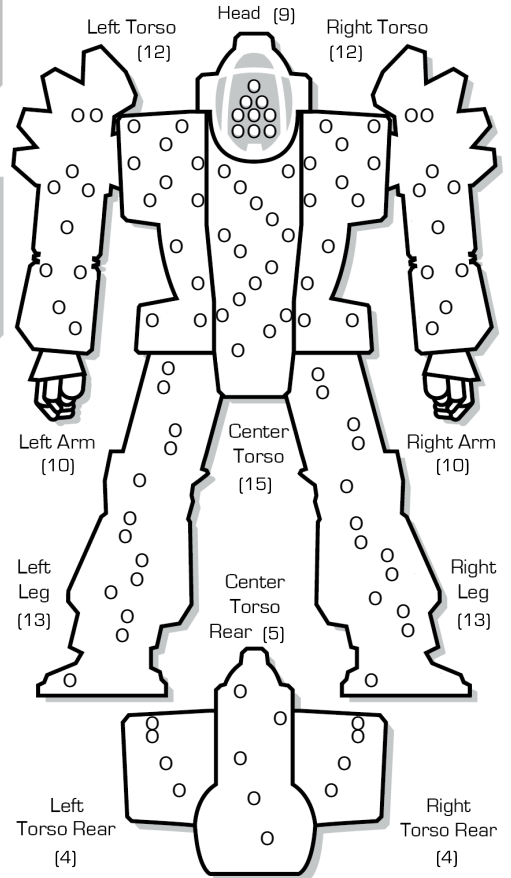
### WARRIOR DATA

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


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



### ARMOR DIAGRAM

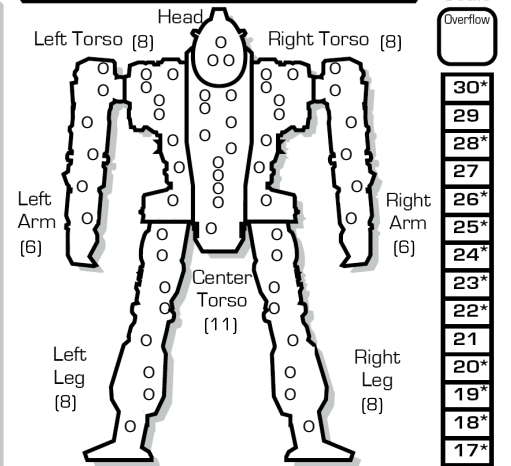


### CRITICAL HIT TABLE

<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>Medium Laser</li> <li>Endo Steel</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> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Hand Actuator</li> <li>Medium Laser</li> <li>Endo Steel</li> </ol>
<p>1-3</p> <ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol>	<h4>Center Torso</h4> <ol style="list-style-type: none"> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol>	<p>4-6</p> <ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol>
<h4>Left Torso</h4> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>	<p>4-6</p> <ol style="list-style-type: none"> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>Ammo [LB-X] 10</li> <li>Ammo [LB-X Cluster] 10</li> </ol>	<h4>Right Torso</h4> <ol style="list-style-type: none"> <li>Heat Sink</li> <li>Heat Sink</li> <li>LB 10-X AC</li> <li>LB 10-X AC</li> <li>LB 10-X AC</li> <li>LB 10-X AC</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>LB 10-X AC</li> <li>LB 10-X AC</li> <li>Endo Steel</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>
<p>4-6</p> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	<div style="border: 1px solid black; padding: 5px; text-align: center;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div>	<p>4-6</p> <ol style="list-style-type: none"> <li>LB 10-X AC</li> <li>LB 10-X AC</li> <li>Endo Steel</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>
<h4>Left Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>		<h4>Right Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 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: **Venom SDR-9K**

Movement Points: **Tonnage:** 35  
 Walking: 8 **Tech Base:** Inner Sphere  
 Running: 12 **Era:** Clan Invasion  
 Jumping: 8

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
2	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6

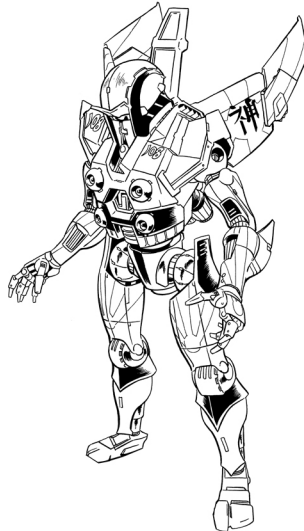
Cost: 6,371,910 C-bills

BV: 798

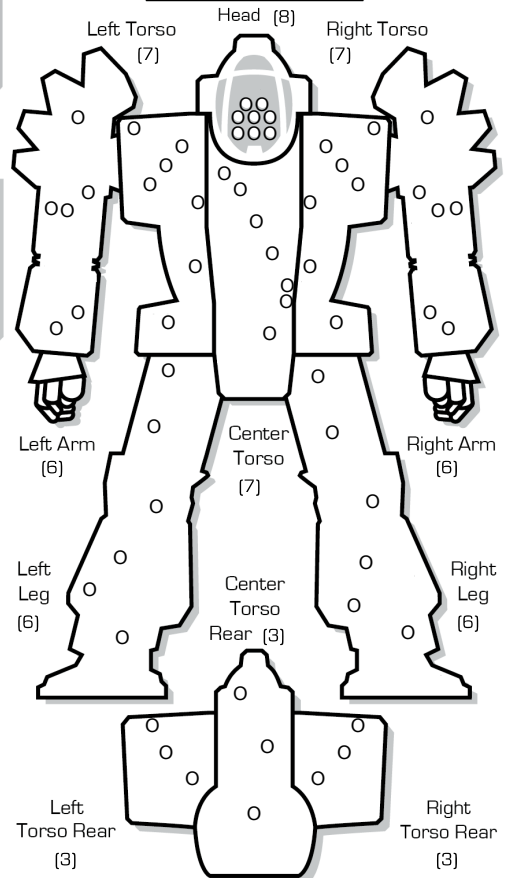
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3  
 4. Hand Actuator  
 5. Ferro-Fibrous  
 6. Ferro-Fibrous

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

#### Left Torso

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

- Jump Jet
  - Medium Pulse Laser
  - Medium Pulse Laser
- 4-6  
 4. Ferro-Fibrous  
 5. Ferro-Fibrous  
 6. Ferro-Fibrous

#### Left Leg

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

#### Head

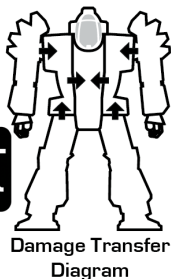
- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

#### Center Torso

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

- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6

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



#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Ferro-Fibrous
  - Ferro-Fibrous
- 1-3  
 4. Roll Again  
 5. Roll Again  
 6. Roll Again

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

#### Right Torso

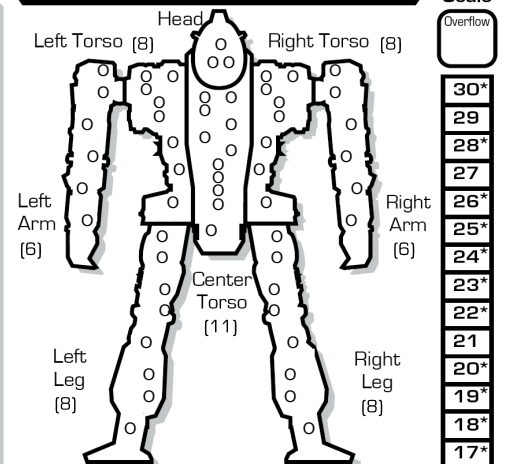
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Jump Jet
  - Jump Jet
  - Jump Jet
- 1-3  
 4. Jump Jet  
 5. Jump Jet  
 6. Jump Jet

- Jump Jet
  - Medium Pulse Laser
  - Medium Pulse Laser
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 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	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: **Venom SDR-9KA**

Movement Points: **Tonnage:** 35  
 Walking: 8 **Tech Base:** Inner Sphere  
 Running: 12 **Era:** Clan Invasion  
 Jumping: 8

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
2	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6

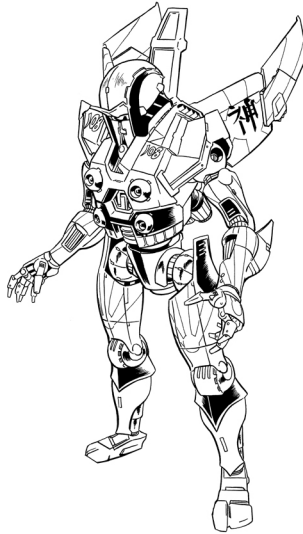
Cost: 6,344,910 C-bills

BV: 865

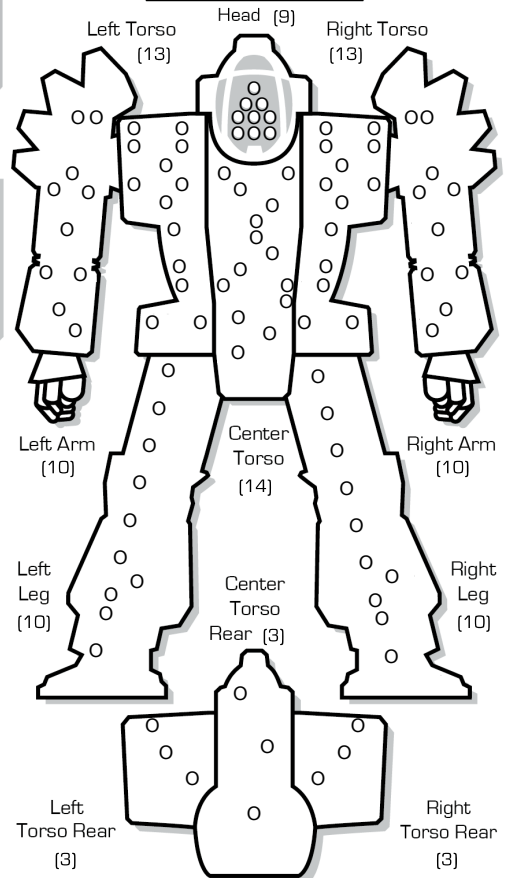
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3  
 4. Hand Actuator  
 5. Ferro-Fibrous  
 6. Ferro-Fibrous

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

#### Left Torso

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

- Jump Jet
  - Medium Pulse Laser
  - Medium Pulse Laser
- 4-6  
 4. Ferro-Fibrous  
 5. Ferro-Fibrous  
 6. Ferro-Fibrous

#### Left Leg

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

#### Head

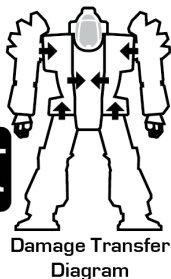
- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

#### Center Torso

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

- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6

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



#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3  
 4. Hand Actuator  
 5. Ferro-Fibrous  
 6. Ferro-Fibrous

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

#### Right Torso

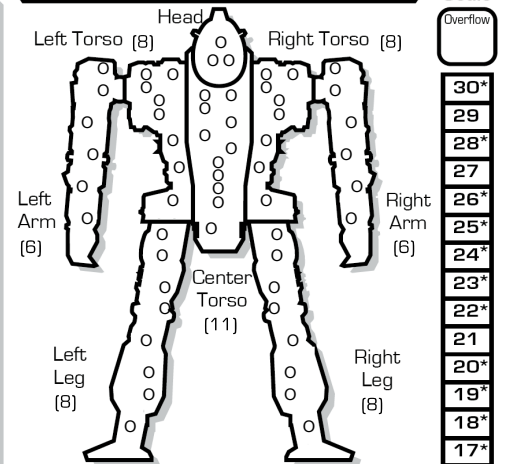
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Jump Jet
  - Jump Jet
  - Jump Jet
- 1-3

- Jump Jet
  - Medium Pulse Laser
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
- 4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 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	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: **Venom SDR-9KB**

Movement Points:  
 Walking: 8  
 Running: 12  
 Jumping: 6

Tonnage: 35  
 Tech Base: Inner Sphere  
 Era: Clan Invasion

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Machine Gun	RT	0	2	—	1	2	3
1	Medium Pulse Laser	RT	4	6 [DB, AI]	—	2	4	6
2	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6

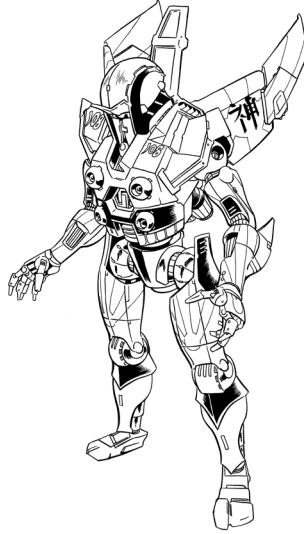
Cost: 6,062,760 C-bills

BV: 769

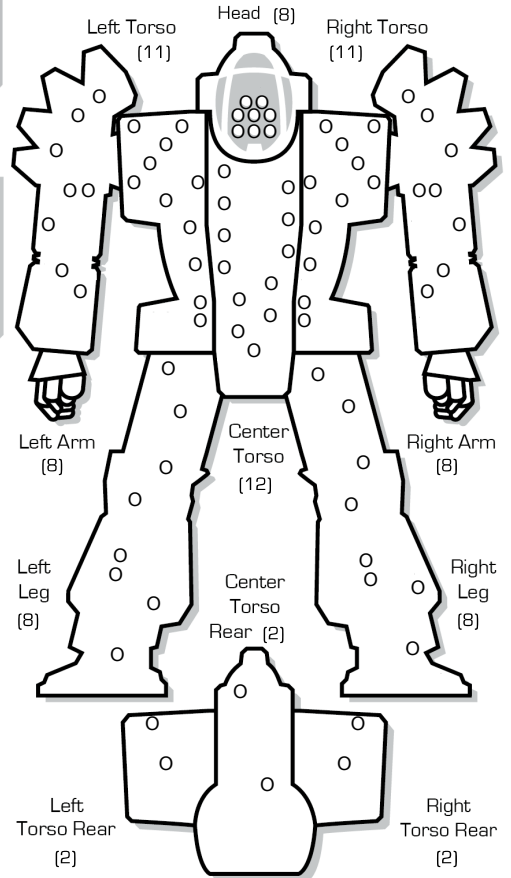
### WARRIOR DATA

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  
 4. Hand Actuator  
 5. Ferro-Fibrous  
 6. Ferro-Fibrous

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

#### Left Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3  
 4. Heat Sink  
 5. Jump Jet  
 6. Jump Jet

- Jump Jet
- Medium Pulse Laser
- Medium Pulse Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

#### Left Leg

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

#### Head

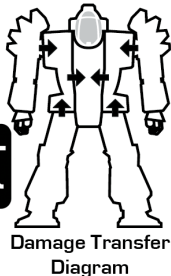
- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

#### Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ferro-Fibrous
- Ferro-Fibrous

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



#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Ferro-Fibrous
  - Ferro-Fibrous
- 1-3  
 4. Roll Again  
 5. Roll Again  
 6. Roll Again

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

#### Right Torso

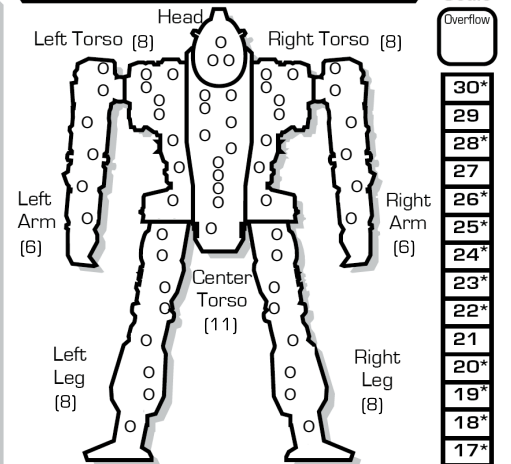
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet

- Medium Pulse Laser
- Machine Gun
- Ammo [Machine Gun] 100
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (13) 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: **Venom SDR-9KC**

Movement Points: **Tonnage:** 35  
 Walking: 8 **Tech Base:** Inner Sphere  
 Running: 12 **Era:** Civil War  
 Jumping: 8

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	C <sup>3</sup> Slave	LT	—	[E]	—	—	—	—
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6

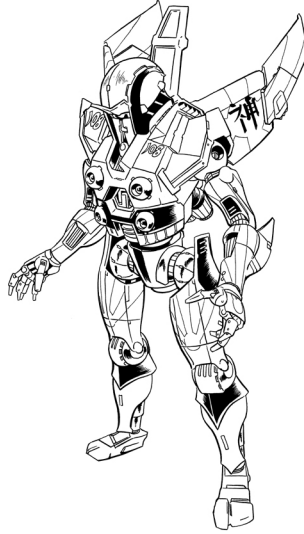
Cost: 6,863,310 C-bills

BV: 939

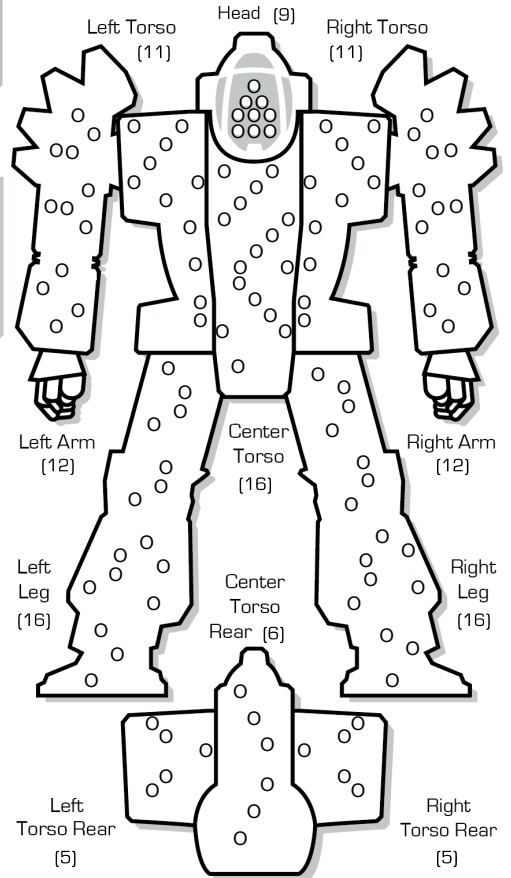
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet

1-3

4-6

- Jump Jet
- Medium Pulse Laser
- C<sup>3</sup>Slave
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

#### Left Leg

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

#### Head

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

1-3

4-6

#### Center Torso

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

1-3

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ferro-Fibrous
- Ferro-Fibrous

1-3

4-6

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

1-3

4-6

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

1-3

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet

1-3

4-6

- Jump Jet
- Medium Pulse Laser
- Medium Pulse Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

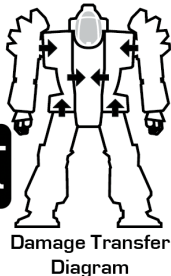
1-3

4-6

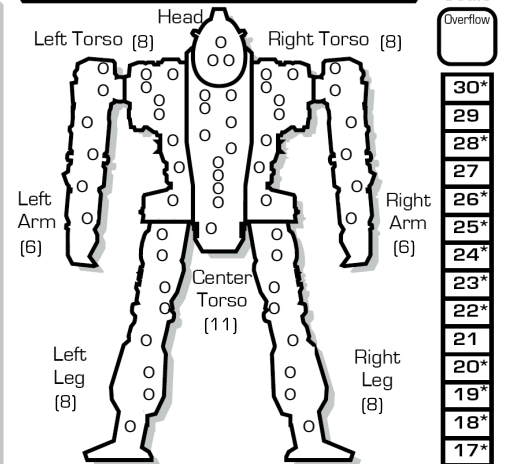
#### Right Leg

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

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
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: **Daimyo DMO-1K**

Movement Points:  
 Walking: 5  
 Running: 8  
 Jumping: 0

Tonnage: 40  
 Tech Base: Inner Sphere  
 Era: Clan Invasion

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	RT	4	2 [M], 5 [DE]	—	3	6	9
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	ER PPC	LA	15	10 [DE]	—	7	14	23

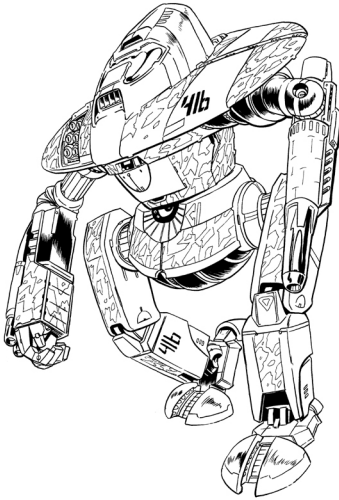
Cost: 3,189,947 C-bills

BV: 1,148

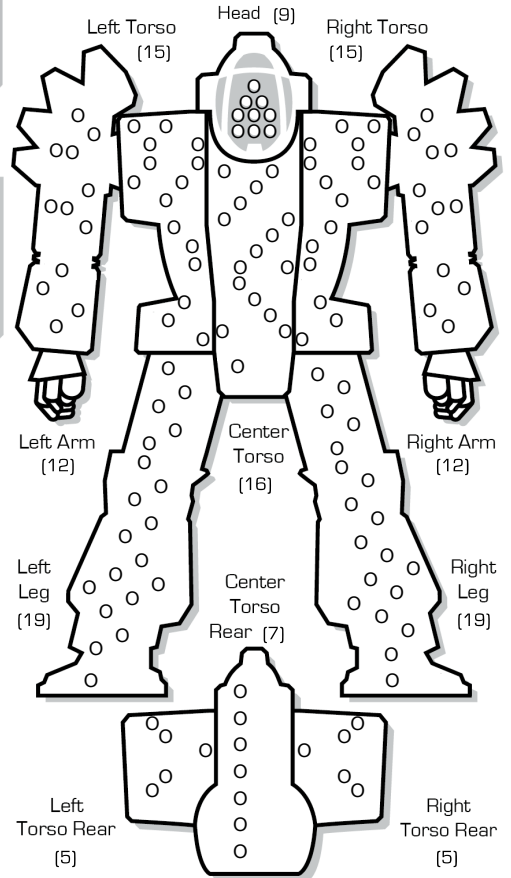
### WARRIOR DATA

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 ER PPC
- ER PPC
- ER PPC

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

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

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

#### Left Leg

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

#### Head

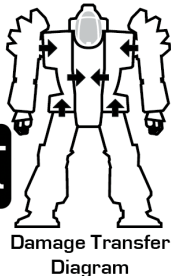
- Life Support
- Sensors
- Cockpit
- Roll Again
- 5 Sensors
- Life Support

#### Center Torso

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

- Gyro
- Fusion Engine
- 4-6 Fusion Engine
- Fusion Engine
- Ferro-Fibrous
- 5 Ferro-Fibrous

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



#### Right Arm

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

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

#### Right Torso

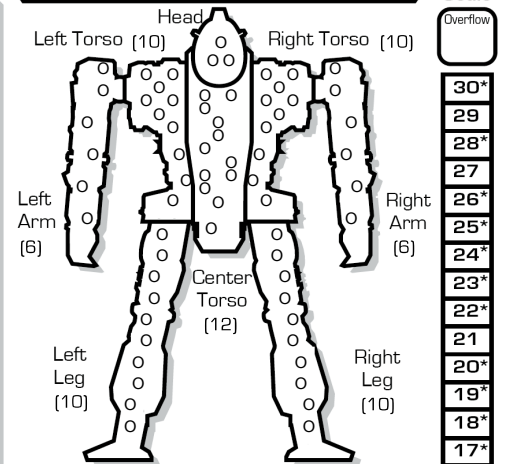
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 SRM 6
- LSRM 6
- Ammo (SRM) 15

- Ammo (SRM) 15
- Ferro-Fibrous
- 3 Ferro-Fibrous
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	11 (22) Double
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: **Daimyo DMO-2K**

Movement Points:  
 Walking: 5  
 Running: 8  
 Jumping: 0

Tonnage: 40  
 Tech Base: Inner Sphere  
 Era: Clan Invasion

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	RT	4	2 [M], 1 [C]	—	3	6	9
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19

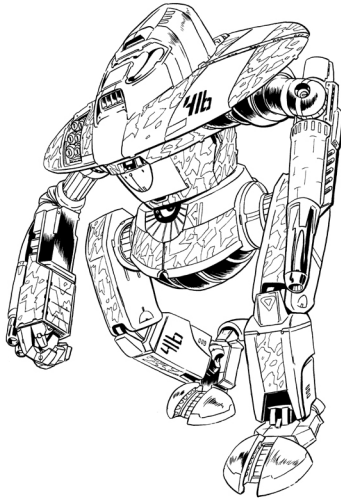
Cost: 3,066,747 C-bills

BV: 1,057

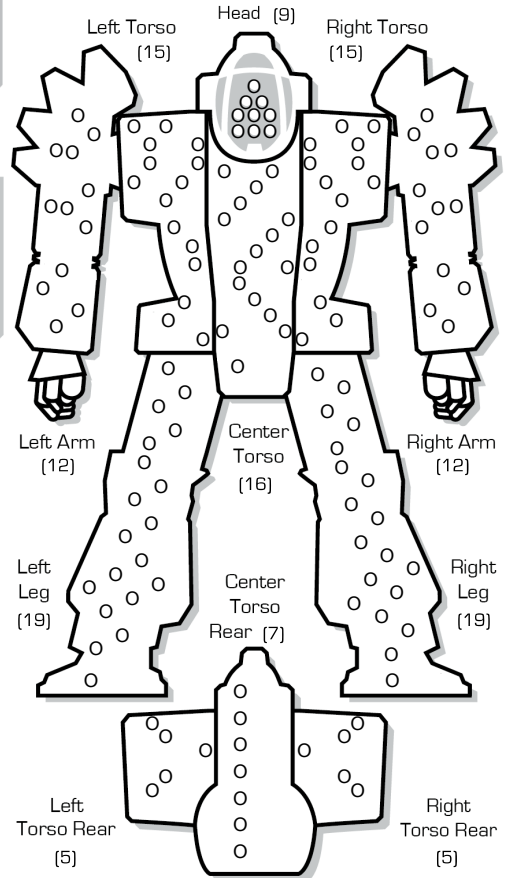
### WARRIOR DATA

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
- ER Large Laser
- ER Large Laser
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Arm

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

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

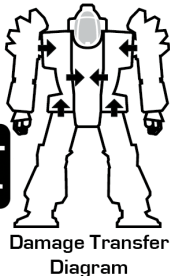
- SRM 6
- SRM 6
- Ammo (SRM) 15
- Ammo (SRM) 15
- Ferro-Fibrous
- Ferro-Fibrous

4-6

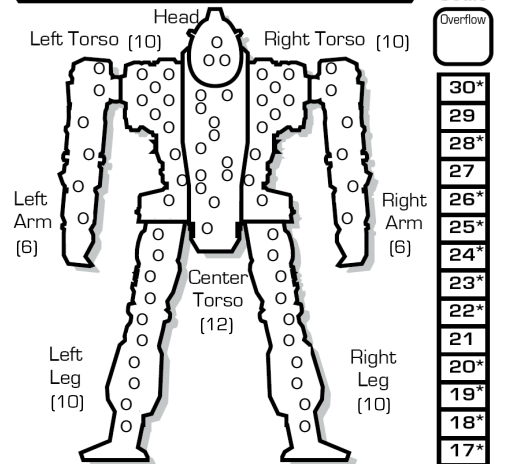
#### Right Leg

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

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (26) Double
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: **Daimyo DMO-4K**

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 40

Tech Base: Inner Sphere

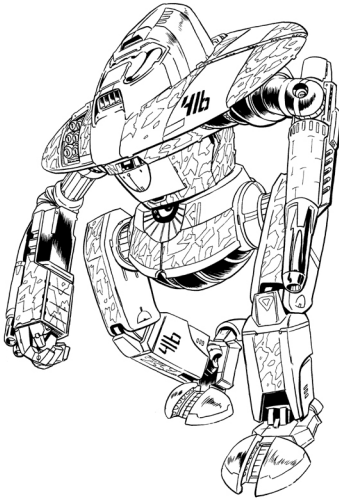
Era: Clan Invasion

### WARRIOR DATA

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

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

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



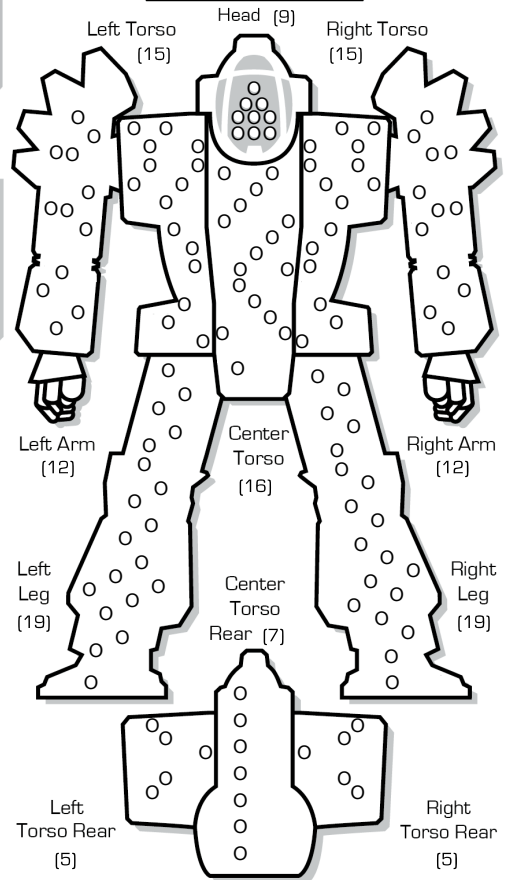
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	ER PPC	LA	15	10 [DE]	—	7	14	23

Cost: 3,167,547 C-bills

BV: 1,150

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

#### Head

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

#### Right Arm

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

#### Center Torso

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

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

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

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

#### Right Torso

- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

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

- Double Heat Sink
- Double Heat Sink
- 4-6 Double Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

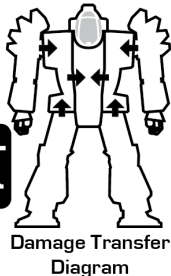
- Double Heat Sink
- Double Heat Sink
- 4-6 Double Heat Sink
- Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous

#### Left Leg

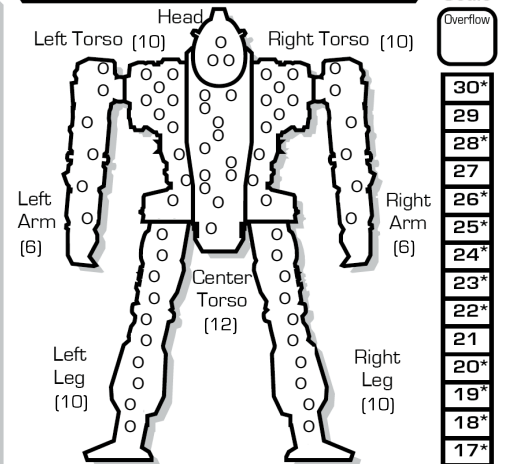
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 (30) Double
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: **Daimyo DMO-5K**

Movement Points: **Tonnage: 40**  
 Walking: 5 **Tech Base: Inner Sphere**  
 Running: 8 **Era: Civil War**  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Master	RT	0	[E]	—	5	10	15
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	ER PPC	LA	15	10 [DE]	—	7	14	23

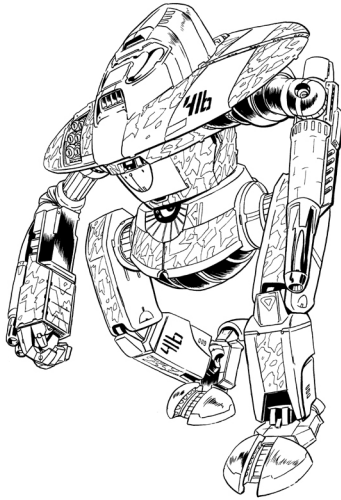
Cost: 5,177,947 C-bills

BV: 1,087

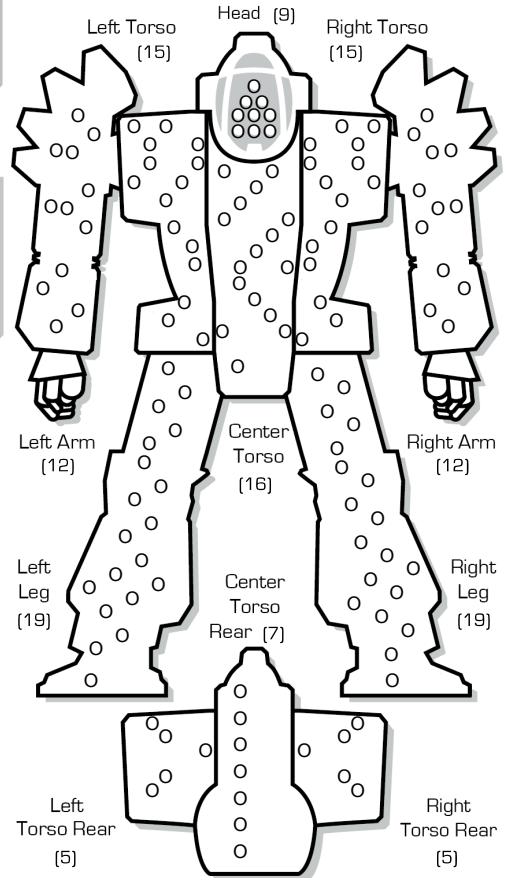
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 ER PPC
- ER PPC
- ER PPC

#### Head

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

#### Right Arm

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

#### Center Torso

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

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

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

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

#### Right Torso

- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - 1-3 C<sup>3</sup> Master
  - C<sup>3</sup> Master
  - C<sup>3</sup> Master
- 1-3 C<sup>3</sup> Master
  - C<sup>3</sup> Master
  - Ferro-Fibrous
  - 4-6 Ferro-Fibrous
  - Roll Again
  - Roll Again

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

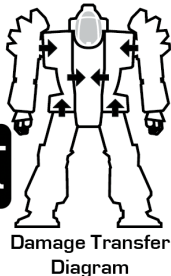
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

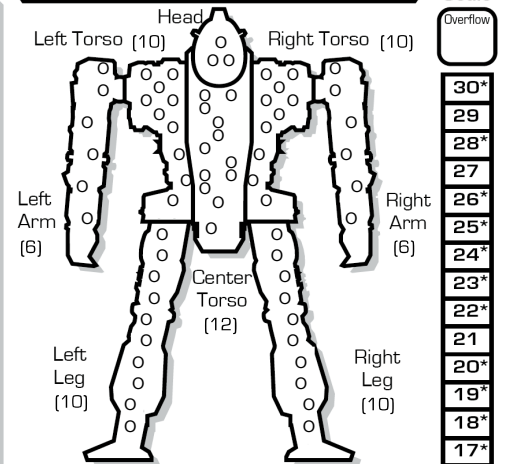
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4-6 Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4-6 Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
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: Watchman WTC-4DM

Movement Points:                      Tonnage: 40  
 Walking: 5                                  Tech Base: Inner Sphere  
 Running: 8                                  Era: Civil War  
 Jumping: 5

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
2	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Particle Cannon	LA	10	10 [DE]	3	6	12	18

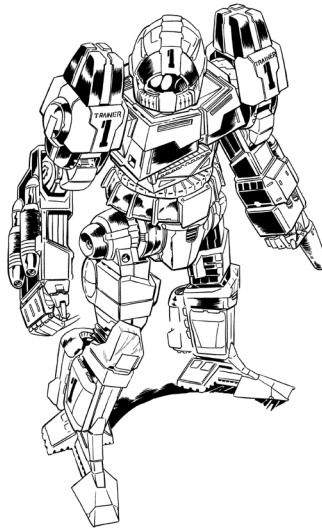
Cost: 3,300,827 C-bills

BV: 1,225

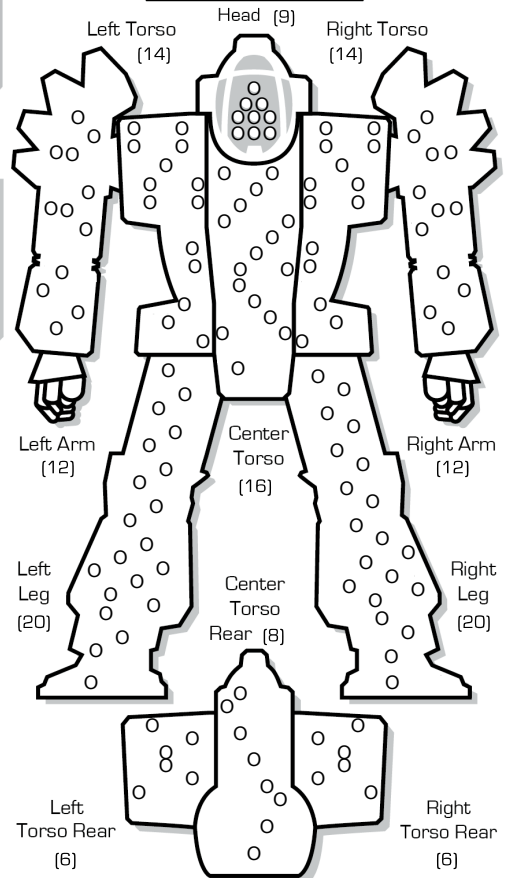
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- 2-6 Particle Cannon
- 4-6 Particle Cannon
- 5-6 Ferro-Fibrous
- 6-6 Ferro-Fibrous

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- 4-6 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-6 Ferro-Fibrous
- 2-6 Ferro-Fibrous
- 3-6 Ferro-Fibrous
- 4-6 Ferro-Fibrous
- 5-6 Ferro-Fibrous
- 6-6 Roll Again

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- 5 Sensors
- 6 Life Support

#### Center Torso

- Fusion Engine
- 2 Fusion Engine
- 3 Fusion Engine
- 1-3 Gyro
- 5 Gyro
- 6 Gyro
- 1 Gyro
- 2 Fusion Engine
- 3 Fusion Engine
- 4-6 Fusion Engine
- 5 Jump Jet
- 6 Medium Laser

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous
- 1 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4-6 Roll Again
- 5 Roll Again
- 6 Roll Again

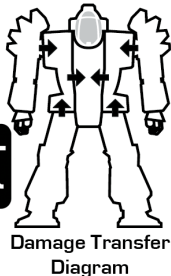
#### Right Torso

- Double Heat Sink
- 2 Double Heat Sink
- 3 Double Heat Sink
- 1-3 Medium Laser
- 4 Medium Laser
- 5 Medium Laser
- 6 Ferro-Fibrous
- 1 Ferro-Fibrous
- 2 Ferro-Fibrous
- 3 Ferro-Fibrous
- 4-6 Ferro-Fibrous
- 5 Roll Again
- 6 Roll Again

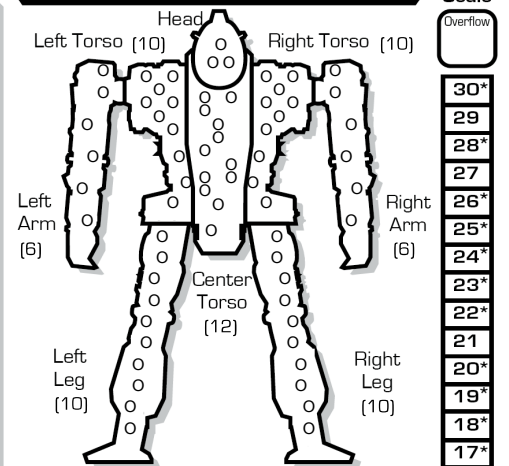
#### Right Leg

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

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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: Watchman WTC-4M

Movement Points: **Walking:** 5 **Running:** 8 **Jumping:** 5  
**Tonnage:** 40 **Tech Base:** Inner Sphere **Era:** Clan Invasion

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Large Laser	LA	8	8 [DE]	—	5	10	15
2	Machine Gun	LA	0	2 [DB,AI]	—	1	2	3

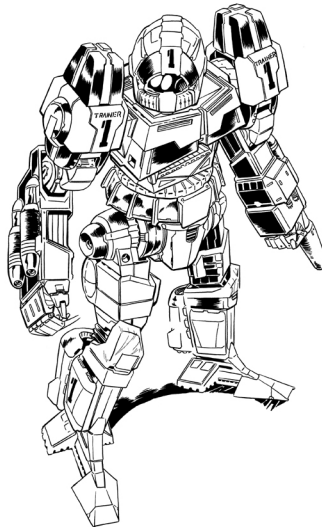
Cost: 2,988,627 C-bills

BV: 1,067

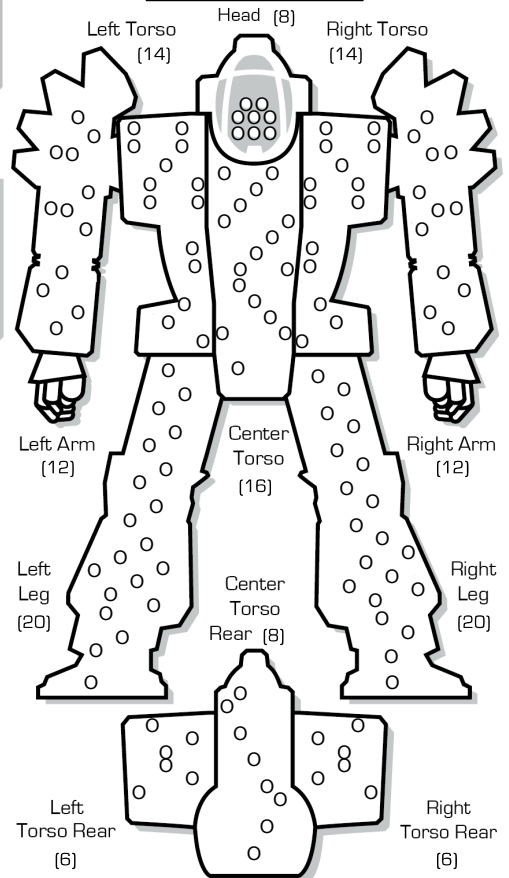
### WARRIOR DATA

Name: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Piloting Skill:** \_\_\_\_\_  
**Hits Taken**  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

#### Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
5. Sensors
- Life Support

#### Right Arm

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

#### Center Torso

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

#### Right Torso

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

#### Left Torso

- Ammo (Machine Gun) 200
- CASE
- 1-3 Roll Again
- Roll Again
- Roll Again
- Roll Again

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

#### Right Torso

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

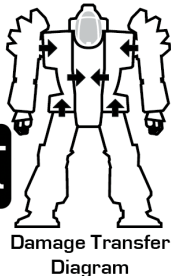
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

#### Left Leg

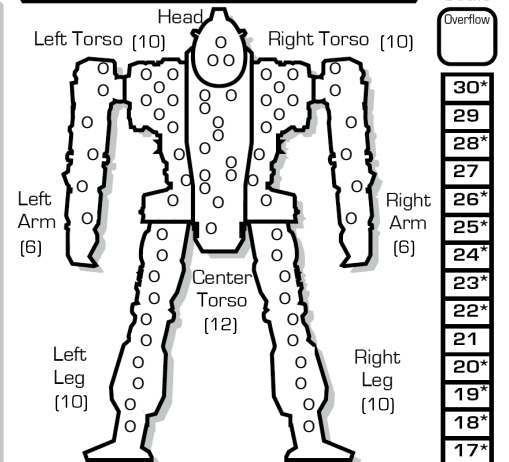
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4-6 Foot Actuator
- Jump Jet
- Jump Jet

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4-6 Foot Actuator
- Jump Jet
- Jump Jet



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 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	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: **Hollander II BZK-F5**

Movement Points: **Tonnage:** 45  
 Walking: 5 **Tech Base:** Inner Sphere  
 Running: 8 **Era:** Clan Invasion  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RT	1	15	2	7	15	22
				[DB,X]				
1	Medium Laser	LT	3	5	—	3	6	9
1	Streak SRM 2	LT	2	2/Msl	—	3	6	9
				[M,C]				

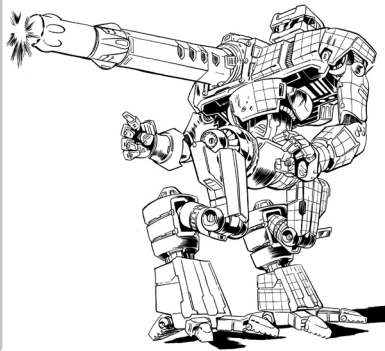
Cost: 3,776,090 C-bills

BV: 1,214

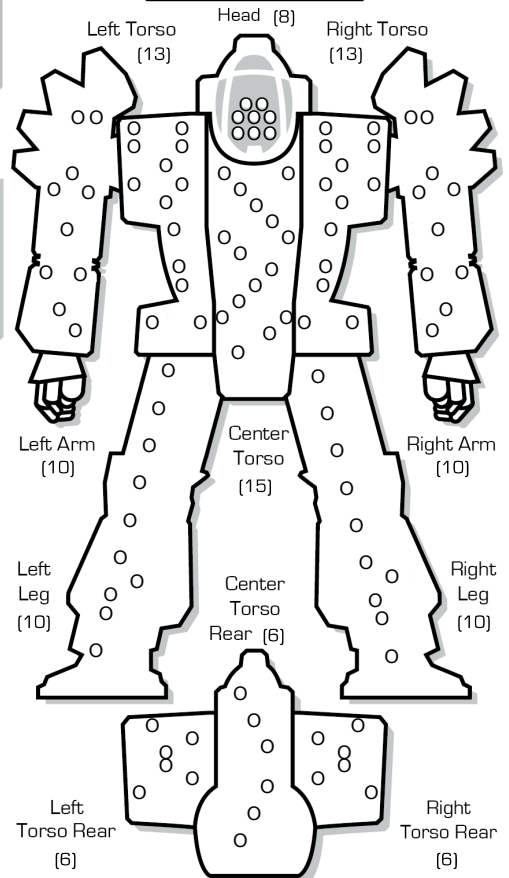
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - Endo Steel
  - Endo Steel

- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6

#### Left Torso

- Medium Laser
  - Streak SRM 2
  - Ammo (Streak) 50
- 1-3
- Endo Steel
  - Endo Steel
  - Endo Steel

- Endo Steel
  - Endo Steel
  - Endo Steel
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
- 4-6

#### Left Leg

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

#### Head

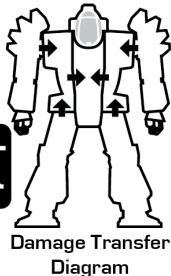
- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

#### Center Torso

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

- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Ammo (Gauss) 8
  - Ammo (Gauss) 8
- 4-6

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



#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - Endo Steel
  - Endo Steel

- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6

#### Right Torso

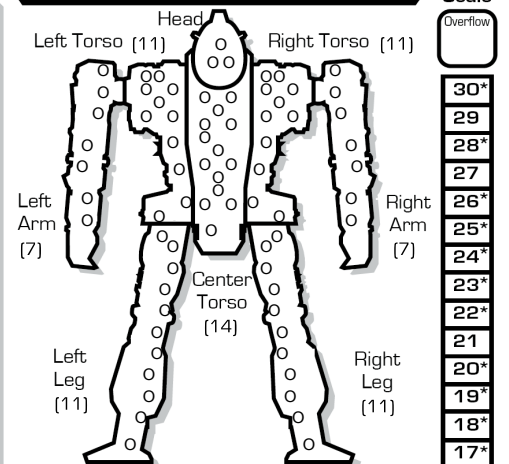
- Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
- 1-3

- Gauss Rifle
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 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: Hollander II BZK-F7

Movement Points: **Tonnage:** 45  
 Walking: 5 **Tech Base:** Inner Sphere  
 Running: 8 **Era:** Civil War  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Gauss Rifle	RT	2	25/20/10	4	6	13	20
								(DB,X)

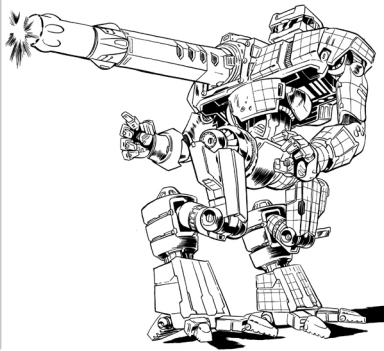
Cost: 3,971,840 C-bills

BV: 1,192

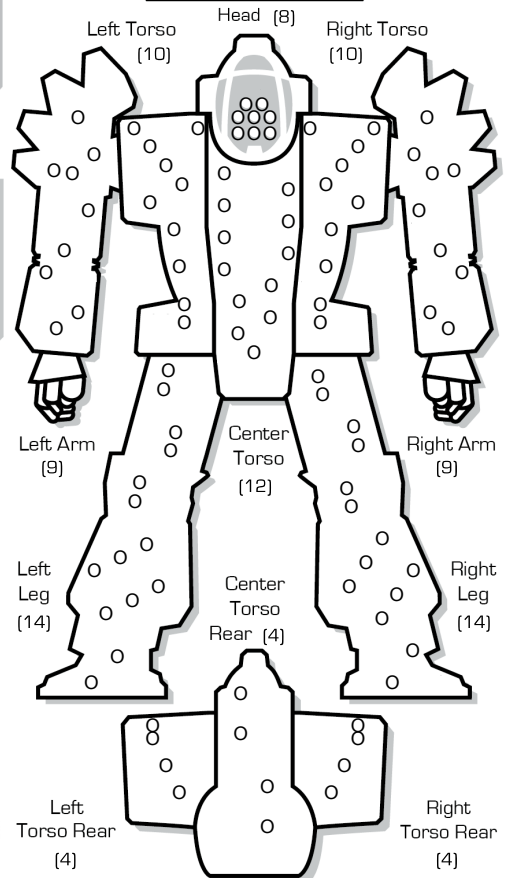
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Endo Steel
- Endo Steel

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Endo Steel
- Endo Steel

#### Center Torso

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- 1-3 Fusion Engine
- Gyro
- Gyro

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

#### Left Torso

- Ammo [Heavy Gauss] 4
- Ammo [Heavy Gauss] 4
- 1-3 Ammo [Heavy Gauss] 4
- Endo Steel
- Endo Steel
- Endo Steel

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

#### Right Torso

- Heavy Gauss Rifle
- Heavy Gauss Rifle
- 1-3 Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle

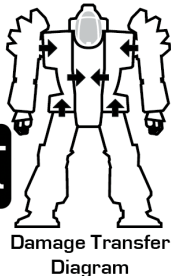
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

#### Left Leg

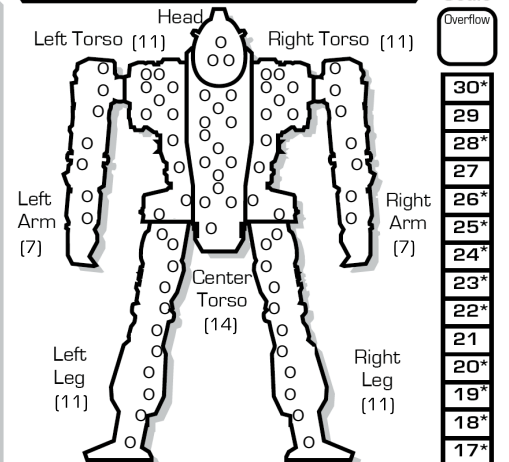
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4-6 Foot Actuator
- Endo Steel
- Endo Steel

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4-6 Foot Actuator
- Endo Steel
- Endo Steel



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 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: Komodo KIM-2

Movement Points:

Walking: 5  
Running: 8  
Jumping: 5

Tonnage: 45

Tech Base: Inner Sphere  
Era: Clan Invasion

### WARRIOR DATA

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

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

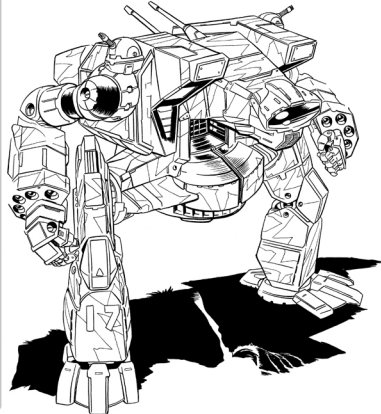
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

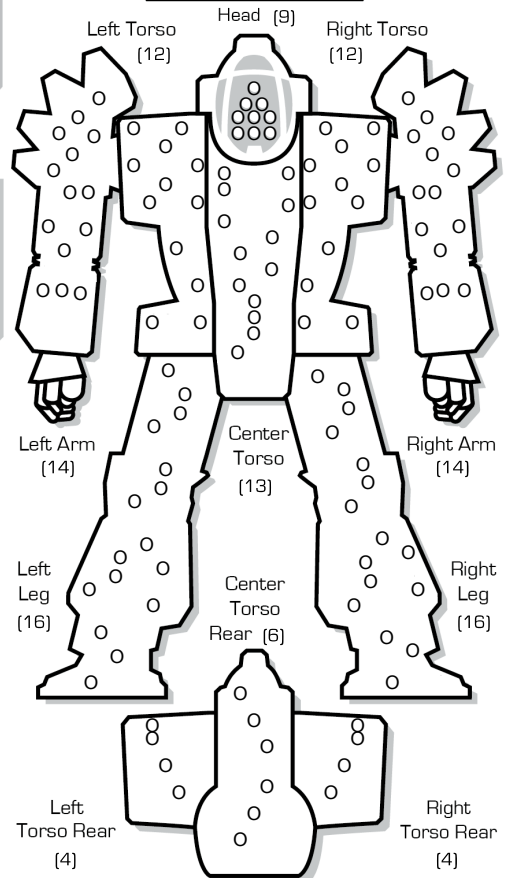
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	HD	0	0 [S]	—	5	10	15
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
1	AMS	RA	1	—	—	0	0	0
				[DB,PD]				
5	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	AMS	LA	1	—	—	0	0	0
				[DB,PD]				
5	Medium Laser	LA	3	5 [DE]	—	3	6	9

Cost: 7,734,590 C-bills

BV: 1,533



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

- Medium Laser
- Medium Laser
- Medium Laser

- 4-6
- AMS
  - Ammo [AMS] 12
  - Roll Again

#### Left Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink

- 4-6
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink

#### Left Leg

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

#### Head

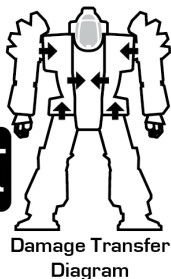
- Life Support
- Sensors
- Cockpit
- TAG
- Sensors
- Life Support

#### Center Torso

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

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

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



#### Right Arm

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

- Medium Laser
- Medium Laser
- Medium Laser

- 4-6
- AMS
  - Ammo [AMS] 12
  - Roll Again

#### Right Torso

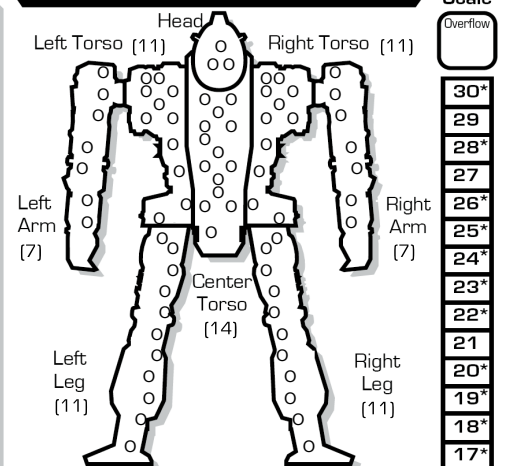
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink

- 4-6
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Guardian ECM Suite
  - Guardian ECM Suite
  - Roll Again

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (28) Double
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: Komodo KIM-2A

Movement Points:

Walking: 5  
Running: 8  
Jumping: 5

Tonnage: 45

Tech Base: Inner Sphere  
Era: Clan Invasion

### WARRIOR DATA

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

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

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

### Weapons & Equipment Inventory (hexes)

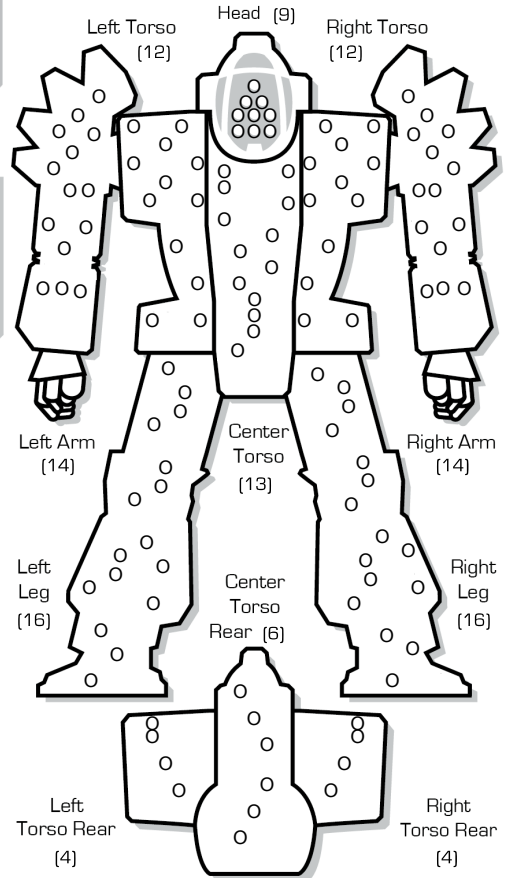
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	HD	0	0 [S]	—	5	10	15
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
1	AMS	RA	1	1	—	0	0	0
				[DB,PD]				
5	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	AMS	LA	1	1	—	0	0	0
				[DB,PD]				
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19

Cost: 7,734,590 C-bills

BV: 1,415



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

#### Head

- Life Support
- Sensors
- Cockpit
- TAG
- Sensors
- Life Support

#### Right Arm

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

#### Center Torso

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

- Medium Laser
- Medium Laser
- Medium Laser
- 4-6 AMS
- Ammo [AMS] 12
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

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

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

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

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

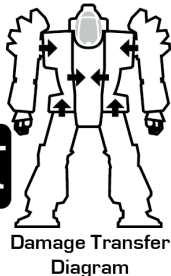
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 Guardian ECM Suite
- Guardian ECM Suite
- Roll Again

#### Left Leg

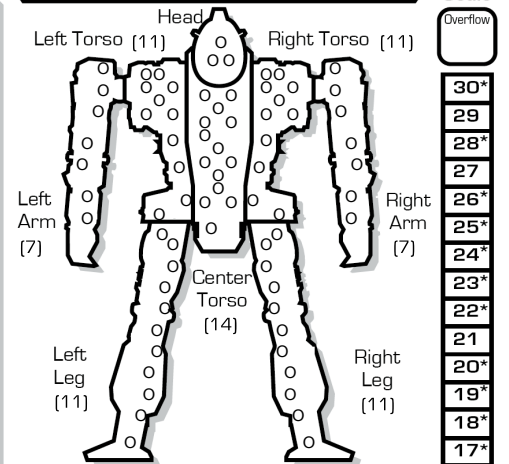
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Jump Jet
- Jump Jet

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (28) Double
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: Komodo KIM-2C

Movement Points:

Walking: 5  
Running: 8  
Jumping: 5

Tonnage: 45

Tech Base: Inner Sphere  
Era: Civil War

### WARRIOR DATA

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

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

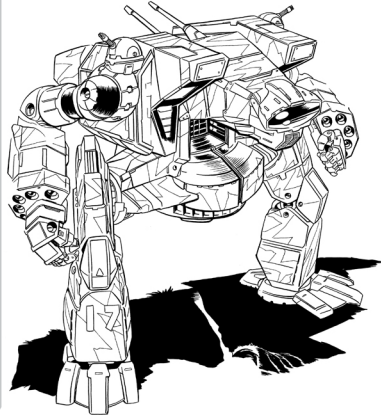
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

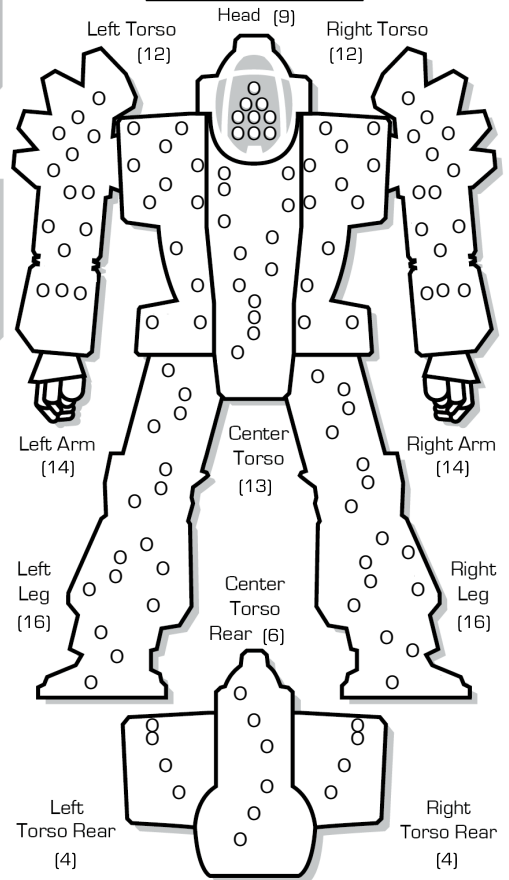
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Slave	HD	—	[E]	—	—	—	—
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
1	AMS	RA	1	—	0	0	0	0
				[DB,PD]				
5	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	AMS	LA	1	—	0	0	0	0
				[DB,PD]				
5	Medium Laser	LA	3	5 [DE]	—	3	6	9

Cost: 8,024,590 C-bills

BV: 1,533



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

- Medium Laser
  - Medium Laser
  - Medium Laser
- 4-6
- AMS
  - Ammo [AMS] 12
  - Roll Again

#### Left Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- Double Heat Sink
  - Double Heat Sink

- 4-6
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink

#### Left Leg

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

#### Head

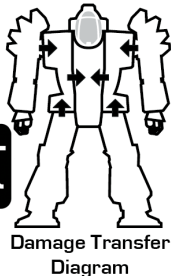
- Life Support
- Sensors
- Cockpit
- C<sup>3</sup> Slave
- Sensors
- Life Support

#### Center Torso

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

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

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



#### Right Arm

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

- Medium Laser
  - Medium Laser
  - Medium Laser
- 4-6
- AMS
  - Ammo [AMS] 12
  - Roll Again

#### Right Torso

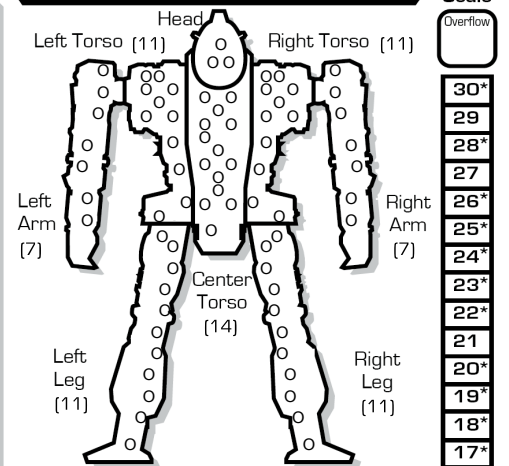
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink

- 4-6
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Guardian ECM Suite
  - Guardian ECM Suite
  - Roll Again

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (28) Double
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: Komodo KIM-3C

Movement Points:

Walking: 5  
Running: 8  
Jumping: 5

Tonnage: 45

Tech Base: Inner Sphere  
Era: Civil War

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Master	RT	0	[E]	—	5	10	15
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
1	AMS	RA	1	—	—	0	0	0
				[DB,PD]				
4	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	AMS	LA	1	—	—	0	0	0
				[DB,PD]				
4	Medium Laser	LA	3	5 [DE]	—	3	6	9

Cost: 9,703,690 C-bills

BV: 1,371

### WARRIOR DATA

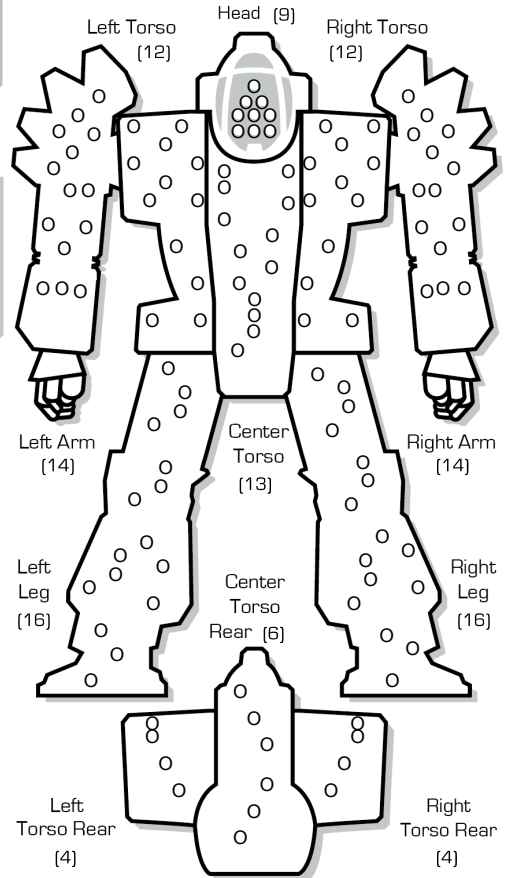
Name: \_\_\_\_\_

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
- Medium Laser

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

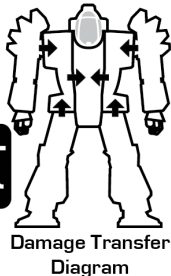
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Roll Again

4-6

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



#### Right Arm

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

1-3

- Medium Laser
- Medium Laser
- AMS
- Ammo (AMS) 12
- Roll Again
- Roll Again

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Guardian ECM Suite
- Guardian ECM Suite
- C<sup>3</sup> Master

1-3

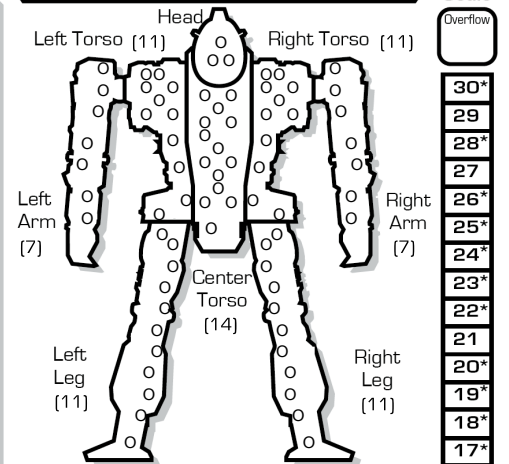
- C<sup>3</sup> Master
- C<sup>3</sup> Master
- C<sup>3</sup> Master
- C<sup>3</sup> Master
- Roll Again
- Roll Again

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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: Snake SNK-1V

Movement Points:  
 Walking: 5  
 Running: 8  
 Jumping: 5

Tonnage: 45  
 Tech Base: Inner Sphere  
 Era: Clan Invasion

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Streak SRM 2	LT	2	2/Mel [M,C]	—	3	6	9
1	LB 10-X AC	RA	2	10 [DB,C/F/S]	—	6	12	18

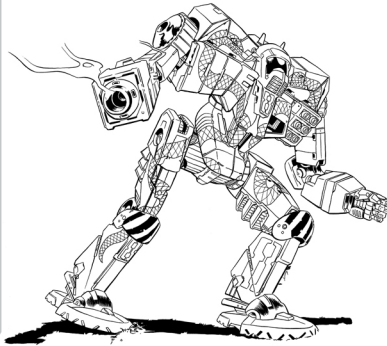
Cost: 7,181,270 C-bills

BV: 980

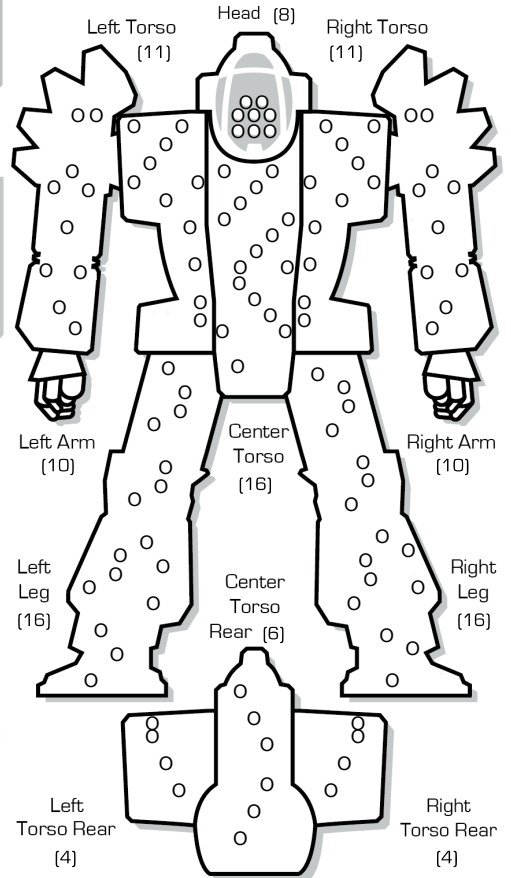
### WARRIOR DATA

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
- Roll Again
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LB 10-X AC
- LB 10-X AC
- LB 10-X AC

#### Center Torso

- Roll Again
  - Roll Again
  - Roll Again
  - 4-6 Roll Again
  - Roll Again
  - Roll Again
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - 1-3 Gyro
  - Gyro
  - Gyro

- LB 10-X AC
- LB 10-X AC
- 3 LB 10-X AC
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

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

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

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

- Streak SRM 2
- Streak SRM 2
- Streak SRM 2
- 4-6 Roll Again
- Roll Again
- Roll Again

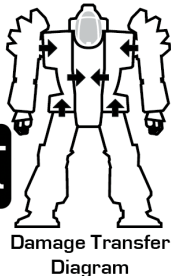
#### Left Leg

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

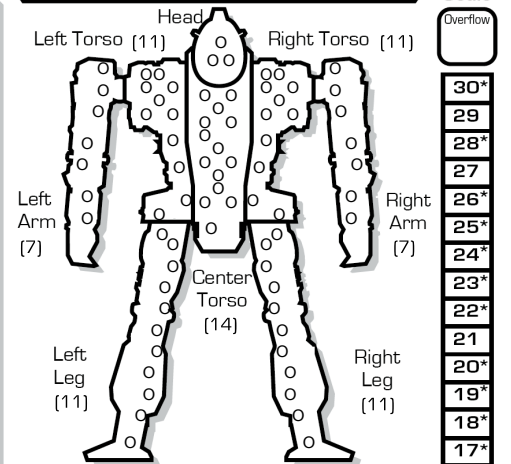
- Ammo (LB-X) 10
- Ammo (LB-X Cluster) 10
- Ammo (Streak) 50
- 4-6 CASE
- Roll Again
- Roll Again

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
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: Snake SNK-2B

Movement Points:   
 Walking: 5   
 Running: 8   
 Jumping: 5   
 Tonnage: 45   
 Tech Base: Inner Sphere   
 Era: Civil War

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6
2	Streak SRM 2	LT	2	2/Msl [M,C]	—	3	6	9
1	LB 10-X AC	RA	2	10 [DB,C/F/S]	—	6	12	18

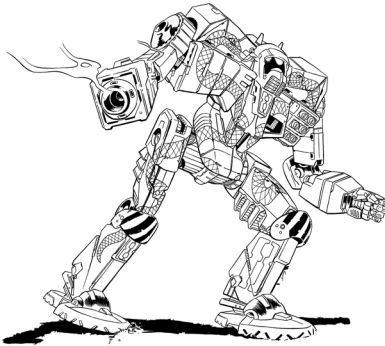
Cost: 7,855,520 C-bills

BV: 1,081

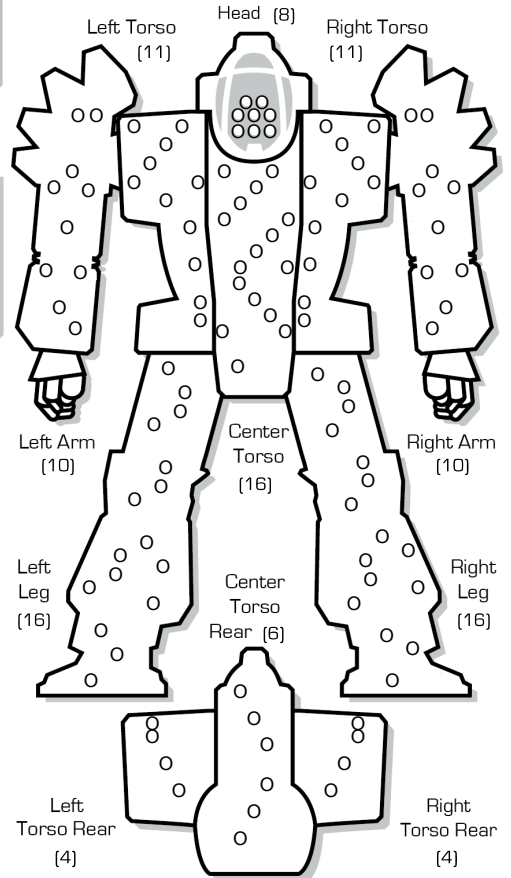
### WARRIOR DATA

Name: \_\_\_\_\_   
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_   
 Hits Taken \_\_\_\_\_   
 Consciousness#

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



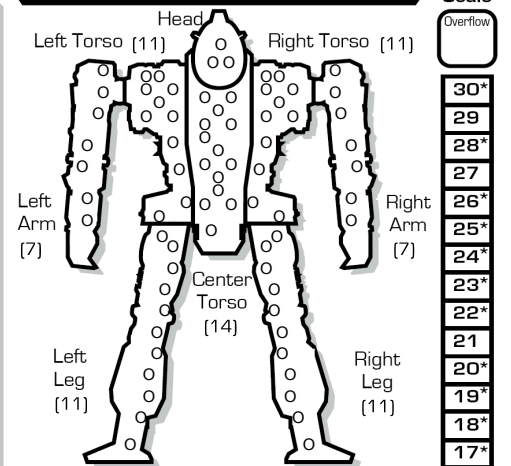
### ARMOR DIAGRAM



### 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>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Stealth</li> <li>Stealth</li> </ol>	<h4>Head</h4> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Roll Again</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> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>LB 10-X AC</li> <li>LB 10-X AC</li> <li>LB 10-X AC</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Stealth</li> <li>Stealth</li> <li>Roll Again</li> </ol>	<h4>Center Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Jump Jet</li> <li>Roll Again</li> </ol>	<h4>Right Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Jump Jet</li> <li>Jump Jet</li> <li>Ammo (LB-X) 10</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Ammo (LB-X Cluster) 10</li> <li>Ammo (Streak) 50</li> <li>CASE</li> <li>Stealth</li> <li>Stealth</li> <li>Roll Again</li> </ol> <p>4-6</p>
<h4>Left Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Jump Jet</li> <li>Jump Jet</li> <li>Streak SRM 2</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Streak SRM 2</li> <li>Guardian ECM Suite</li> <li>Guardian ECM Suite</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Stealth</li> <li>Stealth</li> <li>Roll Again</li> </ol>	<h4>Left Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Stealth</li> <li>Stealth</li> </ol>	<h4>Right Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Stealth</li> <li>Stealth</li> </ol>	<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <p>Engine Hits ○○○○               Gyro Hits ○○               Sensor Hits ○○               Life Support ○</p> </div> <p>Damage Transfer Diagram</p>	

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
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: **Stealth STH-1D**

Movement Points:

Walking: 7  
Running: 11 [14]  
Jumping: 7

Tonnage: 45

Tech Base: Inner Sphere  
Era: Clan Invasion

### WARRIOR DATA

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

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

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

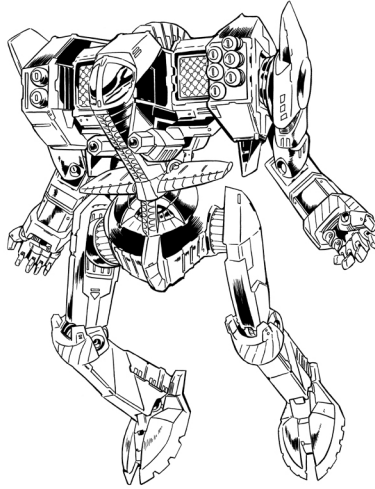
### Weapons & Equipment Inventory

(hexes)

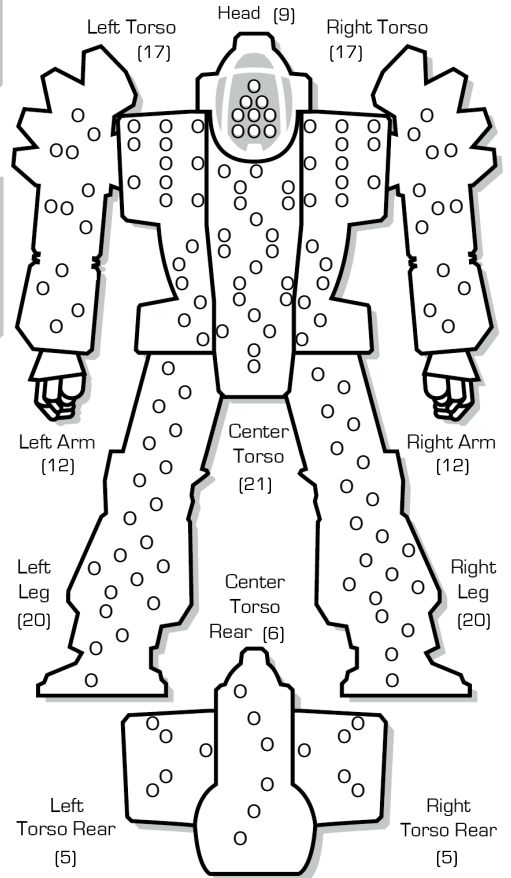
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	RT	—	[E]	—	—	—	4
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Streak SRM 2	RT	2	2 [M,C]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	SRM 6	LT	4	2 [M,C]	—	3	6	9

Cost: 10,338,790 C-bills

BV: 1,231



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - Endo Steel
  - Endo Steel

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

#### Left Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- Jump Jet
  - Jump Jet
  - Jump Jet

- Medium Laser
  - SRM 6
  - SRM 6
- 4-6
- Ammo (SRM) 15
  - MASC
  - MASC

#### Left Leg

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

#### Head

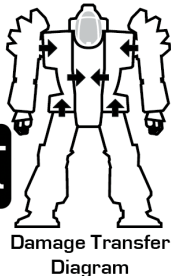
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

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

- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Jump Jet
  - Endo Steel
- 4-6

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



#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - Endo Steel
  - Endo Steel

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

#### Right Torso

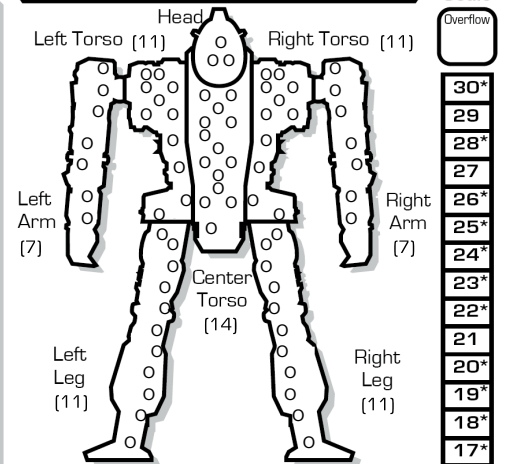
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- Jump Jet
  - Jump Jet
  - Jump Jet

- Medium Laser
  - Streak SRM 2
  - Ammo (Streak) 50
  - Beagle Active Probe
  - Beagle Active Probe
  - Endo Steel
- 4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: **Stealth STH-2D**

Movement Points: **Tonnage:** 45  
 Walking: 7 **Tech Base:** Inner Sphere  
 Running: 11 [14] **Era:** Civil War  
 Jumping: 7

### Weapons & Equipment Inventory (hexes)

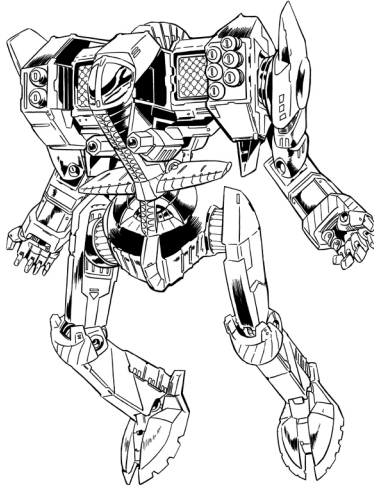
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	Beagle Active Probe	RT	—	[E]	—	—	—	4
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	3	6	9

Cost: 10,607,040 C-bills **BV:** 1,508

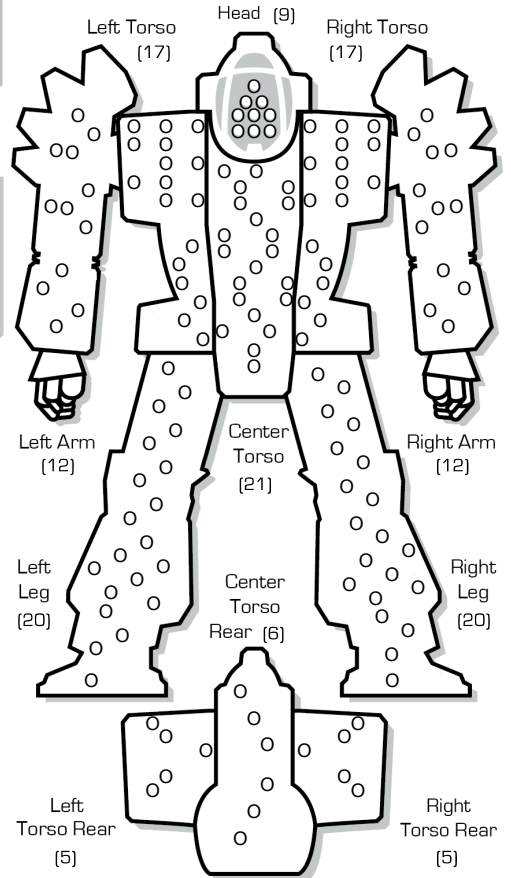
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

1-3

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

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet

1-3

- ER Medium Laser
- Streak SRM 6
- Streak SRM 6
- Ammo (Streak) 15
- MASC
- MASC

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

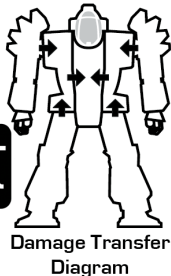
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Endo Steel

4-6

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

1-3

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

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet

1-3

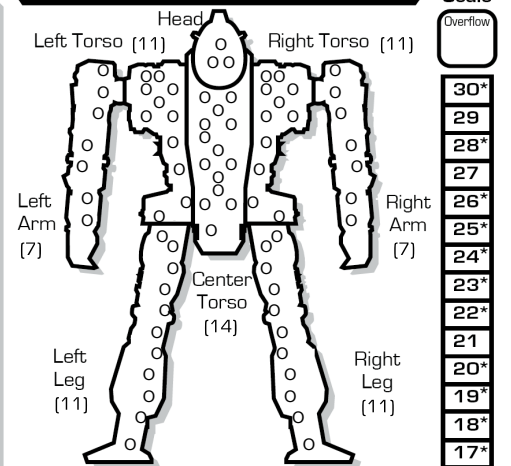
- ER Medium Laser
- Beagle Active Probe
- Beagle Active Probe
- Endo Steel
- Roll Again
- Roll Again

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: **Stealth STH-2D1**

Movement Points: **Tonnage:** 45  
 Walking: 7 **Tech Base:** Inner Sphere  
 Running: 11 [14] **Era:** Civil War  
 Jumping: 7

### Weapons & Equipment Inventory (hexes)

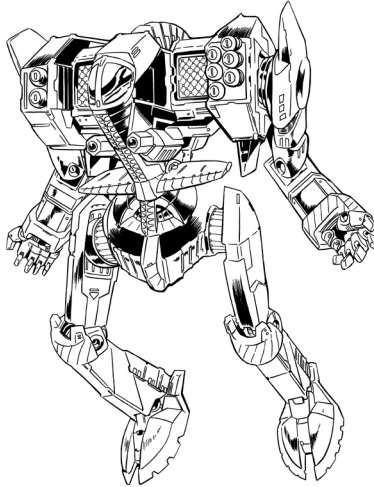
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Slave	HD	—	[E]	—	—	—	—
1	Beagle Active Probe	RT	—	[E]	—	—	—	4
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	3	6	9

Cost: 10,853,540 C-bills **BV:** 1,339

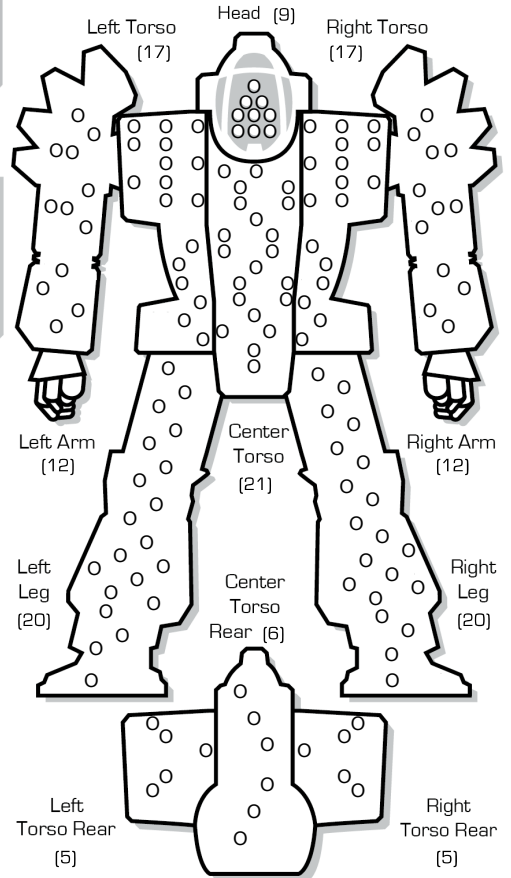
### WARRIOR DATA

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
- Endo Steel
- Endo Steel

#### Head

- Life Support
- Sensors
- Cockpit
- C<sup>3</sup> Slave
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Endo Steel
- Endo Steel

#### Center Torso

- Endo Steel
- Endo Steel
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

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

- Endo Steel
- Endo Steel
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Jump Jet
- Jump Jet
- Jump Jet

- Gyro
- 1-3 XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- Jump Jet
- Endo Steel

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Jump Jet
- Jump Jet
- Jump Jet

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

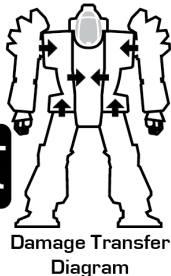
- ER Medium Laser
- 4-6 Streak SRM 6
- Streak SRM 6
- Ammo (Streak) 15
- MASC
- MASC

#### Left Leg

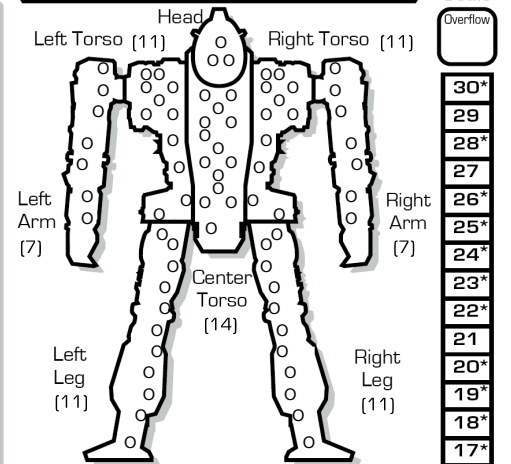
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Endo Steel
- Endo Steel

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Stealth STH-2D2

Movement Points: **Tonnage:** 45  
 Walking: 7 **Tech Base:** Inner Sphere  
 Running: 11 [14] **Era:** Civil War  
 Jumping: 7

### Weapons & Equipment Inventory (hexes)

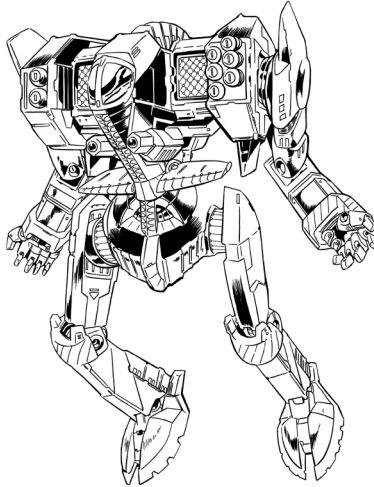
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	HD	0	0 [S]	—	5	10	15
1	Beagle Active Probe	RT	—	[E]	—	—	—	4
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	3	6	9

Cost: 10,563,540 C-bills BV: 1,339

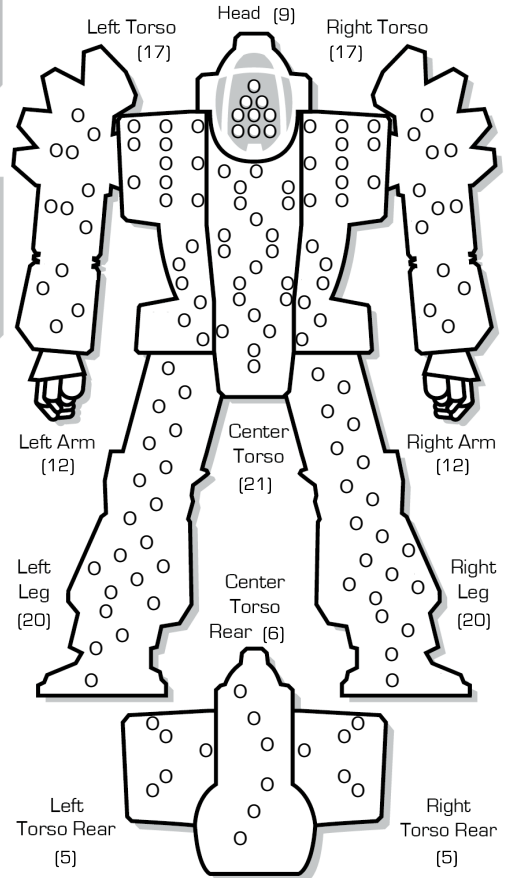
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



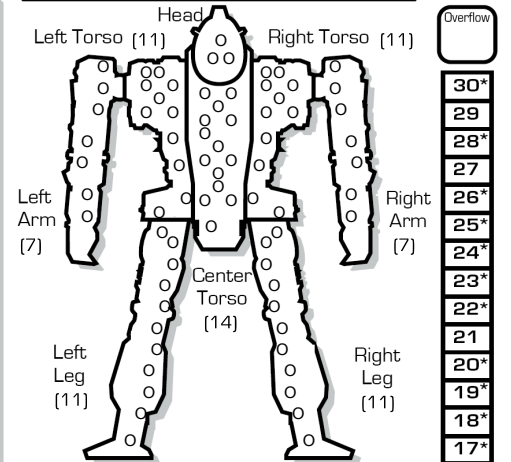
### ARMOR DIAGRAM



### 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>Endo Steel</li> <li>Endo Steel</li> </ol> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <h4>Left Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Jump Jet</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol> <ol style="list-style-type: none"> <li>ER Medium Laser</li> <li>Streak SRM 6</li> <li>Streak SRM 6</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Ammo (Streak) 15</li> <li>MASC</li> <li>MASC</li> </ol> <h4>Left Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>	<h4>Head</h4> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>TAG</li> <li>Sensors</li> <li>Life Support</li> </ol> <h4>Center Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <ol style="list-style-type: none"> <li>Gyro</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Jump Jet</li> <li>Endo Steel</li> </ol> <p>4-6</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 0 auto;"> <p>Engine Hits ○○○○              Gyro Hits ○○              Sensor Hits ○○              Life Support ○</p> </div> <p>Damage Transfer Diagram</p>	<h4>Right 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>Endo Steel</li> <li>Endo Steel</li> </ol> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <h4>Right Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Jump Jet</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol> <ol style="list-style-type: none"> <li>ER Medium Laser</li> <li>Beagle Active Probe</li> <li>Beagle Active Probe</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <h4>Right Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>
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### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: **Stealth STH-3S**

Movement Points:

Walking: 7  
Running: 11 [14]  
Jumping: 7

Tonnage: 45

Tech Base: Inner Sphere  
Era: Civil War

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RT	15	10 [DE]	—	7	14	23
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6

Cost: 11,086,990 C-bills

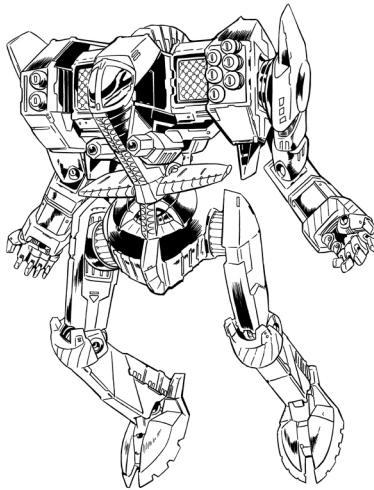
BV: 1,577

### WARRIOR DATA

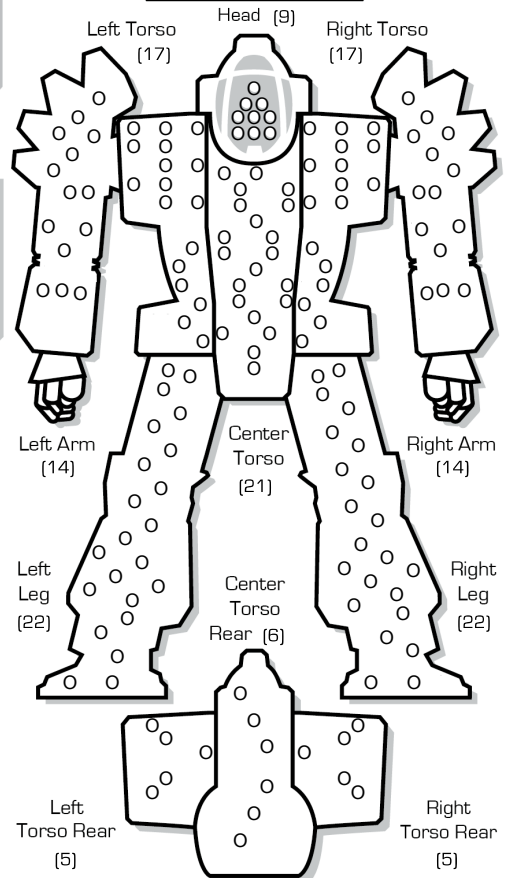
Name: \_\_\_\_\_

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
- Endo Steel
- Endo Steel

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Endo Steel
- Endo Steel

#### Center Torso

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

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Stealth
- Stealth

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Jump Jet
- Jump Jet
- Jump Jet

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- Jump Jet
- Endo Steel

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Jump Jet
- Jump Jet
- Jump Jet

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

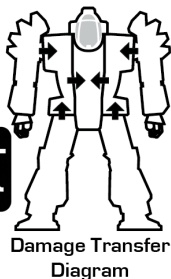
- MASC
- MASC
- 4-6 Guardian ECM Suite
- Guardian ECM Suite
- Stealth
- Stealth

#### Left Leg

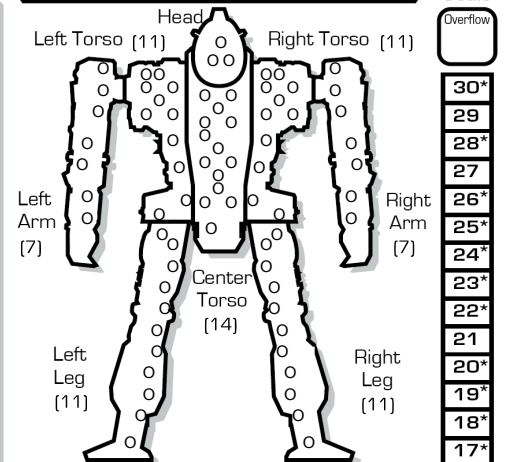
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Stealth
- Stealth

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Stealth
- Stealth



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
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: **Huron Warrior HUR-WO-R4L**

Movement Points: **Tonnage: 50**  
 Walking: 5 **Tech Base: Inner Sphere**  
 Running: 8 **Era: Clan Invasion**  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19

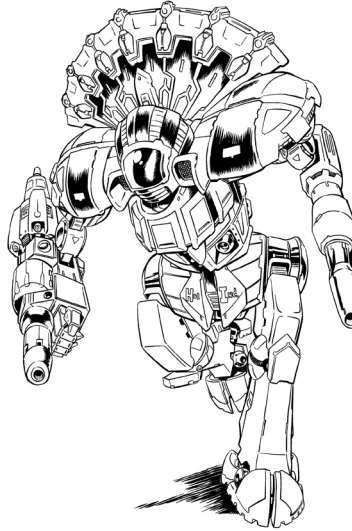
Cost: 8,219,000 C-bills

BV: 1,530

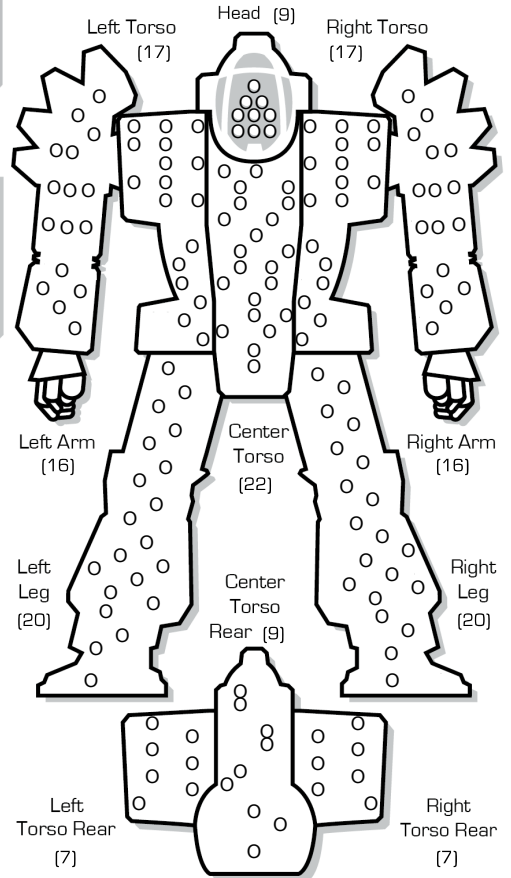
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- ER Large Laser
- Endo Steel

1-3

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

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Heat Sink
- Medium Pulse Laser
- Endo Steel

1-3

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

4-6

#### Left Leg

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

#### Head

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

#### Center Torso

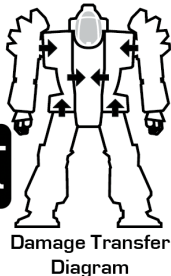
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel

4-6

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Gauss Rifle
- Gauss Rifle

1-3

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

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Endo Steel

1-3

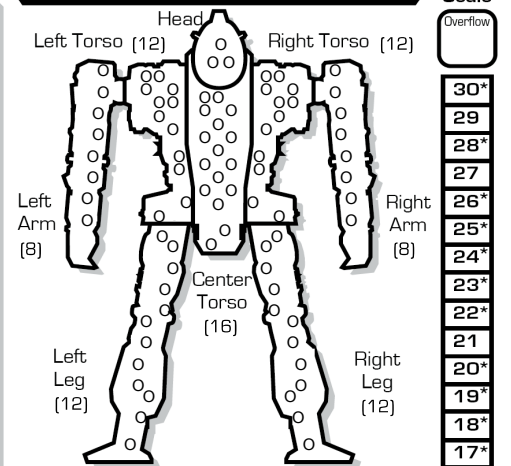
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (11) 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: **Huron Warrior HUR-WO-R4M**

Movement Points: **Tonnage: 50**  
 Walking: 5 Tech Base: Inner Sphere  
 Running: 8 Era: Clan Invasion  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19

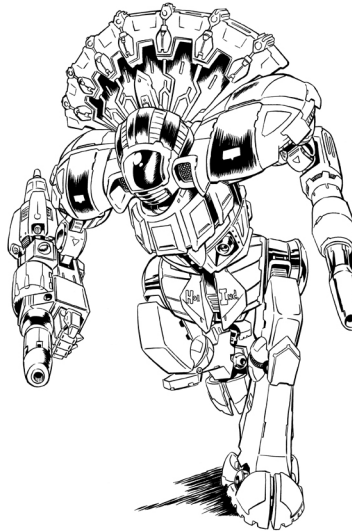
Cost: 8,204,000 C-bills

BV: 1,556

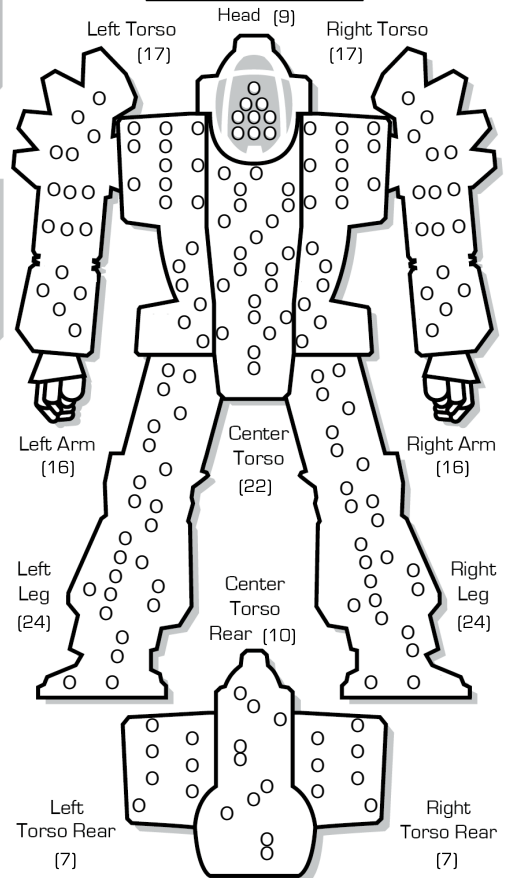
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- ER Large Laser
- Endo Steel

1-3

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

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Heat Sink
- Medium Laser
- Endo Steel

1-3

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

4-6

#### Left Leg

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

#### Head

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

#### Center Torso

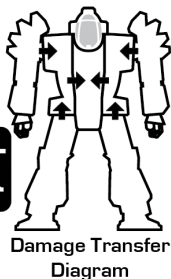
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel

4-6

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Gauss Rifle
- Gauss Rifle

1-3

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

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo [Gauss] 8
- Ammo [Gauss] 8
- Endo Steel

1-3

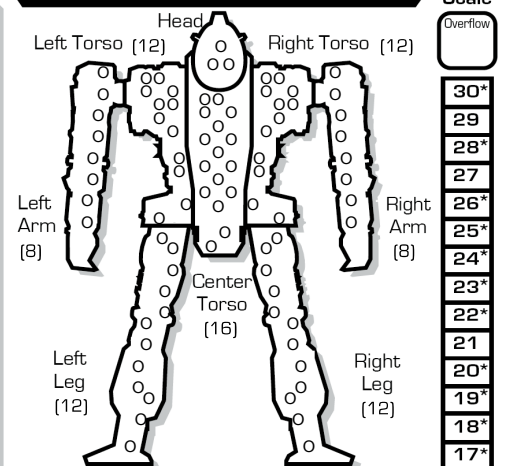
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (11) 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: **Huron Warrior HUR-WO-R4N**

Movement Points: **Tonnage: 50**  
 Walking: 5 **Tech Base: Inner Sphere**  
 Running: 8 **Era: Civil War**  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	LRM 15	RA	5	1/MSI [M.C.S]	6	7	14	21
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	LRM 15	LA	5	1/MSI [M.C.S]	6	7	14	21
2	Medium Laser	LA	3	5 [DE]	—	3	6	9

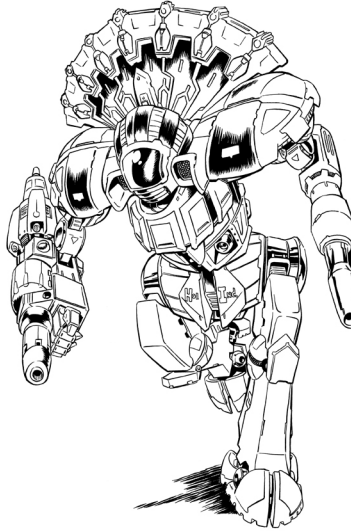
Cost: 9,275,000 C-bills

BV: 1,553

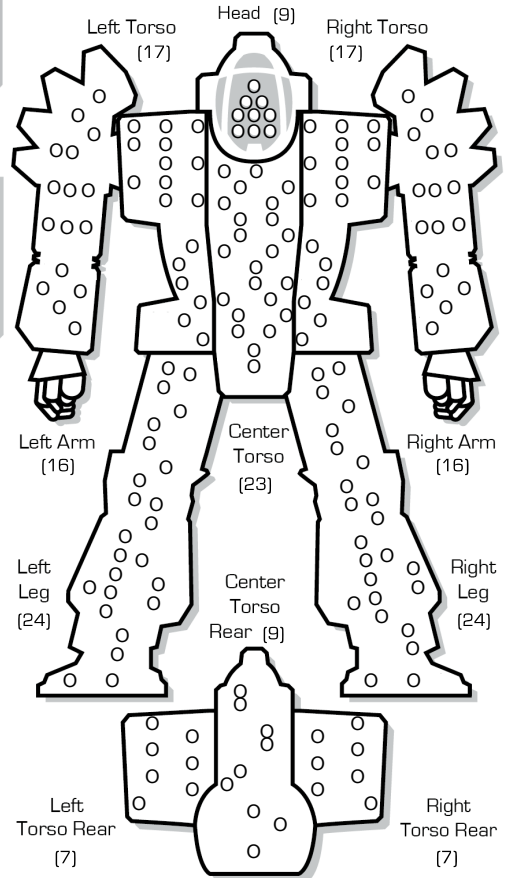
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. LRM 15	5. LRM 15	6. LRM 15
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. LRM 15	5. LRM 15	6. LRM 15
<b>Center Torso</b>	1. Medium Laser	2. Medium Laser	3. Endo Steel	4. Endo Steel	5. Stealth	6. Stealth
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Ammo (LRM) 8	5. Ammo (LRM) 8	6. Ammo (LRM) 8
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Endo Steel	5. Endo Steel	6. Endo Steel
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Stealth	6. Stealth
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Stealth	6. Stealth

**Head**

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

**Center Torso**

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

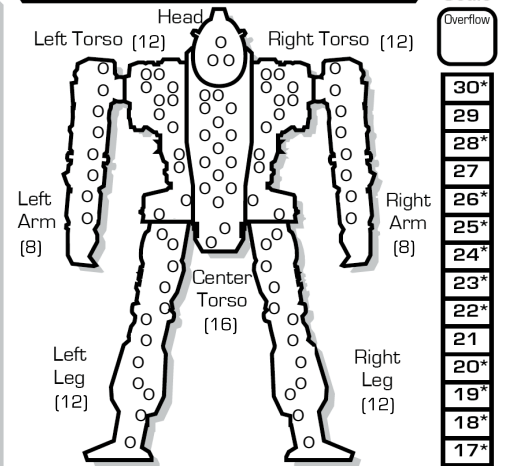
**Right Torso**

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel
- Endo Steel

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

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: **Huron Warrior HUR-WO-R40**

Movement Points: **Tonnage: 50**  
 Walking: 5 **Tech Base: Inner Sphere**  
 Running: 8 **Era: Civil War**  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19

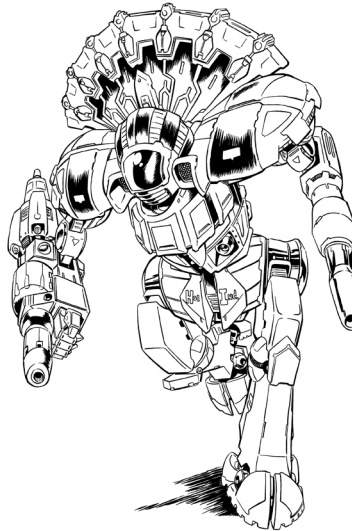
Cost: 8,306,000 C-bills

BV: 1,585

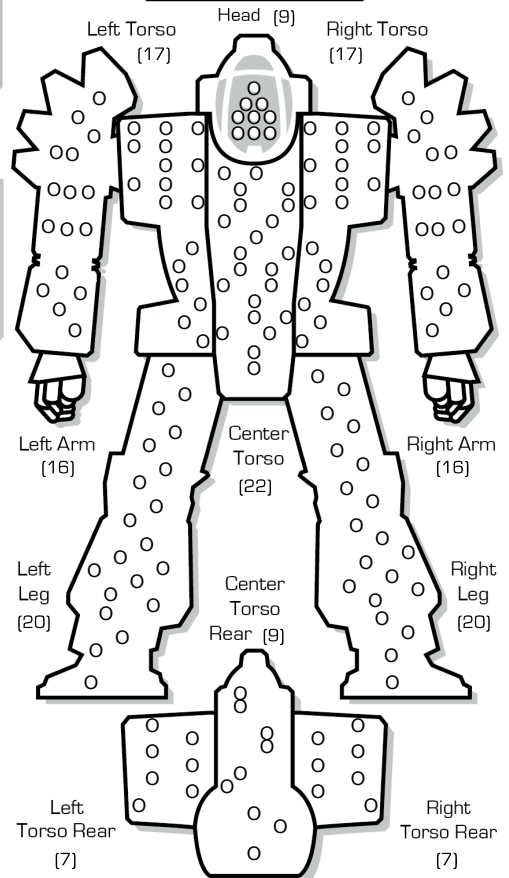
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- ER Large Laser
- Endo Steel

1-3

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

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Pulse Laser
- Endo Steel
- Endo Steel

1-3

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

4-6

#### Left Leg

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

#### Head

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

#### Center Torso

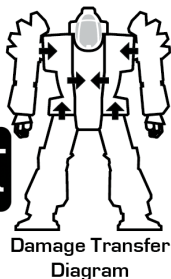
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel

4-6

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Gauss Rifle
- Gauss Rifle

1-3

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

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Ammo (Gauss) 8

1-3

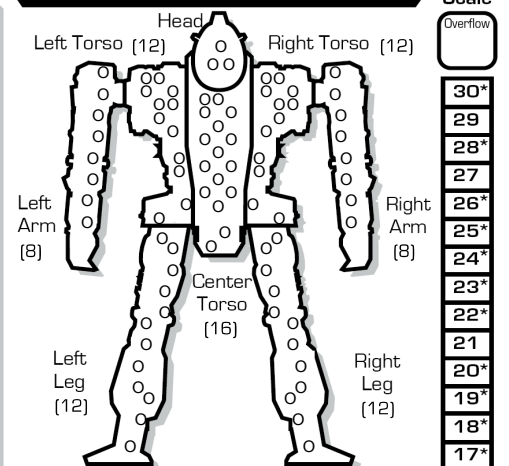
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: **Nightsky NGS-4S**

Movement Points: **Tonnage: 50**  
 Walking: 6 **Tech Base: Inner Sphere**  
 Running: 9 **Era: Clan Invasion**  
 Jumping: 6

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	HD	2	3 [P]	—	1	2	3
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	Hatchet	RA	—	10	—	—	—	—
1	Large Pulse Laser	LA	10	9 [P]	—	3	7	10

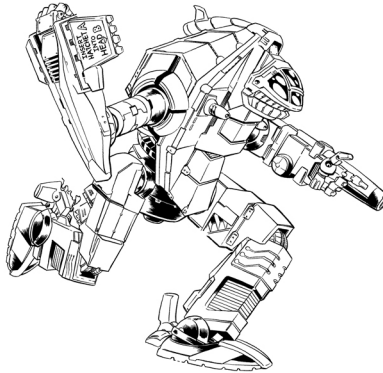
Cost: 9,420,000 C-bills

BV: 1,159

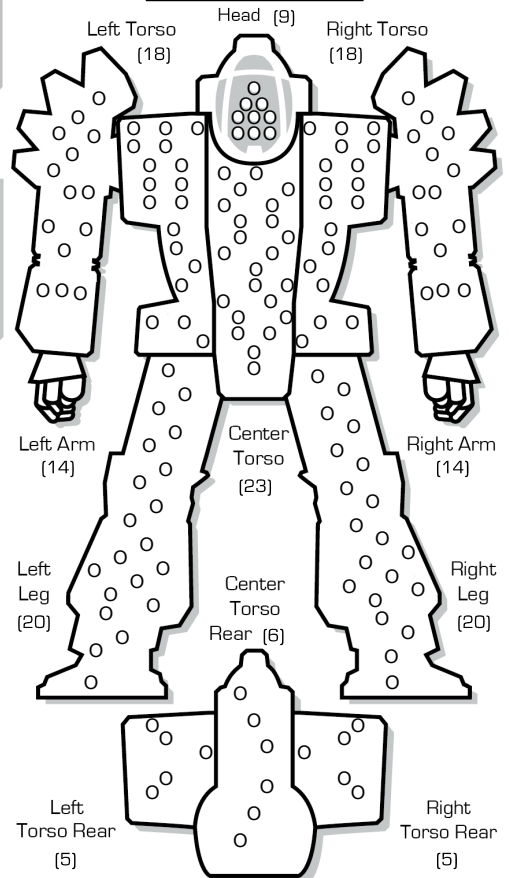
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#


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



### ARMOR DIAGRAM

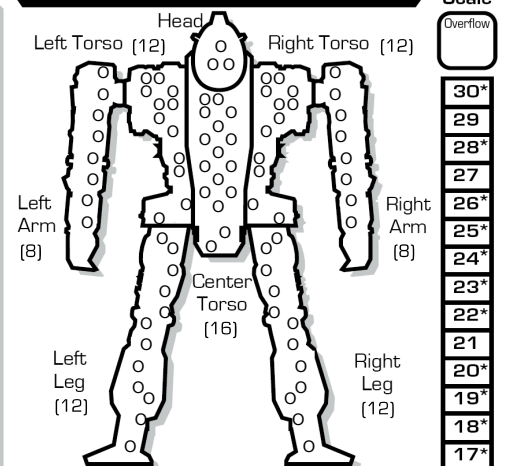


### CRITICAL HIT TABLE

<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>Large Pulse Laser</li> <li>Large Pulse Laser</li> </ol>	<h4>Head</h4> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Small Pulse Laser</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> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Hand Actuator</li> <li>Hatchet</li> <li>Hatchet</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>Center Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol>	<p>4-6</p> <ol style="list-style-type: none"> <li>Hatchet</li> <li>Hatchet</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>
<h4>Left Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Medium Pulse Laser</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	<p>4-6</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>	<p>1-3</p> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Medium Pulse Laser</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> <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>	<div style="border: 1px solid black; padding: 5px; text-align: center;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div>	<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>Left Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>		<h4>Right Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
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: **Nightsky NGS-4T**

Movement Points:

Walking: 6  
Running: 9  
Jumping: 6

Tonnage: 50

Tech Base: Inner Sphere  
Era: Clan Invasion

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	HD	2	3 [P]	—	1	2	3
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Small Laser	RT	1	3 [DE]	—	1	2	3
1	AMS	LT	1	1	—	0	0	0
				[DB,PD]				
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	Hatchet	RA	—	10	—	—	—	—
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19

Cost: 9,624,375 C-bills

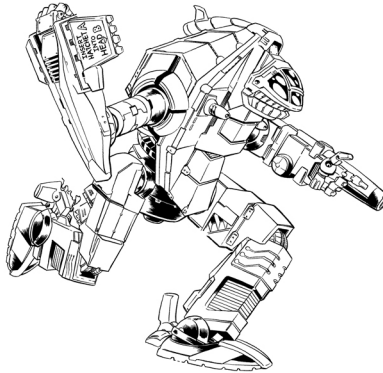
BV: 1,287

### WARRIOR DATA

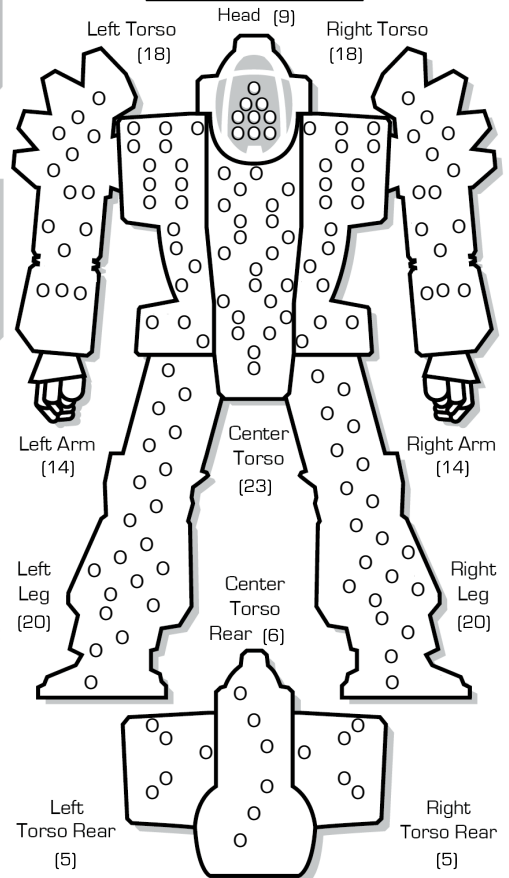
Name: \_\_\_\_\_

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
- Hand Actuator
- ER Large Laser
- ER Large Laser

1-3

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

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Pulse Laser
- AMS
- Ammo [AMS] 12

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
- Jump Jet
- Jump Jet

#### Head

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

1-3

#### Center Torso

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

1-3

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet

4-6

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Hatchet
- Hatchet

1-3

- Hatchet
- Hatchet
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Pulse Laser
- Small Laser
- Roll Again

1-3

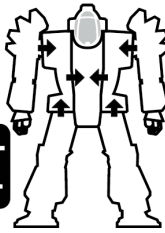
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

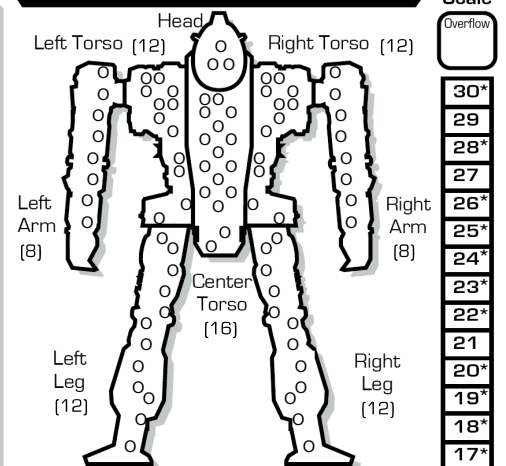
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
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: **Nightsky NGS-5S**

Movement Points: **Tonnage:** 50  
 Walking: 6 **Tech Base:** Inner Sphere  
 Running: 9 **Era:** Clan Invasion  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	HD	2	3 [P]	—	1	2	3
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	Hatchet	RA	—	10	—	—	—	—
1	Large Pulse Laser	LA	10	9 [P]	—	3	7	10

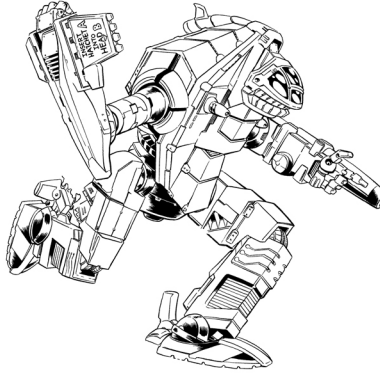
Cost: 8,907,000 C-bills

BV: 1,045

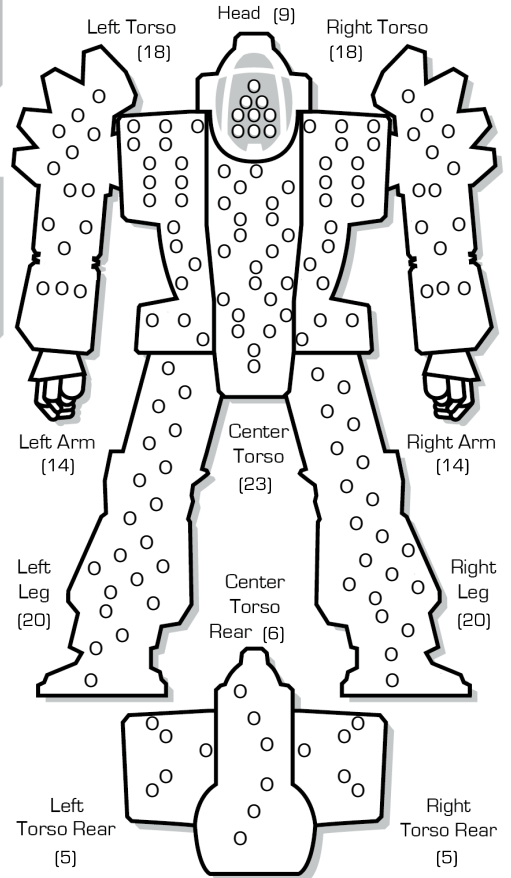
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



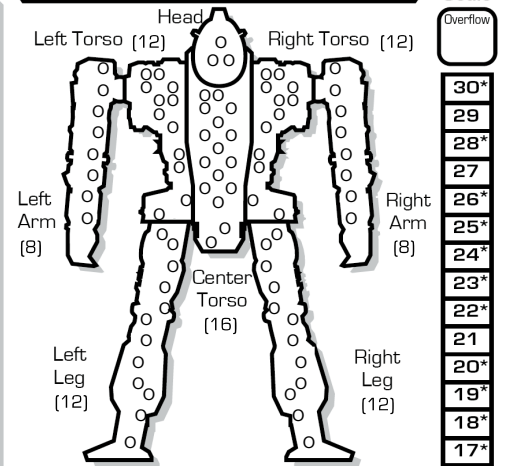
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Large Pulse Laser	6. Large Pulse Laser
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Hatchet	6. Hatchet
<b>Center Torso</b>	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Small Pulse Laser	5. Sensors	6. Life Support
<b>Left Torso Rear</b>	1. Gyro	2. XL Fusion Engine	3. XL Fusion Engine	4. XL Fusion Engine	5. Roll Again	6. Roll Again
<b>Right Torso Rear</b>	1. Gyro	2. XL Fusion Engine	3. XL Fusion Engine	4. XL Fusion Engine	5. Roll Again	6. Roll Again

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

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (28) Double
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: **Nightsky NGS-5T**

Movement Points: **Tonnage: 50**  
 Walking: 6 **Tech Base: Inner Sphere**  
 Running: 9 **Era: Clan Invasion**  
 Jumping: 6

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	HD	2	3 [P]	—	1	2	3
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	Hatchet	RA	—	10	—	—	—	—
1	ER PPC	LA	15	10 [DE]	—	7	14	23

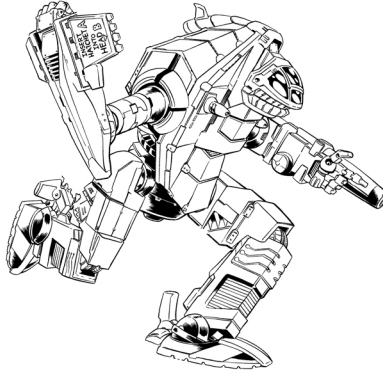
Cost: 9,607,500 C-bills

BV: 1,356

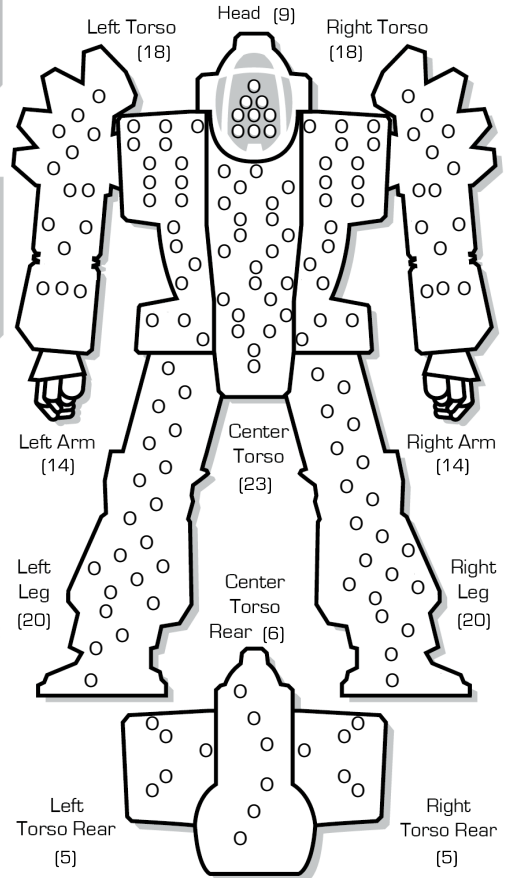
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



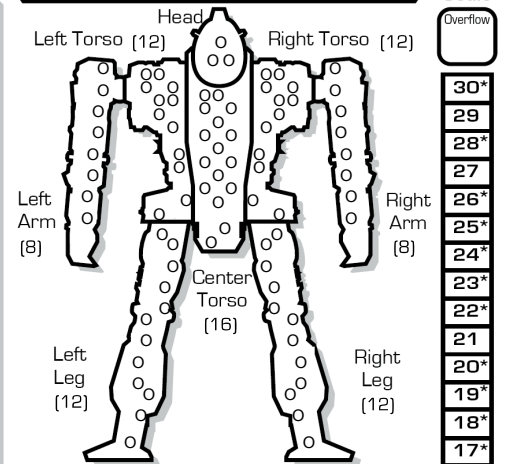
### CRITICAL HIT TABLE

<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>ER PPC</li> <li>ER PPC</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>ER PPC</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>Small Pulse Laser</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> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Hand Actuator</li> <li>Hatchet</li> <li>Hatchet</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Hatchet</li> <li>Hatchet</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	<h4>Center Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>	<h4>Left Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Medium Pulse Laser</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>Right Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Medium Pulse Laser</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>Left Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>	<h4>Right Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>
---	--	--	--	--	---	--	---

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

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
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: **Nightsky NGS-6S**

Movement Points: **Tonnage:** 50  
 Walking: 6 **Tech Base:** Inner Sphere  
 Running: 9 **Era:** Civil War  
 Jumping: 6

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
2	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
2	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Hatchet	RA	—	10	—	—	—	—
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

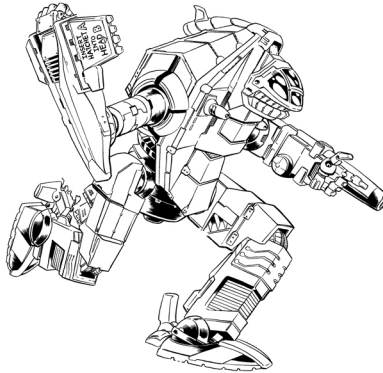
Cost: 8,293,500 C-bills

BV: 1,474

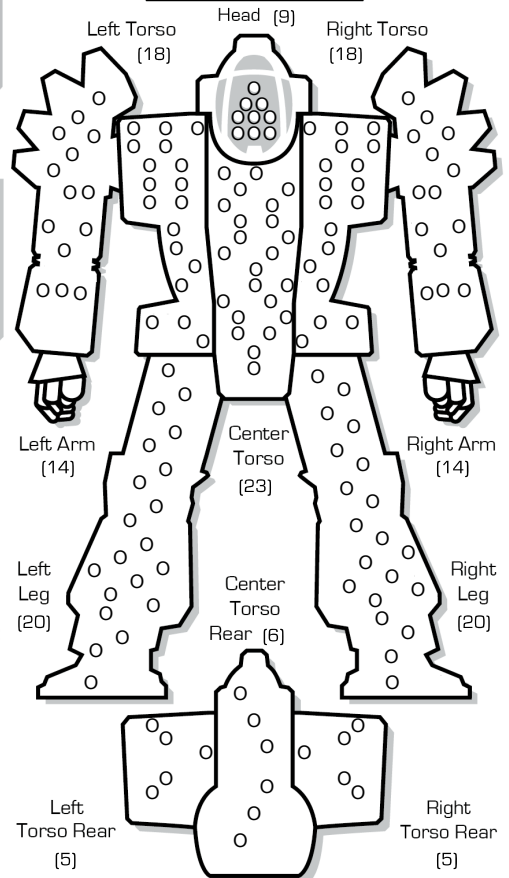
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - ER Medium Laser
  - ER Medium Laser

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

#### Left Torso

- Light Fusion Engine
  - Light Fusion Engine
  - ER Medium Laser
- 1-3
- ER Medium Laser
  - 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

#### Head

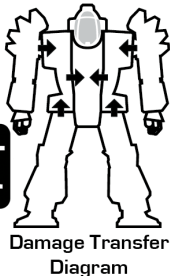
- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

#### Center Torso

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

- Gyro
  - Light Fusion Engine
  - Light Fusion Engine
- 4-6
- Light Fusion Engine
  - Jump Jet
  - Jump Jet

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



#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - Hatchet
  - Hatchet

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

#### Right Torso

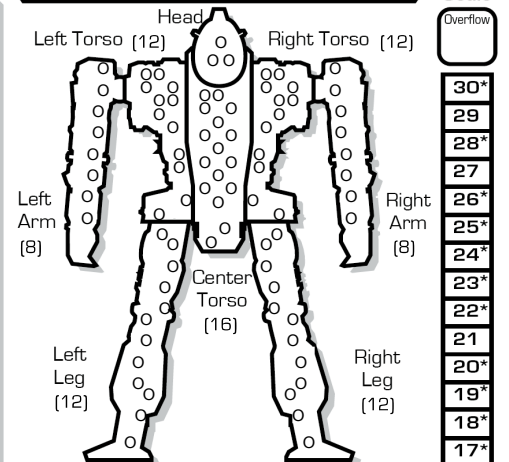
- Light Fusion Engine
  - Light Fusion Engine
  - ER Medium Laser
- 1-3
- ER Medium Laser
  - Roll Again
  - Roll Again

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

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	11 (22)
28	Ammo Exp. avoid on 8+	Double
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: Apollo APL-1M

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 55

Tech Base: Inner Sphere

Era: Clan Invasion

### WARRIOR DATA

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

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

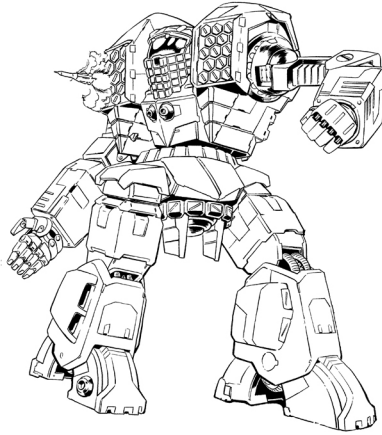
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

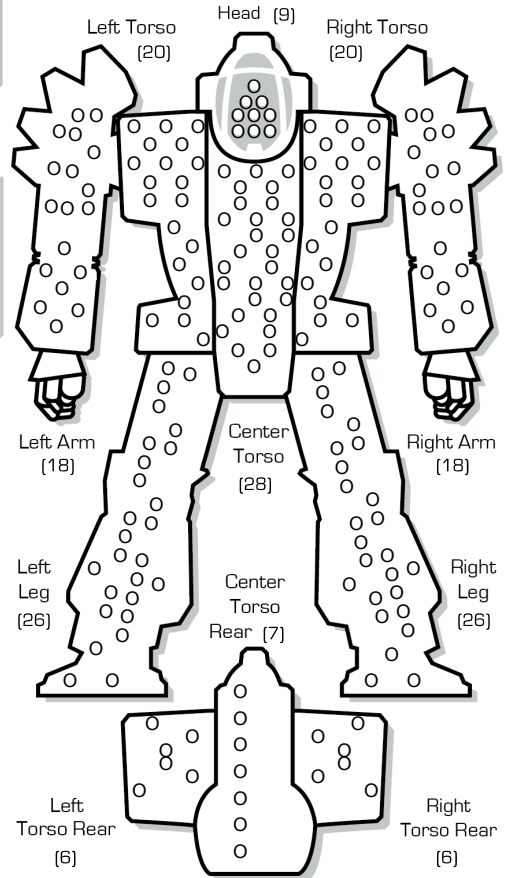
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Small Pulse Laser	CT	2	3 [P]	—	1	2	3
1	LRM 15	RT	5	1/MSL [M.C.S.]	6	7	14	21
1	Artemis IV FCS	RT	—	[E]	—	—	—	—
1	LRM 15	LT	5	1/MSL [M.C.S.]	6	7	14	21
1	Artemis IV FCS	LT	—	[E]	—	—	—	—

Cost: 4,680,173 C-bills

BV: 1,207



### 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
- Roll Again
- Sensors
- Life Support

#### Right Arm

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

#### Center Torso

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

#### Right Arm

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

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- LRM 15
- LRM 15
- LRM 15

- Gyro
- 1-3 Fusion Engine
- Fusion Engine
- Fusion Engine
- 4-6 Small Pulse Laser
- Small Pulse Laser

#### Right Torso

- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- LRM 15
- LRM 15
- LRM 15

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

- Artemis IV FCS
- 4-6 Ammo (LRM Artemis) 8
- Ammo (LRM Artemis) 8
- Roll Again
- Roll Again
- Roll Again

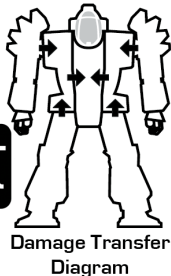
#### Left Leg

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

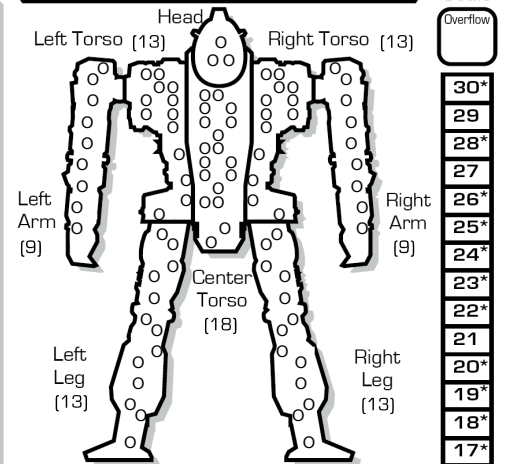
- Artemis IV FCS
- 4-6 Ammo (LRM Artemis) 8
- Ammo (LRM Artemis) 8
- Roll Again
- Roll Again
- Roll Again

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10 (20)
28	Ammo Exp. avoid on 8+	Double
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: Apollo APL-1R

Movement Points:  
 Walking: 4  
 Running: 6  
 Jumping: 0

Tonnage: 55  
 Tech Base: Inner Sphere  
 Era: Clan Invasion

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Small Pulse Laser	CT	2	3 [P]	—	1	2	3
1	LRM 15	RT	5	1/Msl [M.C.S]	6	7	14	21
1	LRM 15	LT	5	1/Msl [M.C.S]	6	7	14	21

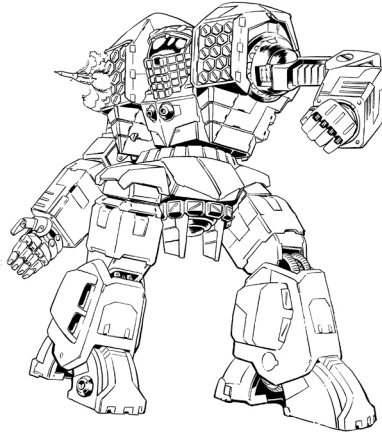
Cost: 4,370,173 C-bills

BV: 1,148

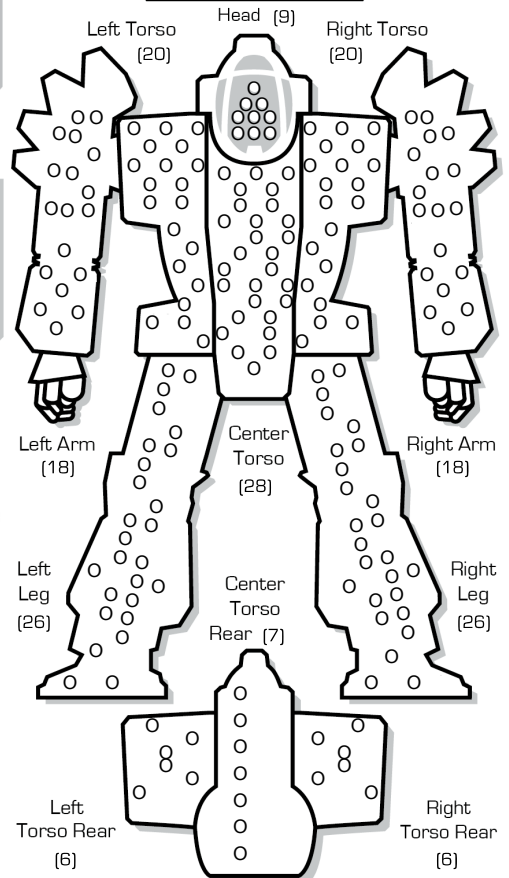
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
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
- Roll Again
- Sensors
- Life Support

#### Right Arm

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

#### Center Torso

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

#### Right Torso

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

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- LRM 15
- LRM 15
- LRM 15

- Gyro
- 1-3 Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Small Pulse Laser
- Small Pulse Laser

#### Right Torso

- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- LRM 15
- LRM 15
- LRM 15

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

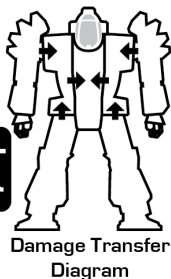
- 1-3 Ammo (LRM) 8
- Ammo (LRM) 8
- Ammo (LRM) 8
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

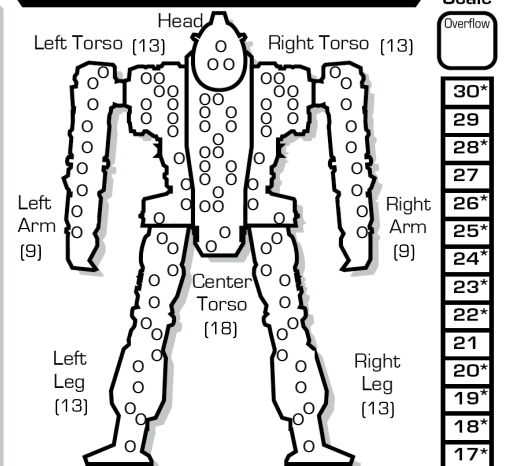
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4-6 Foot Actuator
- Roll Again
- Roll Again



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Apollo APL-2S

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 55

Tech Base: Inner Sphere

Era: Clan Invasion

### WARRIOR DATA

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

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

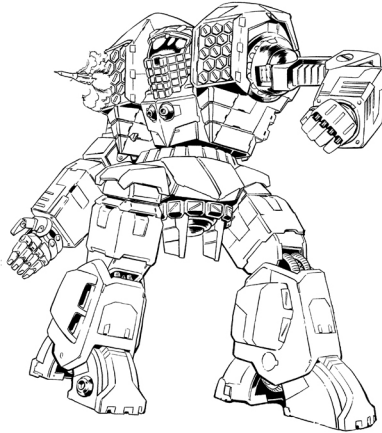
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

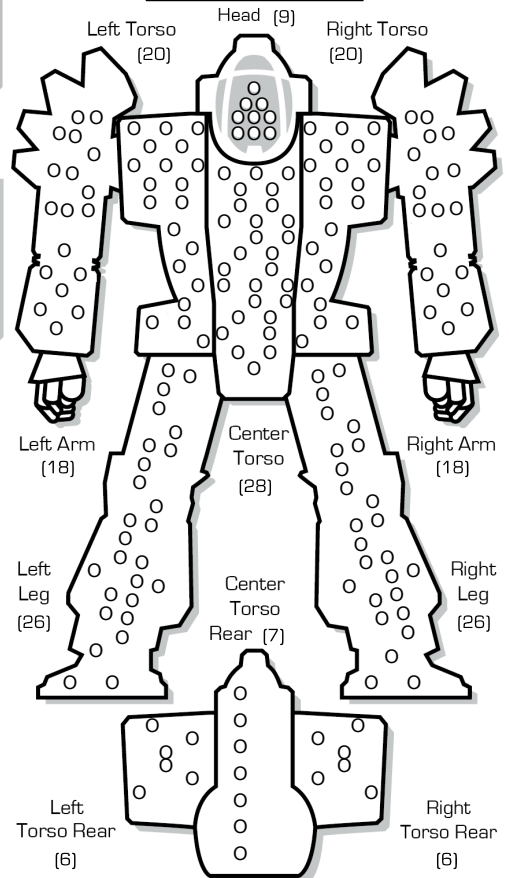
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	LRM 15	RT	5	1/Msl [M.C.S]	6	7	14	21
1	Artemis IV FCS	RT	—	[E]	—	—	—	—
1	LRM 15	LT	5	1/Msl [M.C.S]	6	7	14	21
1	Artemis IV FCS	LT	—	[E]	—	—	—	—

Cost: 4,754,573 C-bills

BV: 1,283



### 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
- Roll Again
- Sensors
- Life Support

#### Right Arm

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

#### Center Torso

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

#### Right Torso

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

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- LRM 15
- LRM 15
- LRM 15
- Artemis IV FCS
- 4-6 Ammo (LRM Artemis) 8
- Ammo (LRM Artemis) 8
- Roll Again
- Roll Again

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

#### Right Torso

- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- LRM 15
- LRM 15
- LRM 15
- Artemis IV FCS
- 4-6 Ammo (LRM Artemis) 8
- Ammo (LRM Artemis) 8
- Roll Again
- Roll Again
- Roll Again

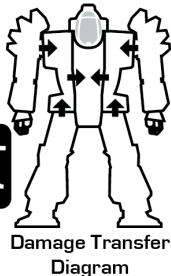
Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

#### Left Leg

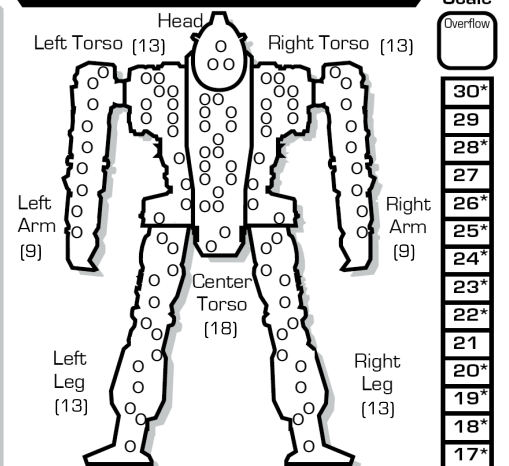
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Roll Again
- Roll Again

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Apollo APL-3T

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 55

Tech Base: Inner Sphere

Era: Clan Invasion

### WARRIOR DATA

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

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

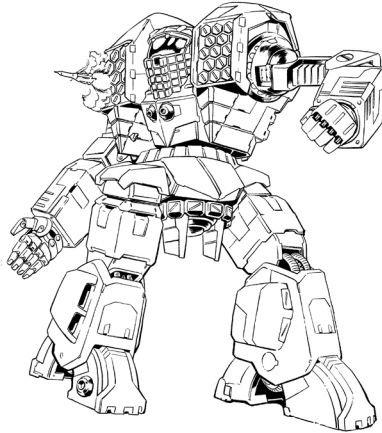
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

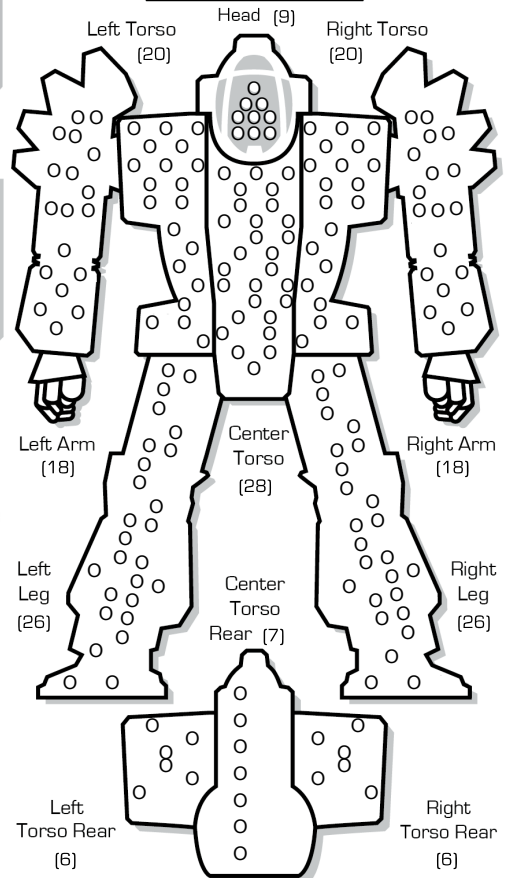
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	LRM 10	RT	4	1/Msl [M.C.S]	6	7	14	21
1	Artemis IV FCS	RT	—	[E]	—	—	—	—
1	LRM 10	LT	4	1/Msl [M.C.S]	6	7	14	21
1	Artemis IV FCS	LT	—	[E]	—	—	—	—
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

Cost: 4,708,073 C-bills

BV: 1,240



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

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

#### Left Torso

- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 1-3
- LRM 10
  - LRM 10
  - Artemis IV FCS

- Ammo (LRM Artemis) 12
  - Ammo (LRM Artemis) 12
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Left Leg

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

#### Head

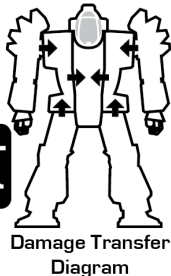
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

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

- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Medium Laser
  - Medium Laser
- 4-6

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



#### Right Arm

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

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

#### Right Torso

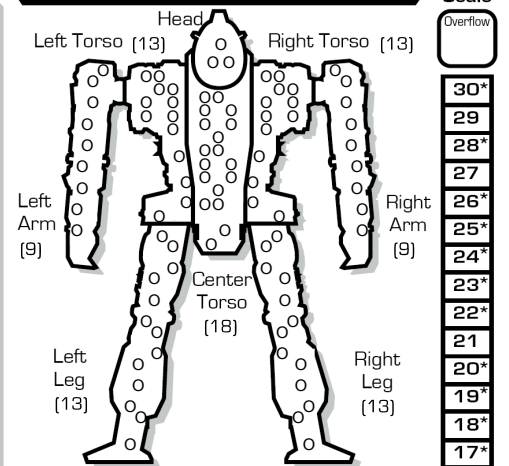
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 1-3
- LRM 10
  - LRM 10
  - Artemis IV FCS

- Ammo (LRM Artemis) 12
  - Ammo (LRM Artemis) 12
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Grim Reaper GRM-R-PR29

Movement Points: Tonnage: 55  
 Walking: 5 Tech Base: Inner Sphere  
 Running: 8 Era: Clan Invasion  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

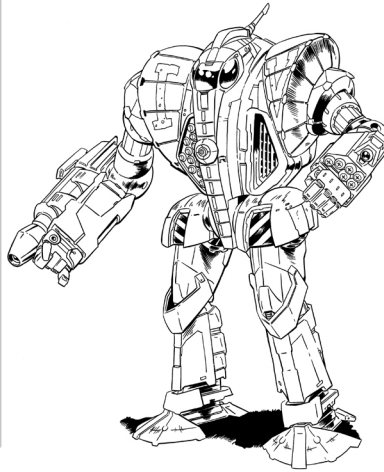
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AMS	CT	1	4	—	0	0	0
1	LRM 20	RT	6	1/MSI [DB,PD] 8 [M,C,S]	6	7	14	21
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
1	SRM 6	LA	4	2/MSI [M,C]	—	3	6	9

Cost: 10,073,656 C-bills BV: 1,469

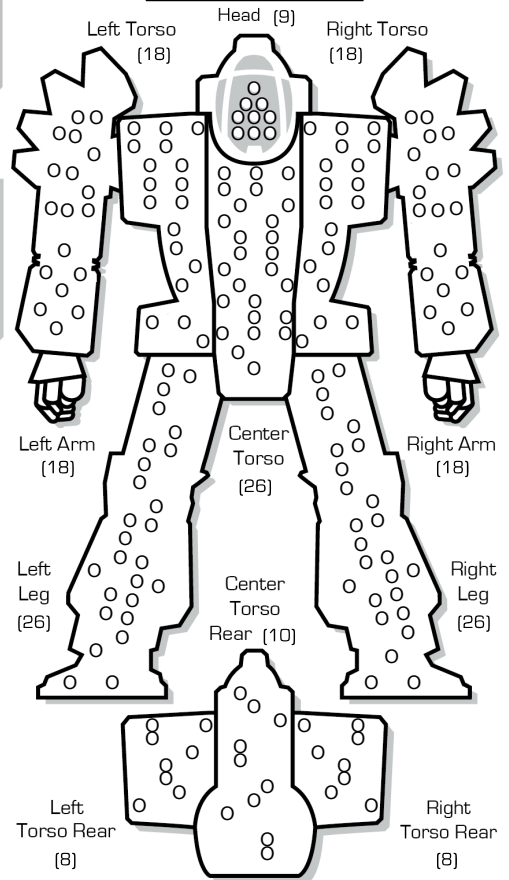
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

- Medium Pulse Laser
- Ferro-Fibrous
- Ferro-Fibrous
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Ammo (SRM) 15
- CASE
- Ferro-Fibrous

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

#### Left Leg

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

#### Head

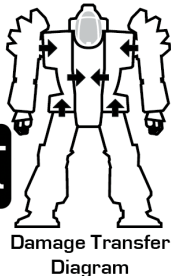
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

#### Center Torso

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

- Gyro
- XL Fusion Engine
- 4-6 XL Fusion Engine
- XL Fusion Engine
- AMS
- Ferro-Fibrous

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



#### Right Arm

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

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

#### Right Torso

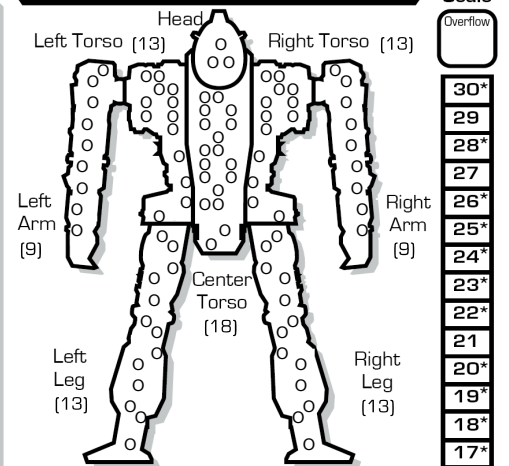
- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- LRM 20
- LRM 20
- LRM 20

- LRM 20
- LRM 20
- 4-6 Ammo (LRM) 6
- Ammo (LRM) 6
- Ammo (AMS) 12
- Ferro-Fibrous

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Grim Reaper GRM-R-PR30

Movement Points: **Tonnage:** 55  
 Walking: 5 [6] **Tech Base:** Inner Sphere  
 Running: 8 [9] **Era:** Civil War  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

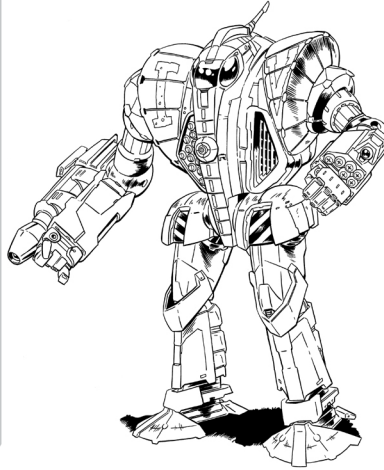
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Slave	CT	—	[E]	—	—	—	—
1	LRM 15	RT	5	1/Mei [M,C,S]	6	7	14	21
1	Artemis IV FCS	RT	—	[E]	—	—	—	—
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Streak SRM 6	LA	4	2/Mei [M,C]	—	3	6	9

Cost: 11,786,406 C-bills **BV:** 1,673

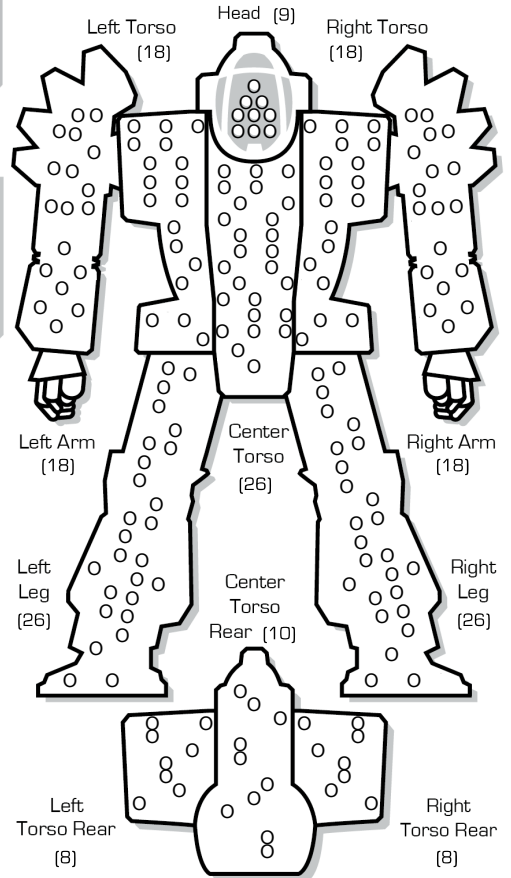
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



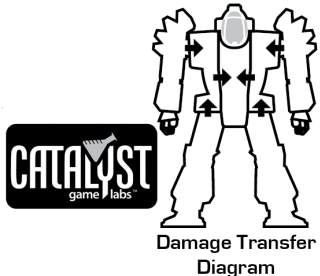
### ARMOR DIAGRAM



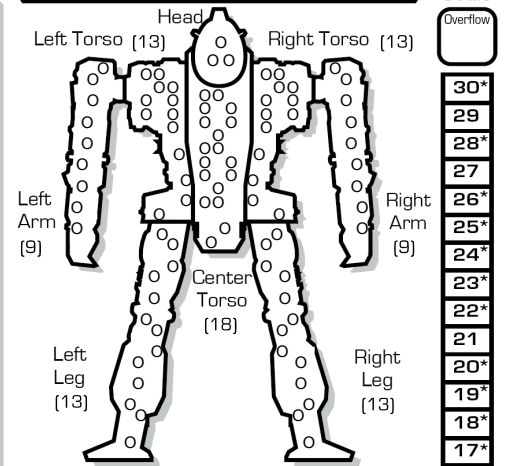
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Streak SRM 6	6. Streak SRM 6
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER PPC	6. ER PPC
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Ammo (LRM Artemis) 8	5. Ammo (LRM Artemis) 8	6. Ammo (Streak) 15
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. LRM 15	5. LRM 15	6. LRM 15
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
<b>Engine Hits</b>	○○○					
<b>Gyro Hits</b>	○○					
<b>Sensor Hits</b>	○○					
<b>Life Support</b>	○					

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Grim Reaper GRM-R-PR31

Movement Points: **Tonnage:** 55  
 Walking: 5 [6] **Tech Base:** Inner Sphere  
 Running: 8 [9] **Era:** Civil War  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

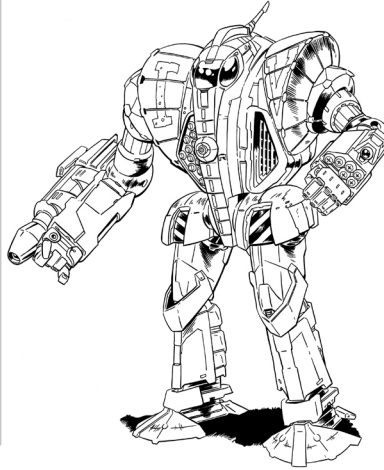
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Slave	CT	—	[E]	—	—	—	—
1	LRM 20	RT	6	1/2 Msl [M.C.S]	6	7	14	21
1	Artemis IV FCS	RT	—	[E]	—	—	—	—
1	ER Small Laser(R)	LT	2	3 [DE]	—	2	4	5
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

Cost: 11,752,694 C-bills **BV:** 1,655

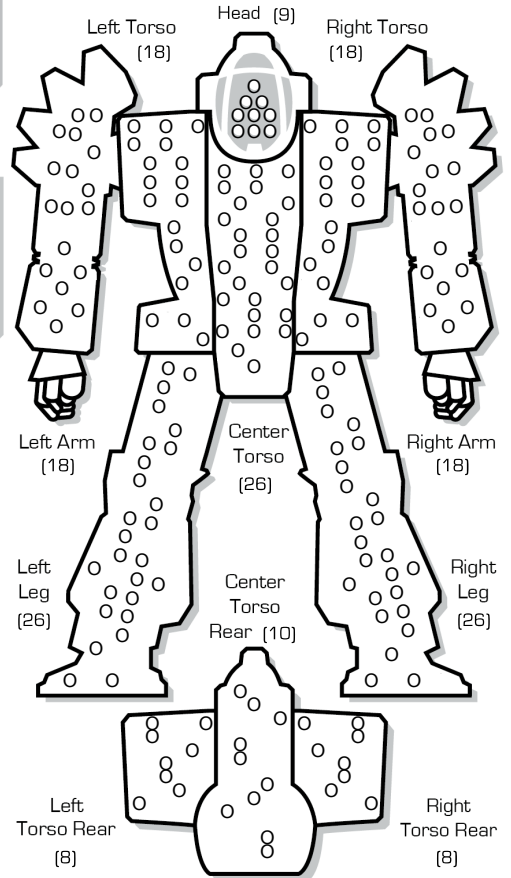
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



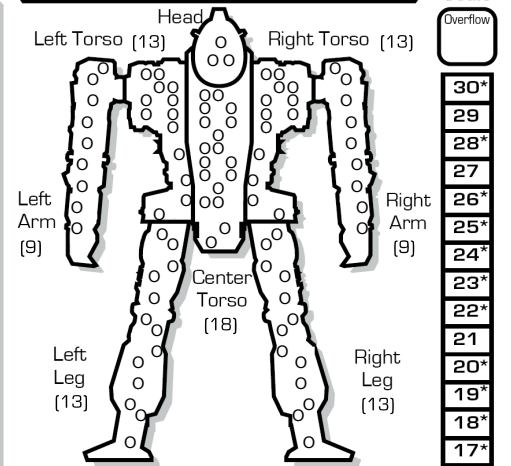
### ARMOR DIAGRAM



### 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><b>1-3</b></p> <ol style="list-style-type: none"> <li>Hand Actuator</li> <li>ER Medium Laser</li> <li>Ferro-Fibrous</li> </ol> <ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> </ol> <h4>Left Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>ER Small Laser(R)</li> <li>Ammo (LRM Artemis) 6</li> <li>Ammo (LRM Artemis) 6</li> </ol> <ol style="list-style-type: none"> <li>CASE</li> <li>Ferro-Fibrous</li> <li>Triple-Strength Myomer</li> <li>Triple-Strength Myomer</li> <li>Triple-Strength Myomer</li> <li>Triple-Strength Myomer</li> </ol> <h4>Left Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol>	<h4>Head</h4> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Roll Again</li> <li>Sensors</li> <li>Life Support</li> </ol> <h4>Center Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <ol style="list-style-type: none"> <li>Gyro</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>C<sup>3</sup> Slave</li> <li>Roll Again</li> </ol> <div style="border: 1px solid black; padding: 5px; text-align: center;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p style="text-align: center;">Damage Transfer Diagram</p>	<h4>Right Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Hand Actuator</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>ER PPC</li> <li>ER PPC</li> <li>ER PPC</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol> <h4>Right Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>LRM 20</li> <li>LRM 20</li> <li>LRM 20</li> </ol> <ol style="list-style-type: none"> <li>LRM 20</li> <li>LRM 20</li> <li>Artemis IV FCS</li> <li>Ferro-Fibrous</li> <li>Triple-Strength Myomer</li> <li>Triple-Strength Myomer</li> </ol> <h4>Right Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol>
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### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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: **Wraith TR1**

Movement Points:  
 Walking: 7  
 Running: 11  
 Jumping: 7

Tonnage: 55  
 Tech Base: Inner Sphere  
 Era: Clan Invasion

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	9 [P]	—	3	7	10
2	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

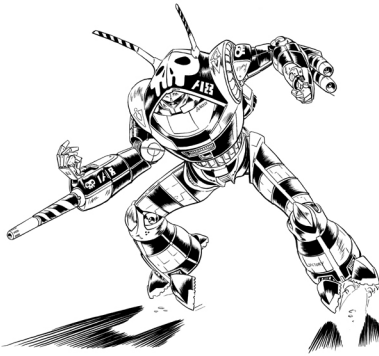
Cost: 13,225,323 C-bills

BV: 1,287

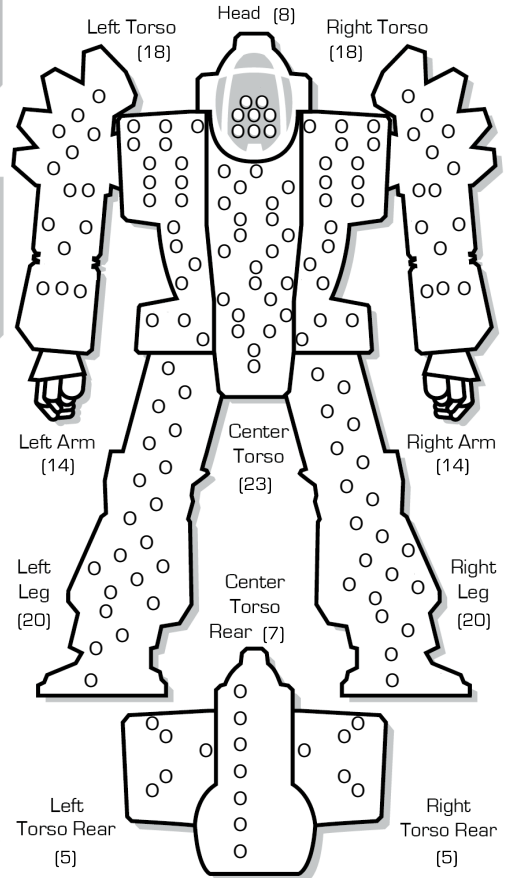
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet

1-3

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Leg

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

#### 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
- Jump Jet
- Ferro-Fibrous

4-6

#### Right Arm

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

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet

1-3

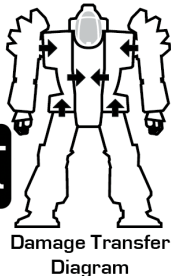
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

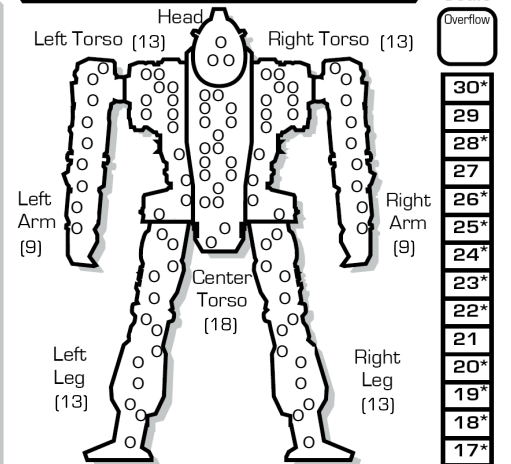
#### Right Leg

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

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: **Wraith TR2**

Movement Points:  
 Walking: 7  
 Running: 11  
 Jumping: 7

Tonnage: 55  
 Tech Base: Inner Sphere  
 Era: Clan Invasion

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10 [DE]	—	7	14	23
2	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

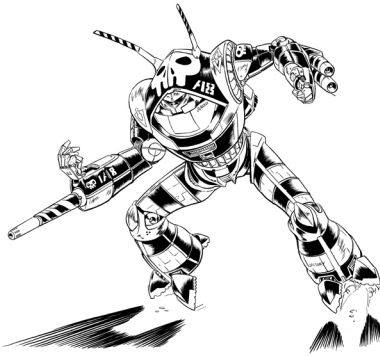
Cost: 13,419,073 C-bills

BV: 1,485

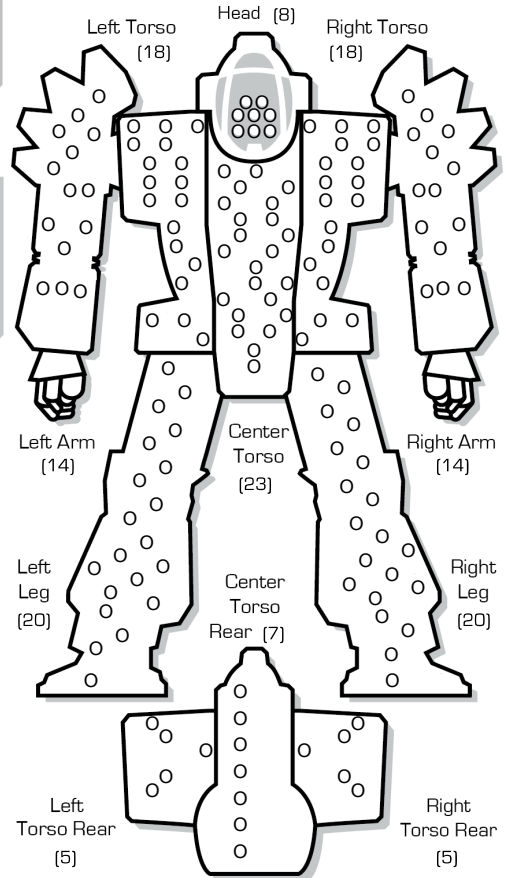
### WARRIOR DATA

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
- Hand Actuator
- Medium Pulse Laser
- Medium Pulse Laser

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet

1-3

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Leg

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

#### Head

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

1-3

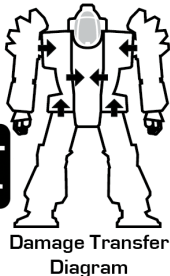
#### Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Ferro-Fibrous

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER PPC
- ER PPC

1-3

- ER PPC
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet

1-3

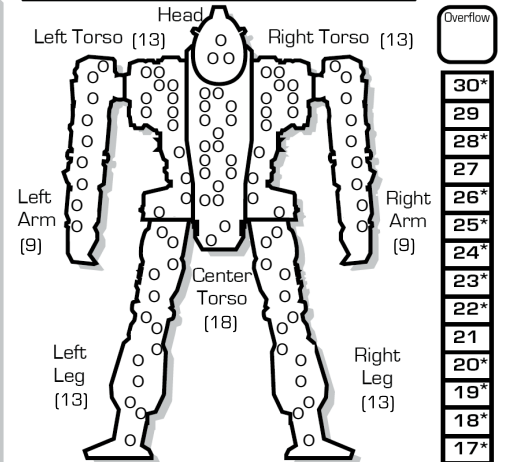
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: **Wraith TR3**

Movement Points:  
 Walking: 7  
 Running: 11  
 Jumping: 6

Tonnage: 55  
 Tech Base: Inner Sphere  
 Era: Civil War

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C <sup>3</sup> CPU	CT	—	[E]	—	—	—	—
1	Large Pulse Laser	RA	10	9 [P]	—	3	7	10
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

Cost: 14,228,173 C-bills

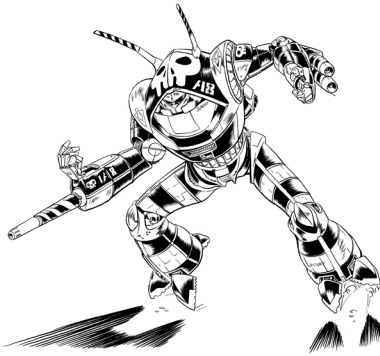
BV: 1,310

### WARRIOR DATA

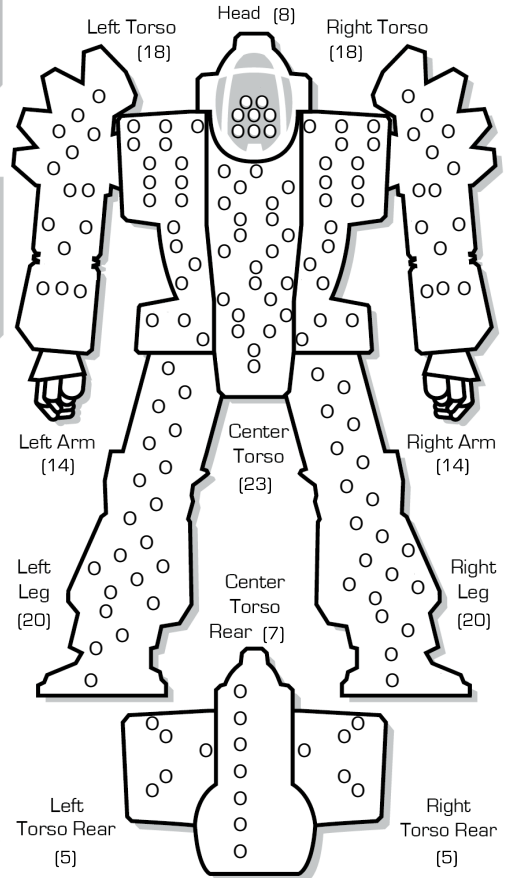
Name: \_\_\_\_\_

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
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet

1-3

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Leg

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

#### Head

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

1-3

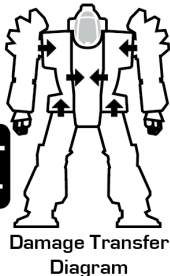
#### Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Improved C<sup>3</sup> CPU
- Improved C<sup>3</sup> CPU

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



#### Right Arm

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

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet

1-3

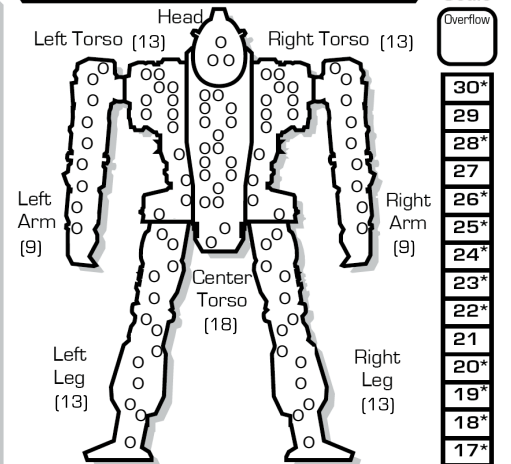
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Anvil ANV-3M

Movement Points: **Tonnage:** 60  
 Walking: 5 **Tech Base:** Inner Sphere  
 Running: 8 **Era:** Clan Invasion  
 Jumping: 3

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
1	Large Pulse Laser	RT	10	9 [P]	—	3	7	10
1	Large Pulse Laser	LT	10	9 [P]	—	3	7	10

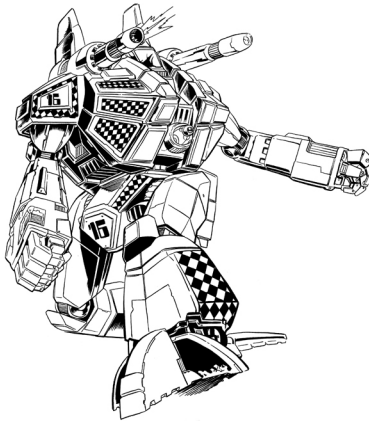
Cost: 5,856,960 C-bills

BV: 1,441

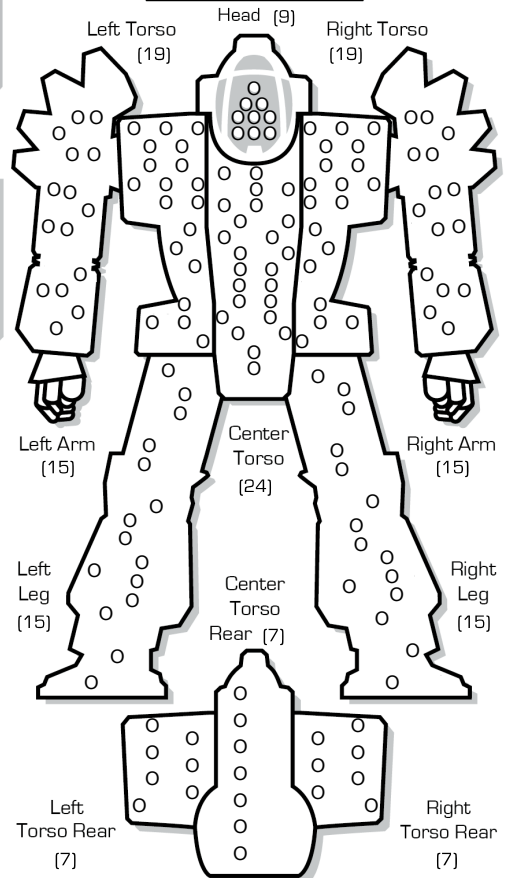
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Endo Steel
- Endo Steel

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Endo Steel
- Endo Steel

#### Center Torso

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

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

#### Left Torso

- 1-3 Large Pulse Laser
- Large Pulse Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

- Gyro
- 1-3 Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Medium Laser

#### Right Torso

- 1-3 Large Pulse Laser
- Large Pulse Laser
- Guardian ECM Suite
- Guardian ECM Suite
- Endo Steel
- Endo Steel

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

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

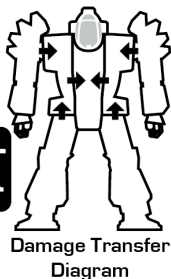
- Endo Steel
- Endo Steel
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again

#### Left Leg

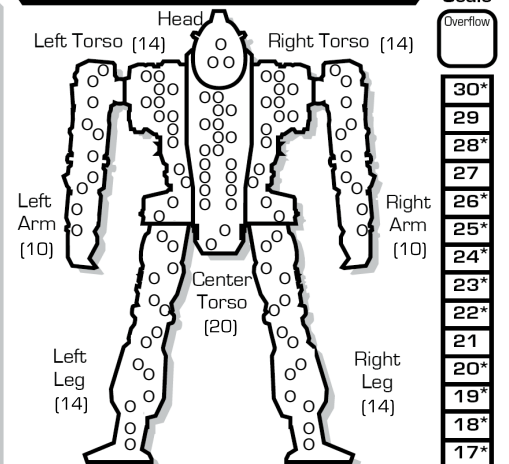
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Endo Steel

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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: Anvil ANV-3R

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 60

Tech Base: Inner Sphere

Era: Clan Invasion

### WARRIOR DATA

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

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

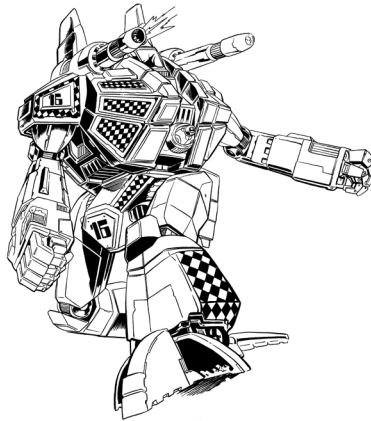
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

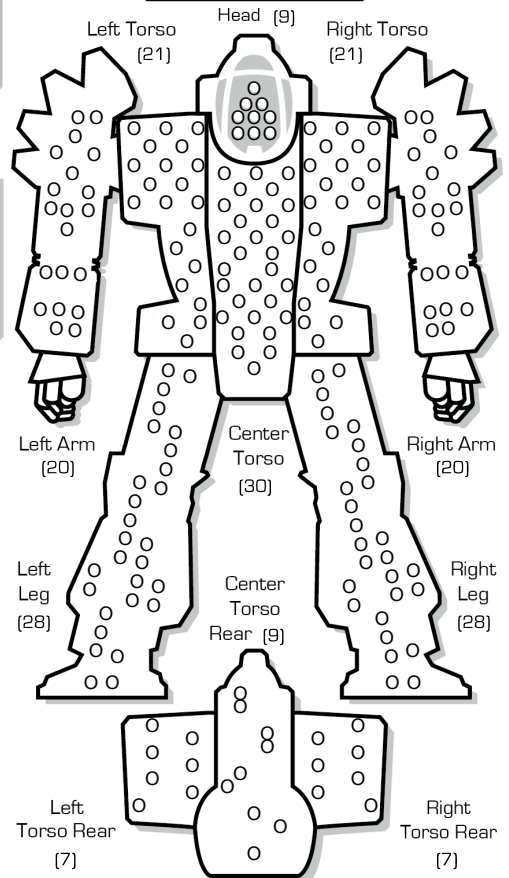
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
1	Large Pulse Laser	RT	10	9 [P]	—	3	7	10
1	Large Pulse Laser	LT	10	9 [P]	—	3	7	10

Cost: 5,732,160 C-bills

BV: 1,496



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Endo Steel
- Endo Steel

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Endo Steel
- Endo Steel

#### Center Torso

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

#### Right Torso

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

#### Left Torso

- 1-3 Large Pulse Laser
- 1-3 Large Pulse Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

- 1-3 Gyro
- 4-6 Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Roll Again

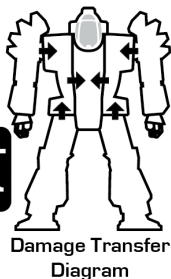
Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

#### Left Leg

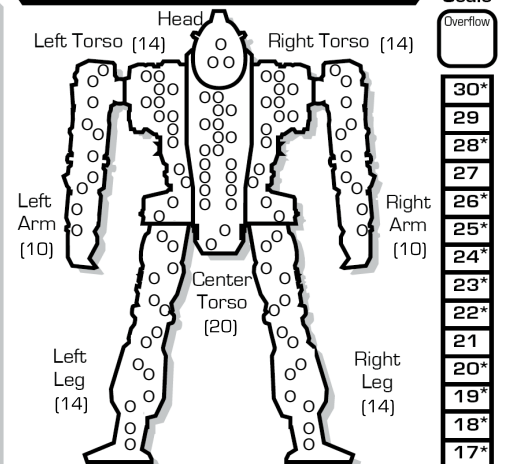
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Right Leg

- 1-3 Large Pulse Laser
- 2 Large Pulse Laser
- Guardian ECM Suite
- 1-3 Guardian ECM Suite
- Endo Steel
- Endo Steel
- Endo Steel
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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: Anvil ANV-5M

Movement Points:  
 Walking: 5  
 Running: 8  
 Jumping: 5

Tonnage: 60  
 Tech Base: Inner Sphere  
 Era: Clan Invasion

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	ER Large Laser	RT	12	8 [DE]	—	7	14	19
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	ER Large Laser	LT	12	8 [DE]	—	7	14	19
1	Medium Laser	LT	3	5 [DE]	—	3	6	9

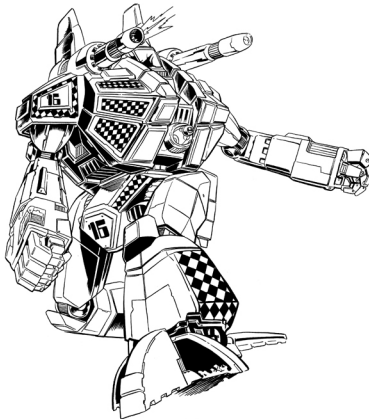
Cost: 6,372,160 C-bills

BV: 1,687

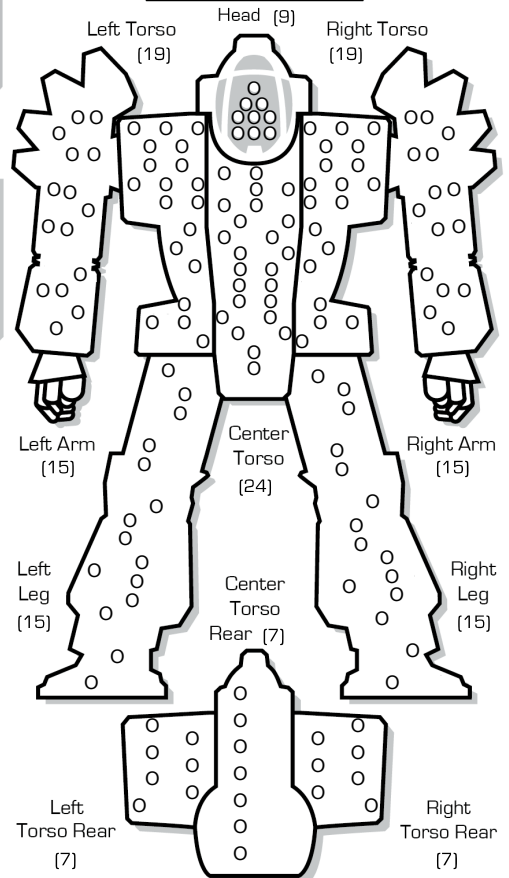
### WARRIOR DATA

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
- Endo Steel
- Endo Steel

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Endo Steel
- Endo Steel

#### Center Torso

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

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

#### Left Torso

- Jump Jet
- ER Large Laser
- ER Large Laser
- 1-3 Medium Laser
- Endo Steel
- Endo Steel

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Jump Jet
- Medium Laser

#### Right Torso

- Jump Jet
- ER Large Laser
- ER Large Laser
- 1-3 Medium Laser
- Guardian ECM Suite
- Guardian ECM Suite

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

- Endo Steel
- Endo Steel
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

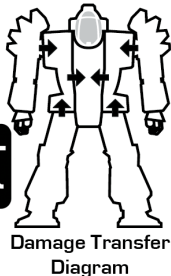
- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Roll Again
- Roll Again

#### Left Leg

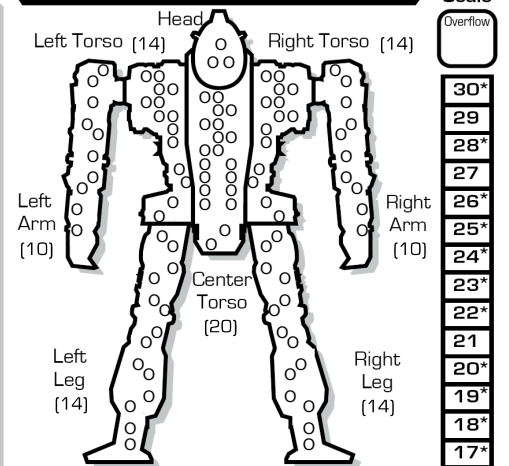
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Jump Jet
- Endo Steel

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Jump Jet
- Endo Steel



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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: Anvil ANV-5Q

Movement Points: **Tonnage:** 60  
 Walking: 5 **Tech Base:** Inner Sphere  
 Running: 8 **Era:** Clan Invasion  
 Jumping: 3

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Large Pulse Laser	RT	10	9 [P]	—	3	7	10
1	Large Pulse Laser	LT	10	9 [P]	—	3	7	10

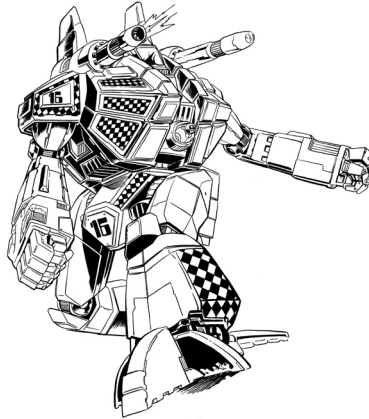
Cost: 5,548,160 C-bills

BV: 1,336

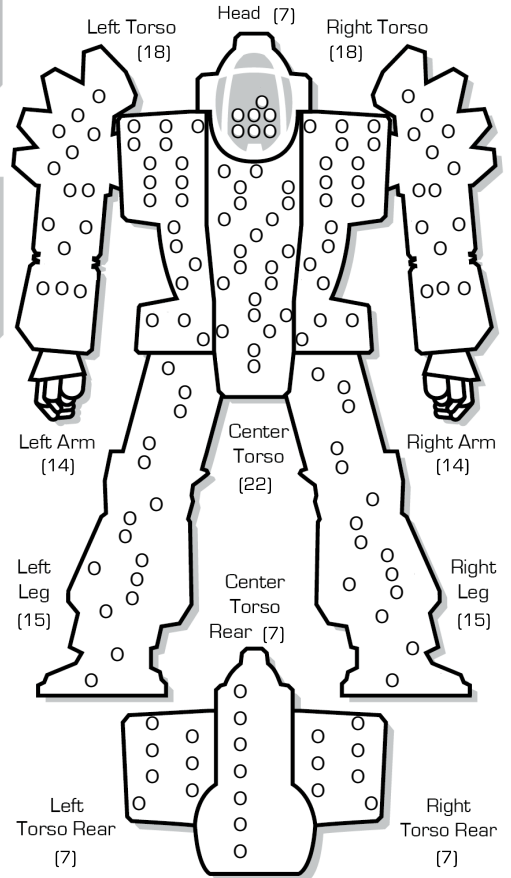
### WARRIOR DATA

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
- Endo Steel
- Endo Steel

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Endo Steel
- Endo Steel

#### Center Torso

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

#### Right Arm

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

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Large Pulse Laser
- Large Pulse Laser
- Endo Steel

#### Right Torso

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Jump Jet
- Medium Laser

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

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Roll Again
- Roll Again
- Roll Again

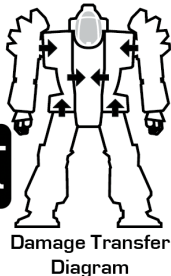
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Large Pulse Laser
- Large Pulse Laser
- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

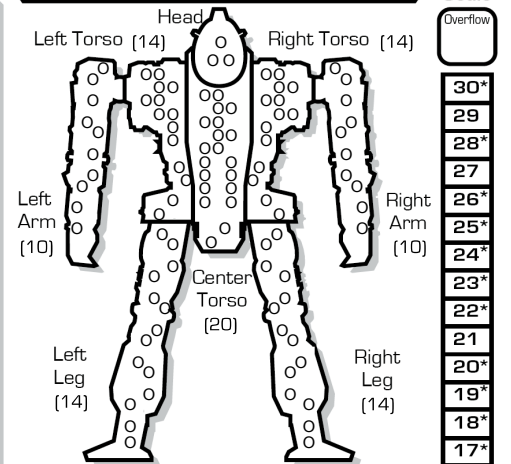
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Endo Steel

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (28) Double
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: Anvil ANV-6M

Movement Points: **Tonnage:** 60  
 Walking: 5 **Tech Base:** Inner Sphere  
 Running: 8 **Era:** Civil War  
 Jumping: 3

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	HD	0	0 [S]	—	5	10	15
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
1	Large Pulse Laser	RT	10	9 [P]	—	3	7	10
1	Large Pulse Laser	LT	10	9 [P]	—	3	7	10

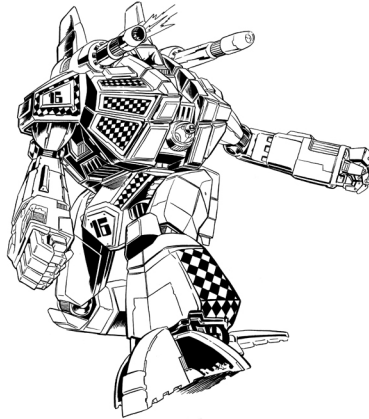
Cost: 5,872,960 C-bills

BV: 1,366

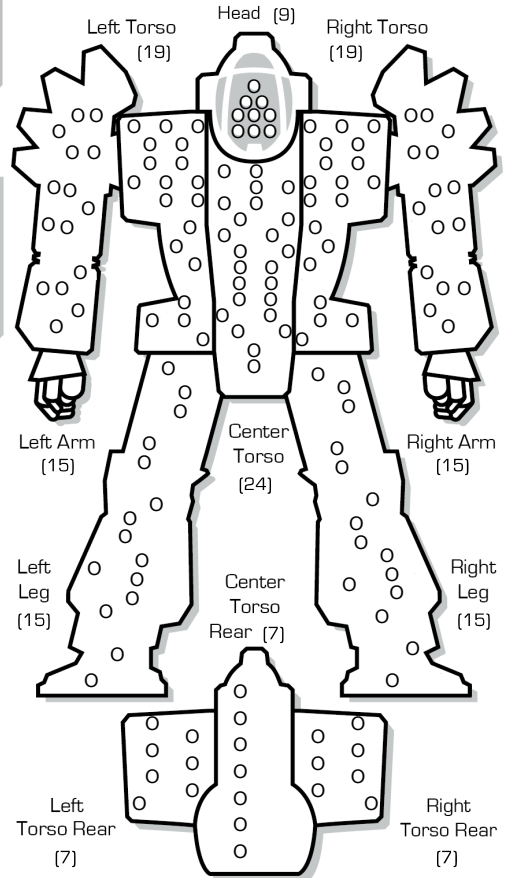
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Endo Steel
- Endo Steel

#### Head

- Life Support
- Sensors
- Cockpit
- TAG
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Endo Steel
- Endo Steel

#### Center Torso

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

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

#### Left Torso

- 1-3 Large Pulse Laser
- Large Pulse Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

- Gyro
- 1-3 Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Jump Jet
- Medium Laser

#### Right Torso

- 1-3 Large Pulse Laser
- Large Pulse Laser
- Guardian ECM Suite
- Guardian ECM Suite
- Endo Steel
- Endo Steel

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

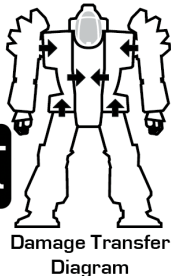
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

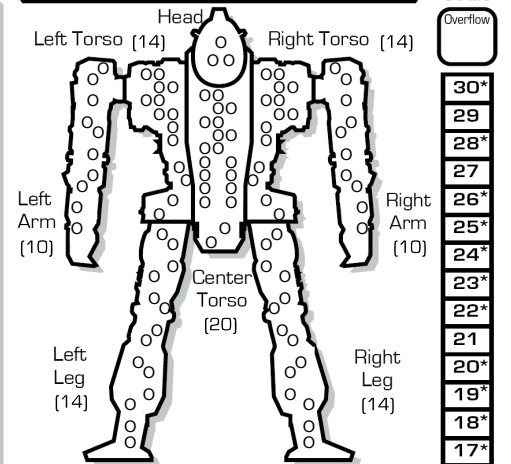
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Endo Steel

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4-6 Foot Actuator
- Jump Jet
- Endo Steel



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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: Anvil ANV-8M

Movement Points: **Tonnage:** 60  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 [8] (Advanced)  
 Jumping: 0 **Era:** Civil War

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	Arrow IV	RT/RA	10	20 [AE,S,F]	—	1	2	8
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

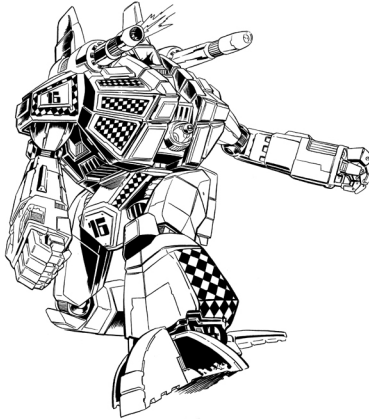
Cost: 7,108,480 C-bills

BV: 1,690

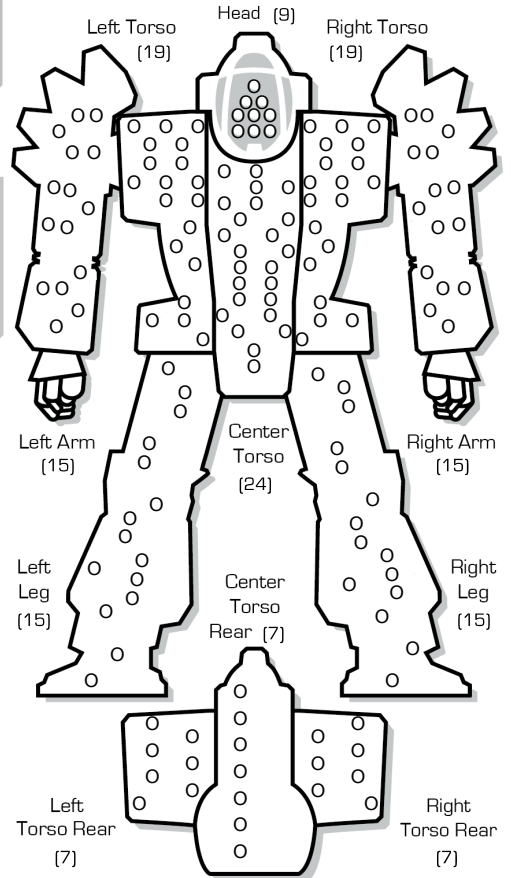
### WARRIOR DATA

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

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



### ARMOR DIAGRAM



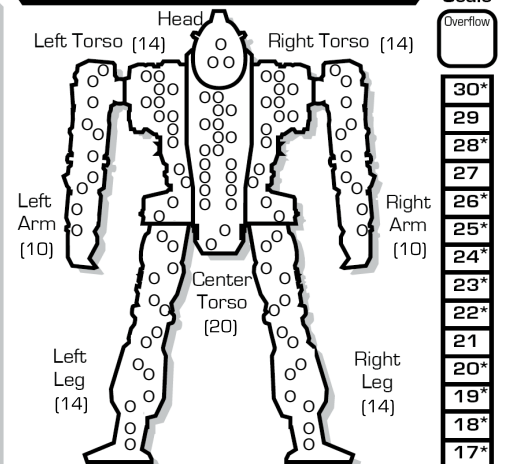
### CRITICAL HIT TABLE

<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>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>ER Large Laser</li> <li>ER Large Laser</li> <li>ER Medium Laser</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>	<h4>Head</h4> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>ER Medium Laser</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>Arrow IV</li> <li>Arrow IV</li> <li>Arrow IV</li> <li>Arrow IV</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Arrow IV</li> <li>Arrow IV</li> <li>Arrow IV</li> <li>Arrow IV</li> <li>Arrow IV</li> <li>Arrow IV</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Arrow IV</li> <li>Arrow IV</li> <li>Arrow IV</li> <li>Arrow IV</li> <li>Arrow IV</li> <li>Arrow IV</li> </ol>	<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>Guardian ECM Suite</li> <li>Guardian ECM Suite</li> </ol> <p>4-6</p>	<h4>Right Torso</h4> <ol style="list-style-type: none"> <li>Arrow IV</li> <li>Arrow IV</li> <li>Arrow IV</li> <li>Arrow IV</li> <li>Arrow IV</li> <li>Endo Steel</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p>
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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	Heat Sinks: 10 (20) Double
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: Tempest TMP-3M

Movement Points:  
 Walking: 4  
 Running: 6  
 Jumping: 4

Tonnage: 65  
 Tech Base: Inner Sphere  
 Era: Clan Invasion

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
2	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	SRM 6	LT	4	2 [M,C]	—	3	6	9
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Large Pulse Laser	LA	10	9 [P]	—	3	7	10

Cost: 11,813,450 C-bills

BV: 1,786

### WARRIOR DATA

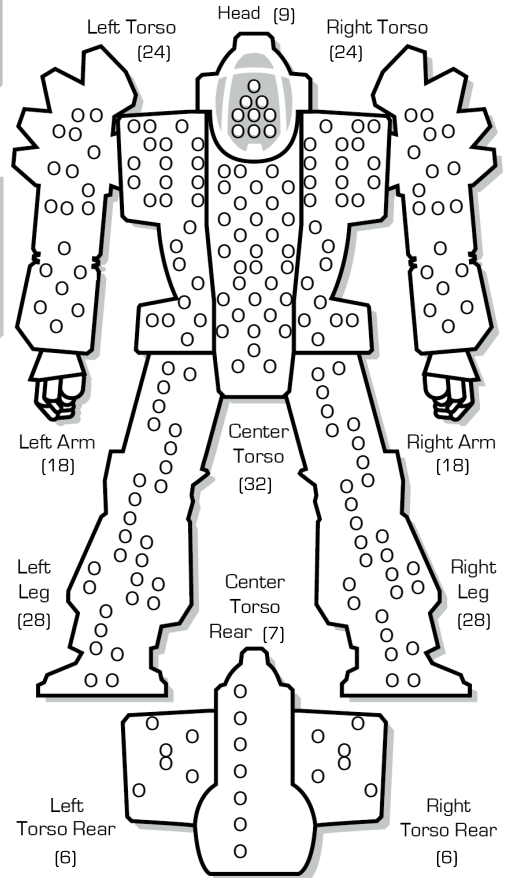
Name: \_\_\_\_\_

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 Large Pulse Laser
- Large Pulse Laser
- Endo Steel

- Endo Steel
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 SRM 6
- SRM 6
- 6 Ammo [SRM] 15

- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

#### Left Leg

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

#### Head

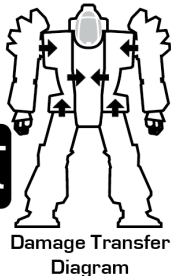
- Life Support
- Sensors
- Cockpit
- 4 Medium Laser
- Sensors
- Life Support

#### Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- Medium Laser
- Medium Laser

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



#### Right Arm

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

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- 4-6 Gauss Rifle
- Ammo [Gauss] 8
- Ammo [Gauss] 8

#### Right Torso

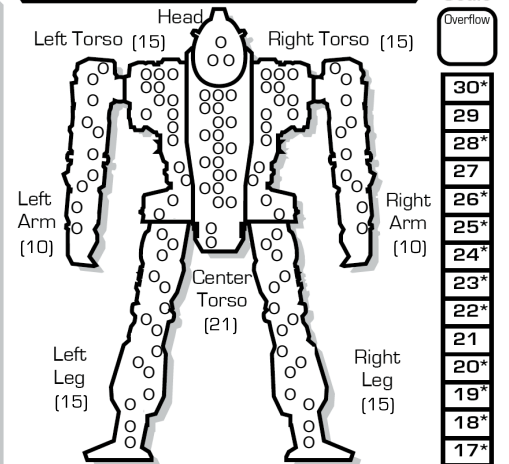
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Endo Steel
- Endo Steel
- 3 Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
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: Tempest TMP-3M2 "Storm Tempest"

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

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
2	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	Streak SRM 6	LT	4	2 [M,C]	—	3	6	9
1	ER Small Laser	RA	2	3 [DE]	—	2	4	5
1	Light Gauss Rifle	RA	1	8 [DB,X]	—	3	8	17
1	Large Pulse Laser	LA	10	9 [P]	—	3	7	10

Cost: 12,081,162 C-bills **BV:** 1,654

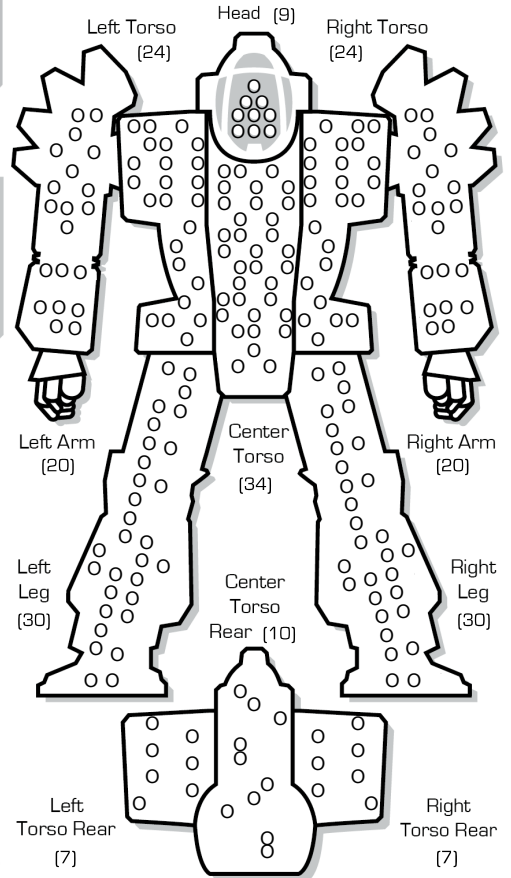
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



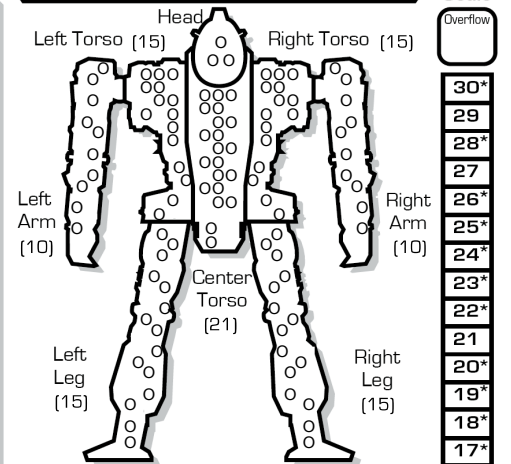
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Light Gauss Rifle	5. Light Gauss Rifle	6. Light Gauss Rifle
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Streak SRM 6	5. Streak SRM 6	6. Ammo [Streak] 15
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet

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

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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: Daikyu DAI-01

Movement Points:  
 Walking: 5  
 Running: 8  
 Jumping: 0

Tonnage: 70  
 Tech Base: Inner Sphere  
 Era: Clan Invasion

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	LT	2	1/Mel [M,C,S]	6	7	14	21
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Ultra AC/5	RA	1	5/Sht [DB,R,C]	2	6	13	20
1	ER PPC	LA	15	10 [DE]	—	7	14	23
1	Ultra AC/5	LA	1	5/Sht [DB,R,C]	2	6	13	20

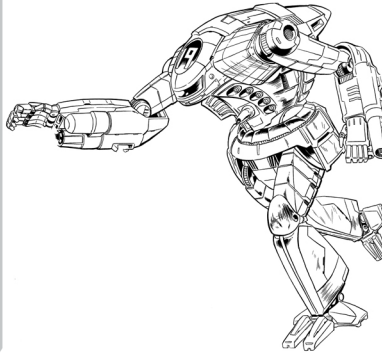
Cost: 16,086,307 C-bills

BV: 1,603

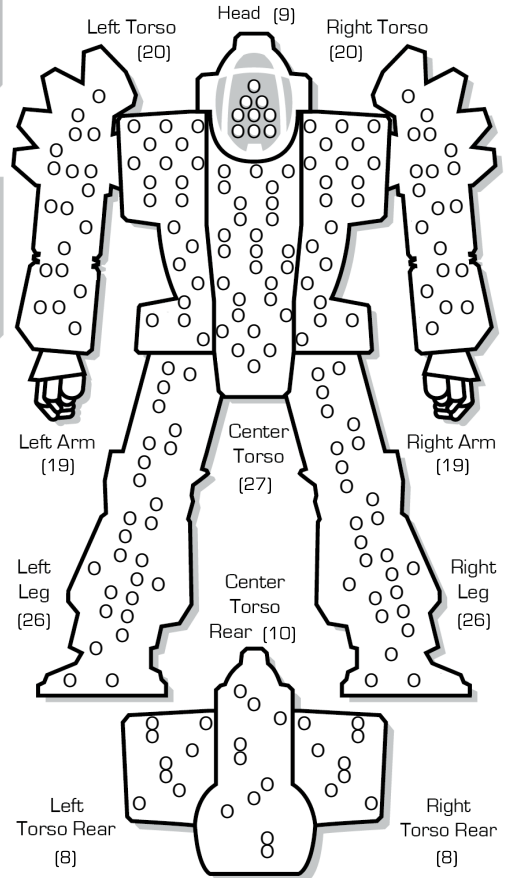
### WARRIOR DATA

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

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



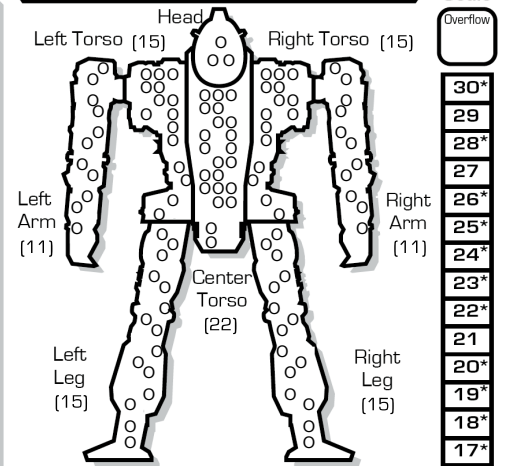
### ARMOR DIAGRAM



### CRITICAL HIT TABLE

<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>Ultra AC/5</li> <li>Ultra AC/5</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Ultra AC/5</li> <li>Ultra AC/5</li> <li>Ultra AC/5</li> <li>ER PPC</li> <li>ER PPC</li> <li>ER PPC</li> </ol>	<h4>Head</h4> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Endo Steel</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> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Hand Actuator</li> <li>Ultra AC/5</li> <li>Ultra AC/5</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Ultra AC/5</li> <li>Ultra AC/5</li> <li>Ultra AC/5</li> <li>Endo Steel</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	
<h4>Left Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>LRM 5</li> <li>Medium Laser</li> <li>Endo Steel</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	<h4>Center Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>	<h4>Right Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Ammo (Ultra AC) 20</li> <li>Ammo (Ultra AC) 20</li> <li>Ammo (LRM) 24</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>CASE</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	
<h4>Left Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Foot Actuator</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div>		
<p>Damage Transfer Diagram</p>			<h4>Right Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Foot Actuator</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
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: Daikyu DAI-02

Movement Points:  
 Walking: 5  
 Running: 8  
 Jumping: 5

Tonnage: 70  
 Tech Base: Inner Sphere  
 Era: Civil War

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Slave	RT	—	[E]	—	—	—	—
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	3	6	9
2	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
1	ER PPC	LA	15	10 [DE]	—	7	14	23

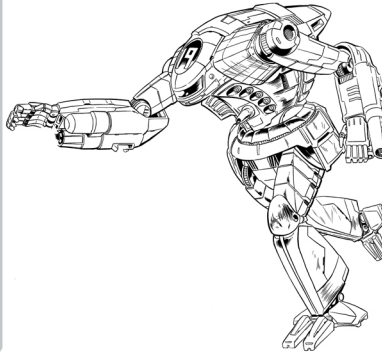
Cost: 17,038,307 C-bills

BV: 1,831

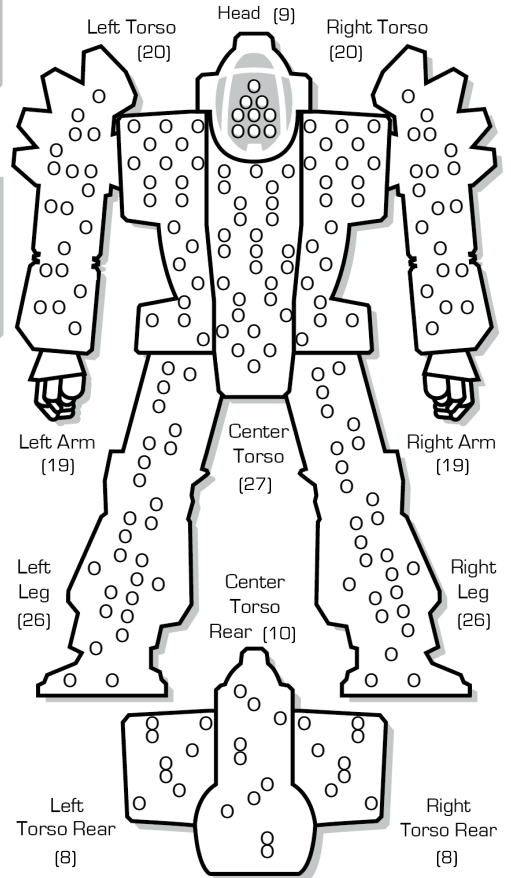
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- ER PPC
- ER PPC
- 4-6 ER PPC
- Endo Steel
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Jump Jet
- Jump Jet
- Streak SRM 6
- 1-3 Streak SRM 6
- ER Medium Laser
- ER Medium Laser
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

#### Left Leg

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

#### Head

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

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro
- 1-3 Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- Jump Jet
- Endo Steel

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Roll Again
- Roll Again

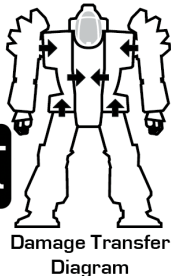
#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Jump Jet
- Jump Jet
- Streak SRM 6
- 1-3 Streak SRM 6
- Ammo (Streak) 15
- Ammo (Streak) 15
- 4-6 C<sup>3</sup> Slave
- CASE
- Endo Steel

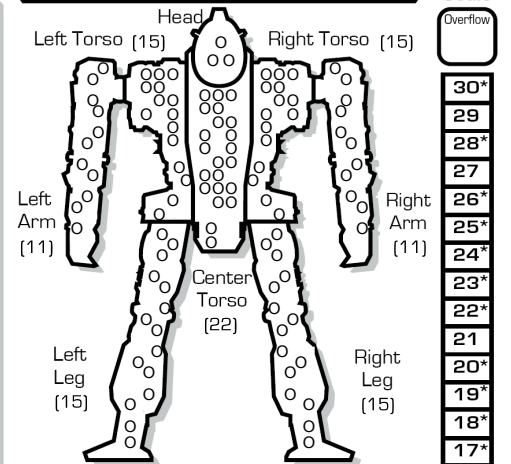
#### Right Leg

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

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 (32) Double
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: Daikyu DAI-03

Movement Points: **Tonnage:** 70  
 Walking: 5 **Tech Base:** Inner Sphere  
 Running: 8 [10] **Era:** Civil War  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

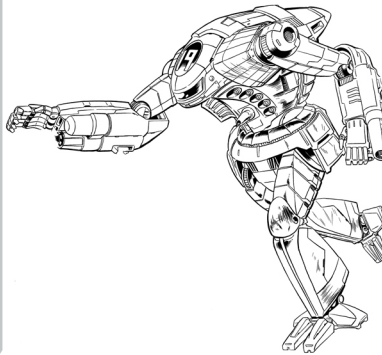
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Slave	LT	—	[E]	—	—	—	—
1	MRM 20	LT	6	1/2 Msl [M,C]	—	3	8	15
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER PPC	LA	15	10 [DE]	—	7	14	23

Cost: 15,847,740 C-bills BV: 1,692

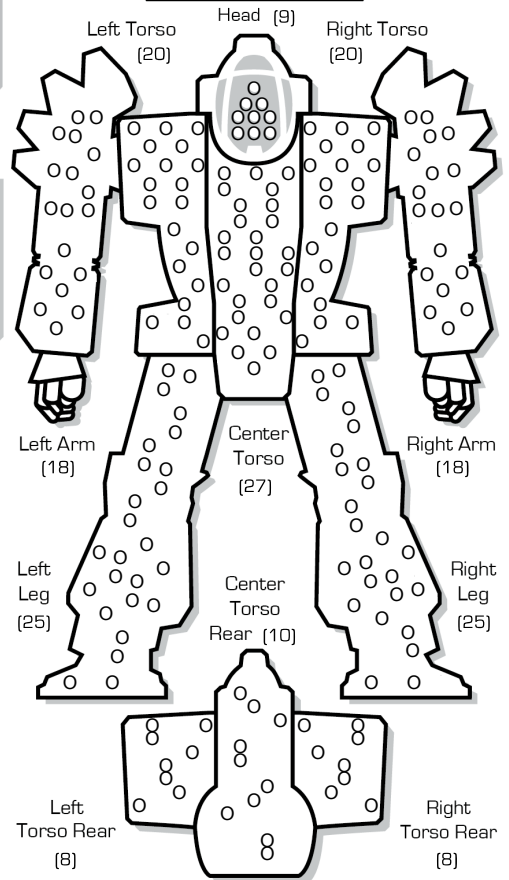
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



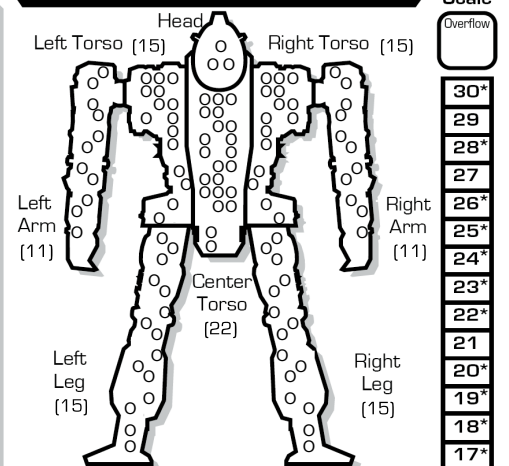
### CRITICAL HIT TABLE

<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>ER PPC</li> <li>ER PPC</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>ER PPC</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol>	<h4>Head</h4> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Endo Steel</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> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Hand Actuator</li> <li>ER Medium Laser</li> <li>Ferro-Fibrous</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol>	<h4>Center Torso</h4> <ol style="list-style-type: none"> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol>	<h4>Right Torso</h4> <ol style="list-style-type: none"> <li>Light Fusion Engine</li> <li>Light Fusion Engine</li> <li>Ammo (MRM) 12</li> <li>Ammo (MRM) 12</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>MASC</li> <li>MASC</li> <li>MASC</li> <li>CASE</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>
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Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (28) Double
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: Gallowglas GAL-1GLS

Movement Points: **Tonnage:** 70  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Era:** Clan Invasion  
 Jumping: 3

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	—	1	2	3
2	Large Laser	RT	8	8 [DE]	—	5	10	15
1	ER PPC	RA	15	10 [DE]	—	7	14	23
2	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

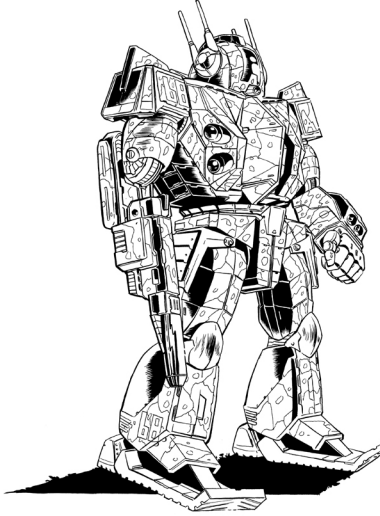
Cost: 6,646,179 C-bills

BV: 1,695

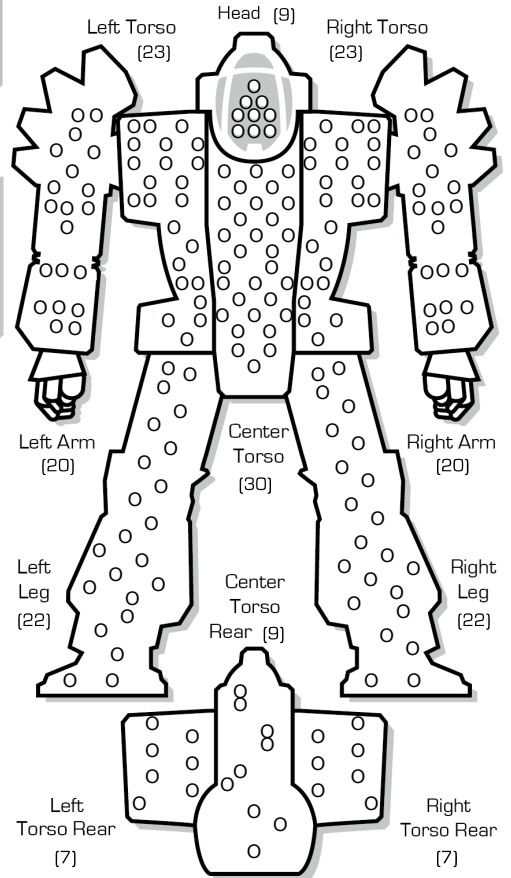
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser
- Medium Pulse Laser
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

#### Left Leg

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

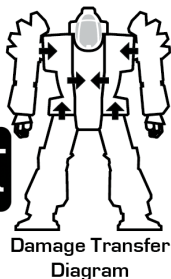
#### Head

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

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro
- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Jump Jet
- Endo Steel

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 ER PPC
- ER PPC
- ER PPC

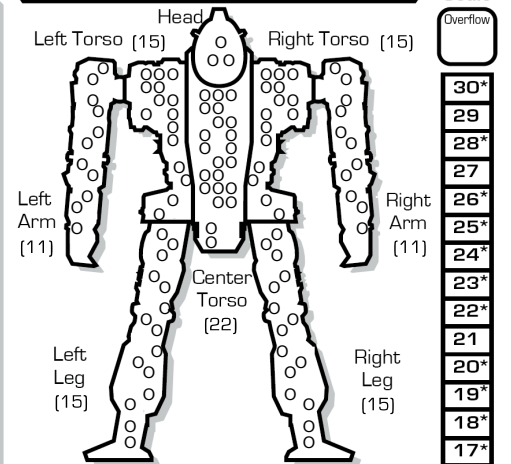
#### Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Large Laser
- Large Laser
- Large Laser
- 4-6 Large Laser
- Endo Steel
- Endo Steel

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 18 (36) Double
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: Gallowglas GAL-2GLS

Movement Points: **Tonnage:** 70  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Era:** Clan Invasion  
 Jumping: 3

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Large Laser	RT	8	8 [DE]	—	5	10	15
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

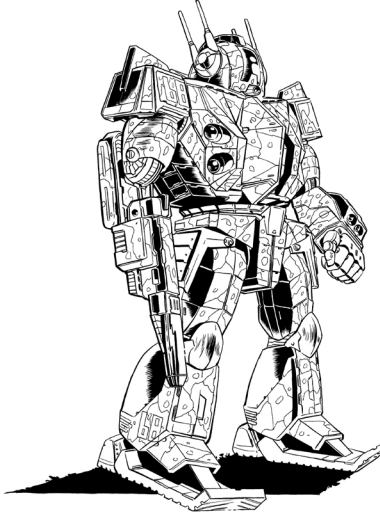
Cost: 6,528,454 C-bills

BV: 1,857

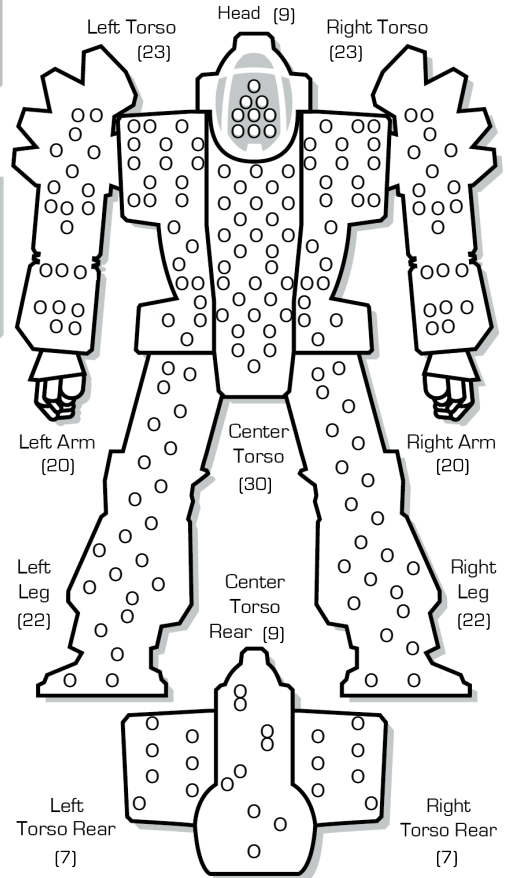
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3  
 4. Hand Actuator  
 5. Medium Pulse Laser  
 6. Endo Steel

- Endo Steel
  - Endo Steel
  - Roll Again
- 4-6  
 4. Roll Again  
 5. Roll Again  
 6. Roll Again

#### Left Torso

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

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

#### Left Leg

- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
- 4-6  
 4. Foot Actuator  
 5. Jump Jet  
 6. Endo Steel

#### Head

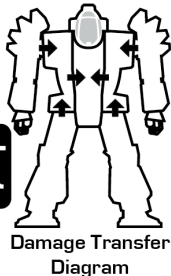
- Life Support
  - Sensors
  - Cockpit
- 1-3  
 4. Roll Again  
 5. Sensors  
 6. Life Support

#### Center Torso

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

- Gyro
  - Fusion Engine
  - Fusion Engine
- 4-6  
 3. Fusion Engine  
 4. Fusion Engine  
 5. Jump Jet  
 6. Endo Steel

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



#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3  
 4. Gauss Rifle  
 5. Gauss Rifle  
 6. Gauss Rifle

- Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
- 4-6  
 4. Gauss Rifle  
 5. Roll Again  
 6. Roll Again

#### Right Torso

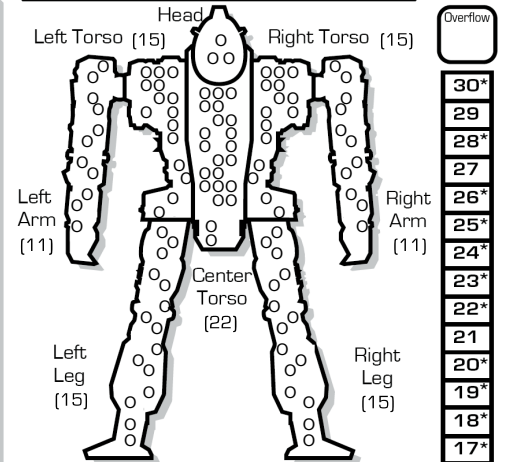
- Large Laser
  - Large Laser
  - Large Laser
- 1-3  
 4. Large Laser  
 5. Ammo (Gauss) 8  
 6. Ammo (Gauss) 8

- CASE
  - Endo Steel
  - Endo Steel
- 4-6  
 4. Roll Again  
 5. Roll Again  
 6. Roll Again

#### Right Leg

- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
- 4-6  
 4. Foot Actuator  
 5. Jump Jet  
 6. Endo Steel

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Gallowglas GAL-3GLS

Movement Points: **Tonnage:** 70  
 Walking: 4 [5] **Tech Base:** Inner Sphere  
 Running: 6 [8] **Era:** Civil War  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

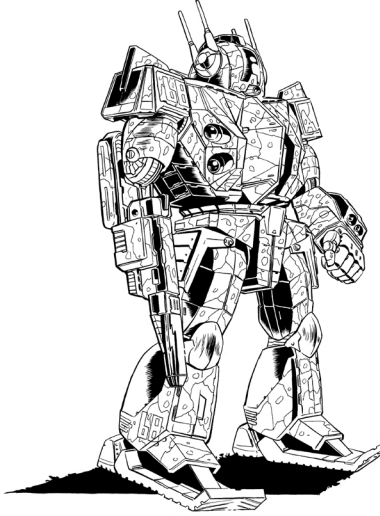
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	RT	12	8 [DE]	—	7	14	19
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

Cost: 12,932,920 C-bills BV: 2,291

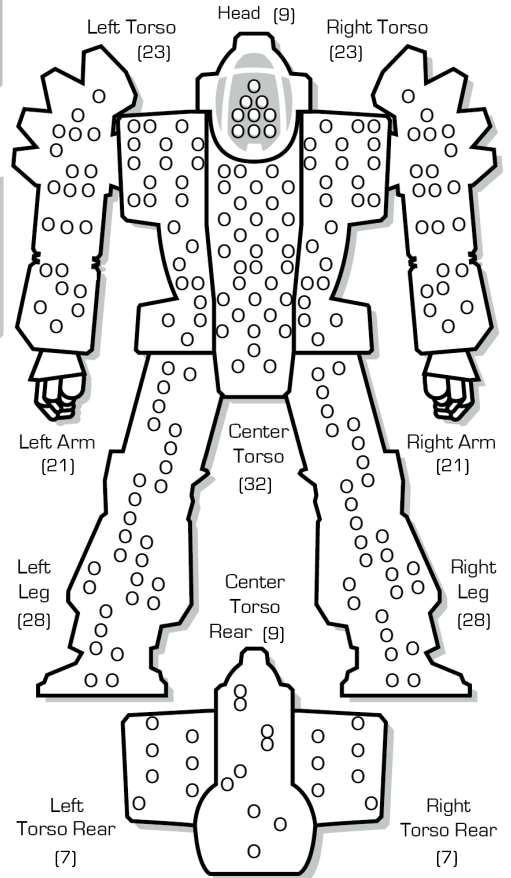
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - ER Medium Laser
  - Endo Steel

- Endo Steel
  - Endo Steel
  - Endo Steel
- 4-6
- Triple-Strength Myomer
  - Triple-Strength Myomer
  - Roll Again

#### Left Torso

- Light Fusion Engine
  - Light Fusion Engine
  - Targeting Computer
- 1-3
- Targeting Computer
  - Targeting Computer
  - Targeting Computer

- Targeting Computer
  - Targeting Computer
  - Targeting Computer
- 4-6
- Endo Steel
  - Endo Steel
  - Endo Steel

#### Left Leg

- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
- 4-6
- Endo Steel
  - Triple-Strength Myomer

#### Head

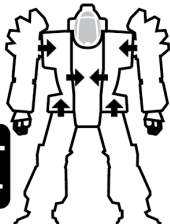
- Life Support
  - Sensors
  - Cockpit
- 1-3
- Roll Again
  - Sensors
  - Life Support

#### Center Torso

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

- Gyro
  - Light Fusion Engine
  - Light Fusion Engine
- 4-6
- Light Fusion Engine
  - Endo Steel
  - Endo Steel

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



Damage Transfer Diagram

#### Right Arm

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

- Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
- 4-6
- Triple-Strength Myomer
  - Triple-Strength Myomer
  - Triple-Strength Myomer

#### Right Torso

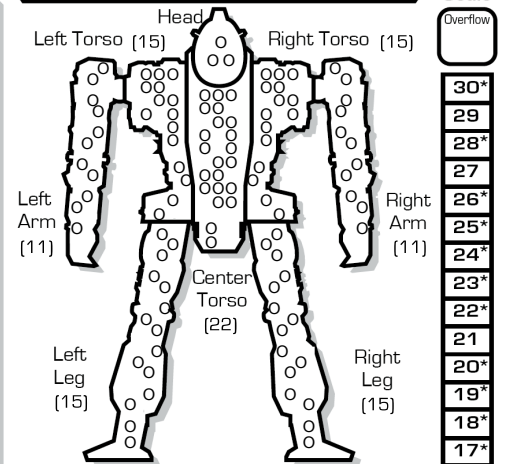
- Light Fusion Engine
  - Light Fusion Engine
  - ER Large Laser
- 1-3
- ER Large Laser
  - ER Large Laser
  - ER Large Laser

- Ammo (Gauss) 8
  - Ammo (Gauss) 8
  - CASE
- 4-6
- Endo Steel
  - Endo Steel
  - Endo Steel

#### Right Leg

- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
- 4-6
- Endo Steel
  - Triple-Strength Myomer

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Gallowglas GAL-4GLS

Movement Points: **Tonnage:** 70  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Era:** Civil War  
 Jumping: 4

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	RT	12	8 [DE]	—	7	14	19
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

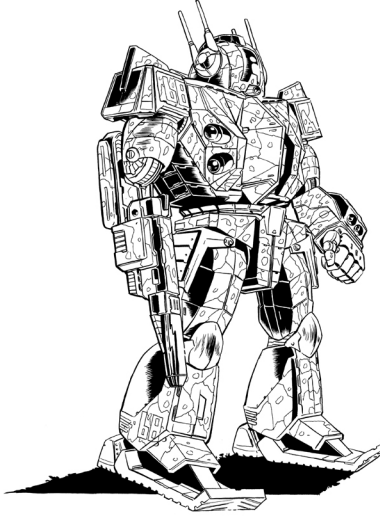
Cost: 7,069,054 C-bills

BV: 1,944

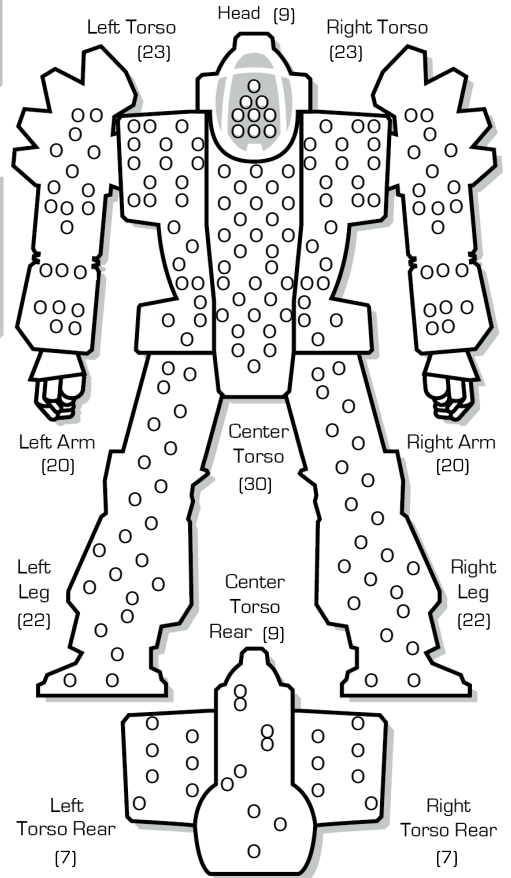
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - ER Medium Laser
  - Endo Steel

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

#### Left Torso

- Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
- 1-3

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

#### Left Leg

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

#### Head

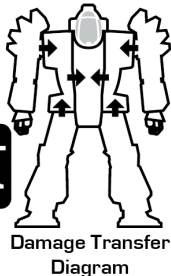
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

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

- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Endo Steel
  - Roll Again
- 4-6

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



#### Right Arm

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

- Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
  - Roll Again
  - Roll Again
- 4-6

#### Right Torso

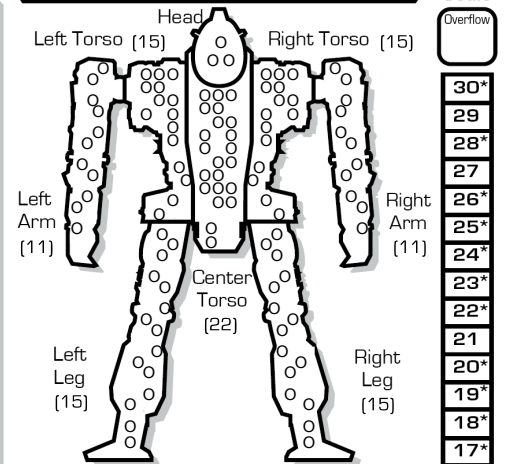
- ER Large Laser
  - ER Large Laser
  - ER Large Laser
  - ER Large Laser
  - Ammo (Gauss) 8
  - Ammo (Gauss) 8
- 1-3

- CASE
  - Endo Steel
  - Endo Steel
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Gallowglas GAL-4GLSA

Movement Points: **Tonnage:** 70  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Era:** Jihad  
 Jumping: 4

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	3 [DE]	—	2	4	5
1	ER Large Laser	RT	12	8 [DE]	—	7	14	19
2	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

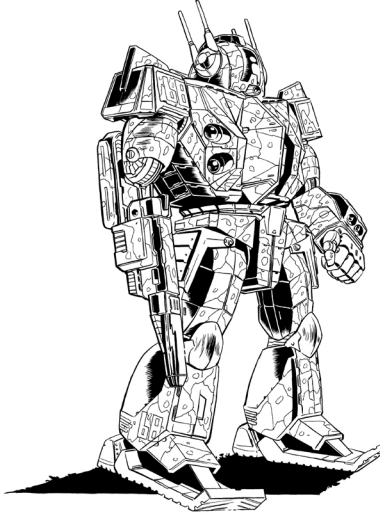
Cost: 7,370,379 C-bills

BV: 2,017

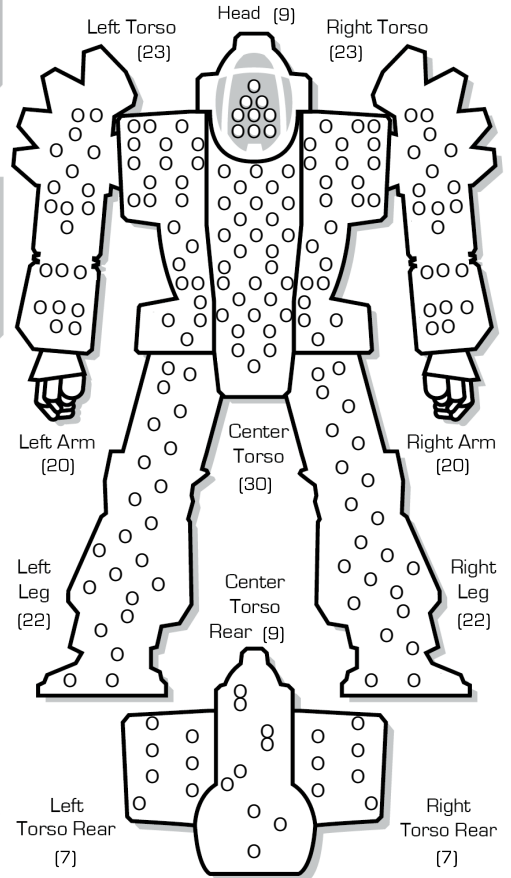
### WARRIOR DATA

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
  - ER Medium Laser
  - Endo Steel

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

#### Left Torso

- Guardian ECM Suite
  - Guardian ECM Suite
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
- 1-3

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

#### Left Leg

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

#### Head

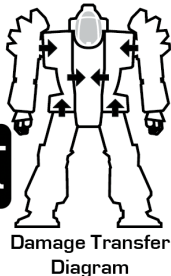
- Life Support
- Sensors
- Cockpit
- ER Small Laser
- Sensors
- Life Support

#### Center Torso

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

- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Endo Steel
  - Roll Again
- 4-6

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



#### Right Arm

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

- Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
  - Roll Again
  - Roll Again
- 4-6

#### Right Torso

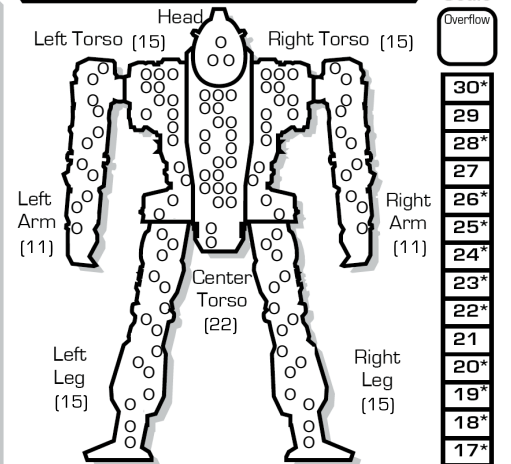
- ER Large Laser
  - ER Large Laser
  - ER Medium Laser
  - ER Medium Laser
  - Ammo (Gauss) 8
  - Ammo (Gauss) 8
- 1-3

- CASE
  - Endo Steel
  - Endo Steel
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	11 (22)
28	Ammo Exp. avoid on 8+	Double
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: Gallowglas WD

Movement Points:  
 Walking: 5  
 Running: 8  
 Jumping: 3

Tonnage: 70  
 Tech Base: Clan  
 Era: Clan Invasion

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	ER PPC	RA	15	15 [DE]	—	7	14	23
2	Small Pulse Laser	LA	2	3 [P]	—	2	4	6

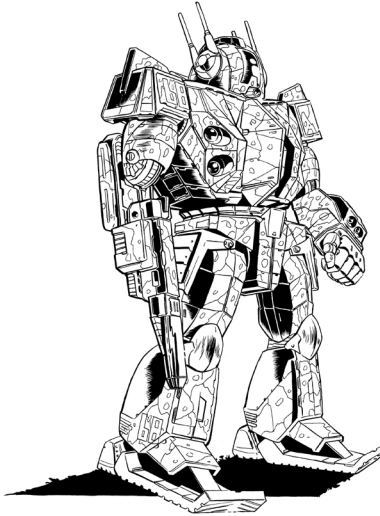
Cost: 7,444,187 C-bills

BV: 2,094

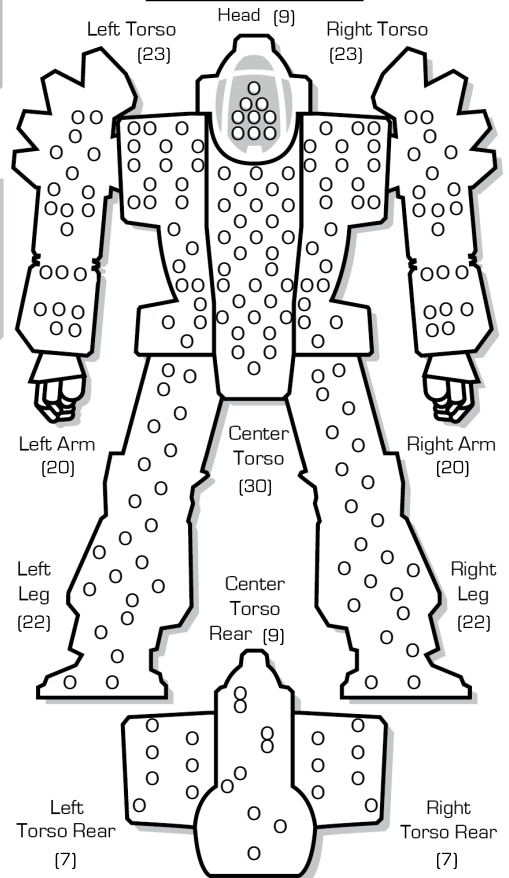
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3  
 4. Hand Actuator  
 5. Small Pulse Laser  
 6. Small Pulse Laser

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

#### Left Torso

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

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

#### Left Leg

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

#### Head

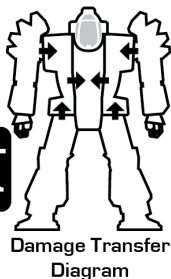
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

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

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

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



#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3  
 4. ER PPC  
 5. ER PPC  
 6. Roll Again

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

#### Right Torso

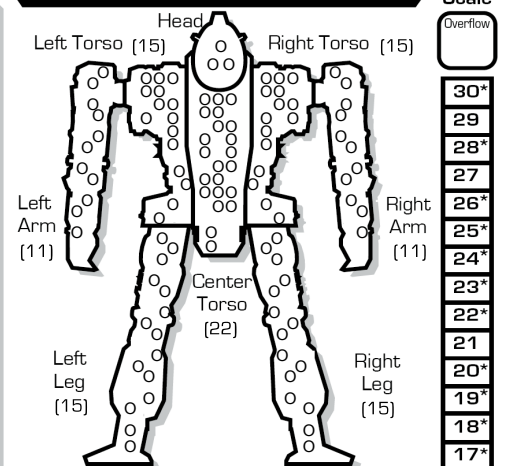
- Jump Jet
  - ER Medium Laser
  - ER Medium Laser
  - Endo Steel
  - Endo Steel
  - Roll Again
- 1-3  
 4. Endo Steel  
 5. Endo Steel  
 6. Roll Again

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

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 (30) Double
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: Hercules HRC-LS-9000

Movement Points: **Tonnage:** 70  
 Walking: 5 **Tech Base:** Inner Sphere  
 Running: 8 **Era:** Clan Invasion  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AMS	CT	1	4	—	0	0	0
				[DB,PD]				
1	ER PPC	RT	15	10 [DE]	—	7	14	23
1	Small Pulse Laser(R)	RT	2	3 [P]	—	1	2	3
1	Small Pulse Laser(R)	LT	2	3 [P]	—	1	2	3
1	Streak SRM 2	LT	2	2/Msl [M,C]	—	3	6	9
1	LB 10-X AC	RA	2	10 [DB,C/F/S]	—	6	12	18
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

Cost: 16,262,087 C-bills **BV:** 1,561

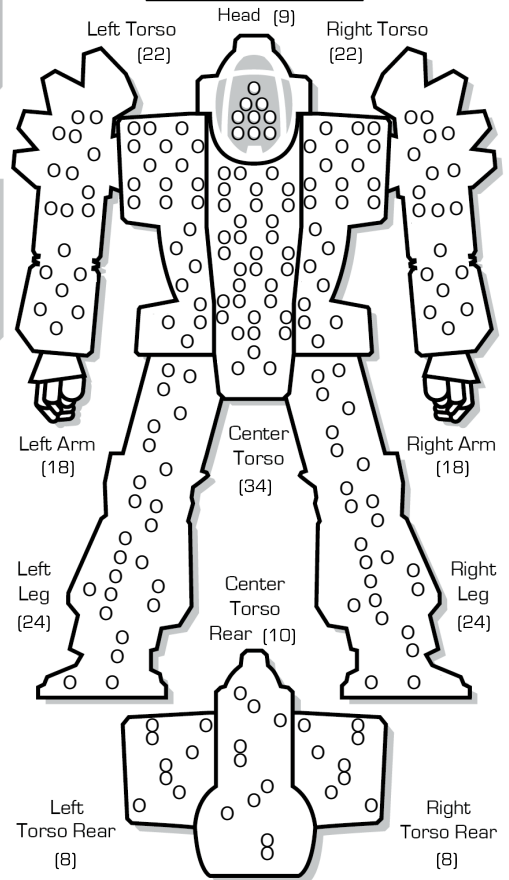
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

1-3

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

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Streak SRM 2
- Small Pulse Laser(R)
- Ammo (Streak) 50

1-3

- Ammo (AMS) 12
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- 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
- AMS
- Ferro-Fibrous

1-3

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Right Torso

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

1-3

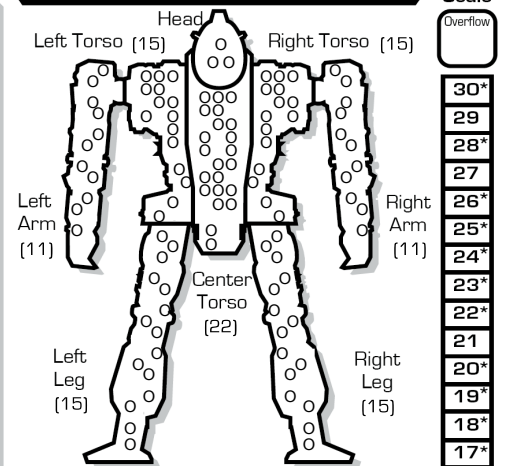
- Small Pulse Laser(R)
- Ammo (LB-X) 10
- Ammo (LB-X Cluster) 10
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Leg

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

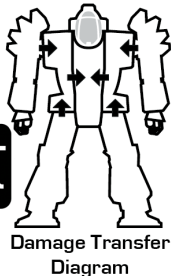
### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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*	
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7	
6	
5*	
4	
3	
2	
1	
0	



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Hercules HRC-LS-9001

Movement Points: **Tonnage:** 70  
 Walking: 5 **Tech Base:** Inner Sphere  
 Running: 8 **Era:** Clan Invasion  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 2	CT	2	2/Msl [M,C]	—	3	6	9
1	ER PPC	RT	15	10 [DE]	—	7	14	23
1	Small Pulse Laser(R)	RT	2	3 [P]	—	1	2	3
1	Small Pulse Laser(R)	LT	2	3 [P]	—	1	2	3
1	Streak SRM 2	LT	2	2/Msl [M,C]	—	3	6	9
1	LB 10-X AC	RA	2	10 [DB,C/F/S]	—	6	12	18
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

Cost: 16,117,587 C-bills **BV:** 1,566

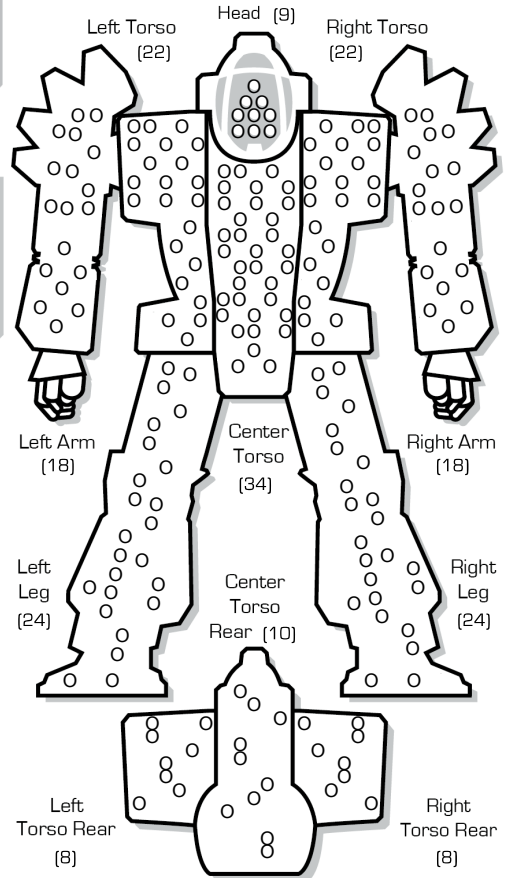
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



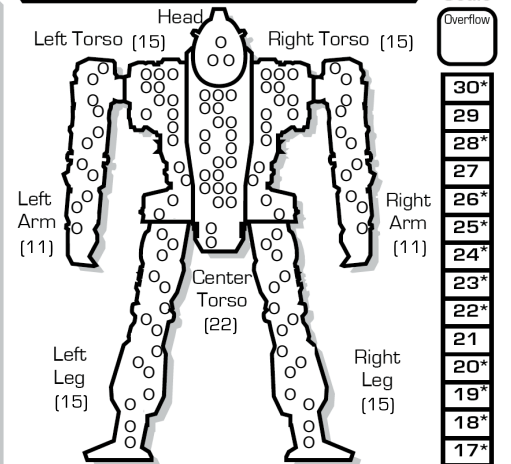
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Medium Pulse Laser	6. Ferro-Fibrous
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. LB 10-X AC	5. LB 10-X AC	6. LB 10-X AC
<b>Center Torso</b>	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Streak SRM 2	5. Small Pulse Laser(R)	6. Ammo [Streak] 50
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. ER PPC	5. ER PPC	6. ER PPC
<b>Left Leg</b>	1. Ferro-Fibrous	2. Ferro-Fibrous	3. Ferro-Fibrous	4. Roll Again	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ferro-Fibrous	6. Ferro-Fibrous

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

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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: Thunder THR-1L

Movement Points:

Walking: 5  
Running: 8  
Jumping: 0

Tonnage: 70

Tech Base: Inner Sphere  
Era: Clan Invasion

### WARRIOR DATA

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

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

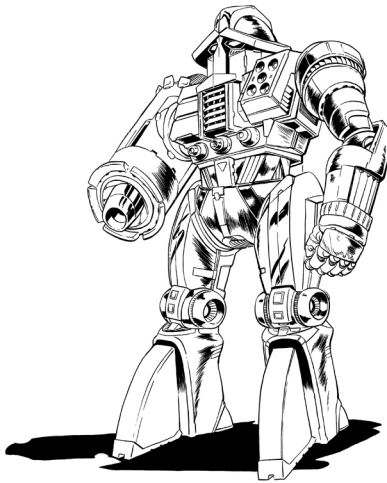
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

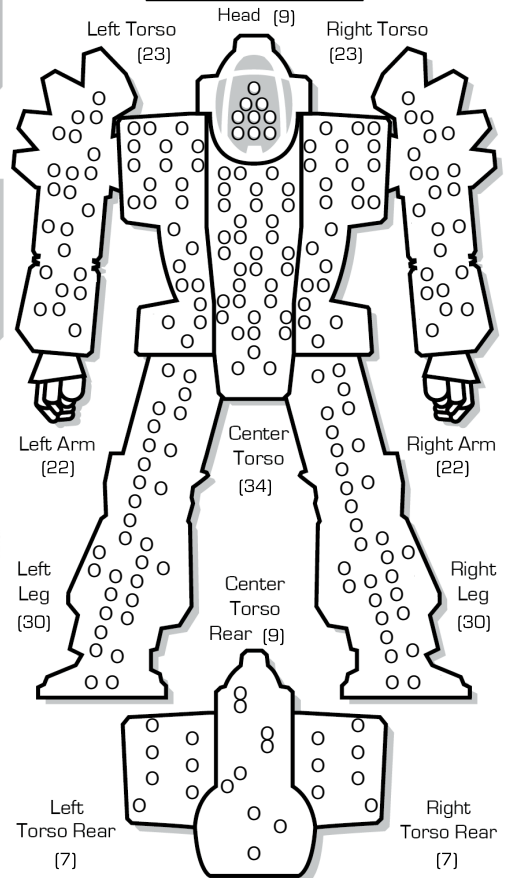
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	CT	4	6 [P]	—	2	4	6
1	Autocannon/20	RT/RA	7	20 [DB,S]	—	3	6	9
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	LRM 5	LT	2	1/Msl [M,C,S]	6	7	14	21
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6

Cost: 15,511,537 C-bills

BV: 1,471



### 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
- Roll Again
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20

#### Center Torso

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

- 1-3 Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Roll Again
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- Medium Pulse Laser
- LRM 5
- Ammo [AC] 5

- Gyro
- 1-3 XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- Medium Pulse Laser
- Roll Again

#### Right Torso

- 1-3 XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Autocannon/20
- Autocannon/20
- Medium Pulse Laser

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

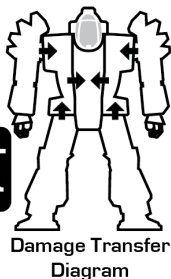
- 1-3 Ammo [AC] 5
- Ammo [AC] 5
- 4-6 Ammo [LRM] 24
- CASE
- Roll Again
- Roll Again

#### Left Leg

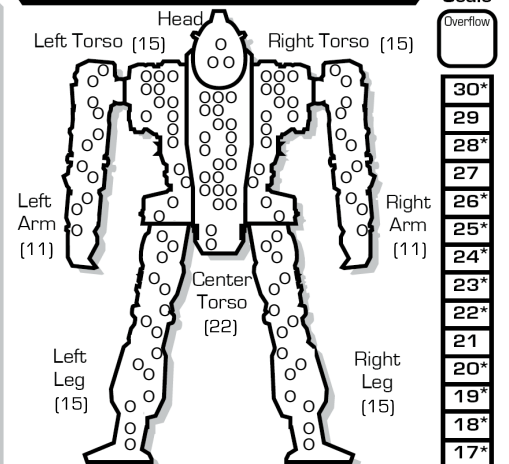
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Roll Again
- Roll Again

#### Right Leg

- 1-3 Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Roll Again
- Roll Again



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
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: Thunder THR-2L

Movement Points:

Walking: 5 [6]

Running: 8 [9]

Jumping: 0

Tonnage: 70

Tech Base: Inner Sphere

Era: Civil War

### WARRIOR DATA

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

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

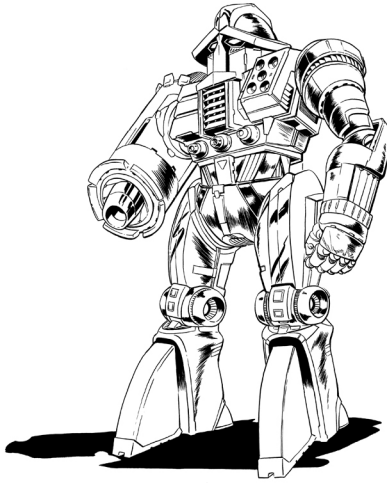
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

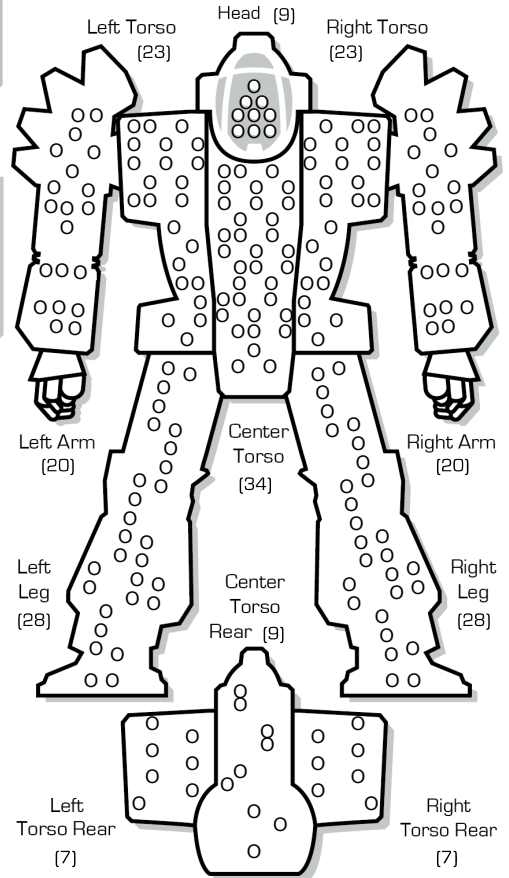
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
1	LB 20-X AC	RT/RA	6	20	—	4	8	12
				[DB,C/F/S]				
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
1	ER Small Laser	LA	2	3 [DE]	—	2	4	5

Cost: 19,041,162 C-bills

BV: 1,964



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - ER Small Laser
  - Stealth

- Stealth
  - Triple-Strength Myomer
  - Triple-Strength Myomer
- 4-6
- Triple-Strength Myomer
  - Triple-Strength Myomer
  - Triple-Strength Myomer

#### Left Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- Streak SRM 6
  - Streak SRM 6
  - Ammo [Streak] 15

- Ammo [LB-X] 5
  - Ammo [LB-X Cluster] 5
  - Ammo [LB-X Cluster] 5
- 4-6
- CASE
  - Stealth
  - Stealth

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

#### Head

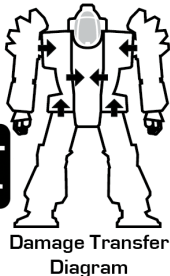
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

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

- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
- 4-6
- XL Fusion Engine
  - ER Medium Laser
  - Roll Again

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



#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - LB 20-X AC
  - LB 20-X AC
  - LB 20-X AC
  - LB 20-X AC
- 1-3

- LB 20-X AC
  - LB 20-X AC
  - LB 20-X AC
  - LB 20-X AC
  - Stealth
  - Stealth
- 4-6

#### Right Torso

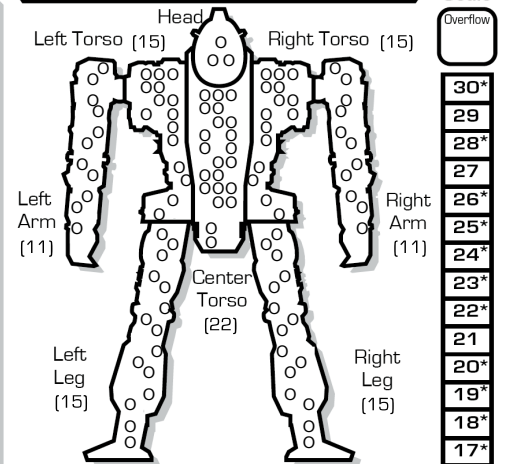
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- LB 20-X AC
  - LB 20-X AC
  - LB 20-X AC

- ER Medium Laser
  - Guardian ECM Suite
  - Guardian ECM Suite
- 4-6
- Stealth
  - Stealth
  - Triple-Strength Myomer

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	11 (22)
28	Ammo Exp. avoid on 8+	Double
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: Thunder THR-3L

Movement Points:

Walking: 5 [6]

Running: 8 [9]

Jumping: 0

Tonnage: 70

Tech Base: Inner Sphere  
(Advanced)

Era: Civil War

### WARRIOR DATA

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

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

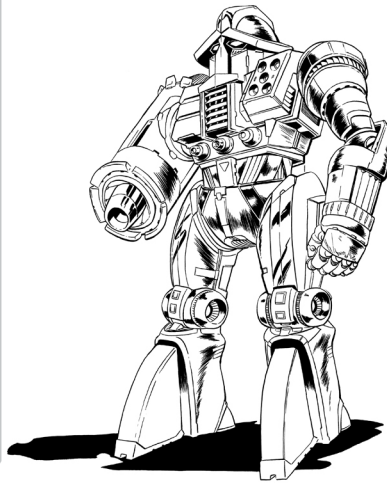
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

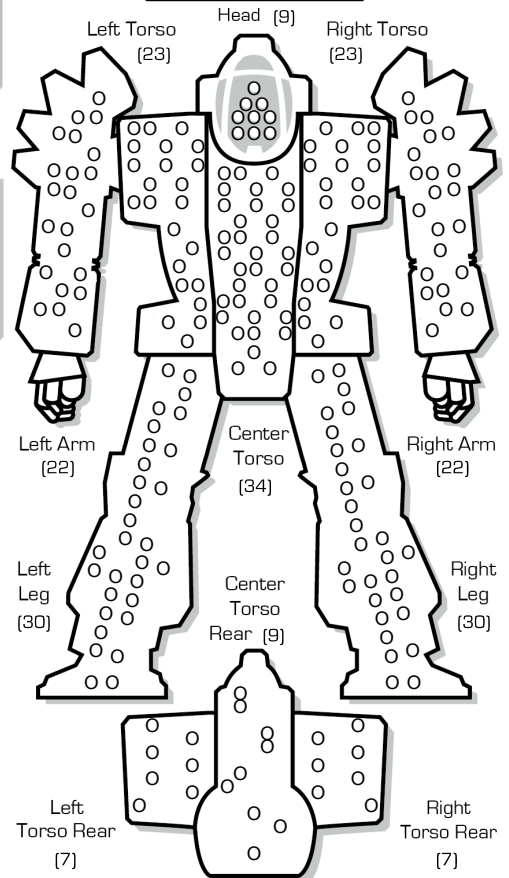
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	Arrow IV	RT/RA	10	20 [AE,S,F]	—	1	2	8
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
1	Guardian ECM Suite	LA	—	[E]	—	—	—	6

Cost: 18,809,537 C-bills

BV: 1,950



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Guardian ECM Suite
- Guardian ECM Suite

- Stealth
- Stealth

- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Streak SRM 6
- Streak SRM 6
- ER Medium Laser

- Ammo [Arrow IV] 5
- Ammo [Arrow IV] 5
- Ammo [Streak] 15
- CASE
- Stealth
- Stealth

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

#### Head

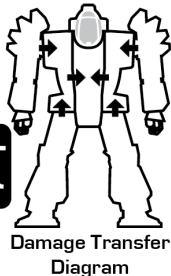
- Life Support
- Sensors
- Cockpit
- Triple-Strength Myomer
- Sensors
- Life Support

#### Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Triple-Strength Myomer

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV

- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV
- Stealth
- Stealth

#### Right Torso

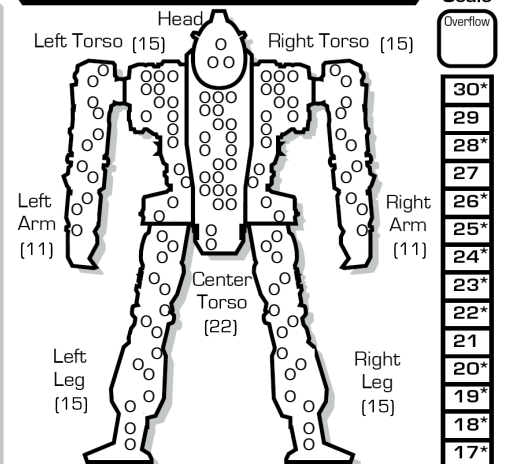
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Arrow IV
- Arrow IV
- Arrow IV

- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV
- Stealth
- Stealth

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	11 (22)
28	Ammo Exp. avoid on 8+	Double
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: Bandersnatch BNDR-01A

Movement Points: **Tonnage:** 75  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Era:** Clan Invasion  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

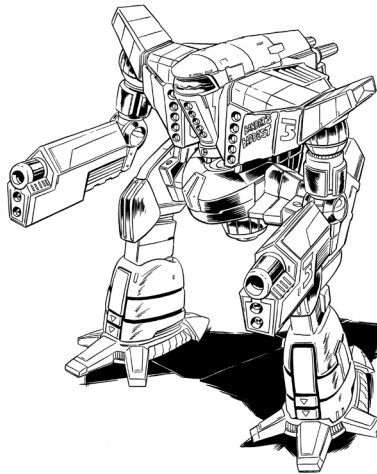
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	HD	2	1/Msl [M.C.S]	6	7	14	21
2	Medium Laser[R]	CT	3	5 [DE]	—	3	6	9
1	LRM 5	RT	2	1/Msl [M.C.S]	6	7	14	21
1	LRM 5	LT	2	1/Msl [M.C.S]	6	7	14	21
1	LB 10-X AC	RA	2	10 [DB,C/F/S]	—	6	12	18
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	LB 10-X AC	LA	2	10 [DB,C/F/S]	—	6	12	18
2	Medium Laser	LA	3	5 [DE]	—	3	6	9

Cost: 15,671,250 C-bills **BV:** 1,478

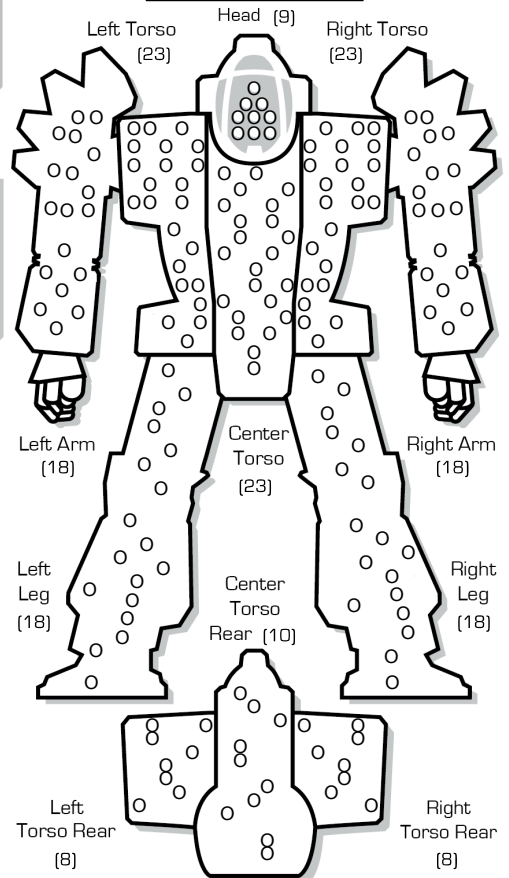
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. LB 10-X AC	5. LB 10-X AC	6. LB 10-X AC
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. LB 10-X AC	5. LB 10-X AC	6. LB 10-X AC
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. LRM 5	5. Ammo (LRM) 24	6. Ammo (LB-X) 10
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. LRM 5	5. Ammo (LRM) 24	6. Ammo (LB-X) 10
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

**Engine Hits** ○○○○

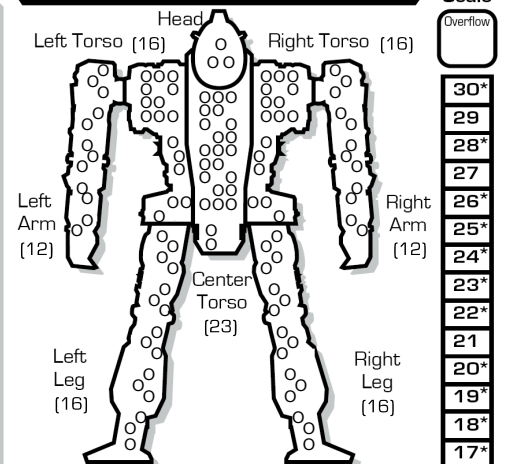
**Gyro Hits** ○○

**Sensor Hits** ○○

**Life Support** ○

**Damage Transfer Diagram**

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Bandersnatch BNDR-01B

Movement Points: **Tonnage:** 75  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Era:** Civil War  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

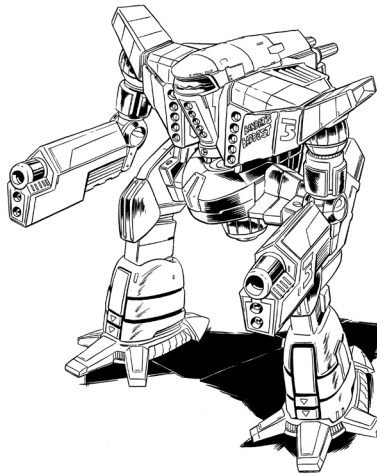
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 2	HD	2	2 [Msl] [M,C]	—	3	6	9
1	LRM 5	RT	2	1 [Msl] [M,C,S]	6	7	14	21
1	LRM 5	LT	2	1 [Msl] [M,C,S]	6	7	14	21
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Particle Cannon	RA	10	10 [DE]	3	6	12	18
2	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Ultra AC/10	LA	4	10 [Sht] [D,B,R,C]	—	6	12	18

Cost: 12,337,500 C-bills **BV:** 1,630

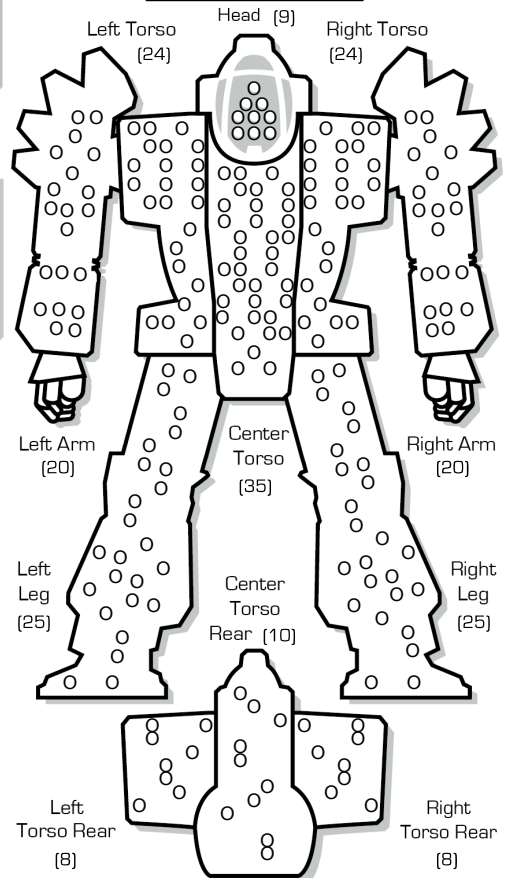
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



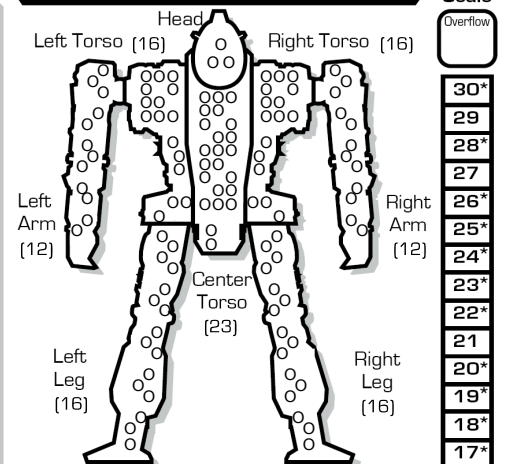
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Ultra AC/10	5. Ultra AC/10	6. Ultra AC/10
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Particle Cannon	5. Particle Cannon	6. Particle Cannon
<b>Center Torso</b>	1. Light Fusion Engine	2. Light Fusion Engine	3. Light Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. Light Fusion Engine	2. Light Fusion Engine	3. LRM 5	4. Ammo (Ultra AC) 10	5. Ammo (Ultra AC) 10	6. Ammo (Streak) 50
<b>Right Torso</b>	1. Light Fusion Engine	2. Light Fusion Engine	3. LRM 5	4. Roll Again	5. Roll Again	6. Roll Again
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

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

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Falconer FLC-8R

Movement Points:

Walking: 5  
Running: 8  
Jumping: 5

Tonnage: 75

Tech Base: Inner Sphere  
Era: Clan Invasion

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RT	3	5 [DE]	—	3	6	9
2	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	ER PPC	LA	15	10 [DE]	—	7	14	23

Cost: 18,821,249 C-bills

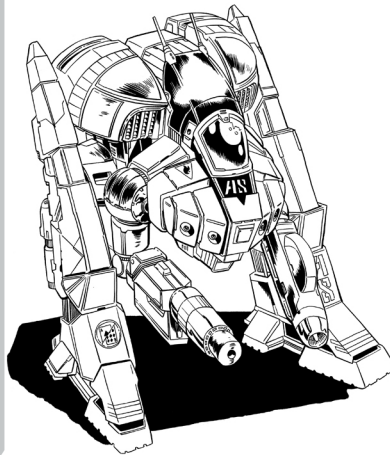
BV: 2,231

### WARRIOR DATA

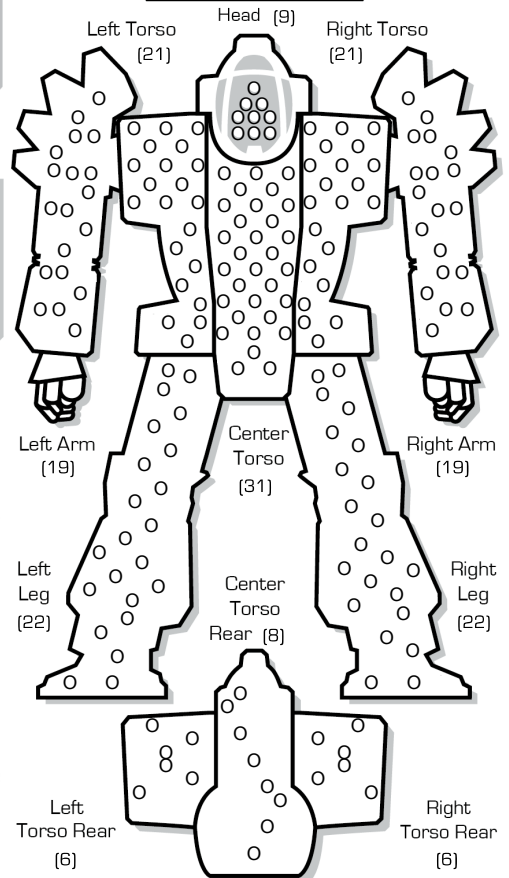
Name: \_\_\_\_\_

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 ER PPC
- ER PPC
- ER PPC

- Endo Steel
- Endo Steel
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Medium Laser
- Medium Laser
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4-6 Foot Actuator
- Jump Jet
- Jump Jet

#### Head

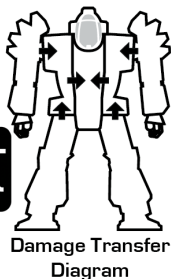
- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

#### Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- Jump Jet
- Endo Steel

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



#### Right Arm

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

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- 4-6 Gauss Rifle
- Endo Steel
- Endo Steel

#### Right Torso

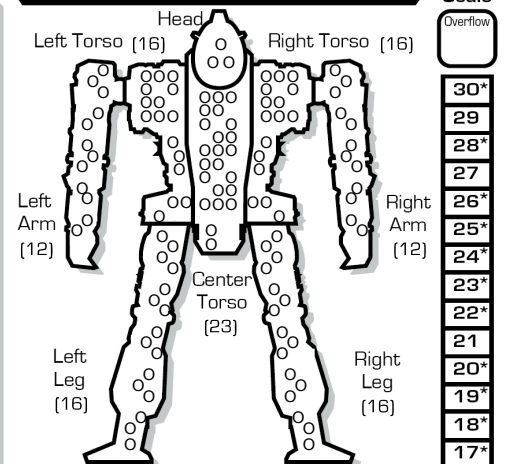
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Medium Laser
- Medium Laser
- Ammo [Gauss] 8

- Ammo [Gauss] 8
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4-6 Foot Actuator
- Jump Jet
- Jump Jet

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Penetrator PTR-4D

Movement Points: **Tonnage:** 75  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Era:** Clan Invasion  
 Jumping: 4

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AMS	CT	1	4	—	0	0	0
				[DB,PD]				
3	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
3	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19

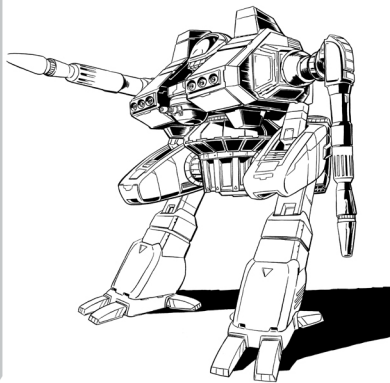
Cost: 7,624,750 C-bills

BV: 1,687

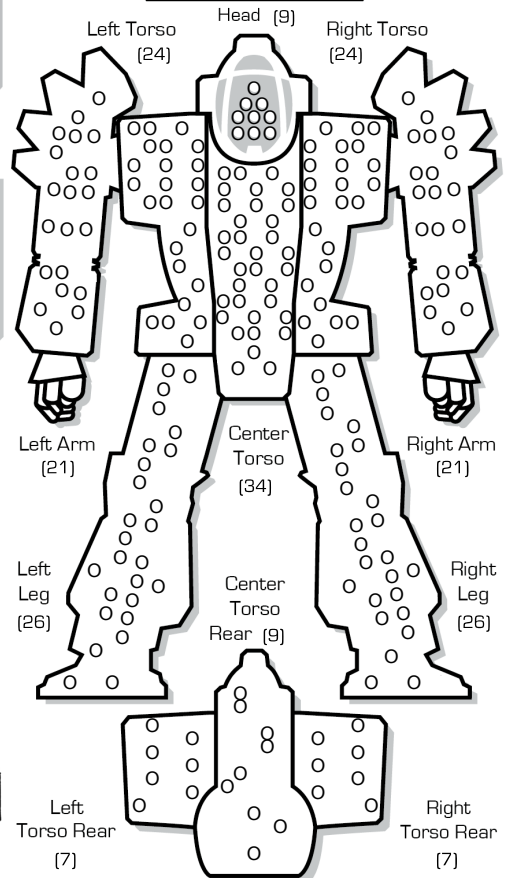
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- ER Large Laser
- Roll Again

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

#### Left Torso

- Medium Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser
- 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
- Jump Jet
- Jump Jet

#### Head

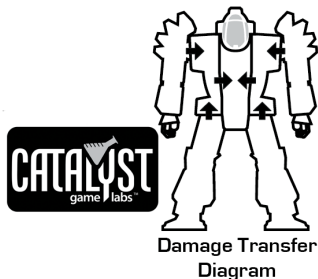
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- AMS
- Ammo [AMS] 12

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- ER Large Laser
- Roll Again

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

#### Right Torso

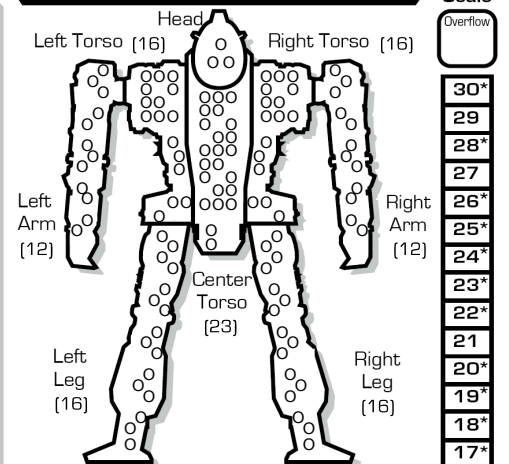
- Medium Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser
- Roll Again
- Roll Again
- Roll Again

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

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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: Penetrator PTR-4F

Movement Points: **Tonnage:** 75  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Era:** Clan Invasion  
 Jumping: 4

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AMS	CT	1	4	—	0	0	0
				[DB,PD]				
2	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
2	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	LRM 10	RA	4	1/Msl [M,C,S]	6	7	14	21
1	Artemis IV FCS	RA	—	[E]	—	—	—	—
1	LRM 10	LA	4	1/Msl [M,C,S]	6	7	14	21
1	Artemis IV FCS	LA	—	[E]	—	—	—	—

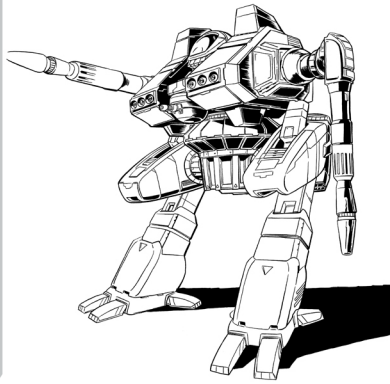
Cost: 7,414,750 C-bills

BV: 1,564

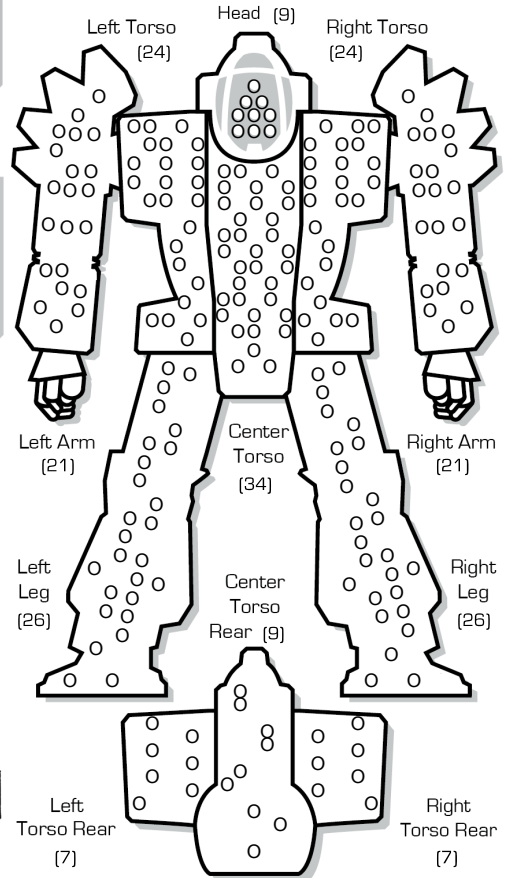
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

Part	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. LRM 10	5. LRM 10	6. Artemis IV FCS
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. LRM 10	5. LRM 10	6. Artemis IV FCS
<b>Center Torso</b>	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Left Torso</b>	1. Medium Pulse Laser	2. Medium Pulse Laser	3. Ammo (LRM Artemis) 12	4. Roll Again	5. Roll Again	6. Roll Again
<b>Right Torso</b>	1. Medium Pulse Laser	2. Medium Pulse Laser	3. Ammo (LRM Artemis) 12	4. Roll Again	5. Roll Again	6. Roll Again
<b>Left Leg</b>	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet

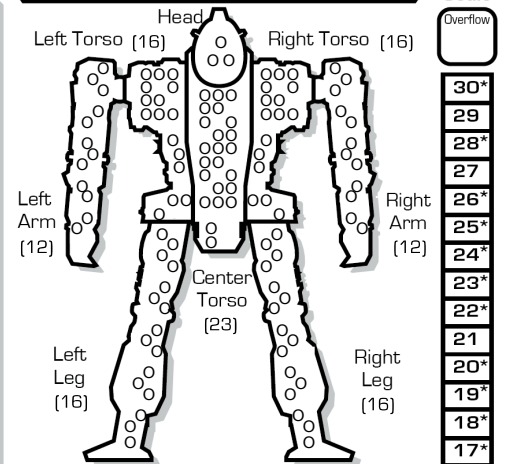
**Head**

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

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

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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: Penetrator PTR-6M

Movement Points: **Tonnage:** 75  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Era:** Clan Invasion  
 Jumping: 4

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AMS	CT	1	4	—	0	0	0
				[DB,PD]				
2	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
2	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19

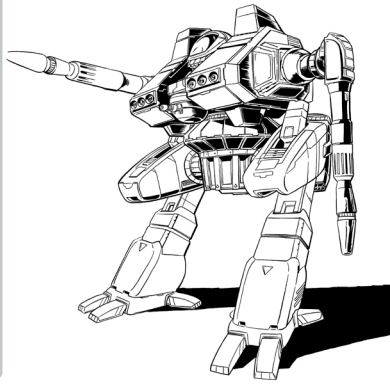
Cost: 7,449,750 C-bills

BV: 1,639

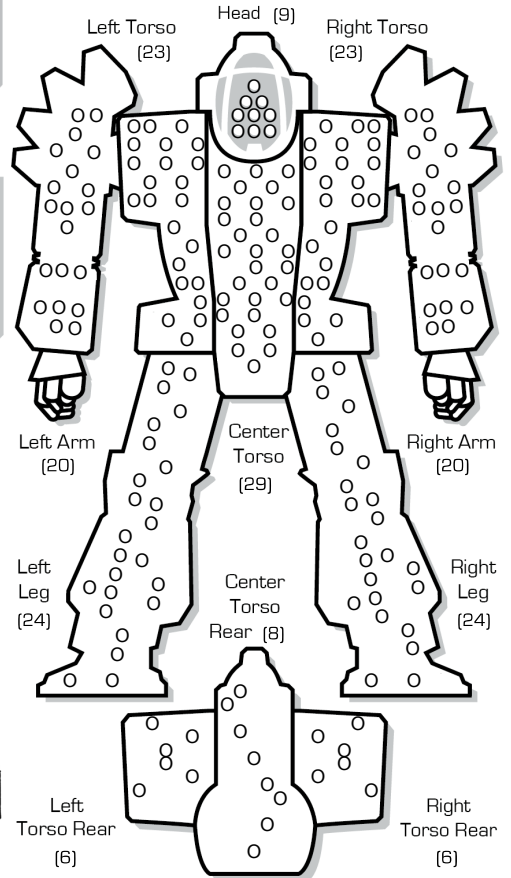
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



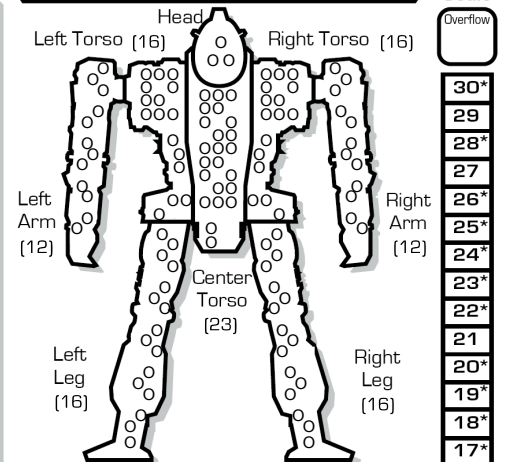
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. ER Large Laser	5. ER Large Laser	6. Roll Again
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. ER Large Laser	5. ER Large Laser	6. Roll Again
<b>Center Torso</b>	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Left Torso</b>	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Torso</b>	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
<b>Center Torso</b>	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. Gyro	2. Fusion Engine	3. Fusion Engine	4. Fusion Engine	5. AMS	6. Ammo [AMS] 12
<b>Right Torso</b>	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Roll Again

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

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 17 (34) Double
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 6+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 8+	○ ○
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: Penetrator PTR-6S

Movement Points: **Tonnage:** 75  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Era:** Clan Invasion  
 Jumping: 4

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AMS	CT	1	4	—	0	0	0
				[DB,PD]				
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
3	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
3	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19

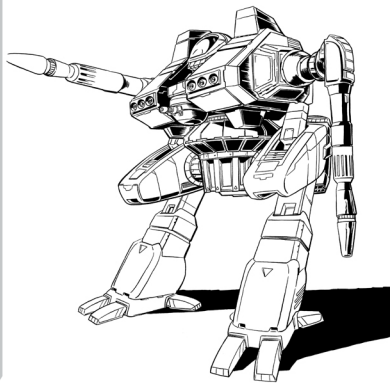
Cost: 7,948,500 C-bills

BV: 1,689

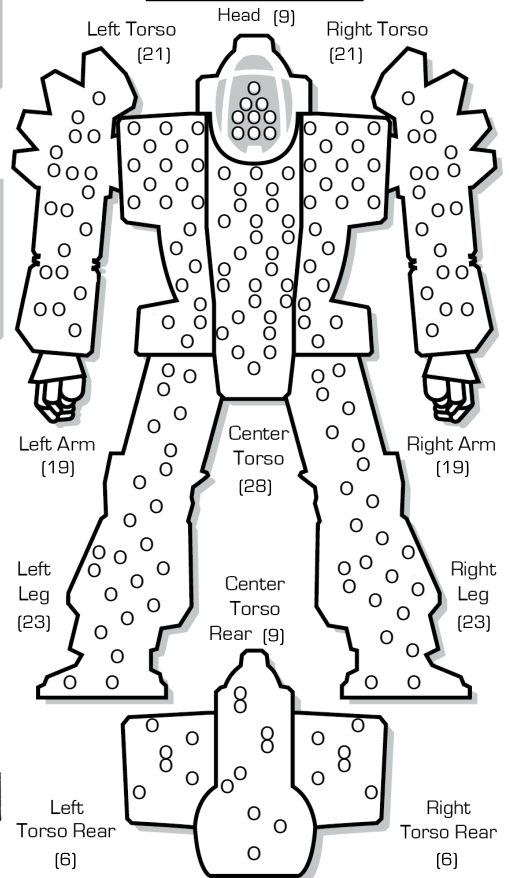
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 ER Large Laser
- ER Large Laser
- Roll Again

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

#### Left Torso

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

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

#### Left Leg

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

#### Head

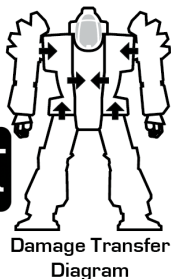
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- AMS
- Ammo [AMS] 12

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 ER Large Laser
- ER Large Laser
- Roll Again

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

#### Right Torso

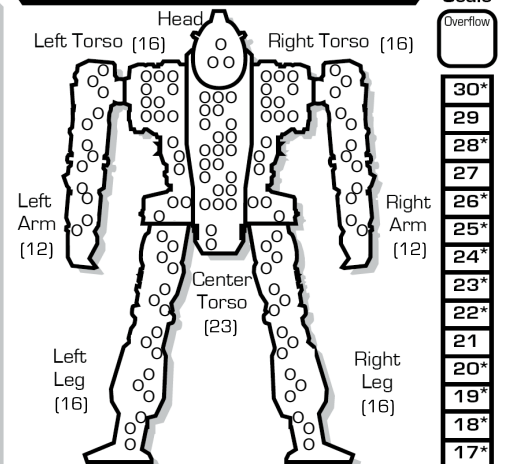
- Medium Pulse Laser
- Medium Pulse Laser
- 3 Medium Pulse Laser
- 1-3 Guardian ECM Suite
- Guardian ECM Suite
- Roll Again

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

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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: Penetrator PTR-6T

Movement Points: **Tonnage:** 75  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Era:** Civil War  
 Jumping: 4

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AMS	CT	1	—	0	0	0	0
				[DB,PD]				
3	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Targeting Computer	RT	—	[E]	—	—	—	—
3	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19

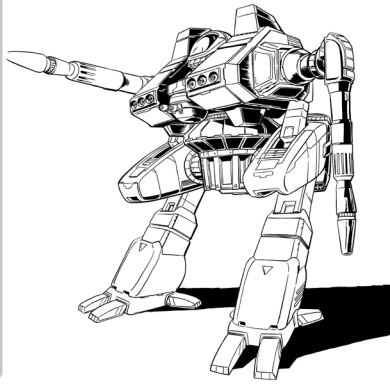
Cost: 7,925,750 C-bills

BV: 1,994

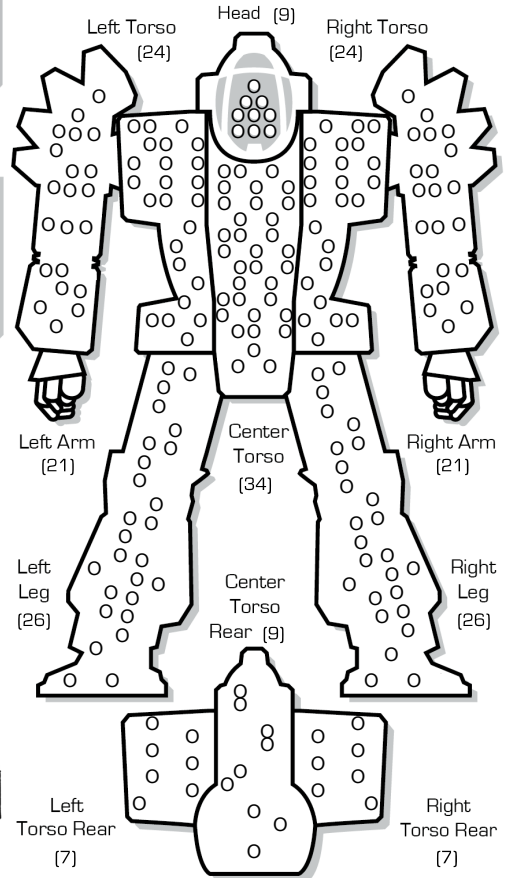
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



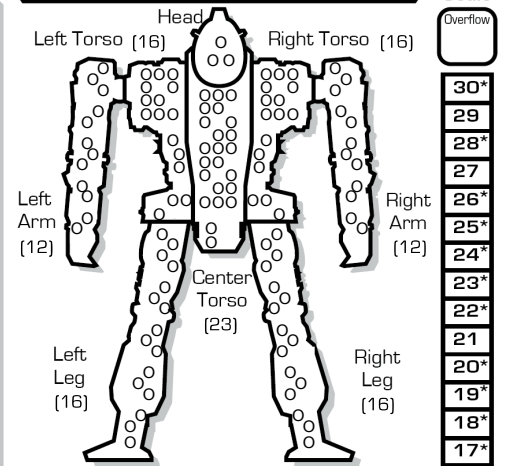
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. ER Large Laser	5. ER Large Laser	6. Roll Again
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. ER Large Laser	5. ER Large Laser	6. Roll Again
<b>Center Torso</b>	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. ER Medium Laser	5. ER Medium Laser	6. ER Medium Laser
<b>Right Torso</b>	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. ER Medium Laser	5. ER Medium Laser	6. ER Medium Laser
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support

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

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (28) Double
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: Rakshasa MDG-1A

Movement Points:  
 Walking: 5  
 Running: 8  
 Jumping: 0

Tonnage: 75  
 Tech Base: Inner Sphere  
 Era: Clan Invasion

### WARRIOR DATA

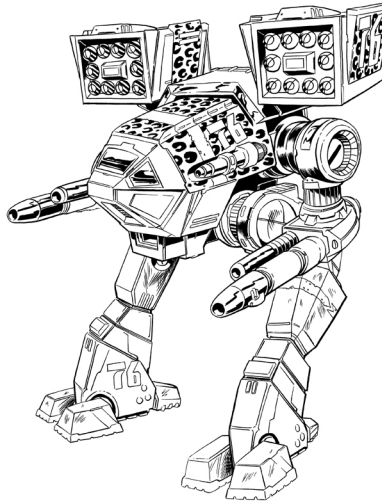
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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

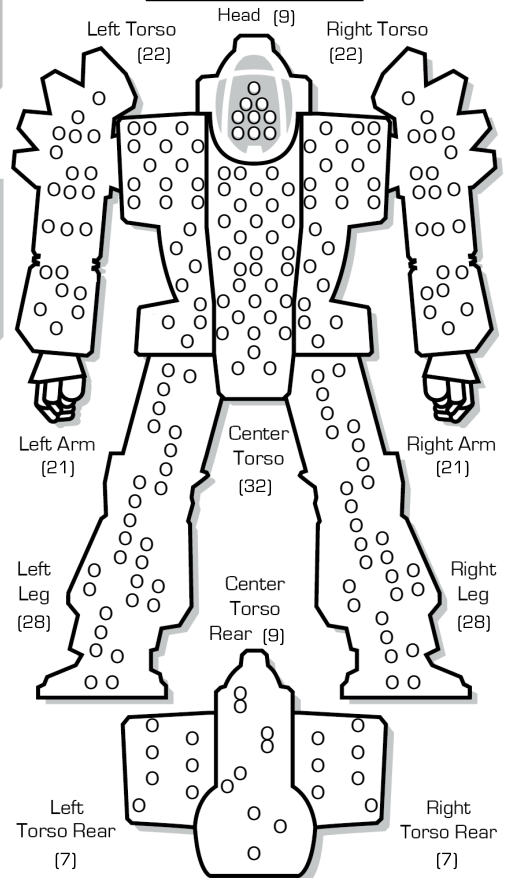
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	RT	4	1/Msl [M.C.S]	6	7	14	21
1	Artemis IV FCS	RT	—	[E]	—	—	—	—
1	LRM 10	LT	4	1/Msl [M.C.S]	6	7	14	21
1	Artemis IV FCS	LT	—	[E]	—	—	—	—
1	Medium Pulse Laser	LT	4	6[P]	—	2	4	6
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

Cost: 18,733,749 C-bills BV: 1,795



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. ER Large Laser	5. ER Large Laser	6. Medium Laser
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. ER Large Laser	5. ER Large Laser	6. Medium Laser
<b>Center Torso</b>	1. Endo Steel	2. Endo Steel	3. Endo Steel	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. LRM 10	5. LRM 10	6. Artemis IV FCS
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. LRM 10	5. LRM 10	6. Artemis IV FCS
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Ferro-Fibrous
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Ferro-Fibrous

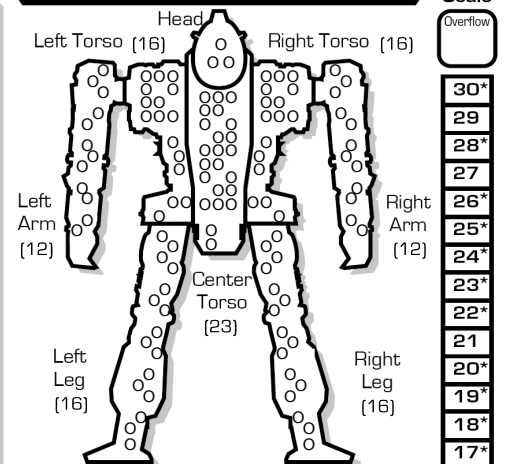
**Head**

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

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

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 (30) Double
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: Rakshasa MDG-1B

Movement Points: **Tonnage:** 75  
 Walking: 5 **Tech Base:** Inner Sphere  
 Running: 8 **Era:** Clan Invasion  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	RT	4	1/Msl [M,C,S]	6	7	14	21
1	Artemis IV FCS	RT	—	[E]	—	—	—	—
1	LRM 10	LT	4	1/Msl [M,C,S]	6	7	14	21
1	Artemis IV FCS	LT	—	[E]	—	—	—	—
1	Medium Pulse Laser	LT	4	6[P]	—	2	4	6
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

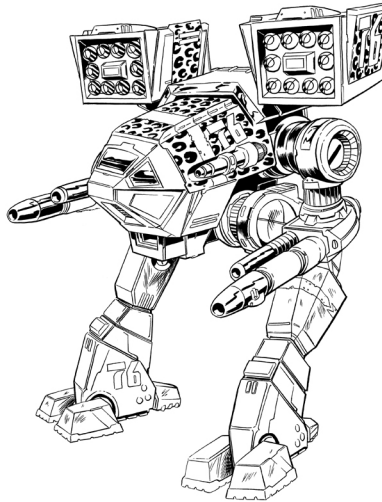
Cost: 18,383,749 C-bills **BV:** 1,748

### WARRIOR DATA

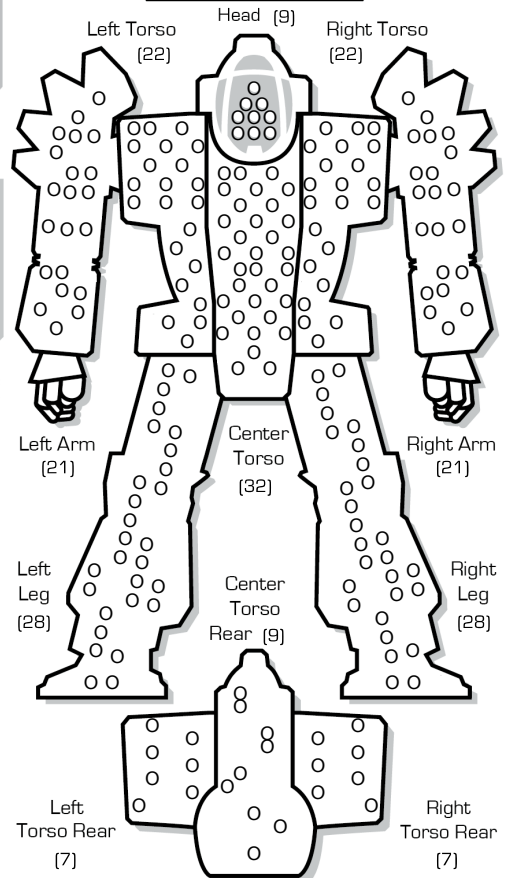
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken 

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

  
 Consciousness#



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Large Laser
  - Large Laser
  - Medium Laser
- Center Torso**
- Endo Steel
  - Endo Steel
  - Endo Steel
- 4-6
- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
- Left Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- LRM 10
  - LRM 10
  - Artemis IV FCS
- 4-6
- Medium Pulse Laser
  - Ammo (LRM Artemis) 12
  - Endo Steel
  - Endo Steel
  - Ferro-Fibrous
  - Ferro-Fibrous
- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Endo Steel
  - Ferro-Fibrous

### Head

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

### Right Arm

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

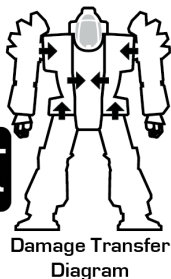
### Center Torso

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

### Right Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- LRM 10
  - LRM 10
  - Artemis IV FCS

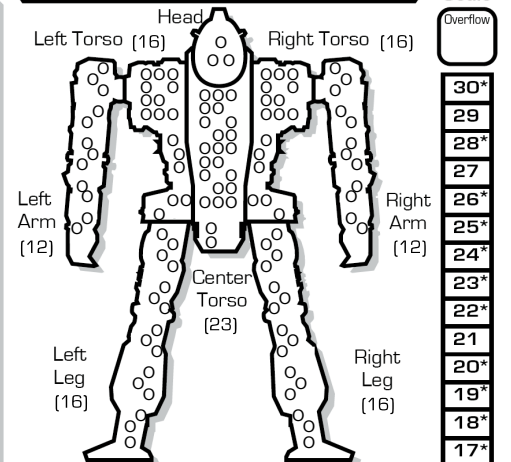
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 (30) Double
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: Rakshasa MDG-2A

Movement Points: **Tonnage:** 75  
 Walking: 5 **Tech Base:** Inner Sphere  
 Running: 8 **Era:** Civil War  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

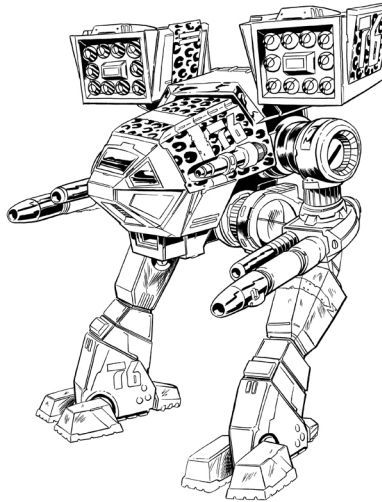
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Large Pulse Laser	RA	10	9 [P]	—	3	7	10
2	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	Rotary AC/5	LA	1	5/Sht	—	5	10	15

Cost: 18,283,124 C-bills **BV:** 1,766

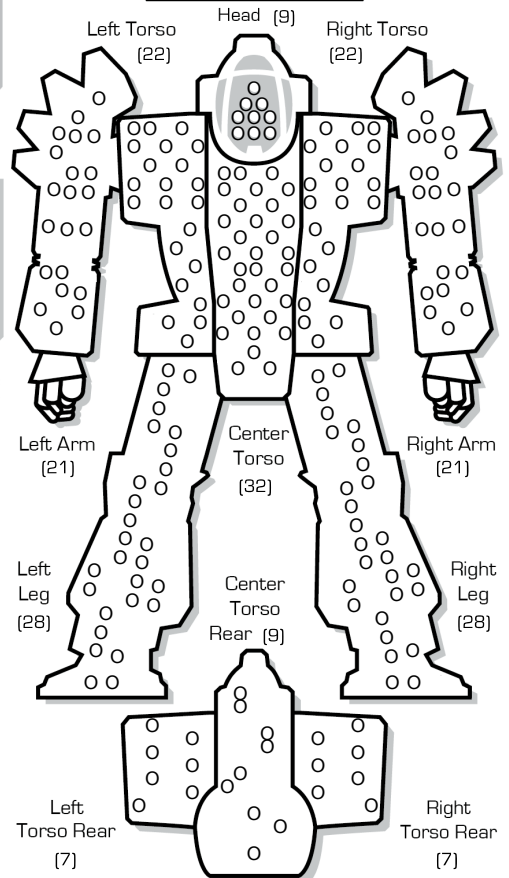
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Rotary AC/5
  - Rotary AC/5
  - Rotary AC/5
  - Rotary AC/5
- 1-3**
- Rotary AC/5
  - Rotary AC/5
- 4-6**
- Endo Steel
  - Ferro-Fibrous
  - Ferro-Fibrous
- Left Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Ammo (Rotary AC) 20
  - Ammo (Rotary AC) 20
  - Ammo (Rotary AC) 20
- 1-3**
- Endo Steel
  - Endo Steel
  - Endo Steel
- 4-6**
- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous

### Head

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

### Center Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
- 4-6**
- XL Fusion Engine
  - Endo Steel
  - Endo Steel

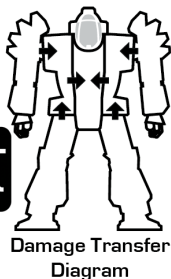
### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Large Pulse Laser
  - Large Pulse Laser
  - Medium Pulse Laser
  - Medium Pulse Laser
- 1-3**
- Endo Steel
  - Endo Steel
  - Endo Steel
- 4-6**
- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous

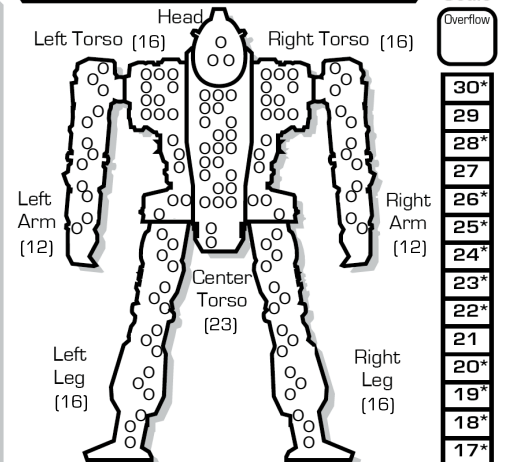
### Right Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Medium Pulse Laser
  - Medium Pulse Laser
  - Endo Steel
- 1-3**
- Endo Steel
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6**
- Ferro-Fibrous
  - Roll Again
  - Roll Again

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 (30) Double
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: War Dog WR-DG-02FC

Movement Points: **Walking:** 4 **Running:** 6 **Jumping:** 0  
**Tonnage:** 75 **Tech Base:** Inner Sphere **Era:** Clan Invasion

### Weapons & Equipment Inventory

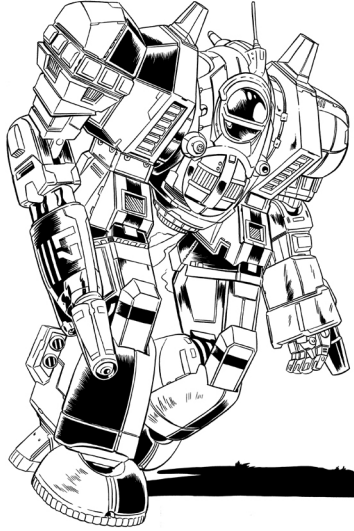
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser(R)	HD	2	3 [P]	—	1	2	3
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	AMS	RT	1	1	—	0	0	0
				[DB,PD]				
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	Gauss Rifle	RA	1	15	2	7	15	22
				[DB,X]				
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	Large Pulse Laser	LA	10	9 [P]	—	3	7	10
1	Streak SRM 2 (OS)	RL	2	2/Msl [M,C]	—	3	6	9
1	Streak SRM 2 (OS)	LL	2	2/Msl [M,C]	—	3	6	9

Cost: 15,403,500 C-bills BV: 1,814

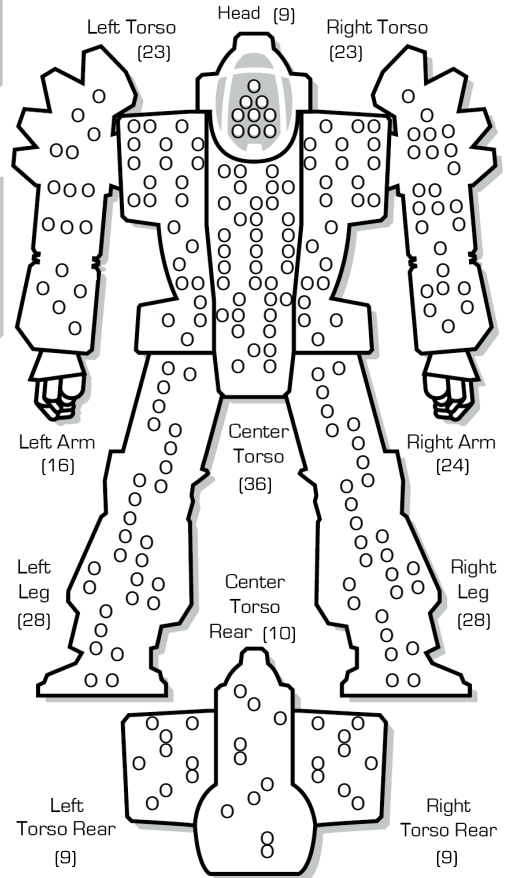
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



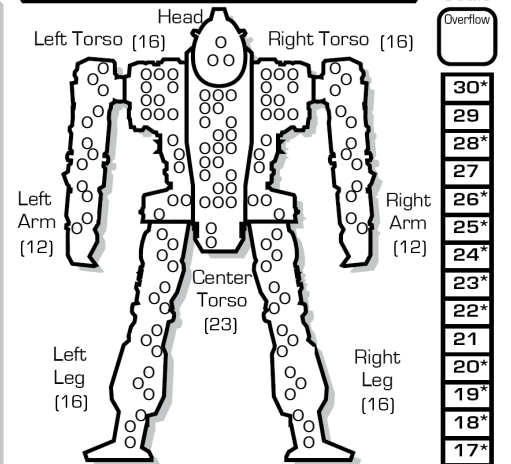
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Large Pulse Laser	6. Large Pulse Laser
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Gauss Rifle	5. Gauss Rifle	6. Gauss Rifle
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Medium Pulse Laser	5. Ammo (Gauss) 8	6. Ammo (Gauss) 8
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. AMS	5. Ammo (AMS) 12	6. Ammo (AMS) 12
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Streak SRM 2 (OS)	6. Ferro-Fibrous
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Streak SRM 2 (OS)	6. Ferro-Fibrous

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

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10 (20) Double
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: War Dog WR-DG-03FC

Movement Points: **Tonnage:** 75  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Era:** Civil War  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

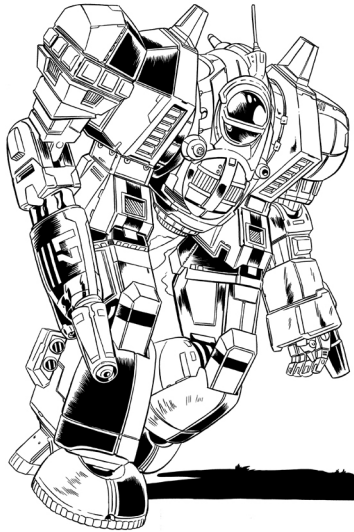
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C <sup>3</sup> Slave	HD	—	[E]	—	—	—	—
1	Heavy Gauss Rifle	CT/RT	2	25/20/10	4	6	13	20
				[DB,X]				
3	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
2	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	ER PPC	RA	15	10 [DE]	—	7	14	23

Cost: 16,255,750 C-bills **BV:** 1,962

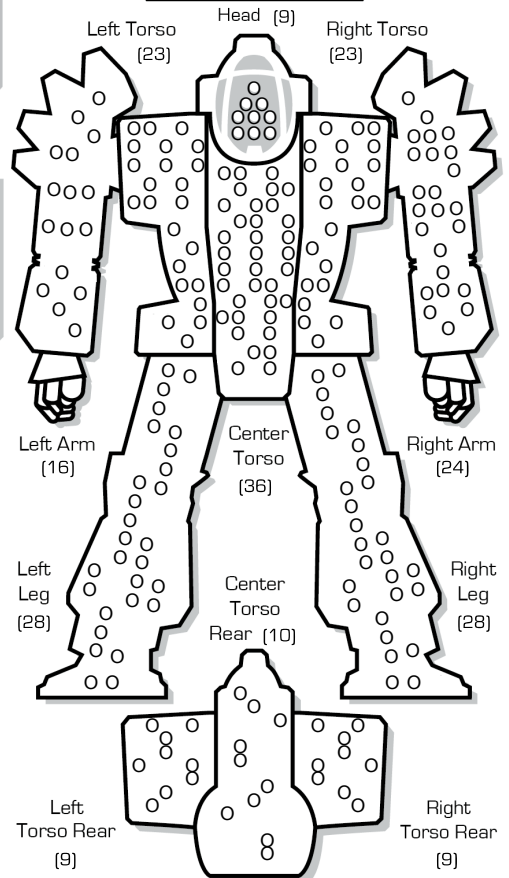
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Ferro-Fibrous
- Ferro-Fibrous

#### Head

- Life Support
- Sensors
- Cockpit
- C<sup>3</sup> Slave
- Sensors
- Life Support

#### Right Arm

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

#### Center Torso

- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - 1-3 Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - 1-3 Gyro
  - Gyro
  - Gyro

- ER PPC
- ER PPC
- ER PPC
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Medium Pulse Laser
- Medium Pulse Laser
- ER Medium Laser

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- Heavy Gauss Rifle
- Heavy Gauss Rifle

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle

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

- ER Medium Laser
- ER Medium Laser
- 4-6 Ammo [Heavy Gauss] 4
- Ammo [Heavy Gauss] 4
- Ammo [Heavy Gauss] 4
- Ammo [Heavy Gauss] 4

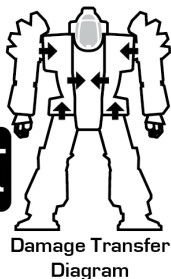
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle
- 4-6 Heavy Gauss Rifle
- Heavy Gauss Rifle
- Heavy Gauss Rifle

#### Left Leg

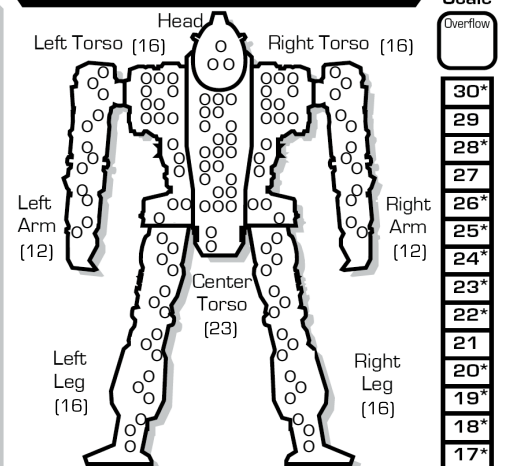
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (26) Double
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: Salamander PPR-5S

Movement Points:   
 Walking: 4   
 Running: 6   
 Jumping: 0   
 Tonnage: 80   
 Tech Base: Inner Sphere   
 Era: Clan Invasion

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	LRM 20	RT	6	1/Msl [M,C,S]	6	7	14	21
1	LRM 20	LT	6	1/Msl [M,C,S]	6	7	14	21
1	LRM 20	LA	6	1/Msl [M,C,S]	6	7	14	21

Cost: 17,920,920 C-bills BV: 1,769

### WARRIOR DATA

Name: \_\_\_\_\_   
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_   
 Hits Taken 

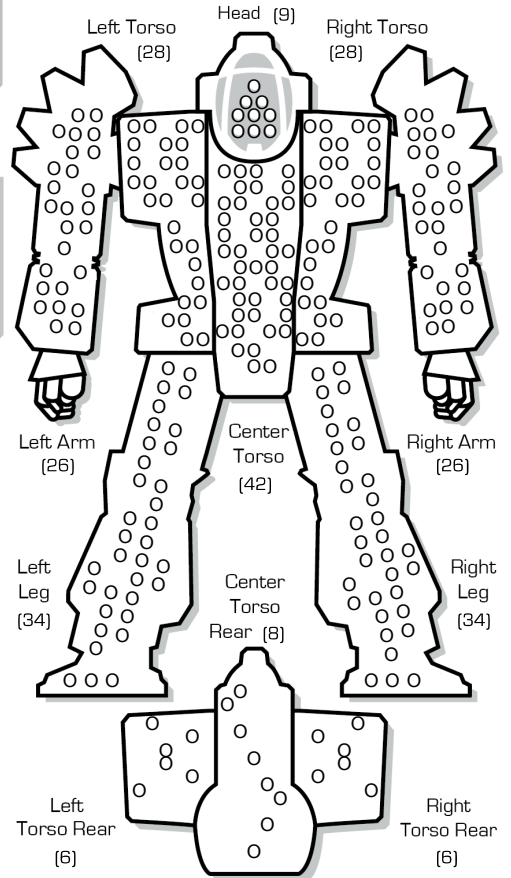
1	2	3	4	5	6
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 Consciousness# 

3	5	7	10	11	Dead
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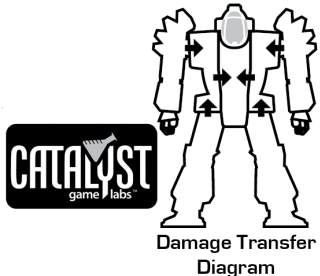
### ARMOR DIAGRAM



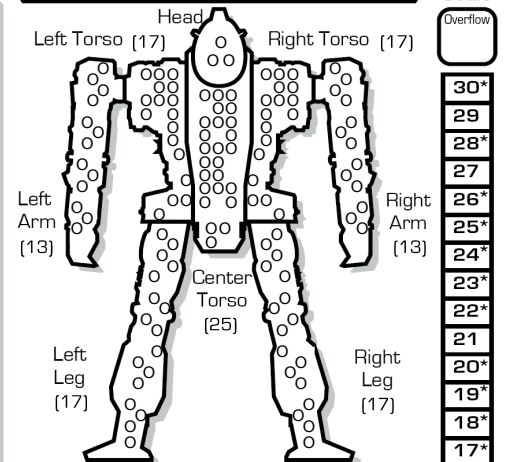
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. LRM 20	5. LRM 20	6. LRM 20
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Endo Steel	6. Endo Steel
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. LRM 20	5. LRM 20	6. LRM 20
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. LRM 20	5. LRM 20	6. LRM 20
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Salamander PPR-5T

Movement Points: **Tonnage:** 80  
 Walking: 5 **Tech Base:** Inner Sphere  
 Running: 8 **Era:** Clan Invasion  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

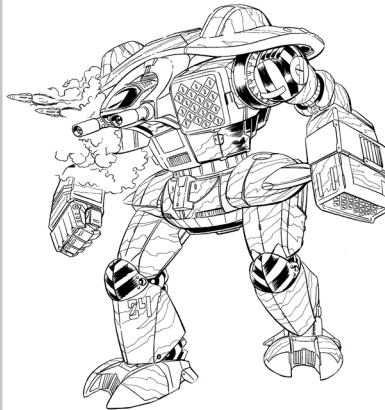
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Small Laser	CT	1	3 [DE]	—	1	2	3
1	LRM 15	RT	5	1/Msl [M,C,S]	6	7	14	21
1	LRM 15	LT	5	1/Msl [M,C,S]	6	7	14	21
1	LRM 15	LA	5	1/Msl [M,C,S]	6	7	14	21

Cost: 20,448,419 C-bills BV: 1,589

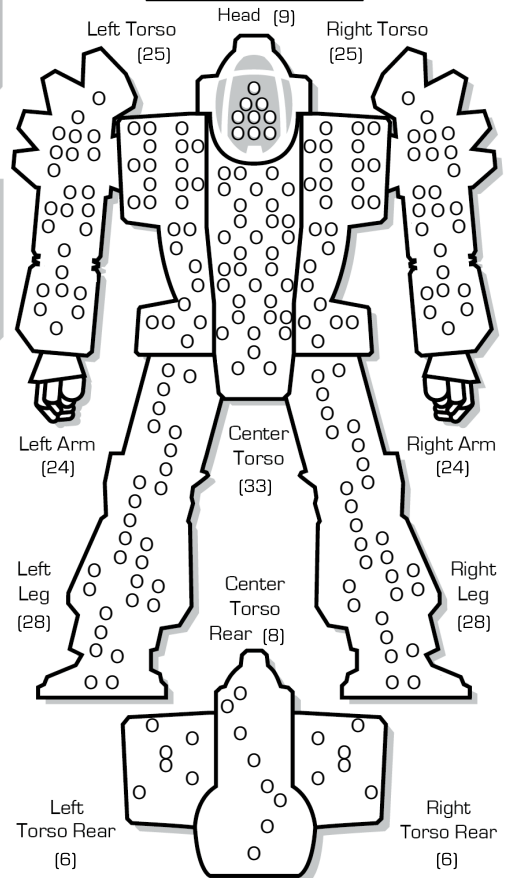
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



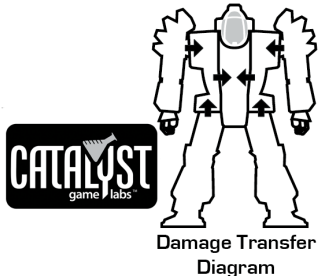
### ARMOR DIAGRAM



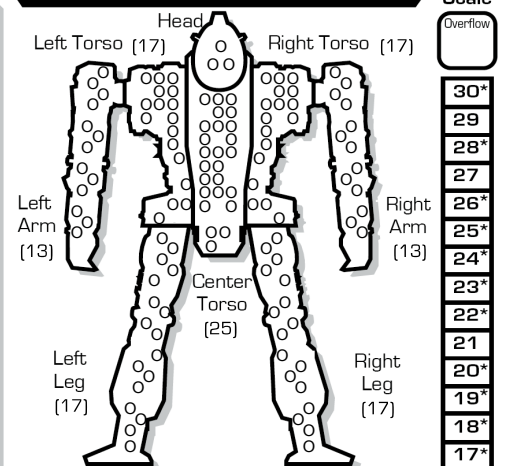
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. LRM 15	5. LRM 15	6. LRM 15
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Endo Steel	6. Endo Steel
<b>Center Torso</b>	1. Endo Steel	2. Endo Steel	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Endo Steel
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. LRM 15	5. LRM 15	6. LRM 15
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. LRM 15	5. LRM 15	6. LRM 15
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Salamander PPR-6S

Movement Points: Tonnage: 80  
 Walking: 4 Tech Base: Inner Sphere  
 Running: 6 Era: Clan Invasion  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	CT	4	6 [P]	—	2	4	6
1	LRM 20	RT	6	1/Msl [M,C,S]	6	7	14	21
1	Artemis IV FCS	RT	—	[E]	—	—	—	—
1	LRM 20	LT	6	1/Msl [M,C,S]	6	7	14	21
1	Artemis IV FCS	LT	—	[E]	—	—	—	—
1	SRM 6	LA	4	2/Msl [M,C]	—	3	6	9
1	Artemis IV FCS	LA	—	[E]	—	—	—	—

Cost: 18,248,520 C-bills BV: 1,714

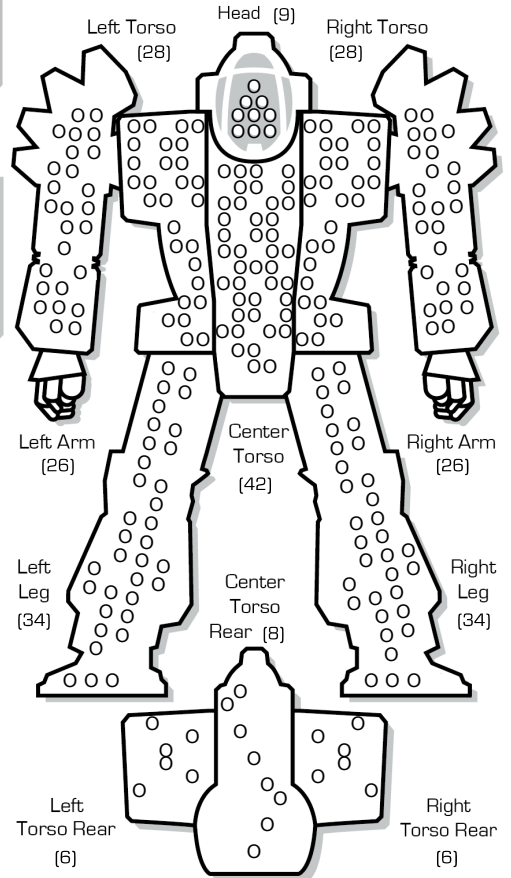
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



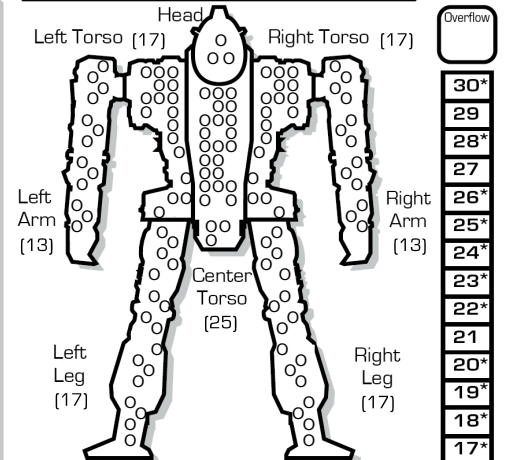
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. SRM 6	5. SRM 6	6. Artemis IV FCS
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Endo Steel	6. Endo Steel
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. LRM 20	5. LRM 20	6. LRM 20
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. LRM 20	5. LRM 20	6. LRM 20
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Endo Steel	5. Sensors	6. Life Support
<b>Left Torso Rear</b>	1. Endo Steel	2. Endo Steel	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Endo Steel
<b>Right Torso Rear</b>	1. Endo Steel	2. Endo Steel	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Endo Steel

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

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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: Salamander PPR-6T

Movement Points: **Tonnage:** 80  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Era:** Clan Invasion  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	CT	4	6 [P]	—	2	4	6
1	LRM 20	RT	6	1/Msl [M,C,S]	6	7	14	21
1	LRM 20	LT	6	1/Msl [M,C,S]	6	7	14	21
1	Large Pulse Laser	LA	10	9 [P]	—	3	7	10

Cost: 17,901,120 C-bills **BV:** 1,681

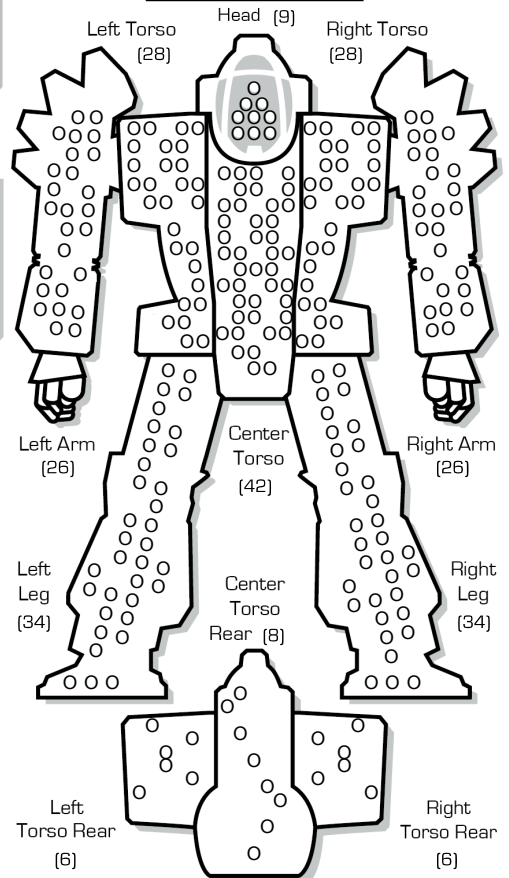
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Endo Steel
- Endo Steel

#### Center Torso

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

#### Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 LRM 20
- LRM 20
- LRM 20
- 1-3 LRM 20
- LRM 20
- 4-6 Ammo (LRM) 6
- Ammo (LRM) 6
- Ammo (LRM) 6
- CASE

#### 1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- Medium Pulse Laser
- Medium Pulse Laser

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 LRM 20
- LRM 20
- LRM 20
- 1-3 LRM 20
- LRM 20
- 4-6 Ammo (LRM) 6
- Ammo (LRM) 6
- Ammo (LRM) 6
- CASE

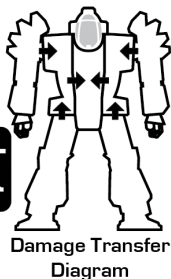
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

#### Left Leg

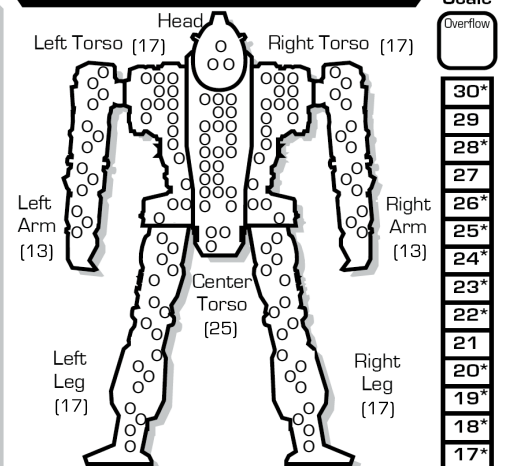
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (28) Double
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: Salamander PPR-7T

Movement Points:   
 Walking: 4   
 Running: 6   
 Jumping: 4   
 Tonnage: 80   
 Tech Base: Inner Sphere   
 Era: Civil War

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	LRM 15	RT	5	1/Msl [M,C,S]	6	7	14	21
1	Artemis IV FCS	RT	—	[E]	—	—	—	—
1	LRM 15	LT	5	1/Msl [M,C,S]	6	7	14	21
1	Artemis IV FCS	LT	—	[E]	—	—	—	—
1	LRM 15	LA	5	1/Msl [M,C,S]	6	7	14	21
1	Artemis IV FCS	LA	—	[E]	—	—	—	—

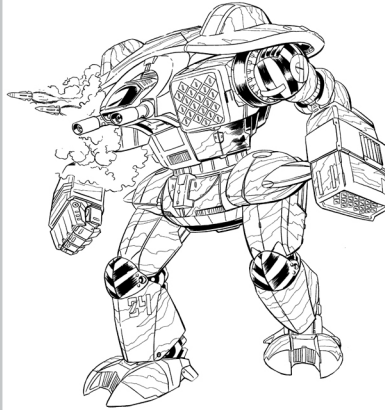
Cost: 15,579,720 C-bills BV: 2,023

### WARRIOR DATA

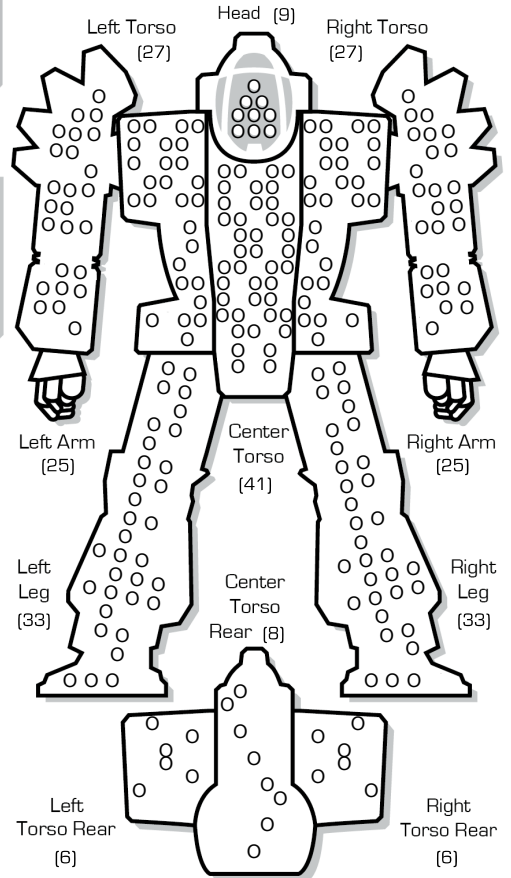
Name: \_\_\_\_\_   
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_   
 Hits Taken 

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

  
 Consciousness#



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - LRM 15
  - LRM 15
  - LRM 15
- Center Torso**
- Artemis IV FCS
  - Ammo (LRM Artemis) 8
  - Ammo (LRM Artemis) 8
  - Endo Steel
  - Roll Again
  - Roll Again
- Left Torso**
- Light Fusion Engine
  - Light Fusion Engine
  - LRM 15
  - LRM 15
  - LRM 15
  - Artemis IV FCS
- Right Torso**
- Light Fusion Engine
  - Light Fusion Engine
  - LRM 15
  - LRM 15
  - LRM 15
  - Artemis IV FCS
- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Jump Jet
  - Jump Jet

### Head

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

### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

### Center Torso

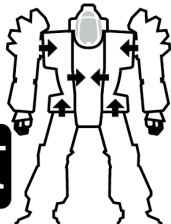
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Gyro
- Gyro
- Gyro

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

### Right Torso

- Light Fusion Engine
- Light Fusion Engine
- LRM 15
- LRM 15
- LRM 15
- Artemis IV FCS
- Ammo (LRM Artemis) 8
- Ammo (LRM Artemis) 8
- CASE
- Endo Steel
- Endo Steel
- Endo Steel

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

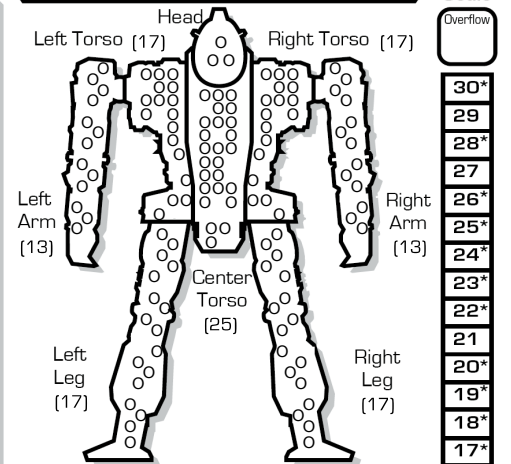


Damage Transfer Diagram

### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Gunslinger GUN-1ERD

Movement Points: Tonnage: 85  
 Walking: 3 Tech Base: Inner Sphere  
 Running: 5 Era: Clan Invasion  
 Jumping: 2

### Weapons & Equipment Inventory (hexes)

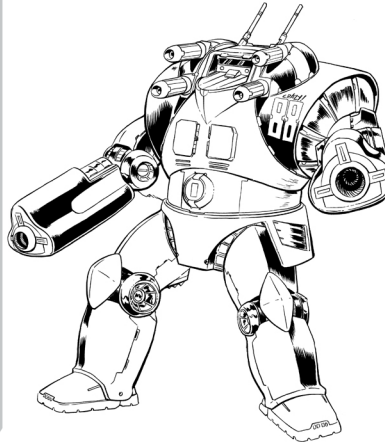
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	—	1	2	3
1	Beagle Active Probe	CT	—	[E]	—	—	—	4
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
2	Medium Laser	RT	3	5 [DE]	—	3	6	9
2	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	Medium Pulse Laser(R)	RL	4	6 [P]	—	2	4	6
1	Medium Pulse Laser(R)	LL	4	6 [P]	—	2	4	6

Cost: 16,582,013 C-bills BV: 2,286

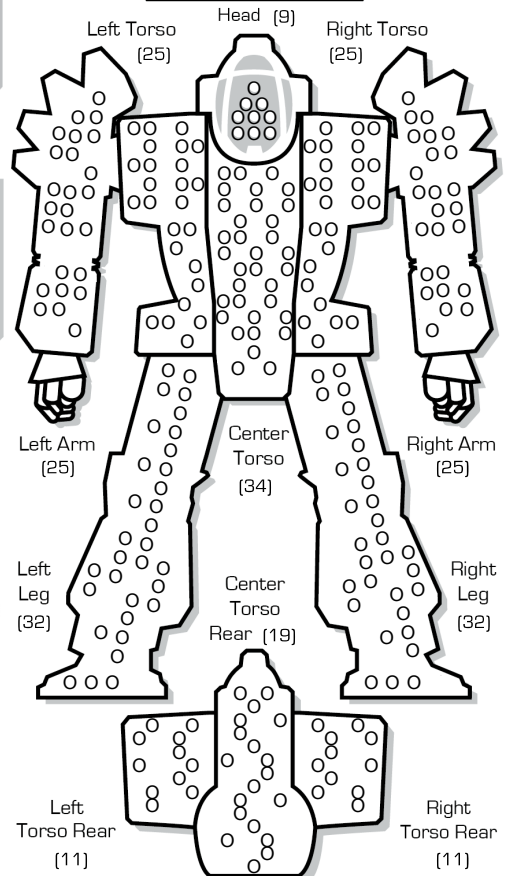
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Gauss Rifle	5. Gauss Rifle	6. Gauss Rifle
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Gauss Rifle	5. Gauss Rifle	6. Gauss Rifle
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Medium Laser	5. Medium Laser	6. Ammo (Gauss) 8
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Medium Laser	5. Medium Laser	6. Ammo (Gauss) 8
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Medium Pulse Laser(R)
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Medium Pulse Laser(R)
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Small Laser	5. Sensors	6. Life Support

**Engine Hits** ○○○○

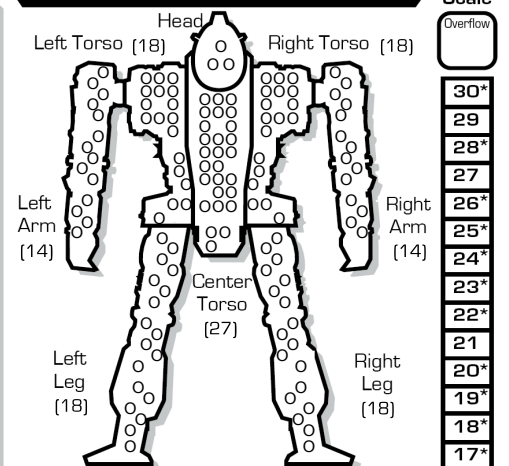
**Gyro Hits** ○○

**Sensor Hits** ○○

**Life Support** ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10 (20) Double
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: Gunslinger GUN-2ERD

Movement Points: **Tonnage:** 85  
 Walking: 3 **Tech Base:** Inner Sphere  
 Running: 5 **Era:** Civil War  
 Jumping: 3

### Weapons & Equipment Inventory (hexes)

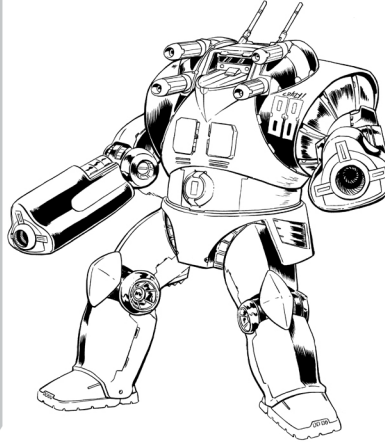
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
1	C <sup>3</sup> Master	LT	0	[E]	—	5	10	15
2	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22

Cost: 19,197,450 C-bills **BV:** 2,423

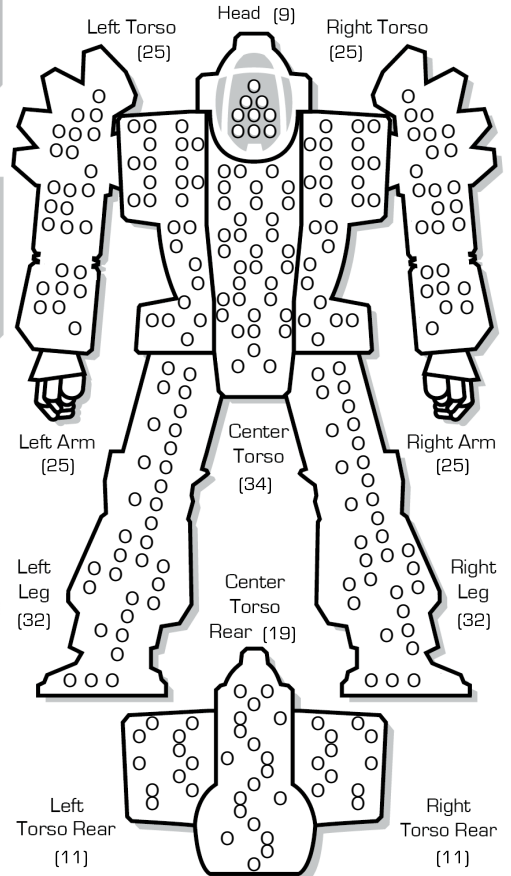
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



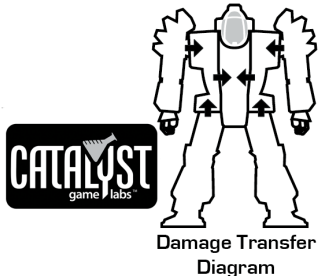
### ARMOR DIAGRAM



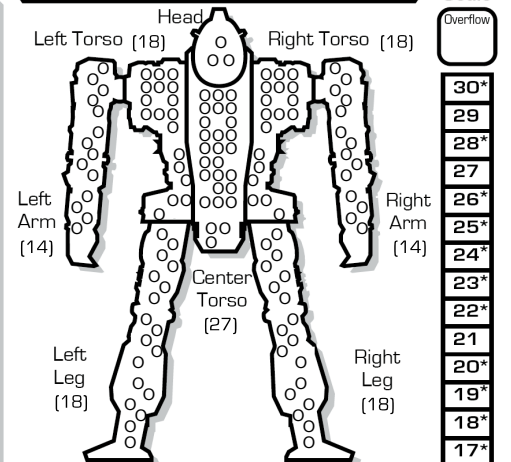
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Gauss Rifle	5. Gauss Rifle	6. Gauss Rifle
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Gauss Rifle	5. Gauss Rifle	6. Gauss Rifle
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. ER Medium Laser	5. ER Medium Laser	6. Ammo [Gauss] 8
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. ER Medium Laser	5. ER Medium Laser	6. Ammo [Gauss] 8
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Roll Again

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10 (20) Double
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: Albatross ALB-3U

Movement Points: **Tonnage:** 95  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Era:** Clan Invasion  
 Jumping: 0

### 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 6	RT	4	2/Msl [M,C]	—	3	6	9
1	ER Large Laser	LT	12	8 [DE]	—	7	14	19
1	Large Pulse Laser	RA	10	9 [P]	—	3	7	10
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	LB 10-X AC	LA	2	10 [DB,C/F/S]	—	6	12	18

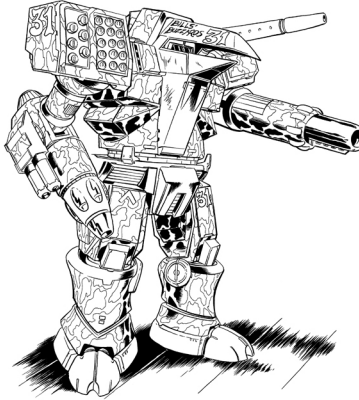
Cost: 25,376,651 C-bills **BV:** 1,668

### WARRIOR DATA

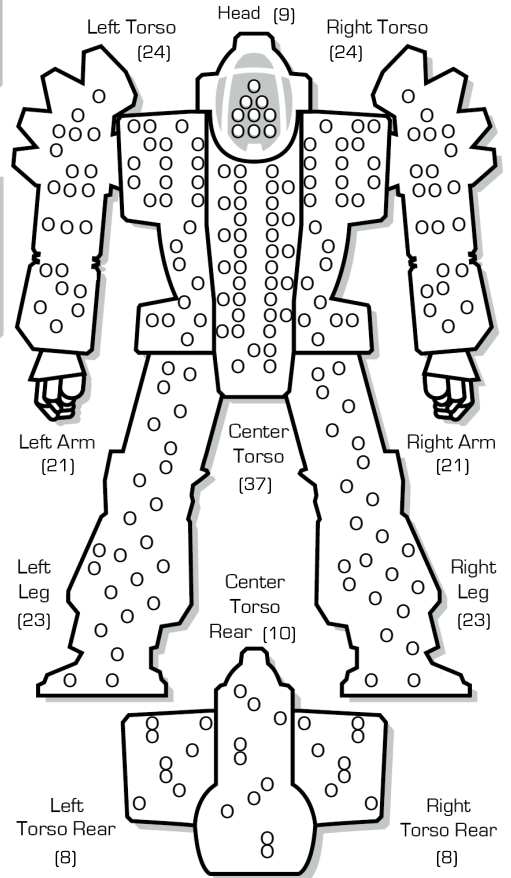
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken 

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

  
 Consciousness#



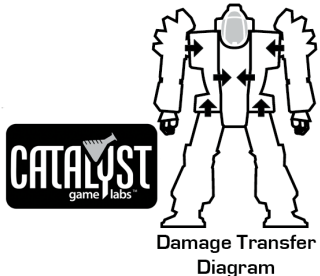
### ARMOR DIAGRAM



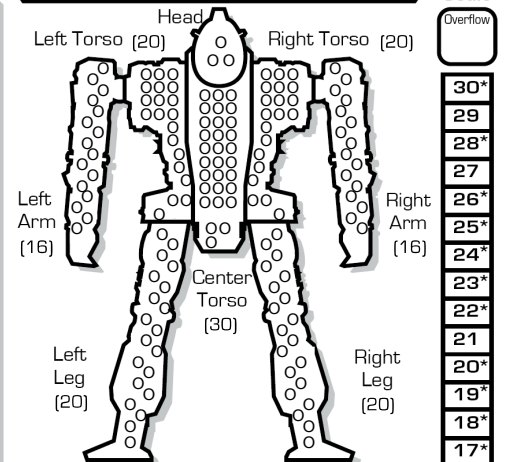
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. LB 10-X AC	5. LB 10-X AC	6. LB 10-X AC
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Large Pulse Laser	5. Large Pulse Laser	6. Medium Laser
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. ER Large Laser	5. ER Large Laser	6. Ammo [LB-X] 10
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. LRM 15	5. LRM 15	6. LRM 15
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (28) Double
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: Albatross ALB-4U

Movement Points: **Tonnage:** 95  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Era:** Civil War  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

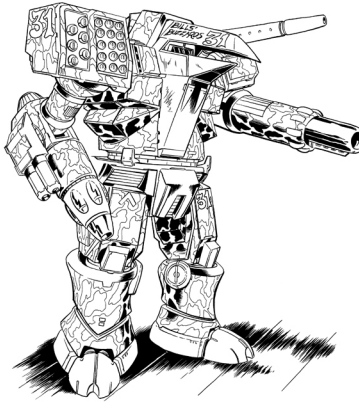
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RT	5	1/MSI [M,C,S]	6	7	14	21
1	Streak SRM 6	RT	4	2/MSI [M,C]	—	3	6	9
1	ER Small Laser	LT	2	3 [DE]	—	2	4	5
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Large Pulse Laser	RA	10	9 [P]	—	3	7	10
1	Light Gauss Rifle	LA	1	8 [DB,X]	3	8	17	25

Cost: 25,291,338 C-bills **BV:** 1,907

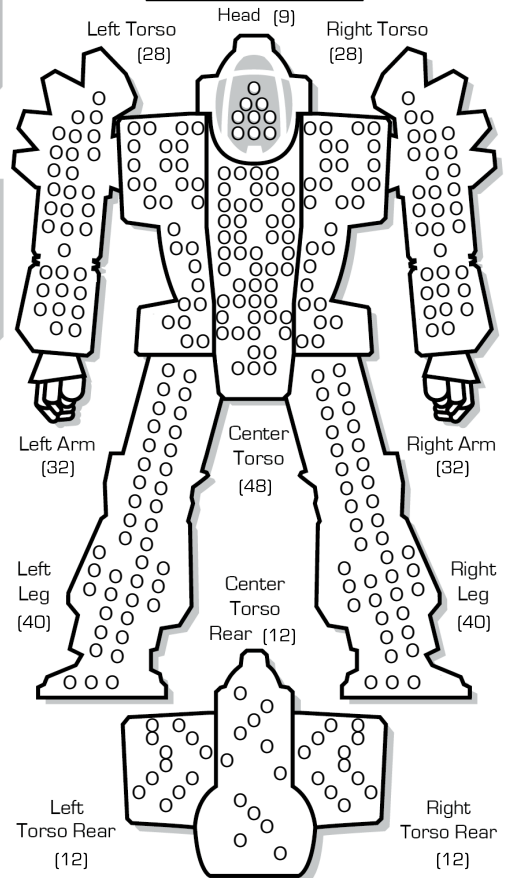
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM

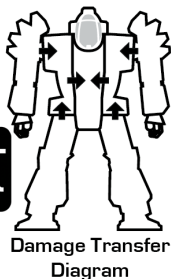


### CRITICAL HIT TABLE

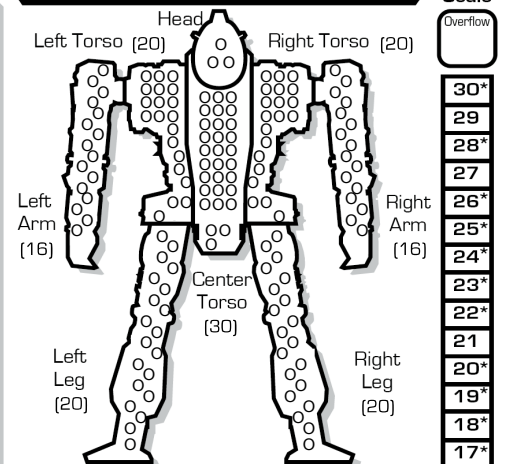
- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - 1-3 Light Gauss Rifle
  - Light Gauss Rifle
  - Light Gauss Rifle
- Center Torso**
- Light Gauss Rifle
  - Light Gauss Rifle
  - Ferro-Fibrous
  - 4-6 Ferro-Fibrous
  - Roll Again
  - Roll Again
- Left Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - 1-3 ER Small Laser
  - Ammo (Light Gauss) 16
  - Ammo (LRM) 8
- Right Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - 1-3 LRM 15
  - LRM 15
  - LRM 15
- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - 4-6 Foot Actuator
  - Ferro-Fibrous
  - Ferro-Fibrous

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Roll Again
  - Sensors
  - Life Support
- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - 1-3 Large Pulse Laser
  - Large Pulse Laser
  - ER Medium Laser
- Center Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - 1-3 Gyro
  - Gyro
  - Gyro
- Right Torso**
- ER Medium Laser
  - Ferro-Fibrous
  - Ferro-Fibrous
  - 4-6 Ferro-Fibrous
  - Roll Again
  - Roll Again
- Left Torso**
- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - 4-6 XL Fusion Engine
  - Ferro-Fibrous
  - Ferro-Fibrous
- Right Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - 1-3 LRM 15
  - LRM 15
  - LRM 15
- Left Leg**
- Streak SRM 6
  - Streak SRM 6
  - 3 Ferro-Fibrous
  - 4-6 Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - 4-6 Foot Actuator
  - Roll Again
  - Roll Again

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	14 (28)
28	Ammo Exp. avoid on 8+	Double
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: **Cerberus MR-5M**

Movement Points: **Tonnage: 95**  
 Walking: 4 **Tech Base: Inner Sphere**  
 Running: 6 **Era: Clan Invasion**  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

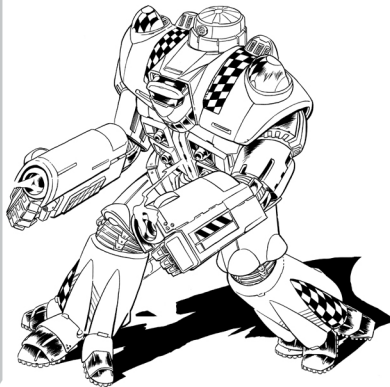
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AMS	HD	1	—	0	0	0	0
				[DB,PD]				
1	Machine Gun(R)	RT	0	2	—	1	2	3
				[DB,AI]				
2	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Machine Gun(R)	LT	0	2	—	1	2	3
				[DB,AI]				
2	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	ER PPC	RA	15	10 [DE]	—	7	14	23
2	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	Gauss Rifle	LA	1	15	2	7	15	22
				[DB,X]				

Cost: 25,427,351 C-bills **BV: 2,060**

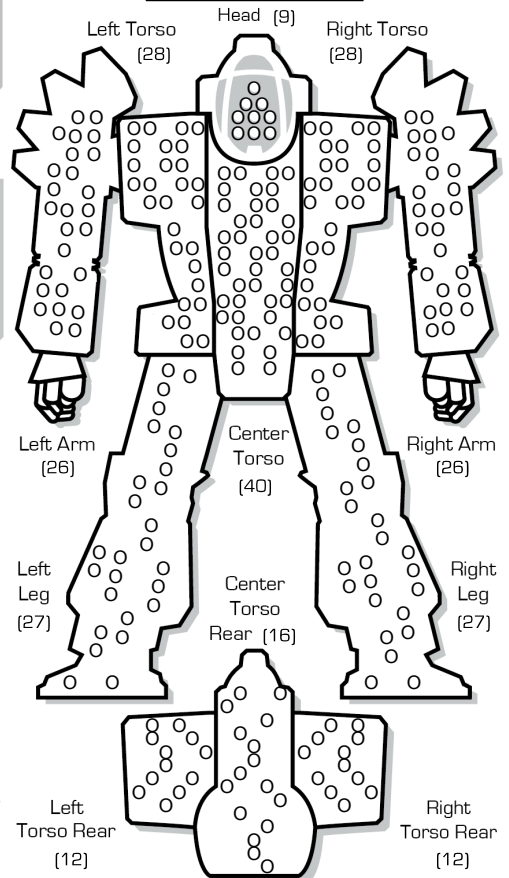
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



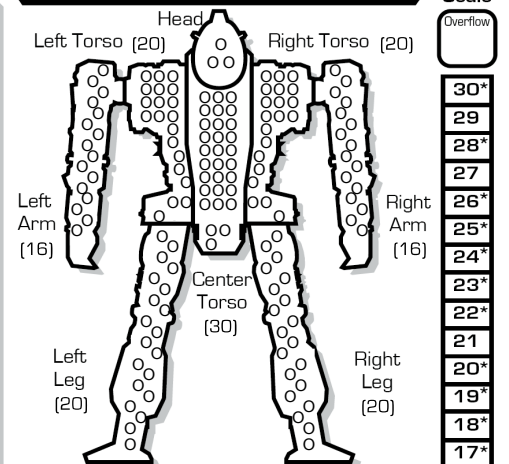
### CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>1-3 Gauss Rifle</li> <li>5 Gauss Rifle</li> <li>6 Gauss Rifle</li> </ol>	<h4>Head</h4> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>AMS</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>1-3 ER PPC</li> <li>5 ER PPC</li> <li>6 ER PPC</li> </ol>
<h4>Left Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>1-3 Medium Pulse Laser</li> <li>5 Medium Pulse Laser</li> <li>Machine Gun(R)</li> </ol>	<h4>Center Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>1-3 Gyro</li> <li>5 Gyro</li> <li>6 Gyro</li> </ol>	<h4>Right Torso</h4> <ol style="list-style-type: none"> <li>Medium Pulse Laser</li> <li>Medium Pulse Laser</li> <li>Roll Again</li> <li>4 Roll Again</li> <li>5 Roll Again</li> <li>6 Roll Again</li> </ol>
<h4>Left Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>4 Foot Actuator</li> <li>5 Ferro-Fibrous</li> <li>6 Ferro-Fibrous</li> </ol>	<h4>Right Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>4 Foot Actuator</li> <li>5 Ferro-Fibrous</li> <li>6 Ferro-Fibrous</li> </ol>	

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

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 (30) Double
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: **Cerberus MR-6B**

Movement Points: **Tonnage: 95**  
 Walking: 4 **Tech Base: Inner Sphere**  
 Running: 6 **Era: Civil War**  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

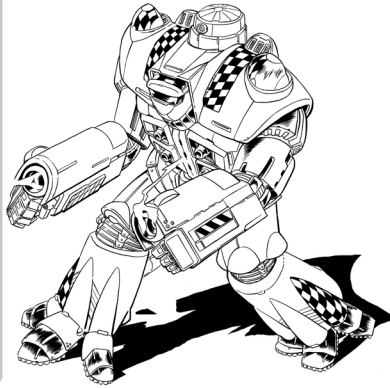
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AMS	HD	1	—	0	0	0	0
				[DB,PD]				
1	Improved C <sup>3</sup> CPU	CT	—	[E]	—	—	—	—
2	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
2	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	ER PPC	RA	15	10 [DE]	—	7	14	23
2	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22

Cost: 26,967,851 C-bills **BV: 2,128**

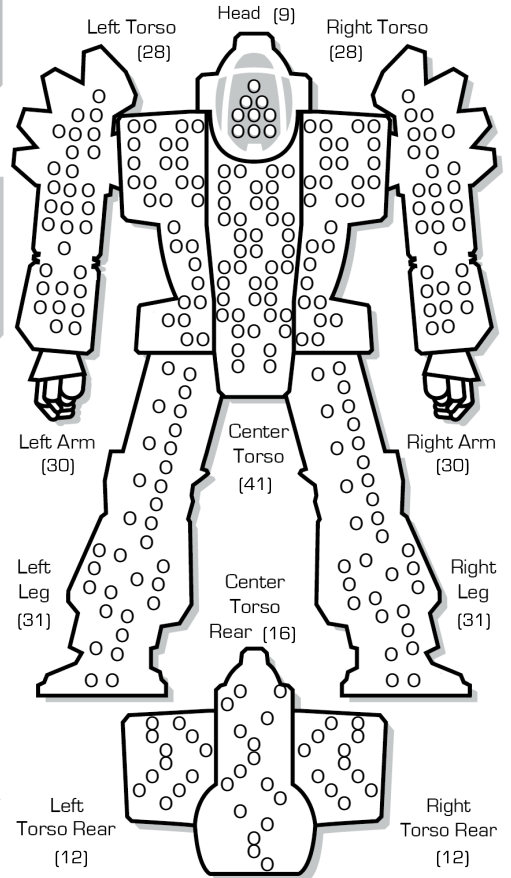
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



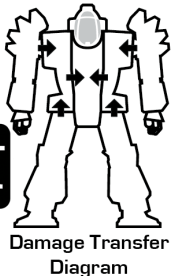
### ARMOR DIAGRAM



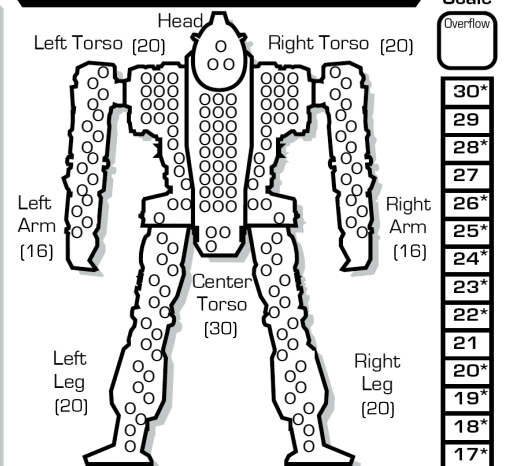
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Gauss Rifle	5. Gauss Rifle	6. Gauss Rifle
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. ER PPC	5. ER PPC	6. ER PPC
<b>Center Torso</b>	1. Gauss Rifle	2. Gauss Rifle	3. Gauss Rifle	4. Gauss Rifle	5. Ammo (Gauss) 8	6. Ammo (Gauss) 8
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Medium Pulse Laser	5. Medium Pulse Laser	6. Ammo (AMS) 12
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. ER Medium Laser	5. ER Medium Laser	6. Ferro-Fibrous
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. AMS	5. Sensors	6. Life Support
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Right Torso</b>	1. Medium Pulse Laser	2. Medium Pulse Laser	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Left Torso</b>	1. Gyro	2. XL Fusion Engine	3. XL Fusion Engine	4. XL Fusion Engine	5. Improved C <sup>3</sup> CPU	6. Improved C <sup>3</sup> CPU
<b>Right Torso</b>	1. Ferro-Fibrous	2. Ferro-Fibrous	3. Ferro-Fibrous	4. Ferro-Fibrous	5. Roll Again	6. Roll Again

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 (30) Double
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: **Cerberus MR-V2**

Movement Points:  
 Walking: 4  
 Running: 6  
 Jumping: 0

Tonnage: 95  
 Tech Base: Inner Sphere  
 Era: Clan Invasion

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AMS	HD	1	—	0	0	0	0
1	Machine Gun(R)	RT	0	[DB,PD]	—	1	2	3
2	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Machine Gun(R)	LT	0	[DB,AI]	—	1	2	3
2	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22

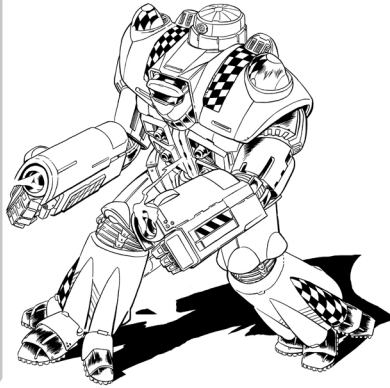
Cost: 25,021,751 C-bills

BV: 2,001

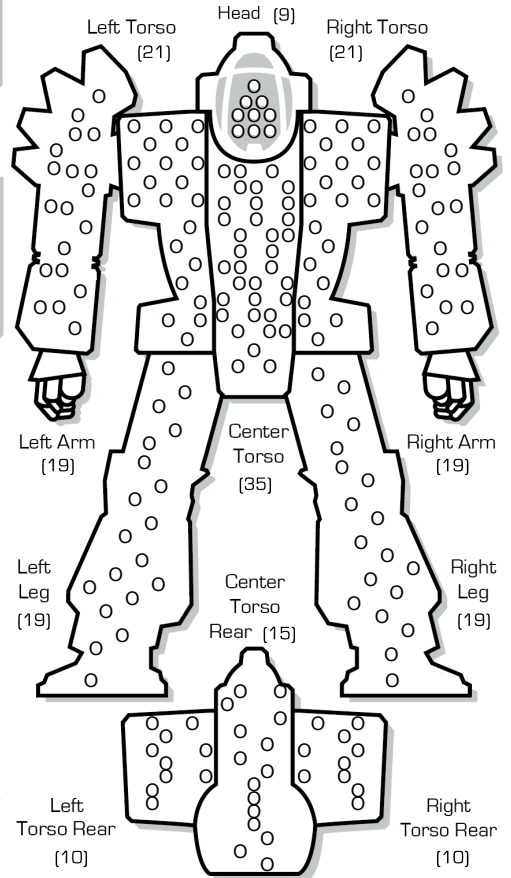
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



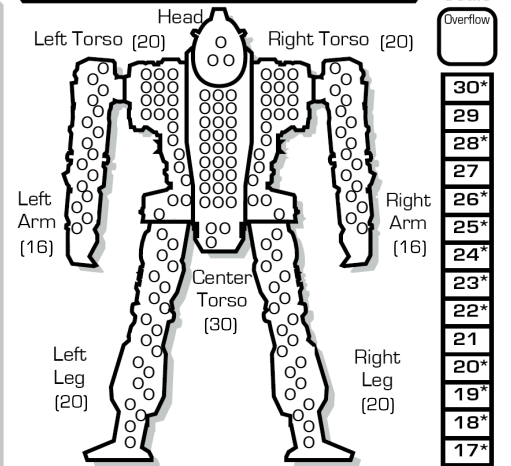
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Gauss Rifle	5. Gauss Rifle	6. Gauss Rifle
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Gauss Rifle	5. Gauss Rifle	6. Gauss Rifle
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Medium Pulse Laser	5. Medium Pulse Laser	6. Machine Gun(R)
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Medium Pulse Laser	5. Medium Pulse Laser	6. Machine Gun(R)
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. AMS	5. Sensors	6. Life Support

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

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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*	
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10*	
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8*	
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5*	
4	
3	
2	
1	
0	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Cerberus MR-V3**

Movement Points:  
 Walking: 4  
 Running: 6  
 Jumping: 0

Tonnage: 95  
 Tech Base: Inner Sphere  
 Era: Civil War

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AMS	HD	1	4	—	0	0	0
				[DB,PD]				
2	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
2	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	Gauss Rifle	RA	1	15	2	7	15	22
				[DB,X]				
1	Gauss Rifle	LA	1	15	2	7	15	22
				[DB,X]				

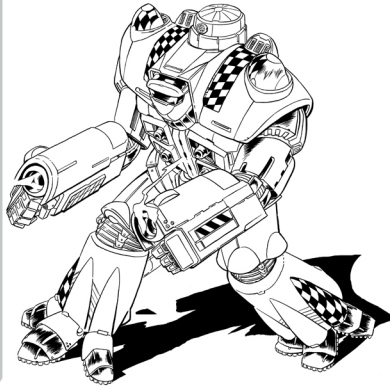
Cost: 25,060,751 C-bills

BV: 2,094

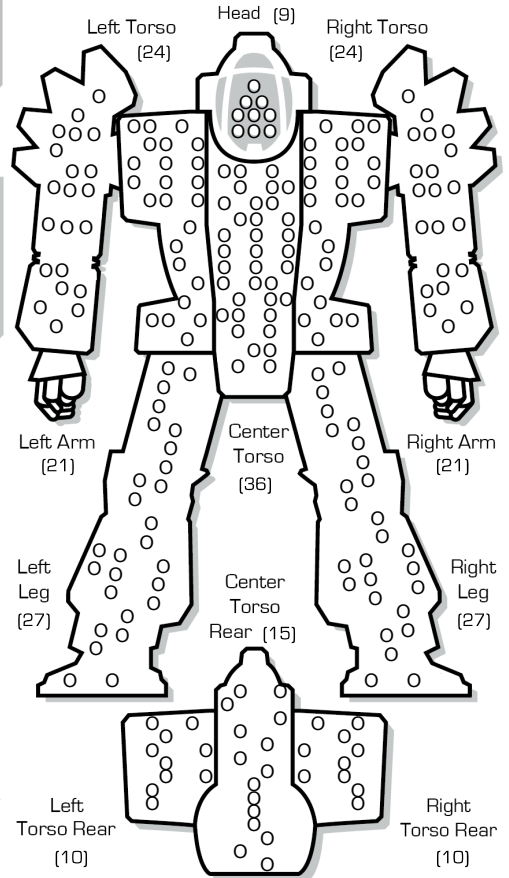
### WARRIOR DATA

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

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



### ARMOR DIAGRAM

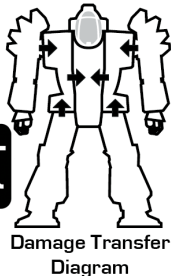


### CRITICAL HIT TABLE

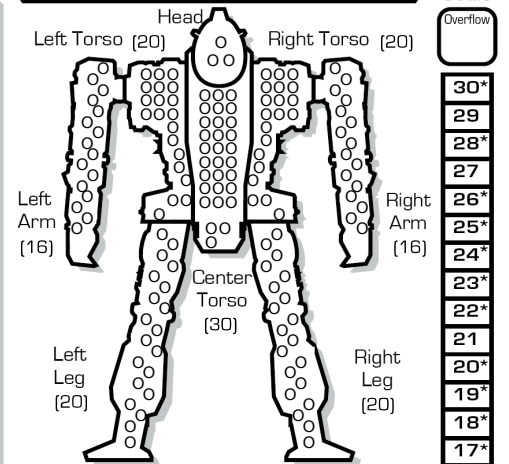
- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - 1-3 Gauss Rifle
  5. Gauss Rifle
  6. Gauss Rifle
- Center Torso**
- Gauss Rifle
  - Gauss Rifle
  - Gauss Rifle
  - 4-6 Gauss Rifle
  5. Ammo (Gauss) 8
  6. Ammo (Gauss) 8
- Left Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - 1-3 Medium Pulse Laser
  5. Medium Pulse Laser
  - Ferro-Fibrous
- Right Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - 1-3 Medium Pulse Laser
  5. Medium Pulse Laser
  - Ferro-Fibrous
- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - 4-6 Foot Actuator
  5. Ferro-Fibrous
  6. Ferro-Fibrous

- Head**
- Life Support
  - Sensors
  - Cockpit
  - AMS
  - Sensors
  - Life Support
- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - 1-3 Gauss Rifle
  5. Gauss Rifle
  6. Gauss Rifle
- Center Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - 1-3 Gyro
  5. Gyro
  6. Gyro
- Right Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - 1-3 Medium Pulse Laser
  5. Medium Pulse Laser
  - Ferro-Fibrous
- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - 4-6 Foot Actuator
  5. Ferro-Fibrous
  6. Ferro-Fibrous

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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: Naginata NG-C3A

Movement Points:

Walking: 3  
Running: 5  
Jumping: 0

Tonnage: 95

Tech Base: Inner Sphere  
Era: Clan Invasion

### WARRIOR DATA

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

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

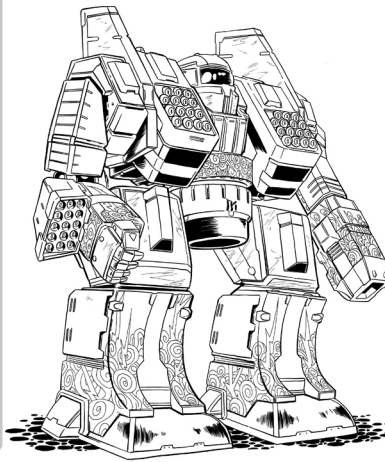
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

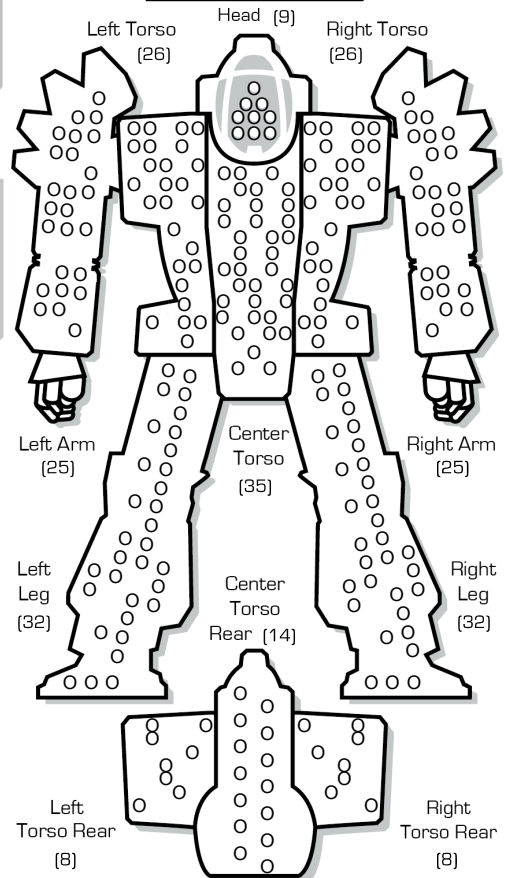
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RT	5	1/MSI [M,C,S]	6	7	14	21
1	Artemis IV FCS	RT	—	[E]	—	—	—	—
1	C <sup>3</sup> Master	LT	0	[E]	—	5	10	15
1	LRM 15	LT	5	1/MSI [M,C,S]	6	7	14	21
1	Artemis IV FCS	LT	—	[E]	—	—	—	—
1	LRM 15	RA	5	1/MSI [M,C,S]	6	7	14	21
1	Artemis IV FCS	RA	—	[E]	—	—	—	—
1	ER PPC	LA	15	10 [DE]	—	7	14	23

Cost: 12,559,171 C-bills

BV: 1,954



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 ER PPC
- ER PPC
- ER PPC

#### Left Torso

- LRM 15
- LRM 15
- LRM 15
- 1-3 Artemis IV FCS
- Ammo (LRM Artemis) 8
- Ammo (LRM Artemis) 8

- C<sup>3</sup> Master
- C<sup>3</sup> Master
- C<sup>3</sup> Master
- 4-6 C<sup>3</sup> Master
- C<sup>3</sup> Master
- CASE

#### Left Leg

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

#### Head

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

#### Center Torso

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

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

#### Right Arm

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

- Double Heat Sink
- LRM 15
- LRM 15
- 4-6 LRM 15
- Artemis IV FCS
- Roll Again

#### Right Torso

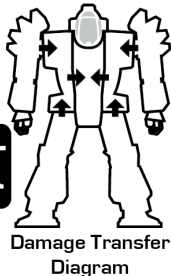
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 LRM 15
- LRM 15
- LRM 15

- Artemis IV FCS
- Ammo (LRM Artemis) 8
- Ammo (LRM Artemis) 8
- 4-6 Ammo (LRM Artemis) 8
- Ammo (LRM Artemis) 8
- CASE

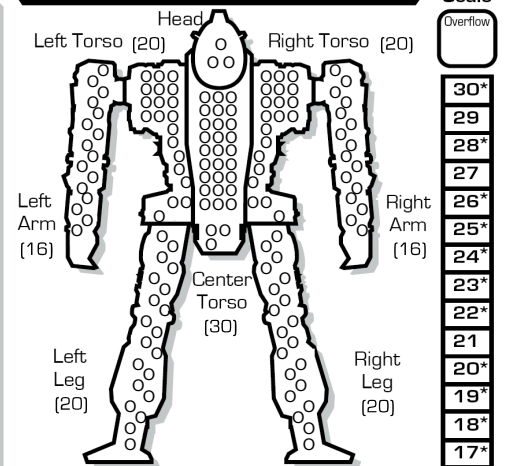
#### Right Leg

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

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 (30) Double
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: Naginata NG-C3B

Movement Points:  
 Walking: 3  
 Running: 5  
 Jumping: 0

Tonnage: 95  
 Tech Base: Inner Sphere  
 Era: Civil War

### WARRIOR DATA

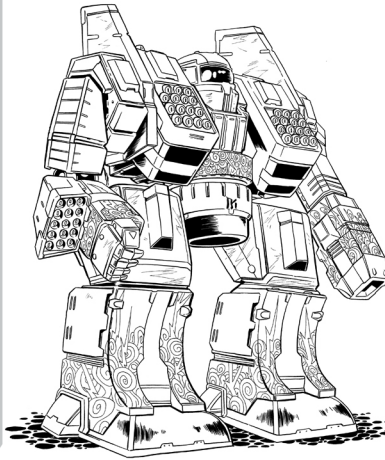
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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

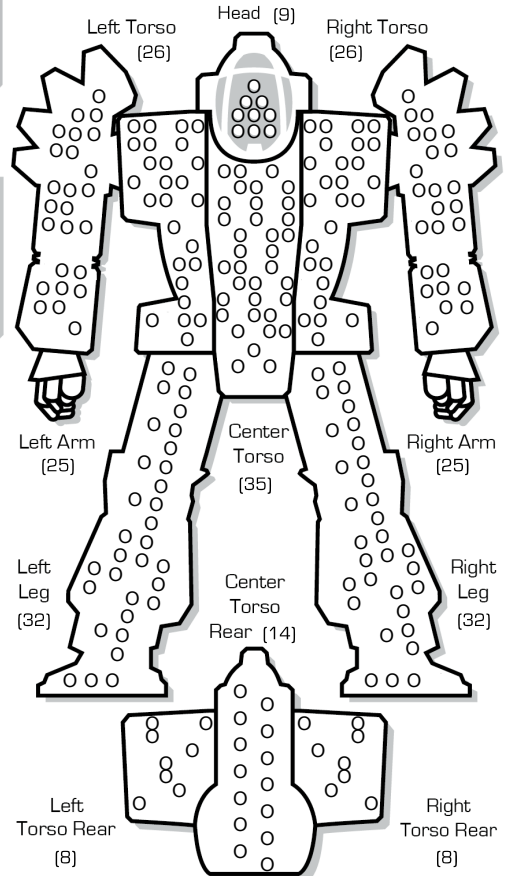
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	ER Small Laser	CT	2	3 [DE]	—	2	4	5
1	LRM 15	RT	5	1/Msl [M.C.S]	6	7	14	21
1	Artemis IV FCS	RT	—	[E]	—	—	—	—
1	C³ Master	LT	0	[E]	—	5	10	15
1	LRM 15	LT	5	1/Msl [M.C.S]	6	7	14	21
1	Artemis IV FCS	LT	—	[E]	—	—	—	—
1	C³ Master	RA	0	[E]	—	5	10	15
1	ER PPC	LA	15	10 [DE]	—	7	14	23
1	Guardian ECM Suite	RL	—	[E]	—	—	—	6

Cost: 15,515,858 C-bills BV: 1,943



### ARMOR DIAGRAM

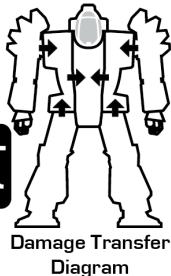


### CRITICAL HIT TABLE

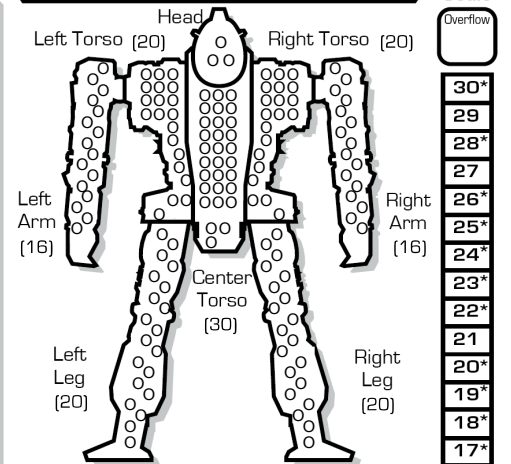
- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - 1-3 Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- Center Torso**
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - 4-6 ER PPC
  - ER PPC
  - ER PPC
- Left Torso**
- LRM 15
  - LRM 15
  - LRM 15
  - 1-3 Artemis IV FCS
  - Ammo (LRM Artemis) 8
  - Ammo (LRM Artemis) 8
- Right Torso**
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - 1-3 LRM 15
  - LRM 15
  - LRM 15
- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Roll Again
  - Sensors
  - Life Support
- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - 1-3 Hand Actuator
  - Double Heat Sink
  - Double Heat Sink
- Center Torso**
- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - 1-3 Gyro
  - Gyro
  - Gyro
- Right Torso**
- Gyro
  - Fusion Engine
  - Fusion Engine
  - 4-6 Fusion Engine
  - ER Medium Laser
  - ER Small Laser

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 (30) Double
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: Naginata NG-C3C

Movement Points:  
 Walking: 3  
 Running: 5  
 Jumping: 3

Tonnage: 95  
 Tech Base: Inner Sphere  
 Era: Civil War

### WARRIOR DATA

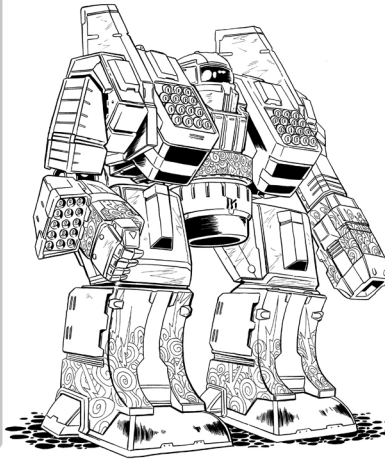
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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

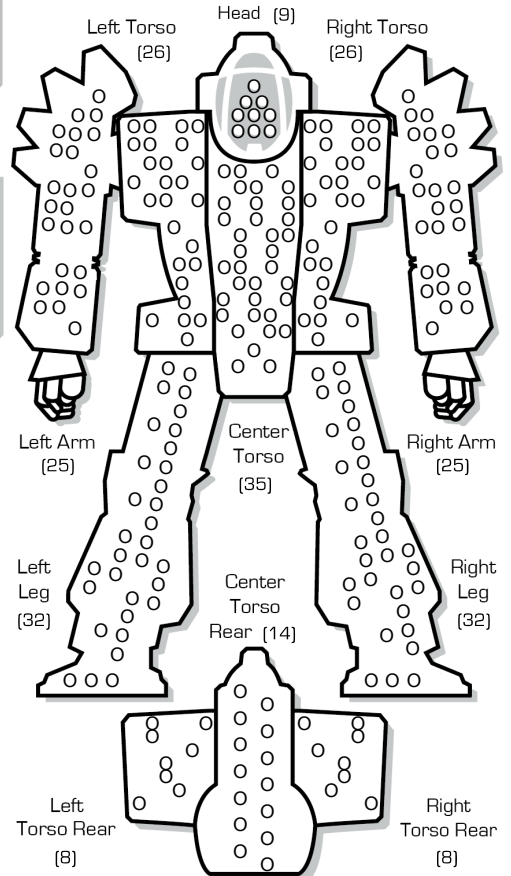
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C³ Slave	CT	—	[E]	—	—	—	—
1	LRM 15	RT	5	1/Msl [M,C,S]	6	7	14	21
1	Artemis IV FCS	RT	—	[E]	—	—	—	—
1	LRM 15	LT	5	1/Msl [M,C,S]	6	7	14	21
1	Artemis IV FCS	LT	—	[E]	—	—	—	—
1	LRM 15	RA	5	1/Msl [M,C,S]	6	7	14	21
1	Artemis IV FCS	RA	—	[E]	—	—	—	—
1	ER PPC	LA	15	10 [DE]	—	7	14	23

Cost: 10,455,120 C-bills      BV: 2,131



### ARMOR DIAGRAM



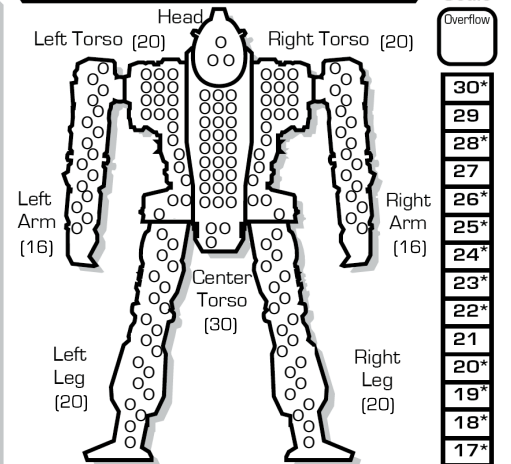
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Double Heat Sink	6. Double Heat Sink
<b>Center Torso</b>	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. Jump Jet	2. LRM 15	3. LRM 15	4. LRM 15	5. Artemis IV FCS	6. Ammo [LRM Artemis] 8
<b>Right Torso</b>	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. Jump Jet	5. LRM 15	6. LRM 15
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

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

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 (30) Double
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: Berserker BRZ-A3

Movement Points: **Tonnage:** 100  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 [8] **Era:** Clan Invasion  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

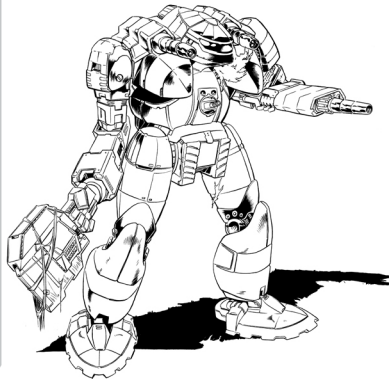
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	HD	3	2	—	1	2	3
1	AMS	CT	1	1	—	0	0	0
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
1	Large Pulse Laser	RT	10	9 [P]	—	3	7	10
1	Large Pulse Laser	LT	10	9 [P]	—	3	7	10
1	Hatchet	RA	—	20	—	—	—	—
1	ER PPC	LA	15	10 [DE]	—	7	14	23

Cost: 32,116,333 C-bills **BV:** 2,117

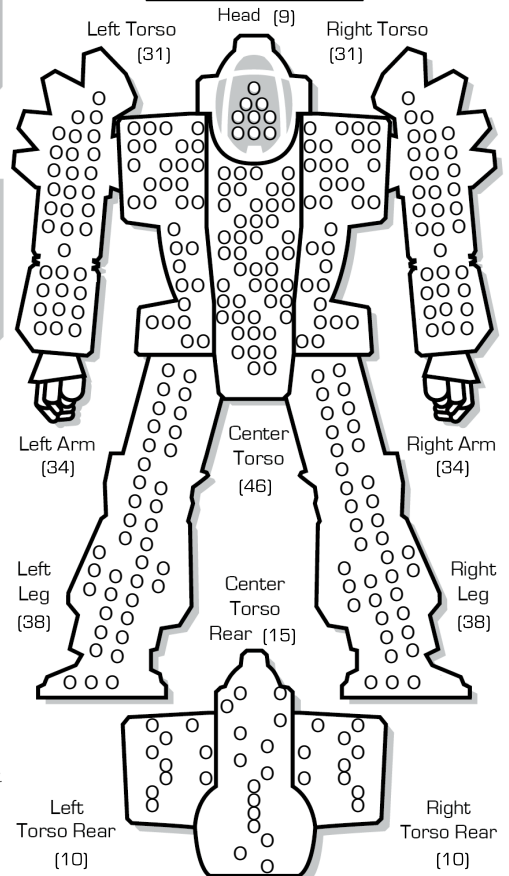
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



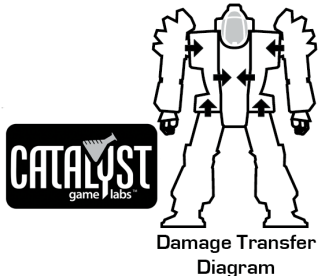
### CRITICAL HIT TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - ER PPC
  - ER PPC
  - ER PPC
- 1-3**
- Endo Steel
  - Endo Steel
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Left Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Large Pulse Laser
  - Large Pulse Laser
  - MASC
  - MASC
  - MASC
  - MASC
  - Endo Steel
  - Endo Steel
- 1-3**
- 4-6**
- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Endo Steel
  - Endo Steel

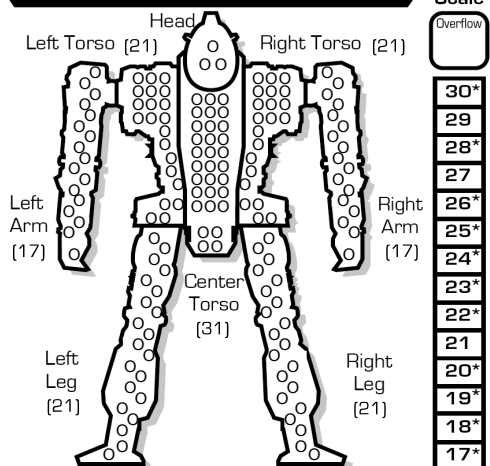
- Head**
- Life Support
  - Sensors
  - Cockpit
  - Flamer
  - Sensors
  - Life Support
- Center Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro
  - Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - AMS
  - Ammo [AMS] 12
- 1-3**
- 4-6**

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

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Hatchet
  - Hatchet
  - Hatchet
  - Hatchet
  - Hatchet
  - Endo Steel
- 1-3**
- 4-6**
- Right Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Large Pulse Laser
  - Large Pulse Laser
  - Guardian ECM Suite
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
- 1-3**
- 4-6**
- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Endo Steel
  - Endo Steel



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 (32) Double
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: Berserker BRZ-B3

Movement Points: **Tonnage:** 100  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 [8] **Era:** Clan Invasion  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	HD	3	2 [DE,H,A]	—	1	2	3
1	AMS	CT	1	1 [DB,PD]	—	0	0	0
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
1	LRM 10	RT	4	1/Msl [M,C,S]	6	7	14	21
1	LRM 10	LT	4	1/Msl [M,C,S]	6	7	14	21
1	Hatchet	RA	—	20	—	—	—	—
1	ER PPC	LA	15	10 [DE]	—	7	14	23

Cost: 31,816,333 C-bills **BV:** 2,020

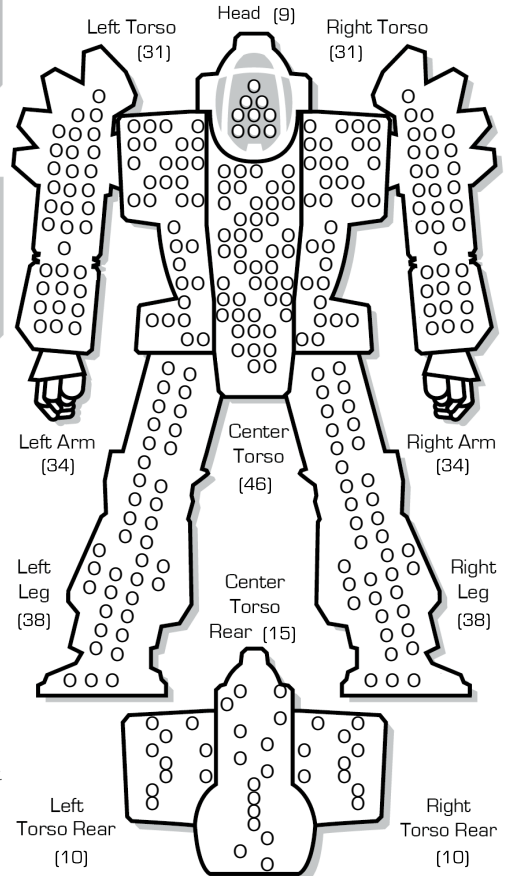
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

- #### Left Arm
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - ER PPC
  - ER PPC
  - ER PPC

- Ammo [LRM] 12
- Ammo [LRM] 12
- Ammo [LRM] 12
- Ammo [LRM] 12
- Endo Steel
- Endo Steel

- #### Left Torso
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - LRM 10
  - LRM 10
  - MASC
  - MASC
  - MASC
  - MASC
  - Endo Steel
  - Endo Steel

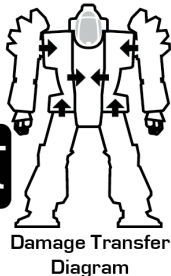
- #### Left Leg
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Endo Steel
  - Endo Steel

- #### Head
- Life Support
  - Sensors
  - Cockpit
  - Flamer
  - Sensors
  - Life Support

- #### Center Torso
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- AMS
- Ammo [AMS] 12

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



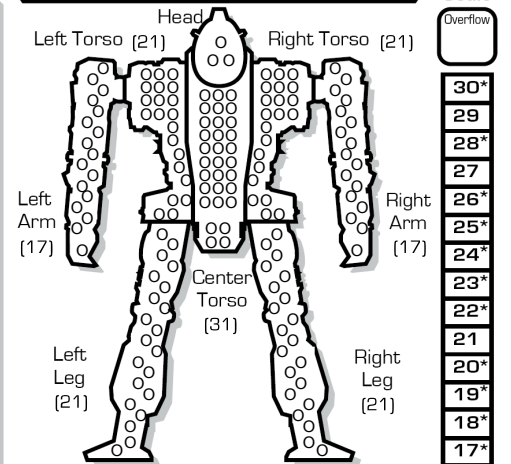
- #### Right Arm
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Hatchet
  - Hatchet

- Hatchet
- Hatchet
- Hatchet
- Hatchet
- Hatchet
- Endo Steel

- #### Right Torso
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - LRM 10
  - LRM 10
  - Guardian ECM Suite
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 (32) Double
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: Berserker BRZ-C3

Movement Points: **Tonnage:** 100  
 Walking: 4 [5] **Tech Base:** Inner Sphere  
 Running: 6 [8] **Era:** Civil War  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	HD	3	2	—	1	2	3
				[DE,H,A]				
1	AMS	CT	1	1	—	0	0	0
				[DB,PD]				
3	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
1	C³ Slave	LT	—	[E]	—	—	—	—
3	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Hatchet	RA	—	20	—	—	—	—
1	ER PPC	LA	15	10 [DE]	—	7	14	23

Cost: 26,331,000 C-bills **BV:** 2,354

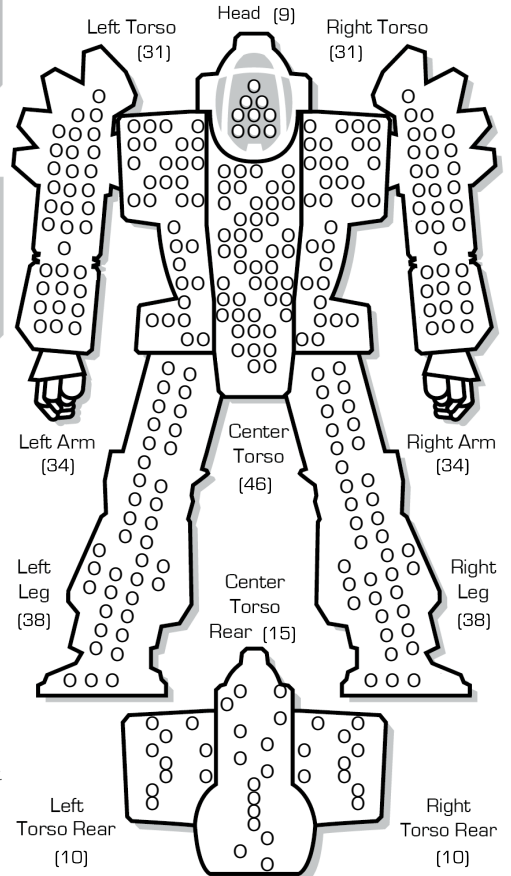
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM

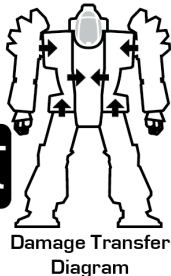


### CRITICAL HIT TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - ER PPC
  - ER PPC
  - ER PPC
- Center Torso**
- Endo Steel
  - Endo Steel
  - Endo Steel
  - Triple-Strength Myomer
  - Roll Again
  - Roll Again
- Left Torso**
- Light Fusion Engine
  - Light Fusion Engine
  - ER Medium Laser
  - ER Medium Laser
  - ER Medium Laser
  - C³ Slave
- Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Triple-Strength Myomer

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Flamer
  - Sensors
  - Life Support
- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Hatchet
  - Hatchet
- Center Torso**
- Light Fusion Engine
  - Light Fusion Engine
  - Light Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- Right Torso**
- Light Fusion Engine
  - Light Fusion Engine
  - ER Medium Laser
  - ER Medium Laser
  - ER Medium Laser
  - Guardian ECM Suite
- Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Triple-Strength Myomer

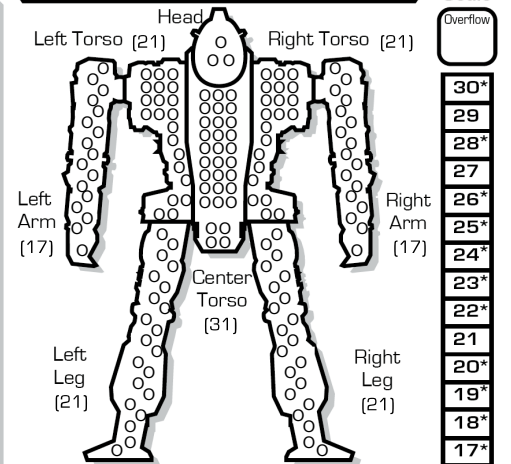
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Endo Steel
  - Triple-Strength Myomer

- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Endo Steel
  - Triple-Strength Myomer

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 (30) Double
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: Grand Titan T-IT-N10M

Movement Points: **Walking:** 4 **Running:** 6 **Jumping:** 0  
**Tonnage:** 100 **Tech Base:** Inner Sphere **Era:** Clan Invasion

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AMS	HD	1	—	0	0	0	0
				[DB,PD]				
1	Small Pulse Laser(R)	RT	2	3 [P]	—	1	2	3
1	SRM 6	RT	4	2/Msl [M,C]	—	3	6	9
1	Artemis IV FCS	RT	—	[E]	—	—	—	—
1	Small Pulse Laser(R)	LT	2	3 [P]	—	1	2	3
1	SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
1	Artemis IV FCS	LT	—	[E]	—	—	—	—
2	Large Pulse Laser	RA	10	9 [P]	—	3	7	10
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	LRM 15	LA	5	1/Msl [M,C,S]	6	7	14	21
1	Artemis IV FCS	LA	—	[E]	—	—	—	—
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

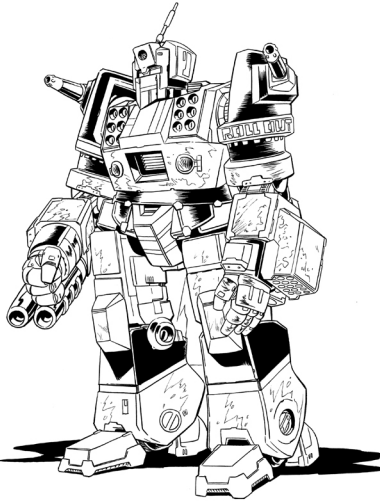
Cost: 28,563,333 C-bills BV: 1,817

### WARRIOR DATA

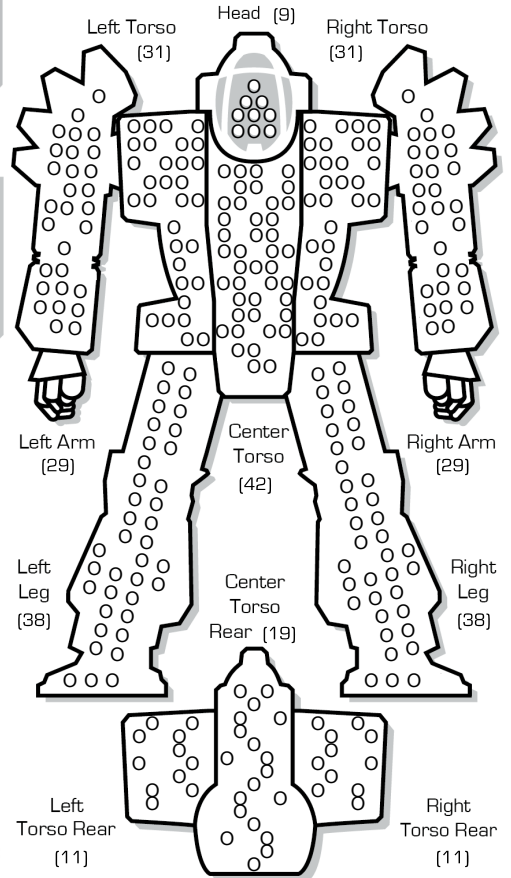
Name: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Piloting Skill:** \_\_\_\_\_  
**Hits Taken**  

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

**Consciousness#**



### ARMOR DIAGRAM



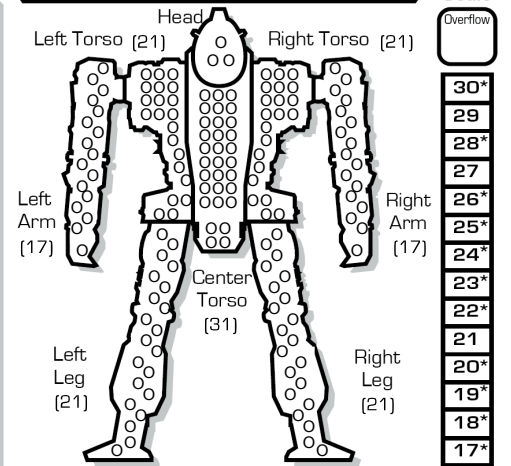
### CRITICAL HIT TABLE

Part	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. LRM 15	6. LRM 15
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Large Pulse Laser	6. Large Pulse Laser
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. SRM 6	5. SRM 6	6. Artemis IV FCS
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. SRM 6	5. SRM 6	6. Artemis IV FCS
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

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

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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: Grand Titan T-IT-N11M

Movement Points: **Tonnage:** 100  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Era:** Civil War  
 Jumping: 0

### Weapons & Equipment Inventory

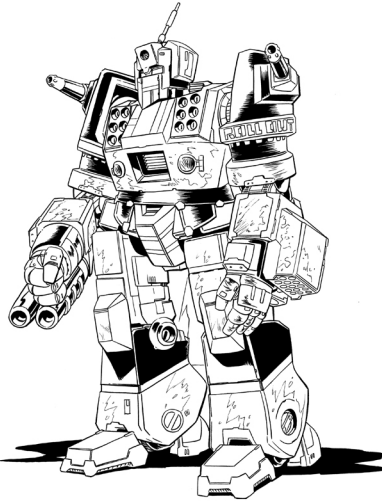
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	3 [DE]	—	2	4	5
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
2	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Streak SRM 4	RT	3	2/Msl [M,C]	—	3	6	9
2	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	Streak SRM 4	LT	3	2/Msl [M,C]	—	3	6	9
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	Light Gauss Rifle	LA	1	8 [DB,X]	3	8	17	25

Cost: 28,649,833 C-bills **BV:** 2,053

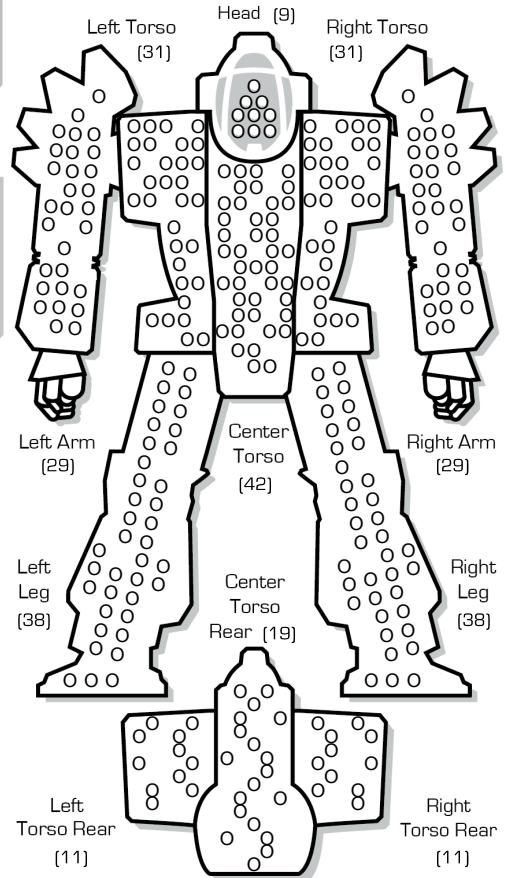
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Light Gauss Rifle
  - Light Gauss Rifle
- 1-3**
- Light Gauss Rifle
  - Light Gauss Rifle
  - Light Gauss Rifle
- 4-6**
- Endo Steel
  - Endo Steel
  - Endo Steel
- Left Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Medium Pulse Laser
  - Medium Pulse Laser
  - Streak SRM 4
- 1-3**
- Ammo [Streak] 25
  - Ammo [Light Gauss] 16
  - CASE
- 4-6**
- Endo Steel
  - Roll Again
  - Roll Again
- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again

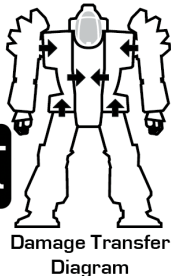
### Head

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

### Center Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Roll Again
  - Roll Again
- 4-6**

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



### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - ER PPC
  - ER PPC
- 1-3**
- ER PPC
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Roll Again
- 4-6**

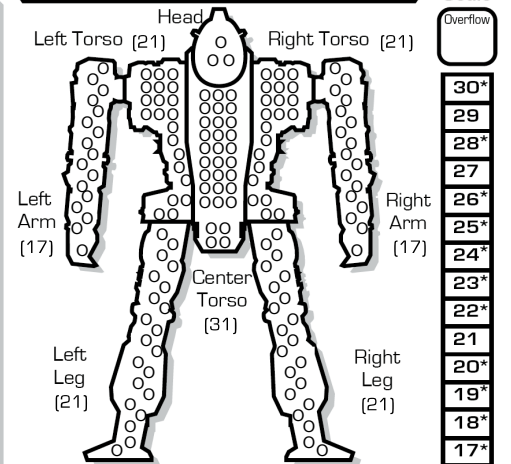
### Right Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Medium Pulse Laser
  - Medium Pulse Laser
  - Streak SRM 4
- 1-3**
- Guardian ECM Suite
  - Guardian ECM Suite
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
- 4-6**

### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 (32) Double
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



# CLAN OMNIMECHS



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Phantom Prime

Movement Points:  
 Walking: 9  
 Running: 14  
 Jumping: 0

Tonnage: 40  
 Tech Base: Clan  
 Era: Clan Invasion

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Active Probe	CT	—	[E]	—	—	—	5
1	ECM Suite	RT	—	[E]	—	—	—	6
1	Clan TAG	LT	0	0 [S]	—	5	10	15
1	ER Small Laser	LA	2	5 [DE]	—	2	4	6
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	LRM 5	LA	2	1/MSI [M,C,S]	—	7	14	21

Cost: 11,148,287 C-bills

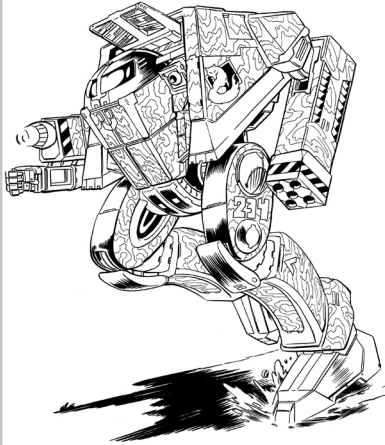
BV: 1,159

### WARRIOR DATA

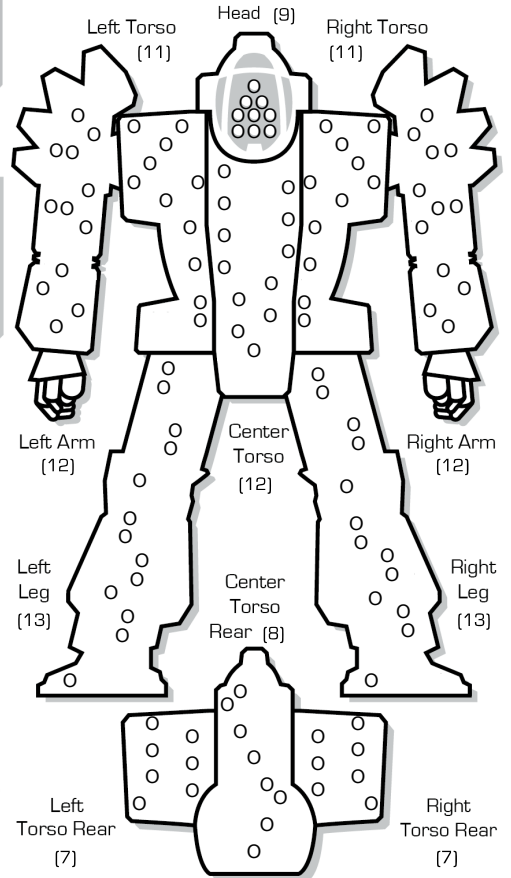
Name: \_\_\_\_\_

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 (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 5
- Ammo (LRM) 24
- Endo Steel

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- ER Small Laser
- Clan TAG
- Endo Steel
- Ferro-Fibrous

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
- Endo Steel
- Ferro-Fibrous

#### Head

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

#### Center Torso

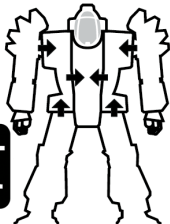
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Active Probe
- Endo Steel

4-6

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



Damage Transfer Diagram

#### Right Arm

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

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- ECM Suite
- Endo Steel
- Ferro-Fibrous
- Roll Again

1-3

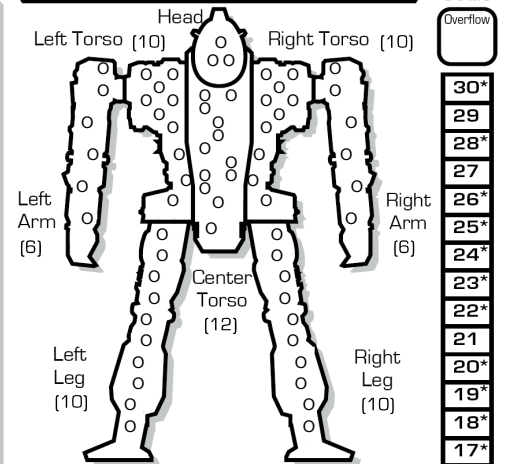
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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: Phantom A

Movement Points:  
 Walking: 9  
 Running: 14  
 Jumping: 0

Tonnage: 40  
 Tech Base: Clan  
 Era: Clan Invasion

### WARRIOR DATA

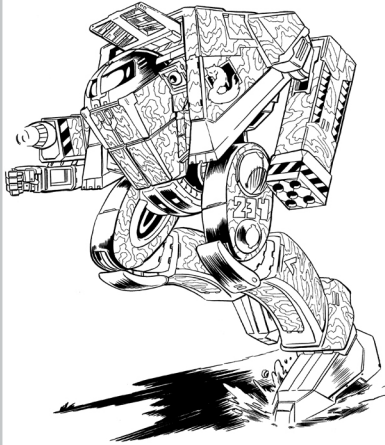
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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

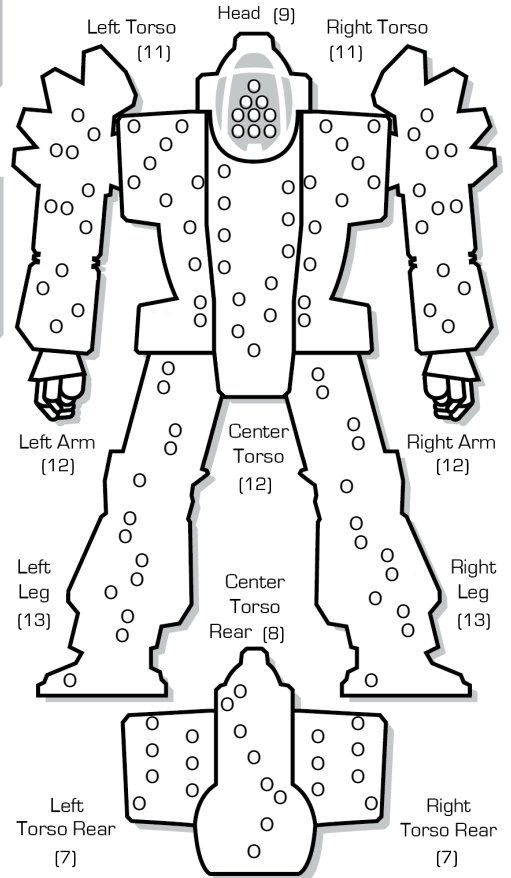
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	CT	5	7 [DE]	—	5	10	15
1	LRM 5	RT	2	1/Msl [M.C.S]	—	7	14	21
1	ER Small Laser(R)	LT	2	5 [DE]	—	2	4	6
1	LRM 5	LT	2	1/Msl [M.C.S]	—	7	14	21
2	ER Small Laser	RA	2	5 [DE]	—	2	4	6
2	ER Small Laser	LA	2	5 [DE]	—	2	4	6

Cost: 10,497,637 C-bills BV: 1,410



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Small Laser	6. ER Small Laser
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Small Laser	6. ER Small Laser
<b>Center Torso</b>	1. Endo Steel	2. Ferro-Fibrous	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. LRM 5	4. ER Small Laser(R)	5. Endo Steel	6. Ferro-Fibrous
<b>Right Torso (CASE)</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. LRM 5	4. Ammo (LRM) 24	5. Endo Steel	6. Ferro-Fibrous
<b>Left Leg</b>	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Ferro-Fibrous

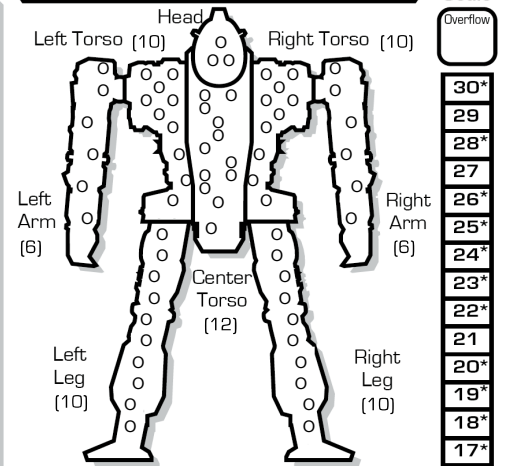
**Head**

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

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

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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: Phantom B

Movement Points:

Walking: 9  
Running: 14  
Jumping: 0

Tonnage: 40

Tech Base: Clan  
Era: Clan Invasion

### WARRIOR DATA

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

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

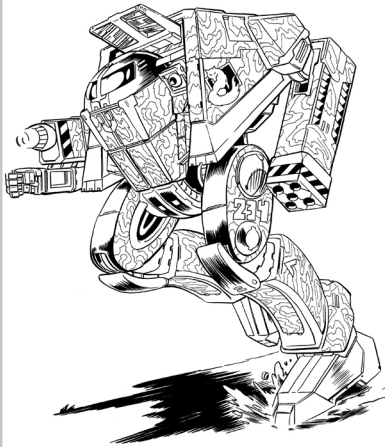
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

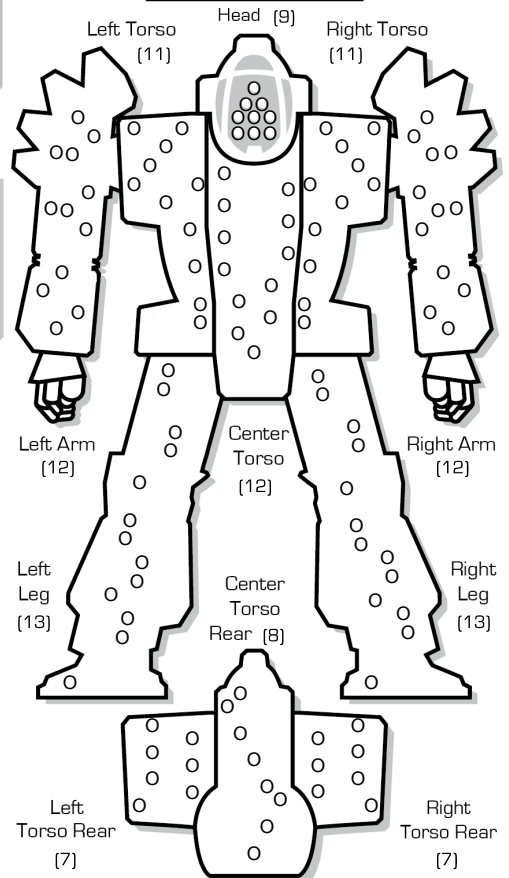
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	CT	5	7 [DE]	—	5	10	15
1	ER Small Laser(R)	RT	2	5 [DE]	—	2	4	6
1	Active Probe	LT	—	[E]	—	—	—	5
1	SRM 4	RA	3	2/Msl [M,C]	—	3	6	9
1	SRM 4	LA	3	2/Msl [M,C]	—	3	6	9

Cost: 10,961,387 C-bills

BV: 1,096



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 4
- Ammo (SRM) 25

1-3

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Active Probe
- Endo Steel
- 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
- Endo Steel
- 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
- ER Medium Laser
- Endo Steel

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 4
- Ammo (SRM) 25

1-3

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- ER Small Laser(R)
- Endo Steel
- Ferro-Fibrous
- Roll Again

1-3

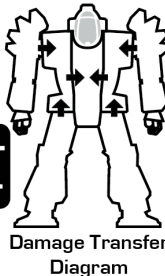
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

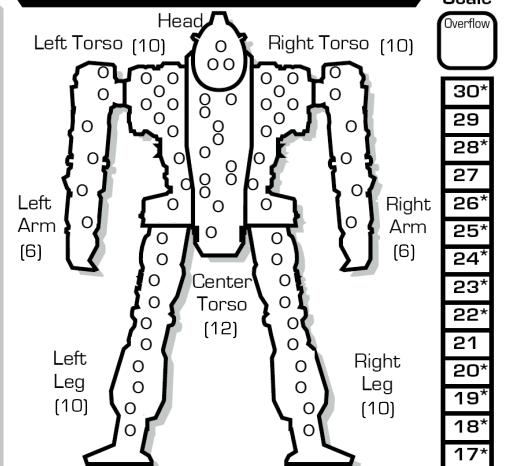
#### Right Leg

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

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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: **Phantom C**

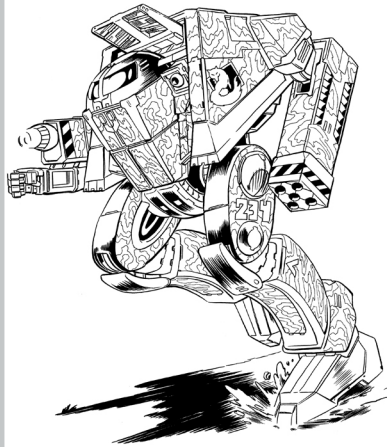
Movement Points:  
 Walking: 9  
 Running: 14  
 Jumping: 0

Tonnage: 40  
 Tech Base: Clan  
 Era: Clan Invasion

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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

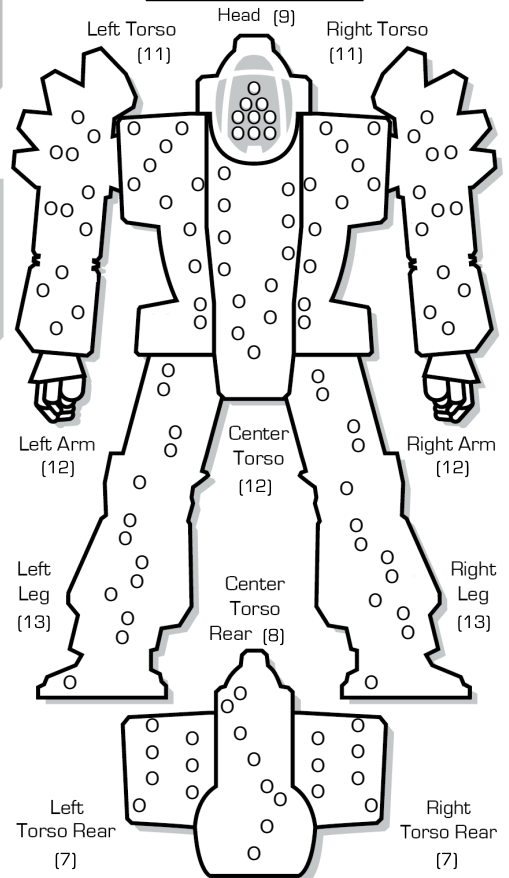


### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	CT	—	[E]	—	—	—	—
1	Flamer(R)	RT	3	2	—	1	2	3
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
4	ER Small Laser	RA	2	5 [DE]	—	2	4	6
4	ER Small Laser	LA	2	5 [DE]	—	2	4	6

Cost: 10,394,825 C-bills      BV: 1,590

### ARMOR DIAGRAM



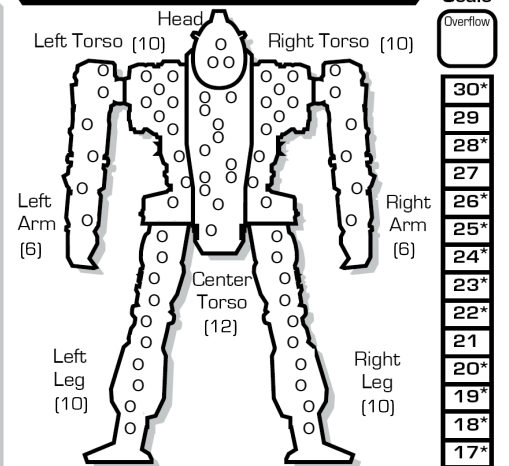
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Small Laser	6. ER Small Laser
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Small Laser	6. ER Small Laser
<b>Center Torso</b>	1. ER Small Laser	2. ER Small Laser	3. Endo Steel	4. Ferro-Fibrous	5. Roll Again	6. Roll Again
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. ER Medium Laser	4. Endo Steel	5. Ferro-Fibrous	6. Roll Again
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. Flamer(R)	4. Endo Steel	5. Ferro-Fibrous	6. Roll Again
<b>Left Leg</b>	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Ferro-Fibrous
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support

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

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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: Phantom D

Movement Points:  
 Walking: 9  
 Running: 14  
 Jumping: 0

Tonnage: 40  
 Tech Base: Clan  
 Era: Clan Invasion

### WARRIOR DATA

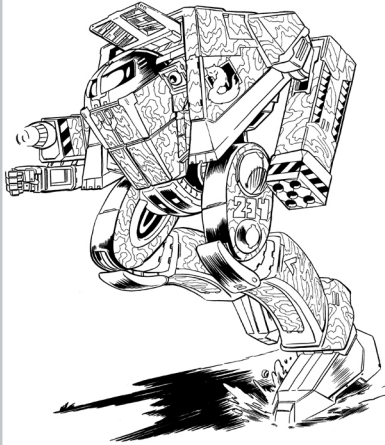
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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

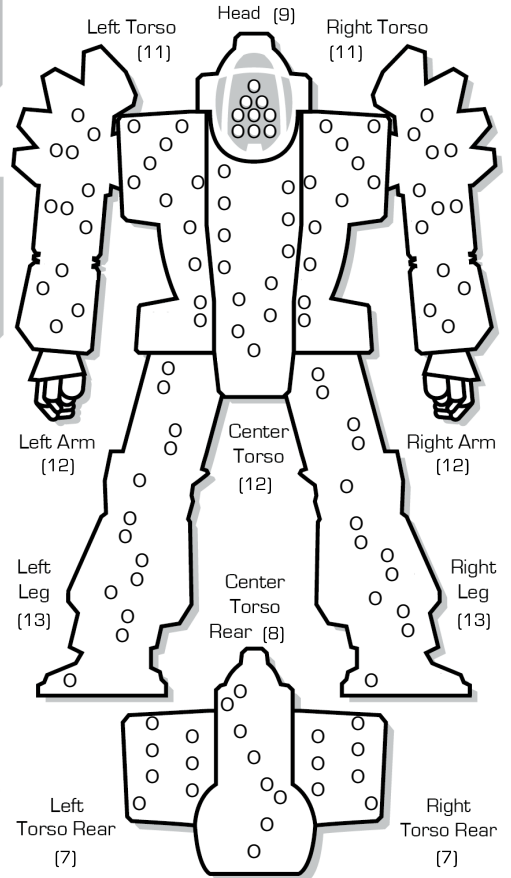
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	CT	5	7 [DE]	—	5	10	15
1	ER Small Laser	RA	2	5 [DE]	—	2	4	6
1	Streak SRM 4	RA	3	2 [M,C]	—	4	8	12
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

Cost: 10,751,387 C-bills BV: 1,581



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

1-3

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Ferro-Fibrous
- 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
- Endo Steel
- Ferro-Fibrous

#### Head

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

1-3

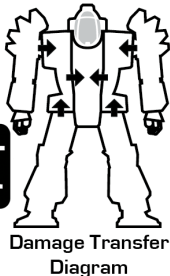
#### Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Endo Steel

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



#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Streak SRM 4
- ER Small Laser

1-3

- Ammo (Streak) 25
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

1-3

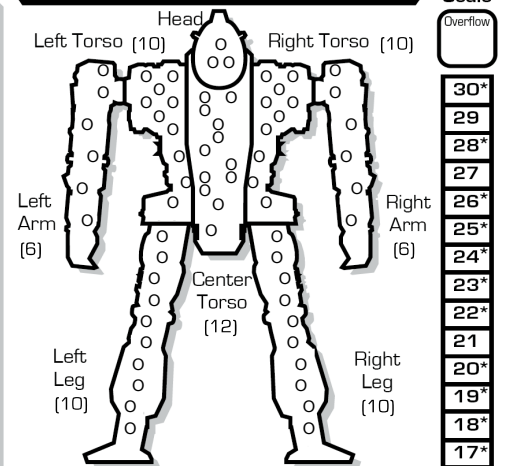
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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: Phantom E

Movement Points:  
 Walking: 9  
 Running: 14  
 Jumping: 0

Tonnage: 40  
 Tech Base: Clan  
 Era: Civil War

### WARRIOR DATA

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

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

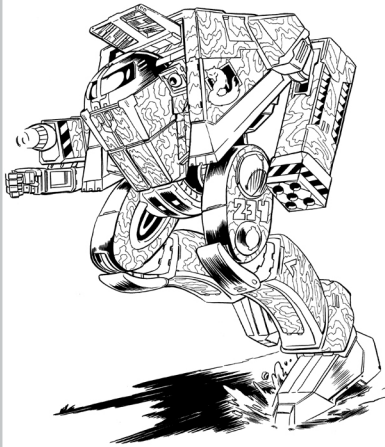
### Weapons & Equipment Inventory

(hexes)

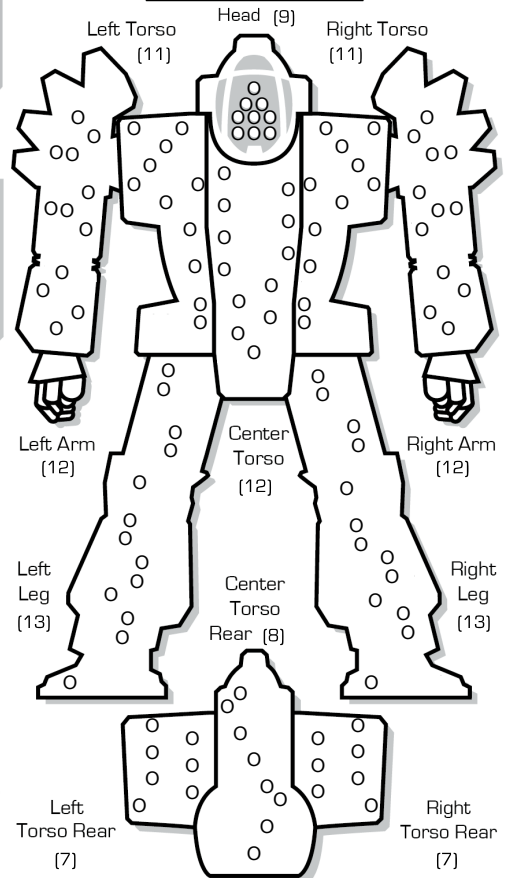
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ATM 3	LT	2	[M, S, C]	4	5	10	15
	Standard			2 [Msl]	4	3	18	27
	Extended-Range			1 [Msl]	—	—	—	—
	High-Explosive			3 [Msl]	—	—	—	—
4	Micro Pulse Laser	RA	1	3 [P]	—	1	2	3
4	Micro Pulse Laser	LA	1	3 [P]	—	1	2	3

Cost: 10,416,700 C-bills

BV: 975



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

1-3

- Micro Pulse Laser
- Micro Pulse Laser
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- ATM 3
- ATM 3
- Ammo (ATM) 20
- Endo Steel

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

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

1-3

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Roll Again

1-3

4-6

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

#### Right Arm

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

1-3

- Micro Pulse Laser
- Micro Pulse Laser
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

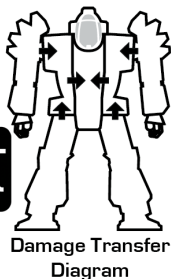
1-3

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

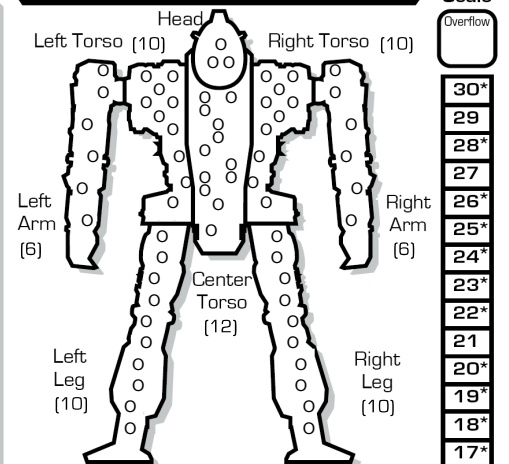
4-6

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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: Phantom H

Movement Points:  
 Walking: 9  
 Running: 14  
 Jumping: 0

Tonnage: 40  
 Tech Base: Clan  
 Era: Civil War

### WARRIOR DATA

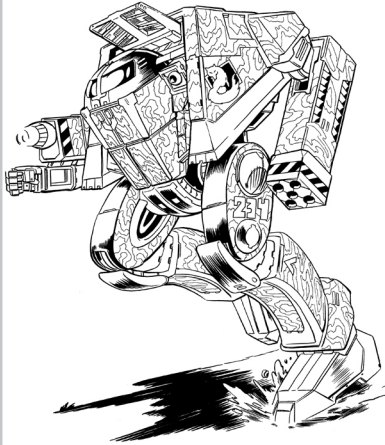
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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

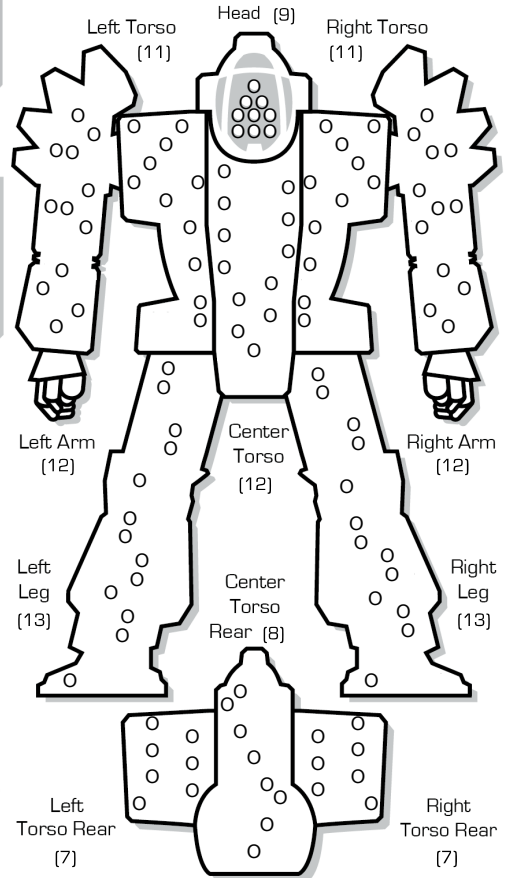
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	CT	—	[E]	—	—	—	—
1	Flamer	RT	3	2	—	1	2	3
[DE,H,A]								
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
3	Heavy Small Laser	RA	3	6 [DE]	—	1	2	3
3	Heavy Small Laser	LA	3	6 [DE]	—	1	2	3

Cost: 10,412,325 C-bills      BV: 1,178



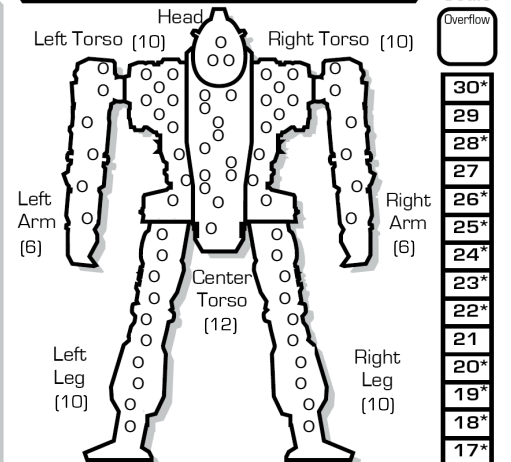
### ARMOR DIAGRAM



### 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>Heavy Small Laser</li> <li>Heavy Small Laser</li> </ol> <ol style="list-style-type: none"> <li>Heavy Small Laser</li> <li>Endo Steel</li> <li>Ferro-Fibrous</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <h4>Left Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Medium Pulse Laser</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> </ol> <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> <h4>Left Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Endo Steel</li> <li>Ferro-Fibrous</li> </ol>	<h4>Head</h4> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Ferro-Fibrous</li> <li>Sensors</li> <li>Life Support</li> </ol> <h4>Center Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <ol style="list-style-type: none"> <li>Gyro</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Endo Steel</li> <li>Targeting Computer</li> </ol> <p>4-6</p> <div style="border: 1px solid black; padding: 5px; text-align: center;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p style="text-align: center;">Damage Transfer Diagram</p>	<h4>Right 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>Heavy Small Laser</li> <li>Heavy Small Laser</li> </ol> <ol style="list-style-type: none"> <li>Heavy Small Laser</li> <li>Endo Steel</li> <li>Ferro-Fibrous</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <h4>Right Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Flamer</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> </ol> <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> <h4>Right Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Endo Steel</li> <li>Ferro-Fibrous</li> </ol>
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### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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: Pouncer Prime

Movement Points:   
 Walking: 6   
 Running: 9   
 Jumping: 5   
 Tonnage: 40   
 Tech Base: Clan   
 Era: Clan Invasion

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	ER Small Laser	LT	2	5 [DE]	—	2	4	6
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	ER PPC	LA	15	15 [DE]	—	7	14	23

Cost: 8,755,687 C-bills

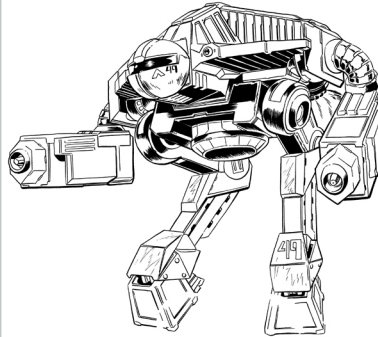
BV: 2,557

### WARRIOR DATA

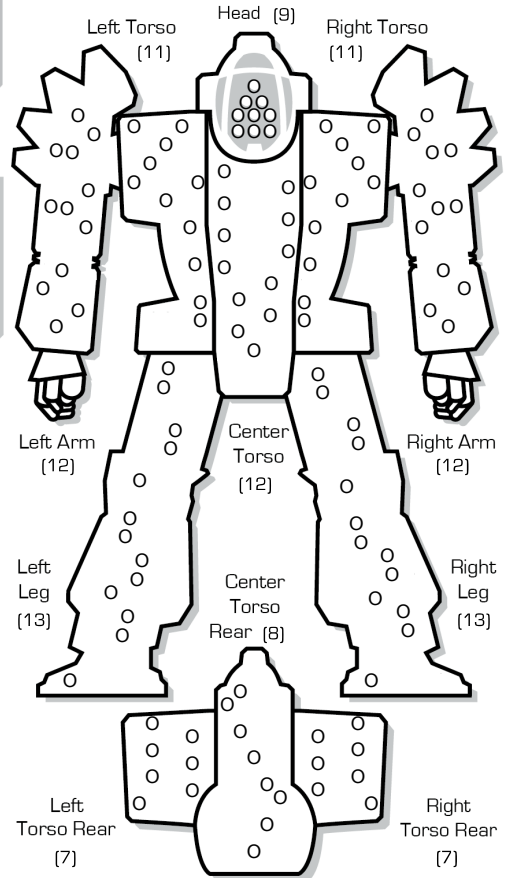
Name: \_\_\_\_\_   
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_   
 Hits Taken 

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

  
 Consciousness#



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- ER PPC
- ER PPC

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- ER PPC
- ER PPC

#### Center Torso

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

#### Right Arm

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

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 Jump Jet
- 4 Jump Jet
- ER Small Laser
- Endo Steel

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- Jump Jet
- Jump Jet

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

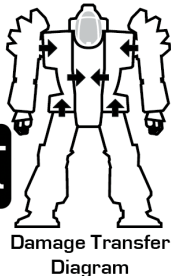
- Ferro-Fibrous
- Ferro-Fibrous
- 3 Roll Again
- 4 Roll Again
- Roll Again
- Roll Again

#### Left Leg

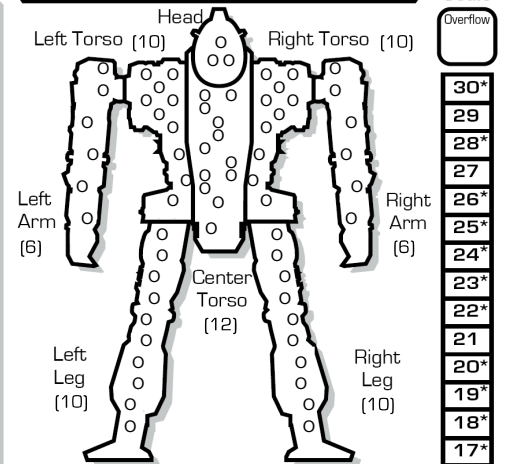
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Endo Steel
- Endo Steel

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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: **Pouncer A**

Movement Points:  
 Walking: 6  
 Running: 9  
 Jumping: 5

Tonnage: 40  
 Tech Base: Clan  
 Era: Clan Invasion

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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

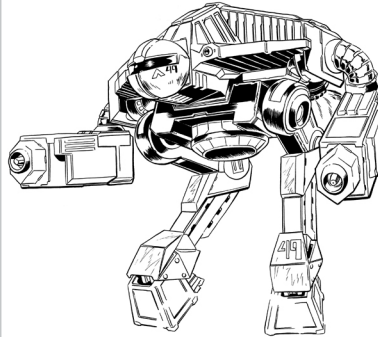
### Weapons & Equipment Inventory

(hexes)

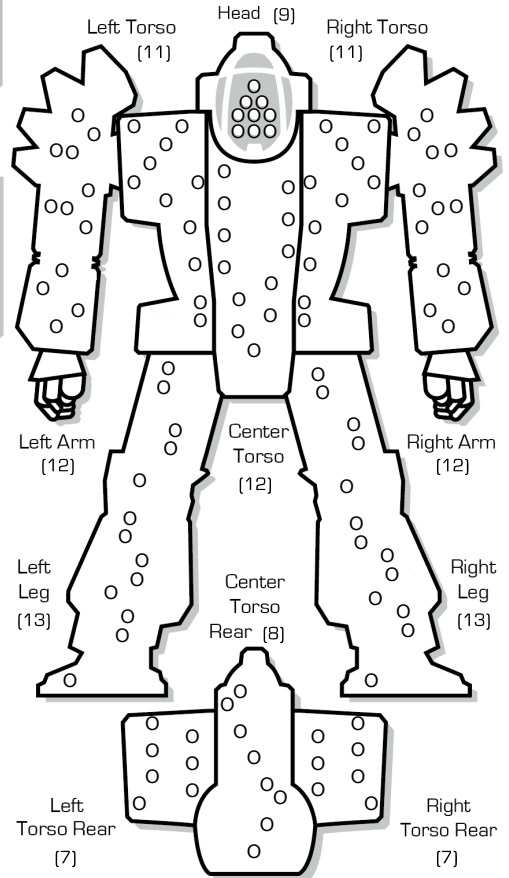
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	ER Small Laser(R)	RT	2	5 [DE]	—	2	4	6
2	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	LRM 15	RA	5	1/Msl [M.C.S]	—	7	14	21
1	LRM 15	LA	5	1/Msl [M.C.S]	—	7	14	21

Cost: 9,018,887 C-bills

BV: 2,081



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- LRM 15
- LRM 15
- Ammo (LRM) 8
- Ammo (LRM) 8
- Ferro-Fibrous
- Roll Again

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- ER Medium Laser
- ER Medium Laser

1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

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

#### 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
- Jump Jet
- Endo Steel

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- LRM 15
- LRM 15
- Ammo (LRM) 8
- Ammo (LRM) 8
- Ferro-Fibrous
- Roll Again

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet

1-3

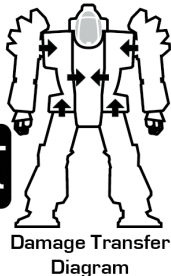
- ER Medium Laser
- ER Medium Laser
- ER Small Laser(R)
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

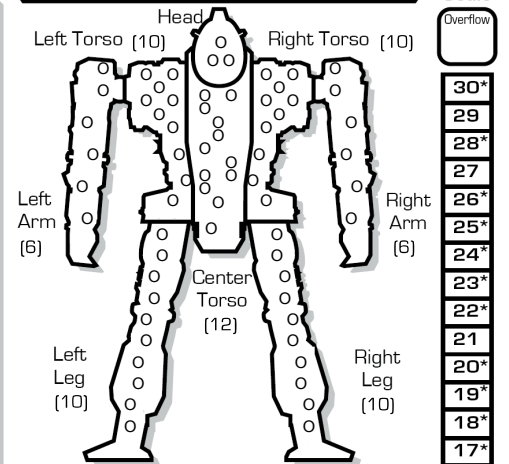
#### Right Leg

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

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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: **Pouncer B**

Movement Points:

Walking: 6  
Running: 9  
Jumping: 5

Tonnage: 40

Tech Base: **Clan**  
Era: **Clan Invasion**

### WARRIOR DATA

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

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

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

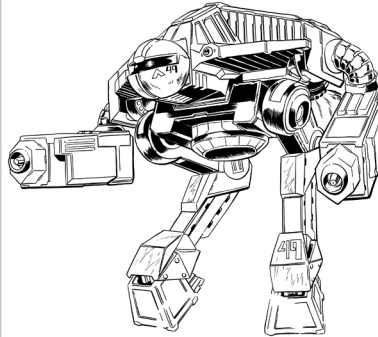
### Weapons & Equipment Inventory

(hexes)

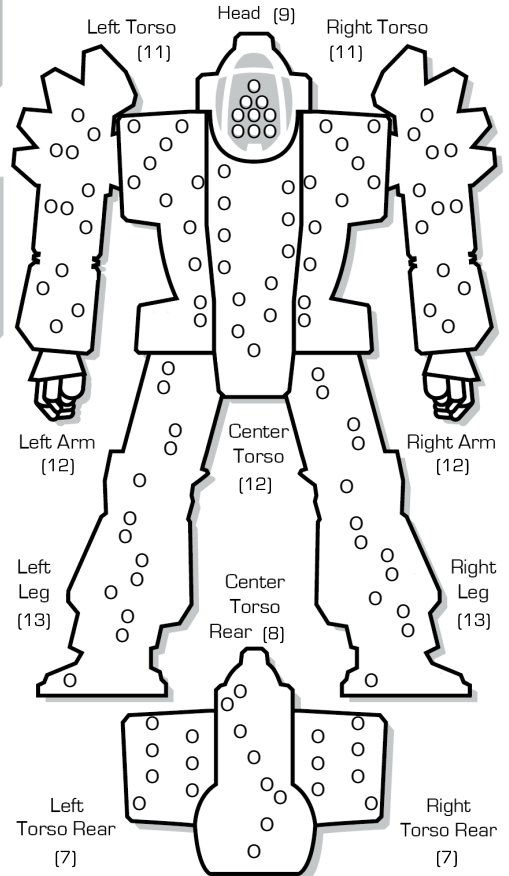
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	RT	4	1/Msl [M,C,S]	—	7	14	21
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	SRM 4	RA	3	2/Msl [M,C]	—	3	6	9
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	SRM 4	LA	3	2/Msl [M,C]	—	3	6	9

Cost: 8,999,200 C-bills

BV: 1,836



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- ER Large Laser
- SRM 4
- Ammo (SRM) 25
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Endo Steel
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

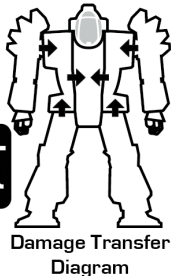
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Endo Steel

1-3

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



#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- ER Large Laser
- SRM 4
- Ammo (SRM) 25
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet

1-3

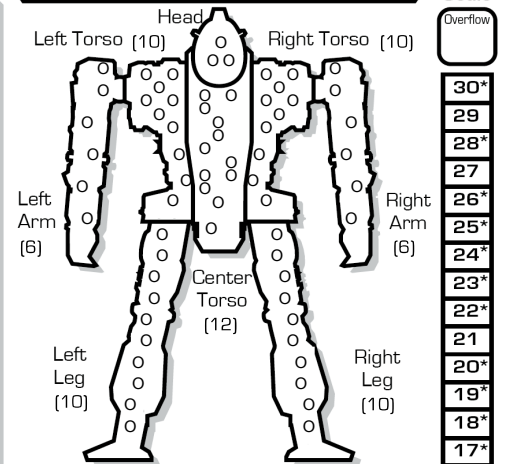
- LRM 10
- Ammo (LRM) 12
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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: **Pouncer C**

Movement Points:  
 Walking: 6  
 Running: 9  
 Jumping: 5

Tonnage: 40  
 Tech Base: Clan  
 Era: Clan Invasion

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	RT	2	5 [DE]	—	2	4	6
1	ER Small Laser	LT	2	5 [DE]	—	2	4	6
1	Ultra AC/10	RA	3	10/Sht [DB,R,C]	—	6	12	18
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER Small Laser	LA	2	5 [DE]	—	2	4	6

Cost: 8,116,062 C-bills

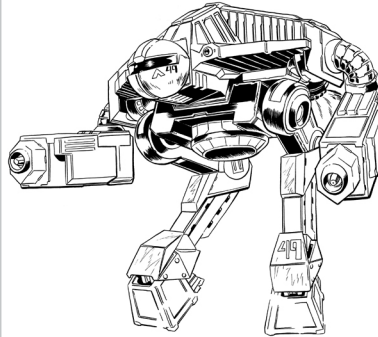
BV: 1,653

### WARRIOR DATA

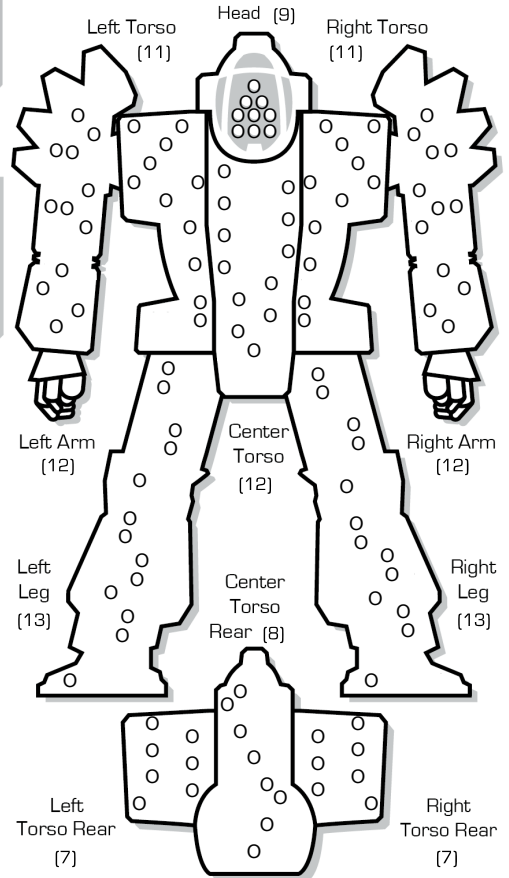
Name: \_\_\_\_\_

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
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- ER Medium Laser
- ER Medium Laser

#### Center Torso

- ER Small Laser
- Ferro-Fibrous
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- 1-3 Jump Jet
- ER Small Laser
- Endo Steel

#### Right Torso

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

#### Left Leg

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

#### Head

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

#### Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- Jump Jet
- Endo Steel

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- Ultra AC/10
- Ultra AC/10

- Ultra AC/10
- 2 Ultra AC/10
- Ferro-Fibrous
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Right Torso (CASE)

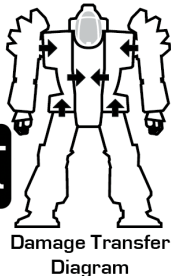
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- Jump Jet
- 6 Jump Jet

- ER Small Laser
- 2 Ammo (Ultra AC) 10
- 3 Ammo (Ultra AC) 10
- 4-6 Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

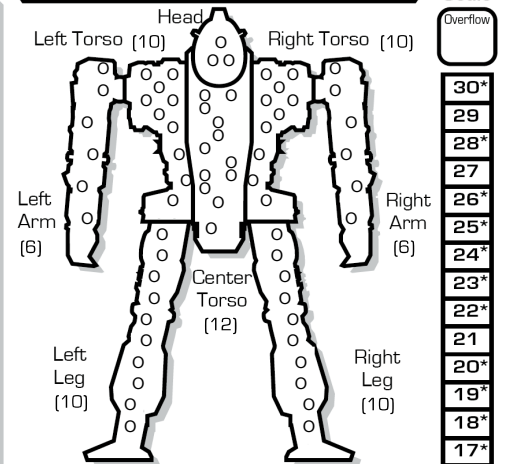
#### Right Leg

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

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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: **Pouncer D**

Movement Points:

Walking: 6  
Running: 9  
Jumping: 5

Tonnage: 40

Tech Base: **Clan**  
Era: **Clan Invasion**

### WARRIOR DATA

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

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

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

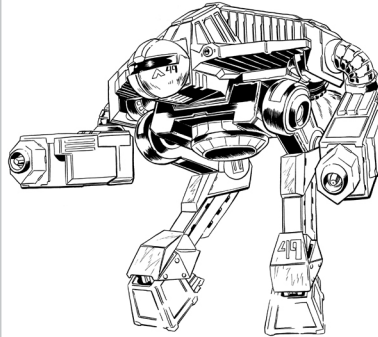
### Weapons & Equipment Inventory

(hexes)

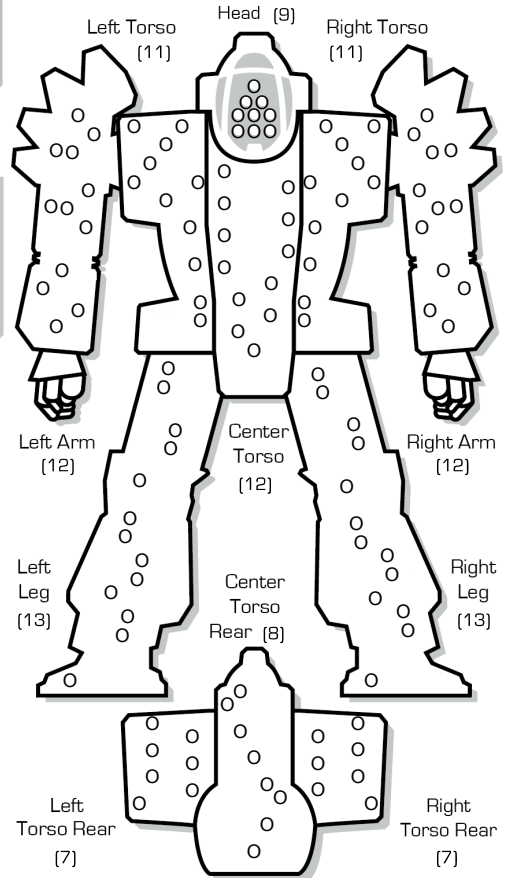
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12
1	ER Small Laser(R)	LT	2	5 [DE]	—	2	4	6
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12
1	Targeting Computer	LT	—	[E]	—	—	—	—
3	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
3	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

Cost: 9,053,887 C-bills

BV: 2,246



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Streak SRM 6
- Streak SRM 6

1-3

4-6

- ER Small Laser(R)
- Targeting Computer
- Targeting Computer
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

#### Left Leg

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

#### Head

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

1-3

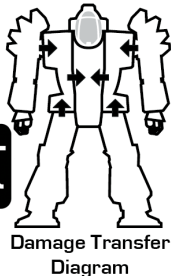
#### Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Endo Steel

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet

1-3

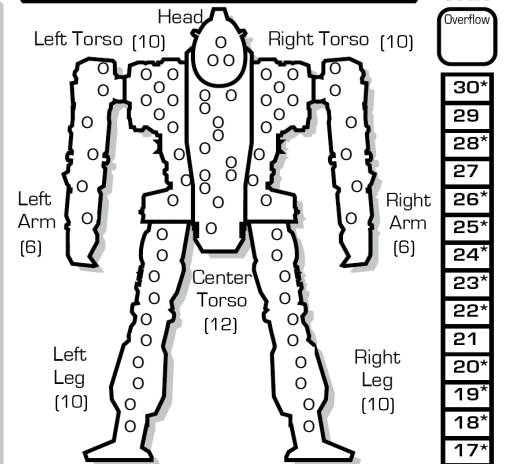
4-6

- Streak SRM 6
- Streak SRM 6
- Ammo (Streak) 15
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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: Pouncer E

Movement Points:

Walking: 6

Running: 9

Jumping: 5

Tonnage: 40

Tech Base: Clan

Era: Civil War

### WARRIOR DATA

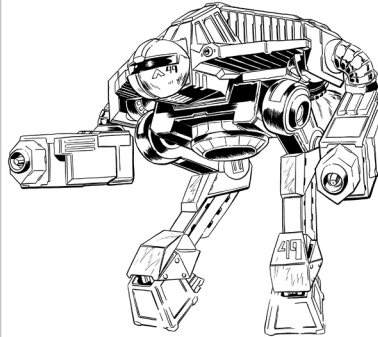
Name: \_\_\_\_\_

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

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

### Weapons & Equipment Inventory (hexes)

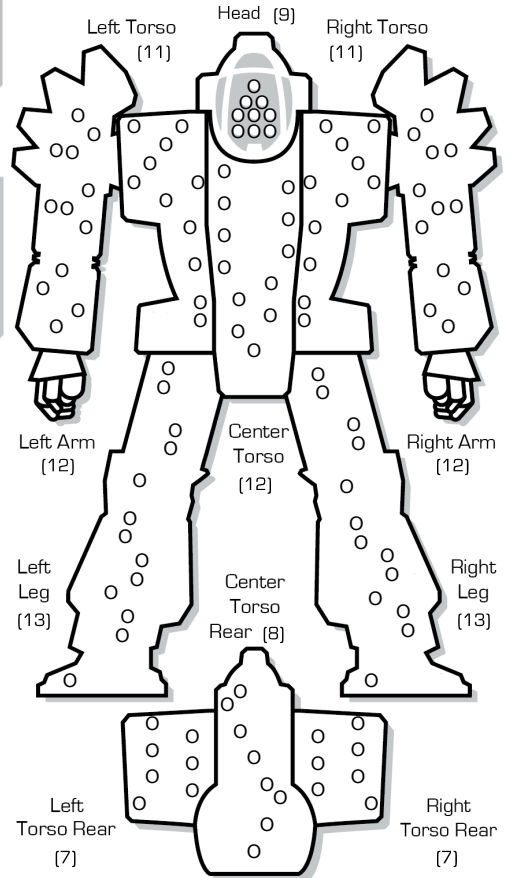
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Micro Laser	RT	1	2 [DE]	—	1	2	4
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	ER Micro Laser	LT	1	2 [DE]	—	1	2	4
1	ATM 9	RA	6	[M,S,C]	—	—	—	—
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
1	ATM 9	LA	6	[M,S,C]	—	—	—	—
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9



Cost: 8,789,200 C-bills

BV: 1,632

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- ATM 9
- ATM 9
- ATM 9
- ATM 9
- Ferro-Fibrous
- Roll Again

4-6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- ER Medium Laser
- ER Micro Laser

1-3

- Ammo [ATM] 7
- Ammo [ATM ER] 7
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

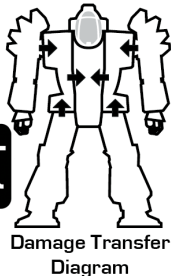
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Endo Steel

1-3

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- ATM 9
- ATM 9
- ATM 9
- ATM 9
- Ferro-Fibrous
- Roll Again

4-6

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet

1-3

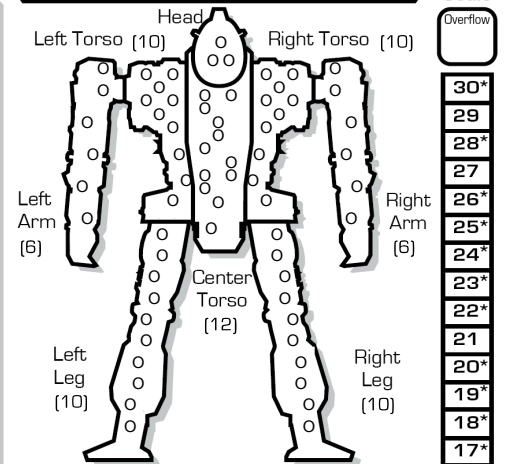
- ER Micro Laser
- Ammo [ATM] 7
- Ammo [ATM HE] 7
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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: **Pouncer H**

Movement Points:

Walking: 6  
Running: 9  
Jumping: 5

Tonnage: 40

Tech Base: **Clan**  
Era: **Civil War**

### WARRIOR DATA

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

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

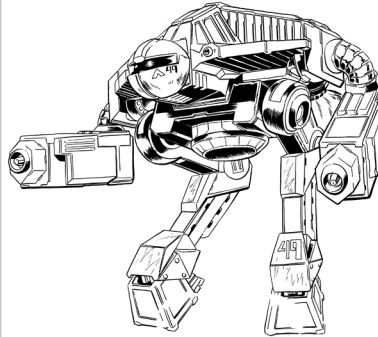
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

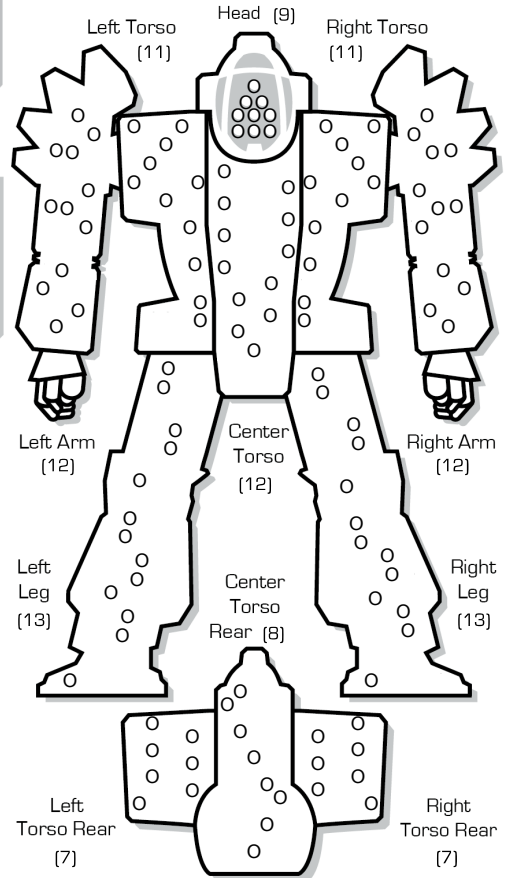
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12
1	Targeting Computer	LT	—	[E]	—	—	—	—
2	Heavy Medium Laser	RA	7	10 [DE]	—	3	6	9
2	Heavy Medium Laser	LA	7	10 [DE]	—	3	6	9
1	Heavy Small Laser	LA	3	6 [DE]	—	1	2	3

Cost: 7,140,000 C-bills

BV: 1,784



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink

#### Center Torso

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

- Heavy Medium Laser
- 2 Heavy Medium Laser
- 3 Heavy Medium Laser
- 4-6 Heavy Medium Laser
- Ferro-Fibrous
- 6 Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- Jump Jet
- 6 Jump Jet

- Gyro
- XL Fusion Engine
- 3 XL Fusion Engine
- 4-6 XL Fusion Engine
- 5 Jump Jet
- 6 Endo Steel

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- Jump Jet
- 6 Jump Jet

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

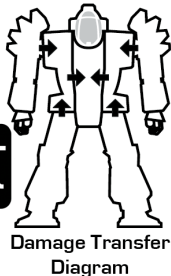
- 1-3 Streak SRM 6
- 4-6 Streak SRM 6
- Targeting Computer
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

#### Left Leg

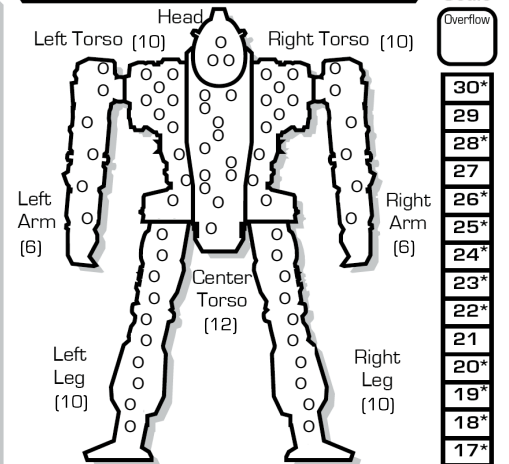
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- 6 Endo Steel

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 (30) Double
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: Linebacker Prime

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 65

Tech Base: Clan

Era: Clan Invasion

### WARRIOR DATA

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

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

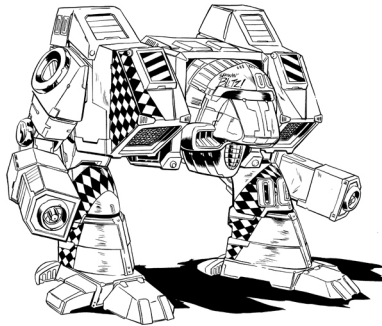
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

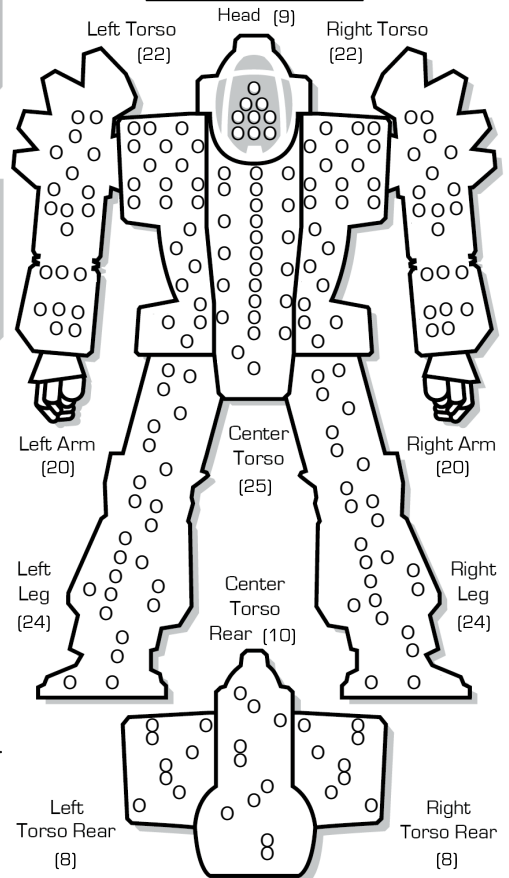
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser(R)	RT	2	5 [DE]	—	2	4	6
1	Streak SRM 4	RT	3	2/Msl [M,C]	—	4	8	12
1	LRM 5	LT	2	1/Msl [M,C,S]	—	7	14	21
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	ER PPC	LA	15	15 [DE]	—	7	14	23

Cost: 20,104,734 C-bills

BV: 2,390



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Endo Steel
- Ferro-Fibrous

1-3

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

4-6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- LRM 5
- Ammo (LRM) 24
- Endo Steel
- Ferro-Fibrous

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
- Endo Steel
- Ferro-Fibrous

1-3

#### Head

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

1-3

#### Center Torso

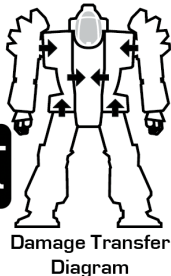
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Roll Again

4-6

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Endo Steel
- Ferro-Fibrous

1-3

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

4-6

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Streak SRM 4
- ER Small Laser(R)
- Ammo (Streak) 25
- Endo Steel

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

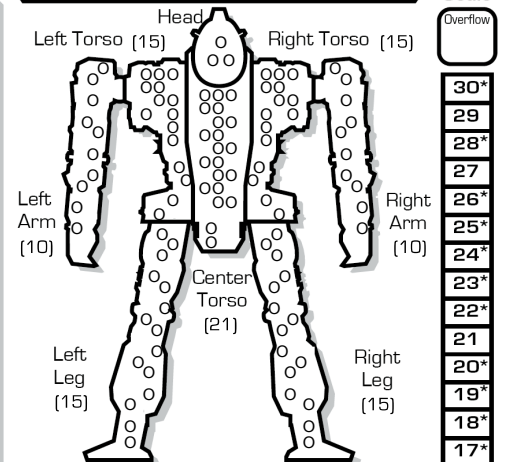
4-6

#### Right Leg

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

1-3

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 65

Tech Base: Clan

Era: Clan Invasion

### WARRIOR DATA

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

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

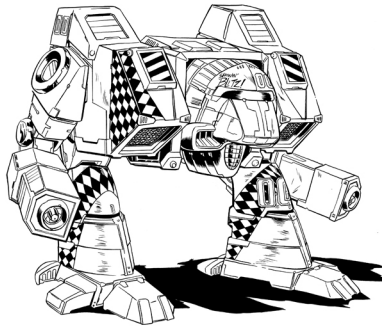
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

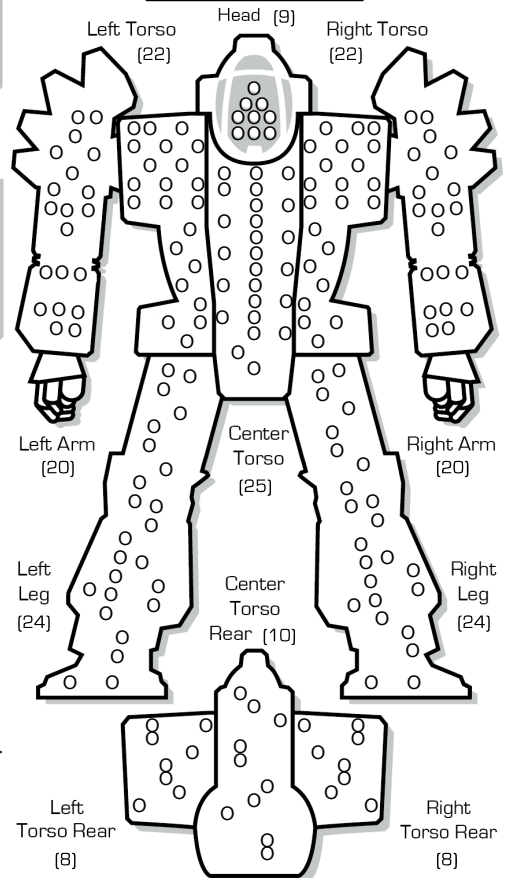
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	LRM 5	RT	2	1/Msl [M.C.S]	—	7	14	21
1	LRM 15	LT	5	1/Msl [M.C.S]	—	7	14	21
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25

Cost: 20,209,200 C-bills

BV: 2,264



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- Endo Steel

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- LRM 15
- LRM 15
- Ammo (LRM) 8
- Ammo (LRM) 8

1-3

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

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

4-6

#### 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
- Endo Steel
- Roll Again

4-6

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- Endo Steel

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- ER Medium Laser
- LRM 5
- Ammo (LRM) 24

1-3

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

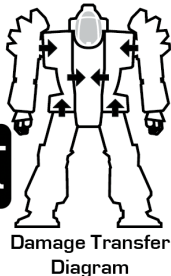
4-6

#### Right Leg

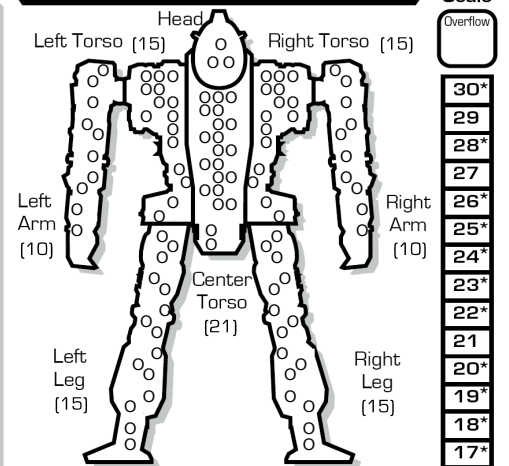
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

4-6

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 65

Tech Base: Clan

Era: Clan Invasion

### WARRIOR DATA

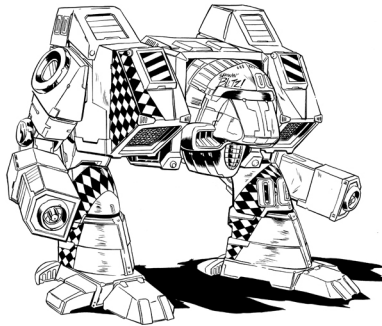
Name: \_\_\_\_\_

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

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

### Weapons & Equipment Inventory (hexes)

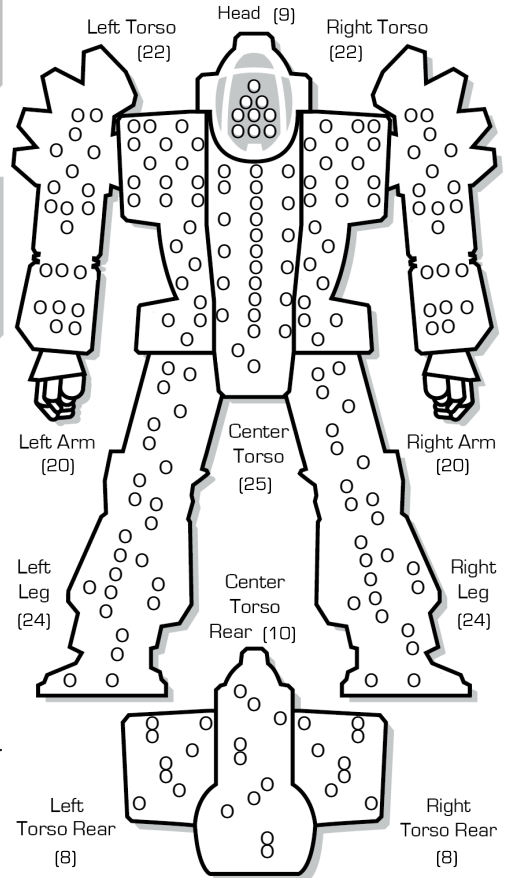
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RT	1	15	2	7	15	22
				[DB,X]				
1	ER Small Laser	LT	2	5 [DE]	—	2	4	6
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15



Cost: 19,665,215 C-bills

BV: 2,048

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

1-3

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- ER Small Laser
- Endo Steel
- 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
- Endo Steel
- 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
- Endo Steel
- Roll Again

#### Right Arm

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

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

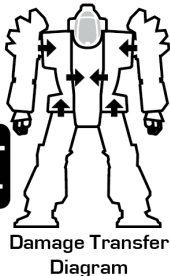
- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Endo Steel
- Ferro-Fibrous

4-6

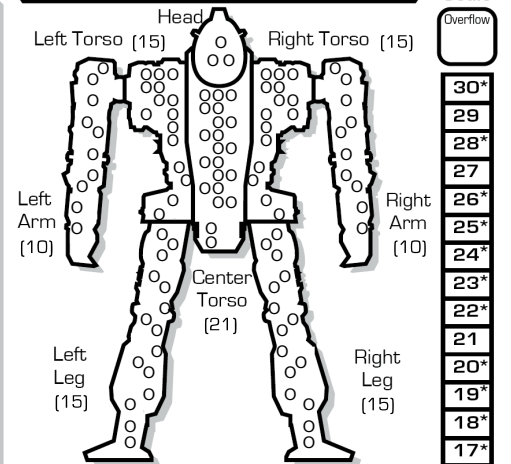
#### Right Leg

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

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



### 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	Heat Sinks: 14 (28) Double
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: Linebacker C

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 65

Tech Base: Clan

Era: Clan Invasion

### WARRIOR DATA

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

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

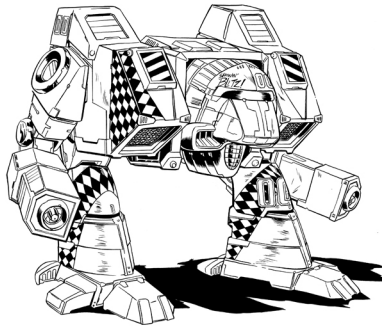
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

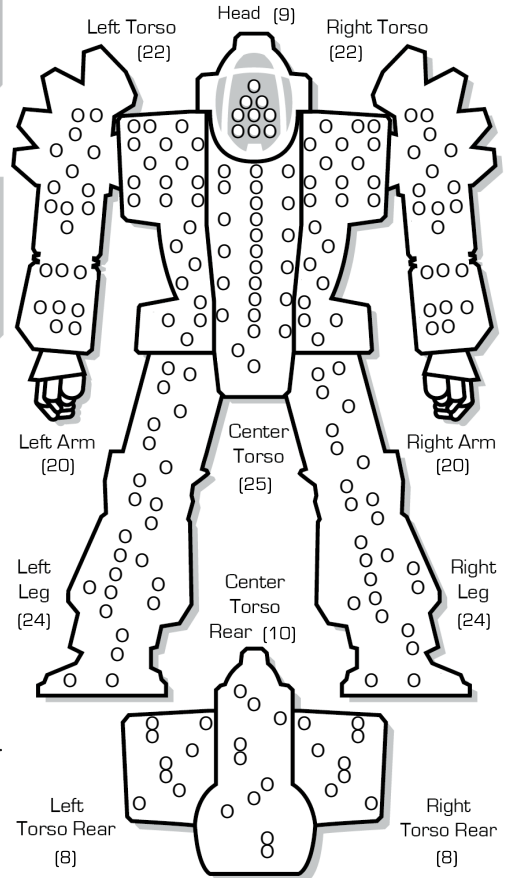
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer(R)	RT	3	2 [DE,H,A]	—	1	2	3
1	Machine Gun	RT	0	2 [DB,A]	—	1	2	3
1	Machine Gun(R)	RT	0	2 [DB,A]	—	1	2	3
2	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	ER Medium Laser(R)	LT	5	7 [DE]	—	5	10	15
1	Ultra AC/5	RA	1	5/Sht [DB,R,C]	—	7	14	21
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

Cost: 20,117,625 C-bills

BV: 2,075



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- ER Large Laser
- ER Medium Laser
- Endo Steel
- Ferro-Fibrous

1-3

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

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser(R)
- Endo Steel

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

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

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ammo (Ultra AC) 20

1-3

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Machine Gun
- Machine Gun(R)
- Flamer(R)
- Ammo (Machine Gun) 100

1-3

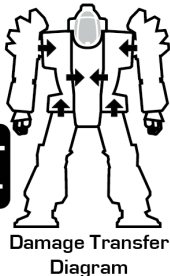
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

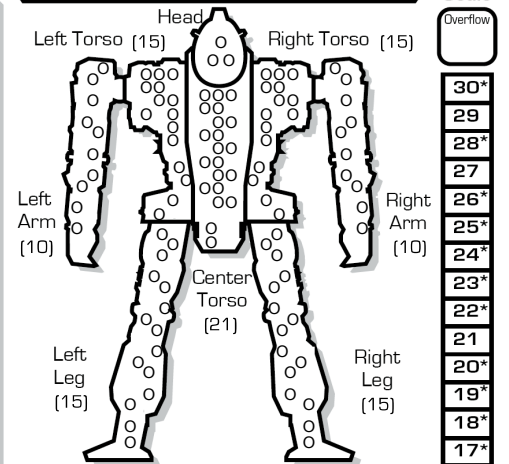
#### Right Leg

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

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 65

Tech Base: Clan

Era: Clan Invasion

### WARRIOR DATA

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

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

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

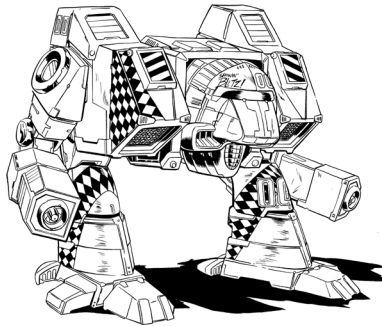
### Weapons & Equipment Inventory

(hexes)

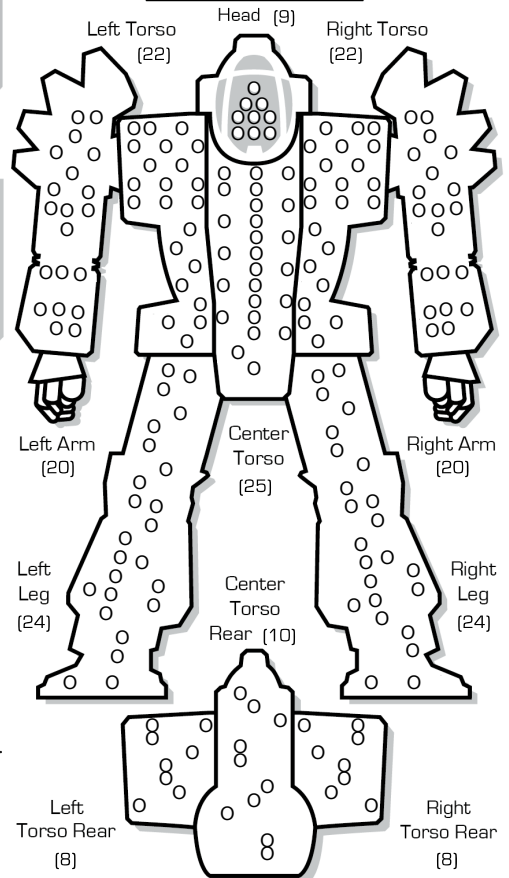
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	ER Small Laser(R)	LT	2	5 [DE]	—	2	4	6
2	Streak SRM 6	RA	4	2/Msl [M,C]	—	4	8	12
2	Streak SRM 6	LA	4	2/Msl [M,C]	—	4	8	12

Cost: 19,974,590 C-bills

BV: 2,039



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Streak SRM 6
- Streak SRM 6

1-3

- Streak SRM 6
- Streak SRM 6
- Ammo (Streak) 15
- Ammo (Streak) 15
- Endo Steel
- Ferro-Fibrous

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- ER Small Laser(R)
- Endo Steel
- Ferro-Fibrous

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
- Endo Steel
- Ferro-Fibrous

#### Head

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

#### Center Torso

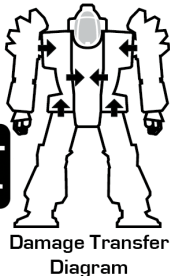
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Roll Again

4-6

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



#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Streak SRM 6
- Streak SRM 6

1-3

- Streak SRM 6
- Streak SRM 6
- Ammo (Streak) 15
- Endo Steel
- Ferro-Fibrous
- Roll Again

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Endo Steel
- Ferro-Fibrous
- Roll Again

1-3

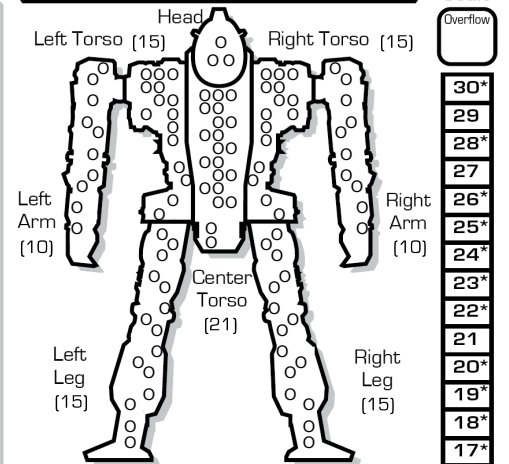
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 65

Tech Base: Clan

Era: Civil War

### WARRIOR DATA

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

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

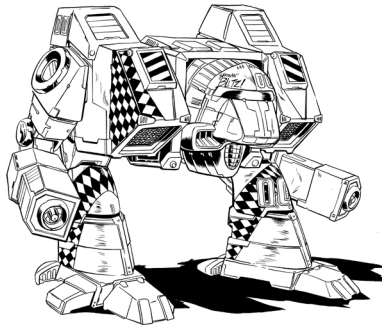
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

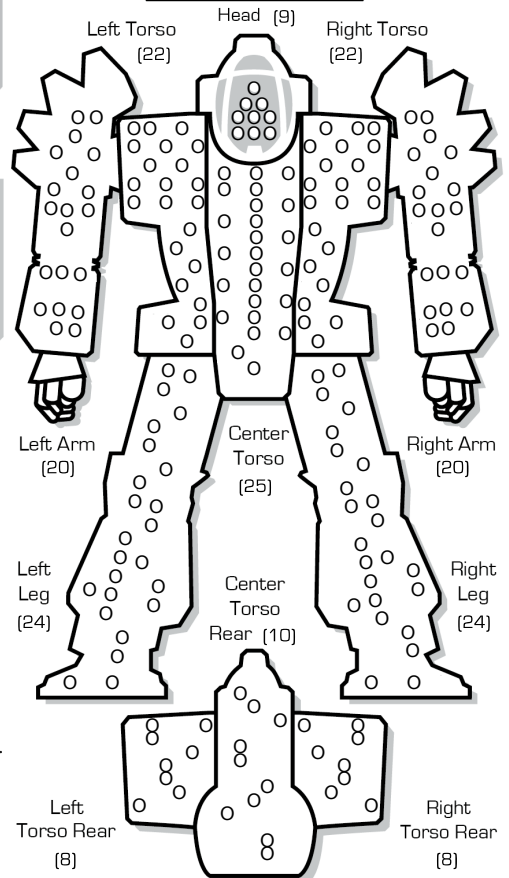
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light Active Probe	CT	—	[E]	—	—	—	—
1	ER Large Laser	RT	12	10 [DE]	—	8	15	25
1	ATM 6	RA	4	[M,S,C]	—	—	—	—
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
1	ATM 6	LA	4	[M,S,C]	—	—	—	—
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9

Cost: 19,834,031 C-bills

BV: 1,846



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- ATM 6
- ATM 6
- ATM 6
- Ammo (ATM) 10

- Ammo (ATM ER) 10
- Ammo (ATM HE) 10
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Ferro-Fibrous
- 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
- Endo Steel
- Ferro-Fibrous

#### Head

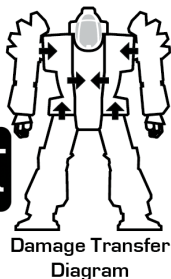
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

#### Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Light Active Probe
- Endo Steel

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



#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- ATM 6
- ATM 6
- ATM 6
- Ammo (ATM) 10

- Ammo (ATM ER) 10
- Ammo (ATM HE) 10
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

#### Right Torso

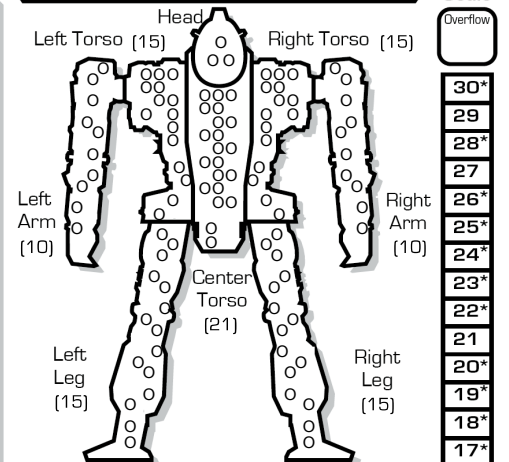
- XL Fusion Engine
- XL Fusion Engine
- ER Large Laser
- Endo Steel
- Ferro-Fibrous
- Roll Again

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

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Movement Points:

Walking: 6  
Running: 9  
Jumping: 6

Tonnage: 65

Tech Base: Clan  
Era: Civil War

### WARRIOR DATA

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

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

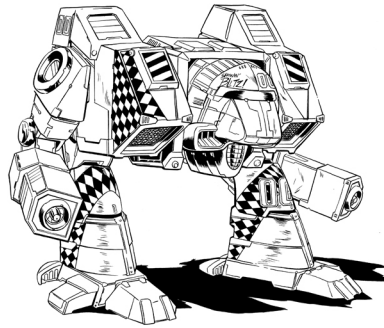
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

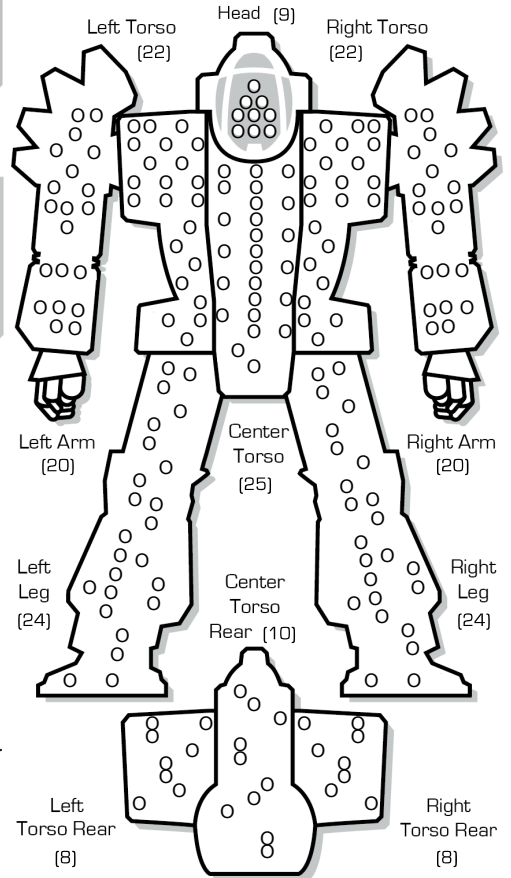
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	CT	2	5 [DE]	—	2	4	6
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	Heavy Large Laser	RA	18	16 [DE]	—	5	10	15
1	Heavy Large Laser	LA	18	16 [DE]	—	5	10	15

Cost: 20,752,359 C-bills

BV: 2,097



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Heavy Large Laser
- 1-3 Heavy Large Laser
- 1-3 Heavy Large Laser
- Endo Steel

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- Jump Jet
- Jump Jet

- Jump Jet
- ER Medium Laser
- Endo Steel
- 1-3 Ferro-Fibrous
- Roll Again
- Roll Again

#### Left Leg

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

#### Head

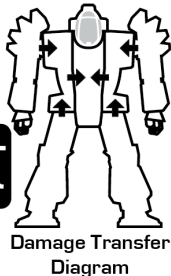
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

#### Center Torso

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

- Gyro
- 1-3 XL Fusion Engine
- 1-3 XL Fusion Engine
- 1-3 XL Fusion Engine
- 1-3 ER Small Laser
- 1-3 Endo Steel

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Heavy Large Laser
- 1-3 Heavy Large Laser
- 1-3 Heavy Large Laser
- Endo Steel

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

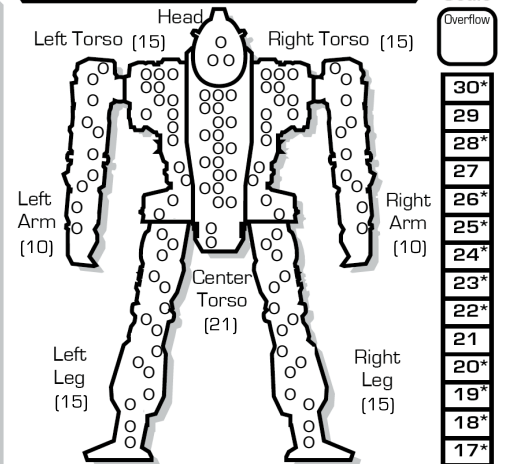
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Jump Jet
- 1-3 Jump Jet
- 1-3 Jump Jet
- 1-3 ER Medium Laser

- Endo Steel
- Ferro-Fibrous
- 1-3 Roll Again
- 1-3 Roll Again
- 1-3 Roll Again
- 1-3 Roll Again

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 (30) Double
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: Naga Prime

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 80

Tech Base: Clan  
(Advanced)

Era: Succession Wars

### WARRIOR DATA

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

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

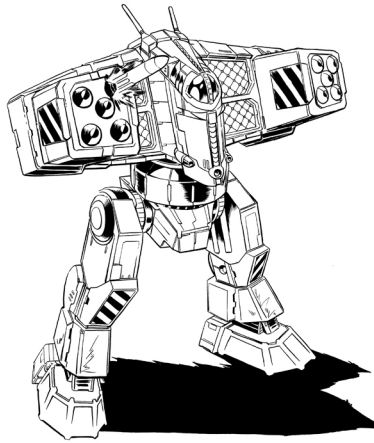
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

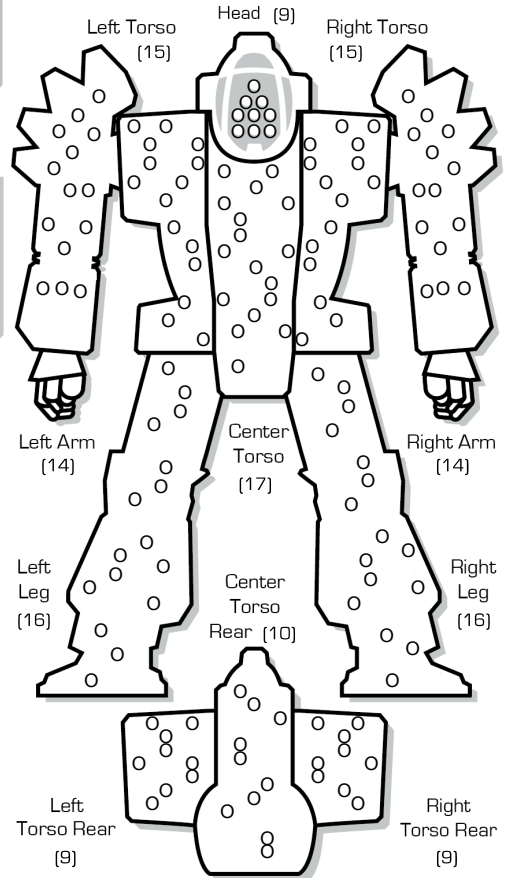
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	CT	2	5 [DE]	—	2	4	6
1	Arrow IV	RT/RA	10	20 [AE,S,F]	—	1	2	9
1	ER Small Laser	RT	2	5 [DE]	—	2	4	6
1	Arrow IV	LT/LA	10	20 [AE,S,F]	—	1	2	9
1	ER Small Laser	LT	2	5 [DE]	—	2	4	6

Cost: 26,322,937 C-bills

BV: 1,568



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV

- Arrow IV
- Arrow IV
- Arrow IV
- 4-6 Arrow IV
- Arrow IV
- Arrow IV

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- 1-3 Arrow IV
- Arrow IV
- ER Small Laser
- Ammo (Arrow IV) 5

- Ammo (Arrow IV) 5
- Ammo (Arrow IV) 5
- 4-6 Endo Steel
- Roll Again
- Roll Again
- Roll Again

#### Left Leg

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

#### Head

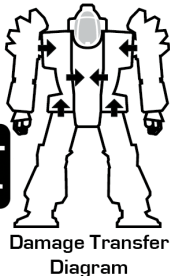
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

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

- Gyro
- XL Fusion Engine
- 4-6 XL Fusion Engine
- XL Fusion Engine
- ER Small Laser
- Endo Steel

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV

- Arrow IV
- Arrow IV
- Arrow IV
- 4-6 Arrow IV
- Arrow IV
- Arrow IV

#### Right Torso (CASE)

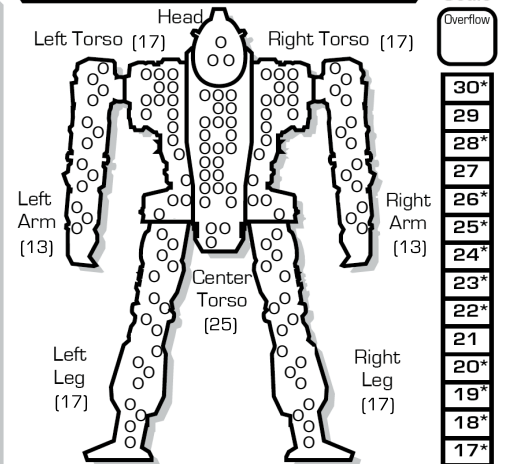
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Arrow IV
- Arrow IV
- ER Small Laser
- Ammo (Arrow IV) 5

- Ammo (Arrow IV) 5
- Ammo (Arrow IV) 5
- 4-6 Endo Steel
- Roll Again
- Roll Again
- Roll Again

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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: **Naga A**

Movement Points:  
 Walking: 5  
 Running: 8  
 Jumping: 0

Tonnage: 80  
 Tech Base: **Clan**  
 (Advanced)  
 Era: Succession Wars

### WARRIOR DATA

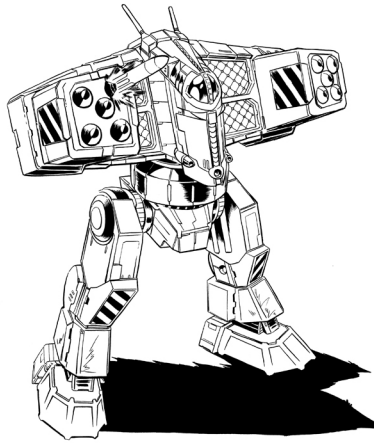
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead

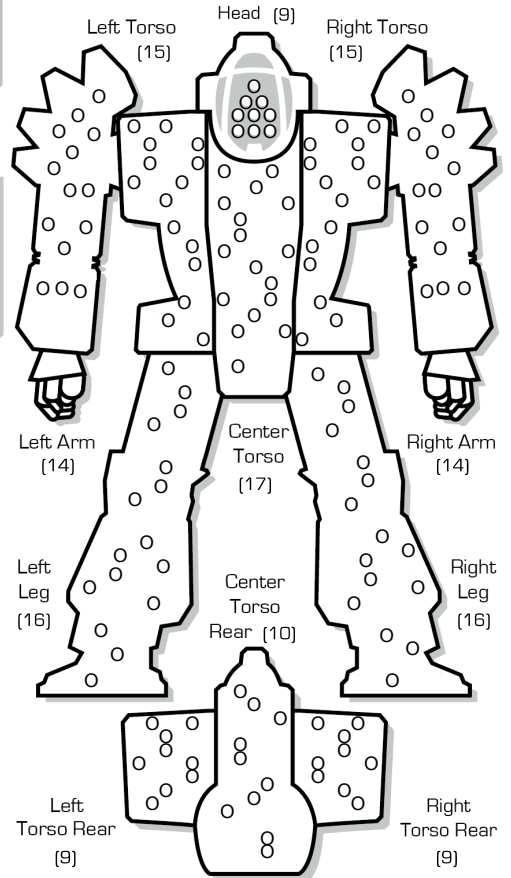
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	CT	5	7 [DE]	—	5	10	15
1	Arrow IV	RT/RA	10	20 [AE,S,F]	—	1	2	9
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	Arrow IV	LT/LA	10	20 [AE,S,F]	—	1	2	9
1	ER Small Laser	LT	2	5 [DE]	—	2	4	6

Cost: 26,632,312 C-bills BV: 1,729



### ARMOR DIAGRAM

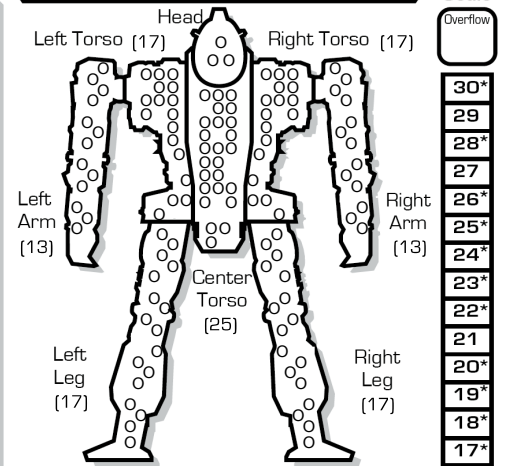


### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Arrow IV	4. Arrow IV	5. Arrow IV	6. Arrow IV
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Arrow IV	4. Arrow IV	5. Arrow IV	6. Arrow IV
<b>Center Torso</b>	1. Arrow IV	2. Arrow IV	3. Arrow IV	4. Arrow IV	5. Arrow IV	6. Arrow IV
<b>Left Torso (CASE)</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. Arrow IV	4. Arrow IV	5. ER Small Laser	6. Ammo (Arrow IV) 5
<b>Right Torso (CASE)</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. Arrow IV	4. Arrow IV	5. ER Medium Laser	6. Ammo (Arrow IV) 5
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support
<b>Engine Hits</b>	○○○					
<b>Gyro Hits</b>	○○					
<b>Sensor Hits</b>	○○					
<b>Life Support</b>	○					

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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: **Naga B**

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 80

Tech Base: **Clan**  
(Advanced)

Era: Succession Wars

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

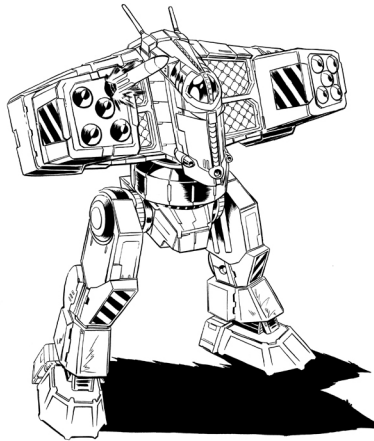
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

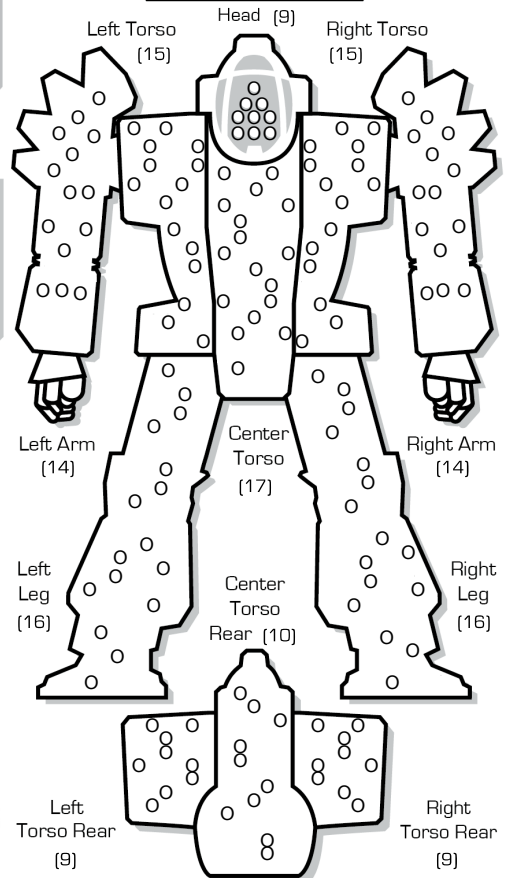
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	CT	5	7 [DE]	—	5	10	15
1	Arrow IV	RT/RA	10	20 [AE,S,F]	—	1	2	9
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	ER Small Laser	RT	2	5 [DE]	—	2	4	6
1	Arrow IV	LT/LA	10	20 [AE,S,F]	—	1	2	9
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15

Cost: 26,812,312 C-bills

BV: 1,775



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV

- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Arrow IV
- Arrow IV
- ER Medium Laser
- Ammo (Arrow IV) 5

- Ammo (Arrow IV) 5
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

#### Head

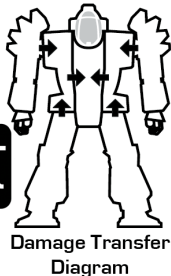
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Endo Steel

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV

- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV

#### Right Torso (CASE)

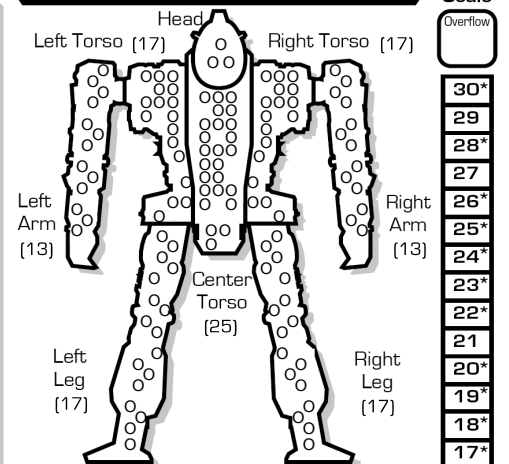
- XL Fusion Engine
- XL Fusion Engine
- Arrow IV
- Arrow IV
- ER Medium Laser
- ER Small Laser

- Ammo (Arrow IV) 5
- Ammo (Arrow IV) 5
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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: **Naga C**

Movement Points:  
 Walking: 5  
 Running: 8  
 Jumping: 0

Tonnage: 80  
 Tech Base: **Clan**  
 (Advanced)  
 Era: Succession Wars

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	CT	2	5 [DE]	—	2	4	6
1	Arrow IV	RT/RA	10	20 [AE,S,F]	—	1	2	9
1	ER Small Laser	RT	2	5 [DE]	—	2	4	6
1	Arrow IV	LT/LA	10	20 [AE,S,F]	—	1	2	9
1	SRM 6	LT	4	2/Mei [M,C]	—	3	6	9

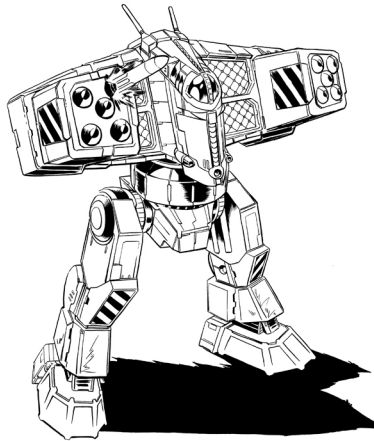
Cost: 26,477,624 C-bills

BV: 1,559

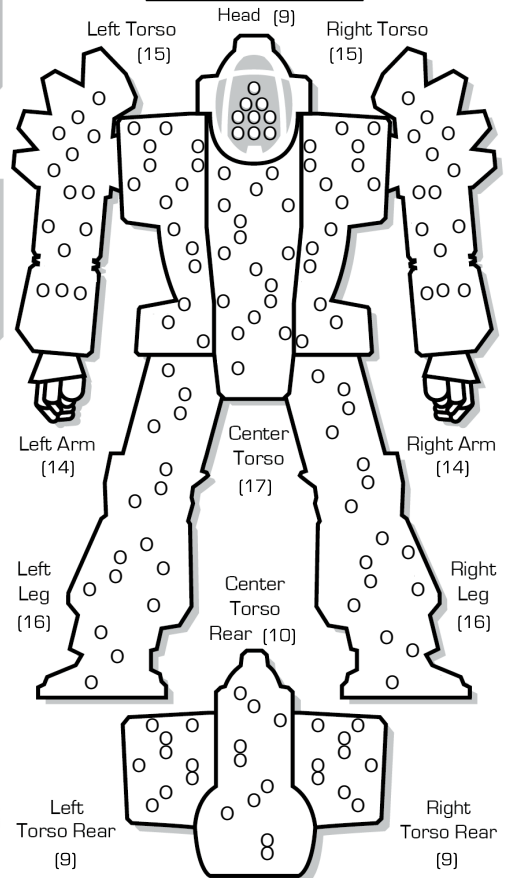
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Arrow IV
  - Arrow IV
  - Arrow IV
  - Arrow IV
- 1-3
- Arrow IV
  - Arrow IV
  - Arrow IV
  - Arrow IV
  - Arrow IV
  - Arrow IV
- 4-6

#### Left Torso (CASE)

- XL Fusion Engine
  - XL Fusion Engine
  - Arrow IV
  - Arrow IV
  - SRM 6
  - Ammo [SRM] 15
- 1-3
- Ammo [Arrow IV] 5
  - Ammo [Arrow IV] 5
  - Endo Steel
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

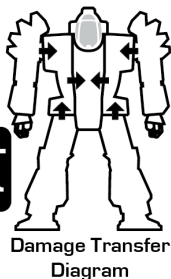
#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - ER Small Laser
  - Endo Steel
- 4-6

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Arrow IV
  - Arrow IV
  - Arrow IV
  - Arrow IV
- 1-3
- Arrow IV
  - Arrow IV
  - Arrow IV
  - Arrow IV
  - Arrow IV
  - Arrow IV
- 4-6

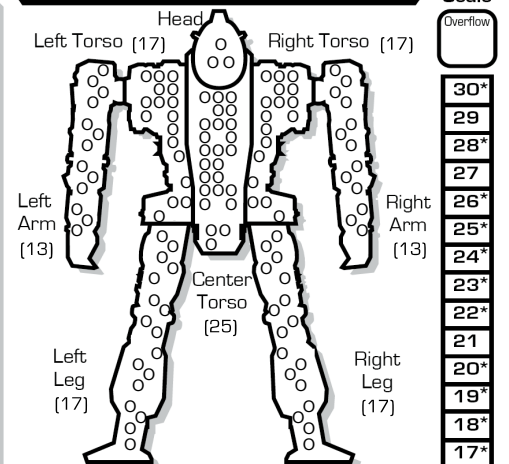
#### Right Torso (CASE)

- XL Fusion Engine
  - XL Fusion Engine
  - Arrow IV
  - Arrow IV
  - ER Small Laser
  - Ammo [Arrow IV] 5
- 1-3
- Ammo [Arrow IV] 5
  - Endo Steel
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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: **Naga D**

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 80

Tech Base: **Clan**  
(Advanced)

Era: Succession Wars

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

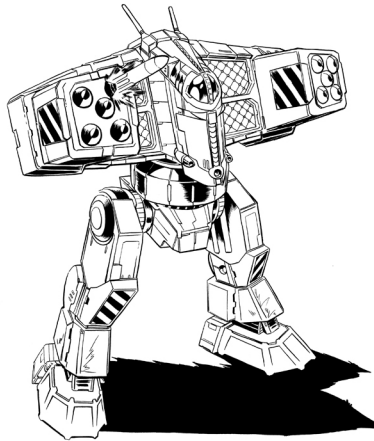
### Weapons & Equipment Inventory

(hexes)

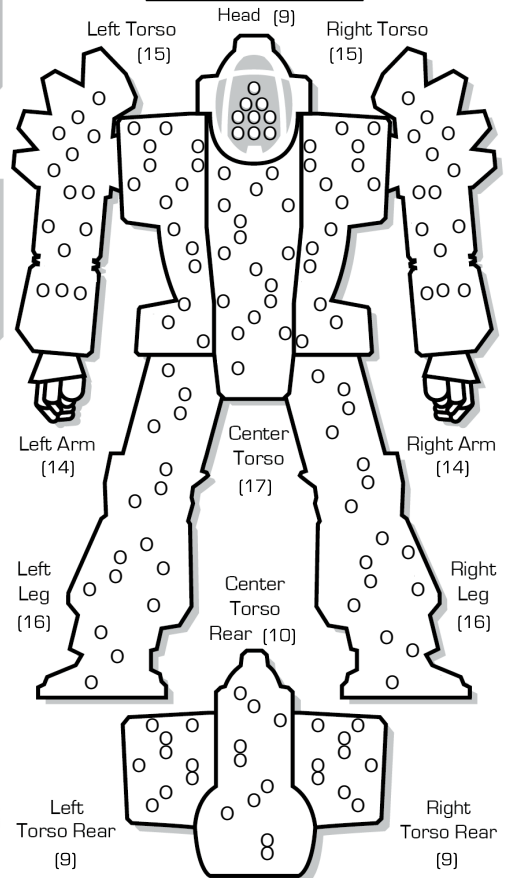
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	CT	2	5 [DE]	—	2	4	6
1	Arrow IV	RT/RA	10	20 [AE,S,F]	—	1	2	9
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	Arrow IV	LT/LA	10	20 [AE,S,F]	—	1	2	9
1	SRM 4	LT	3	2/Mel [M,C]	—	3	6	9

Cost: 26,587,312 C-bills

BV: 1,613



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV

1-3

- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV

4-6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Arrow IV
- Arrow IV
- SRM 4
- Ammo [SRM] 25

1-3

- Ammo [Arrow IV] 5
- Ammo [Arrow IV] 5
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Small Laser
- Endo Steel

4-6

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV

1-3

- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV
- Arrow IV

4-6

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Arrow IV
- Arrow IV
- ER Medium Laser
- Ammo [Arrow IV] 5

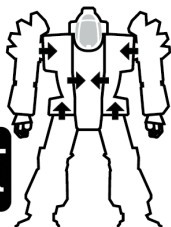
1-3

- Ammo [Arrow IV] 5
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

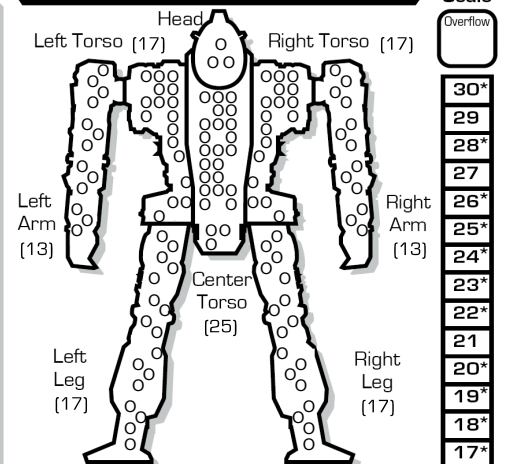
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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	○



# INNER SPHERE 'PHOENIX' BATTLEMECHS

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Nexus NXS1-A

Movement Points:

Walking: 7  
Running: 11  
Jumping: 4

Tonnage: 25

Tech Base: Inner Sphere  
Era: Clan Invasion

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

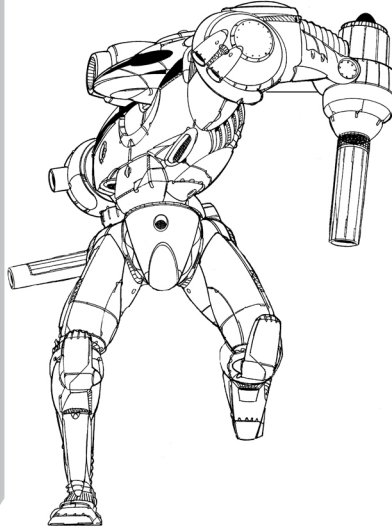
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

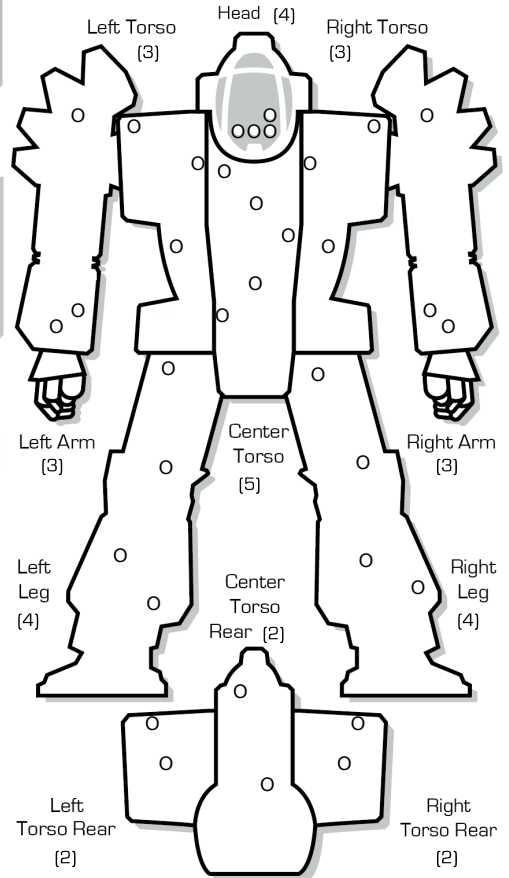
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AMS	LT	1		0	0	0	
				[DB,PD]				
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	Small Laser	RA	1	3 [DE]	—	1	2	3
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
1	Small Laser	LA	1	3 [DE]	—	1	2	3

Cost: 2,211,458 C-bills

BV: 643



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Laser
- Medium Pulse Laser
- Small Laser

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- AMS

1-3

- Ammo [AMS] 12
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

#### Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Endo Steel
- Ferro-Fibrous

4-6

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Pulse Laser
- Small Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

#### Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

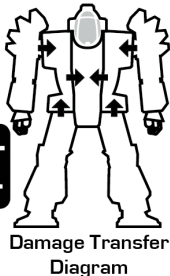
- Jump Jet
- Jump Jet
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

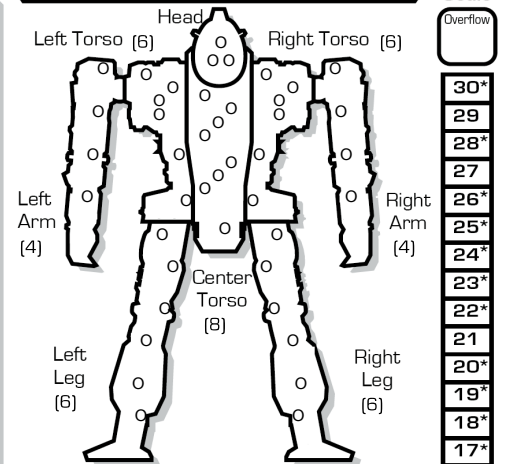
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Nexus NXS1-B

Movement Points:

Walking: 7  
Running: 11  
Jumping: 5

Tonnage: 25

Tech Base: Inner Sphere  
Era: Civil War

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	CT	2	3 [DE]	—	2	4	5
1	Improved C <sup>3</sup> CPU	LT	—	[E]	—	4	8	12
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

Cost: 3,116,146 C-bills

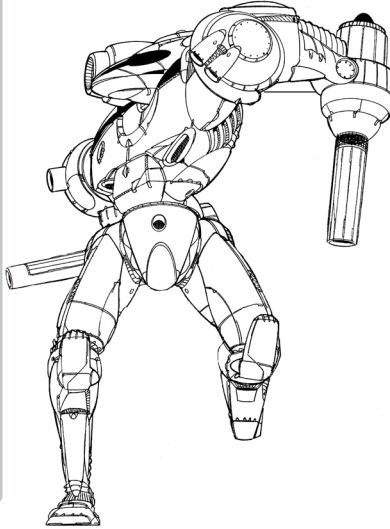
BV: 715

### WARRIOR DATA

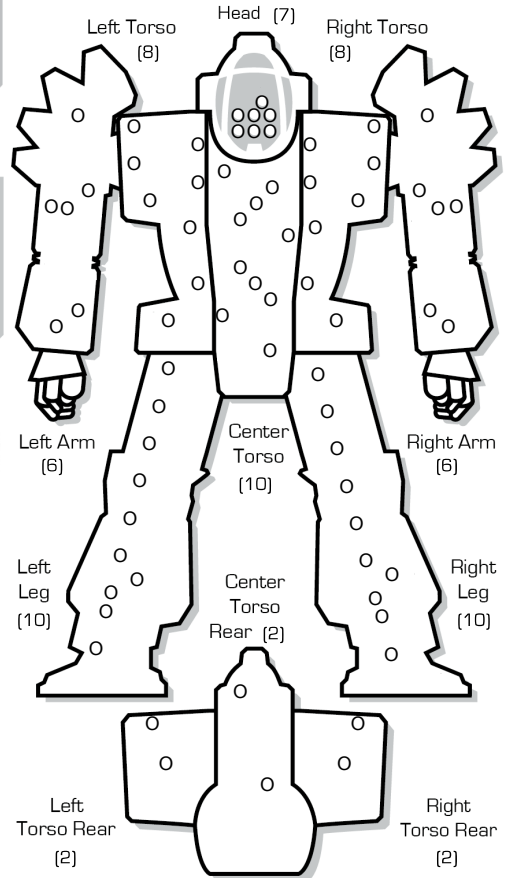
Name: \_\_\_\_\_

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
- ER Medium Laser
  - Endo Steel
  - Endo Steel

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

#### Left Torso

- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Jump Jet
  - Jump Jet
  - Improved C<sup>3</sup> CPU
- 1-3

- Improved C<sup>3</sup> CPU
  - Endo Steel
  - Endo Steel
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

#### Head

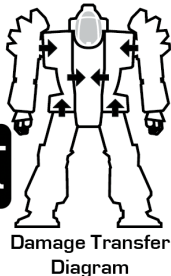
- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3

- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Jump Jet
  - ER Small Laser
- 4-6

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - ER Medium Laser
  - Endo Steel
  - Endo Steel
- 1-3

- Endo Steel
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
- 4-6

#### Right Torso

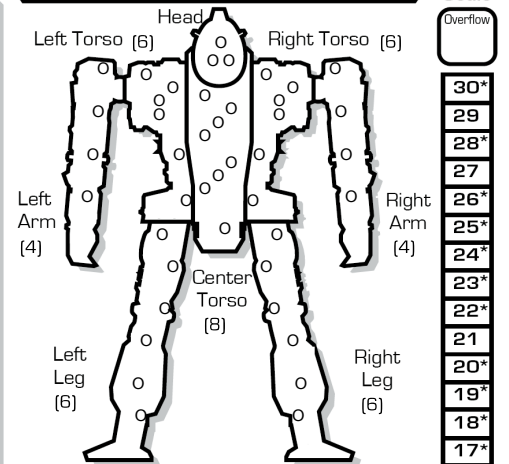
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 1-3

- Jump Jet
  - Jump Jet
  - Endo Steel
  - Endo Steel
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Nexus II NXS2-A

Movement Points:

Walking: 8  
Running: 12  
Jumping: 6

Tonnage: 25

Tech Base: Inner Sphere  
Era: Civil War

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C <sup>3</sup> CPU	CT	—	[E]	—	—	—	—
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Small Laser	RA	2	3 [DE]	—	2	4	5
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	ER Small Laser	LA	2	3 [DE]	—	2	4	5

Cost: 4,028,125 C-bills

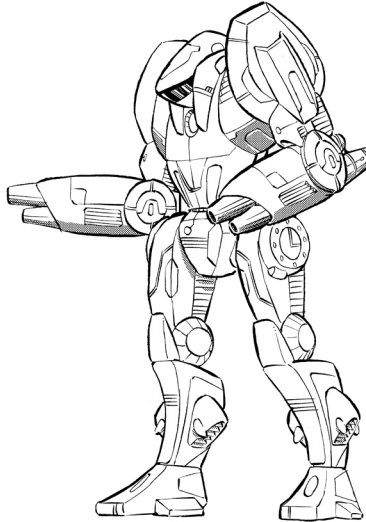
BV: 702

### WARRIOR DATA

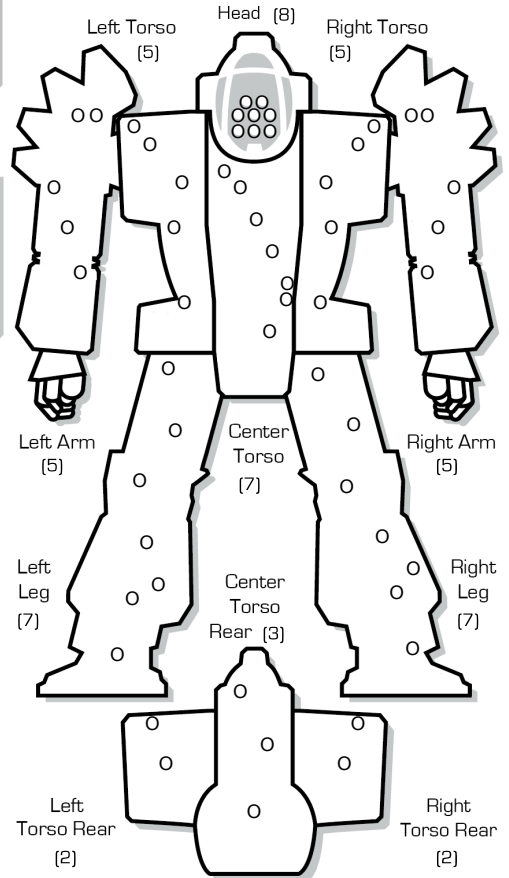
Name: \_\_\_\_\_

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
- ER Medium Laser
- ER Small Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

#### Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Improved C<sup>3</sup> CPU
- Improved C<sup>3</sup> CPU

4-6

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Medium Laser
- ER Small Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet

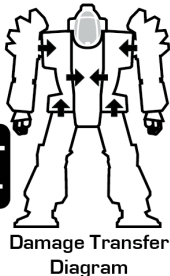
1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

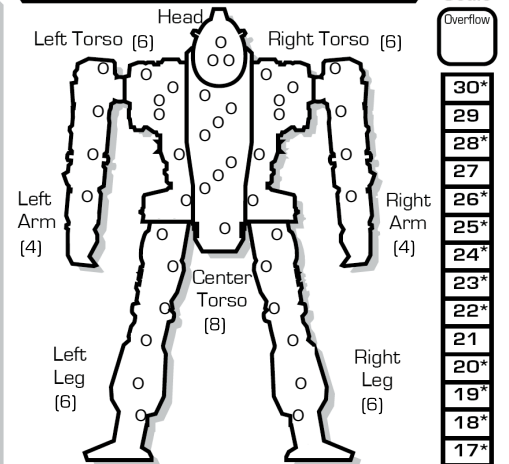
4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Nexus II NXS2-B

Movement Points:

Walking: 8  
Running: 12  
Jumping: 0

Tonnage: 25

Tech Base: Inner Sphere  
Era: Civil War

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	HD	0	0 [S]	—	5	10	15
1	Improved C <sup>3</sup> CPU	CT	—	[E]	—	—	—	—
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
1	Beagle Active Probe	LT	—	[E]	—	—	—	4
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

Cost: 4,512,500 C-bills

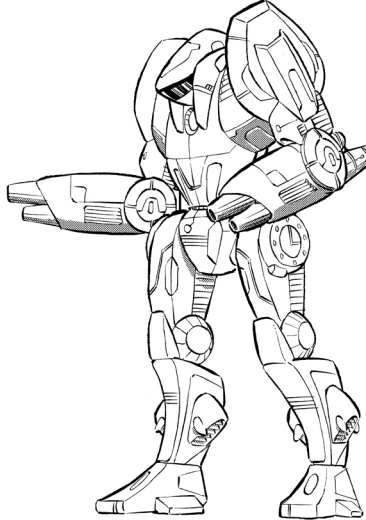
BV: 717

### WARRIOR DATA

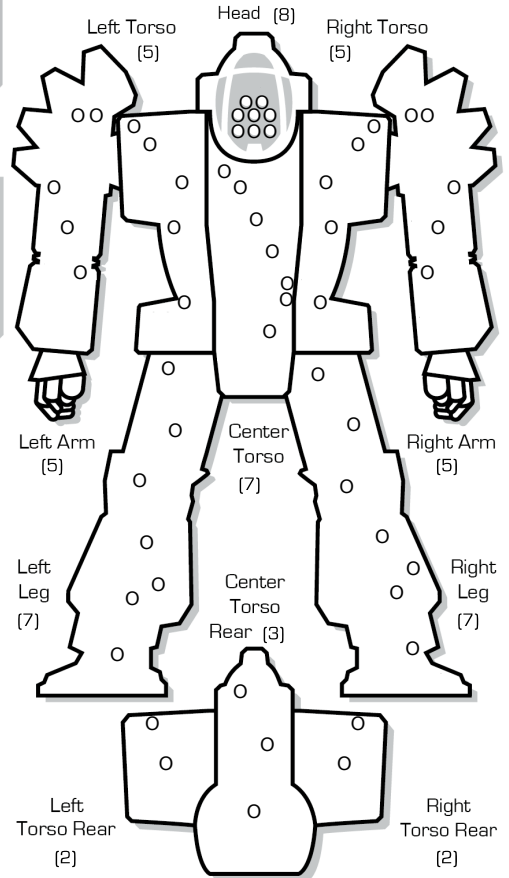
Name: \_\_\_\_\_

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
- ER Medium Laser
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Stealth
- Stealth
- Roll Again
- Roll Again

4-6

#### Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Beagle Active Probe

1-3

- Beagle Active Probe
- Endo Steel
- Endo Steel
- Endo Steel
- Stealth
- Stealth

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

#### Head

- Life Support
- Sensors
- Cockpit
- TAG
- Sensors
- Life Support

#### Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Improved C<sup>3</sup> CPU
- Improved C<sup>3</sup> CPU

4-6

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Medium Laser
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Stealth
- Stealth
- Roll Again
- Roll Again

4-6

#### Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Guardian ECM Suite

1-3

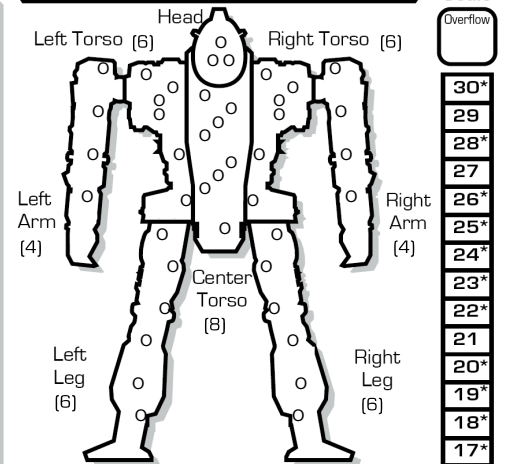
- Guardian ECM Suite
- Endo Steel
- Endo Steel
- Endo Steel
- Stealth
- Stealth

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth
- Stealth

### INTERNAL STRUCTURE DIAGRAM



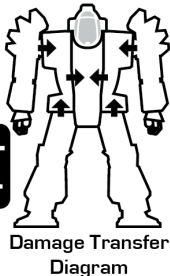
### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Raijin RJN101-A

Movement Points:  
 Walking: 6  
 Running: 9  
 Jumping: 6

Tonnage: 50  
 Tech Base: Inner Sphere  
 Era: Clan Invasion

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RT	15	10 [DE]	—	7	14	23
1	Streak SRM 2	RT	2	2/Msl [M,C]	—	3	6	9
1	SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
3	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

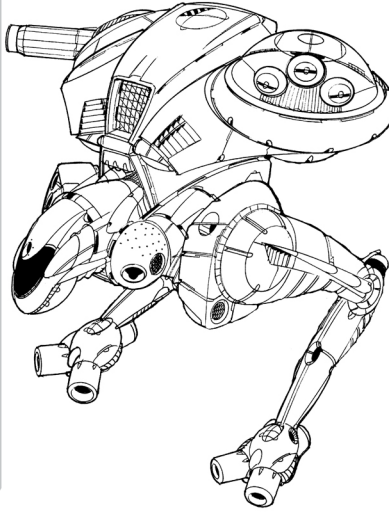
Cost: 9,825,000 C-bills

BV: 1,350

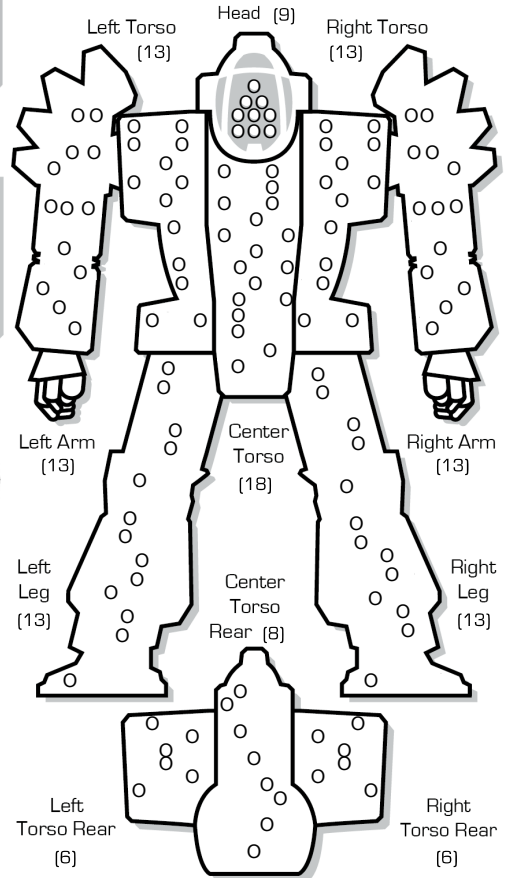
### WARRIOR DATA

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 Pulse Laser
- 1-3
- Medium Pulse Laser
  - Medium Pulse Laser
  - Ferro-Fibrous

- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6
- Roll Again
  - Roll Again
  - Roll Again

#### Left Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- SRM 6
  - SRM 6
  - Ammo [SRM] 15

- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6
- Roll Again
  - Roll Again
  - Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Head

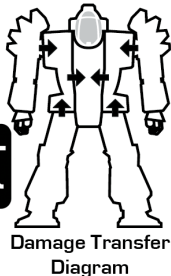
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- Gyro
  - Gyro
  - Gyro

- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
- 4-6
- XL Fusion Engine
  - Jump Jet
  - Jump Jet

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Ferro-Fibrous
- 1-3
- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous

- Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Roll Again
  - Roll Again
  - Roll Again

#### Right Torso

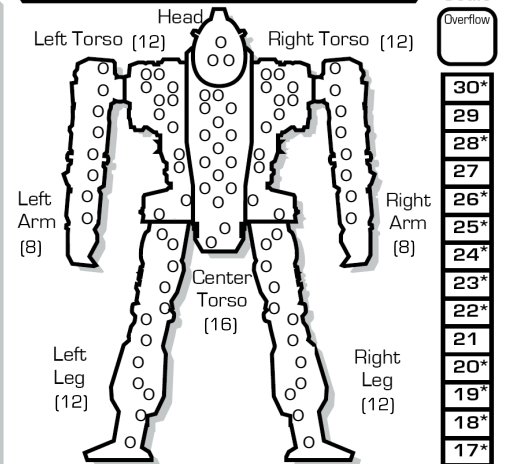
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- ER PPC
  - ER PPC
  - ER PPC

- Streak SRM 2
  - Ammo (Streak) 50
  - Ferro-Fibrous
- 4-6
- Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Raijin RJN101-C

Movement Points:  
 Walking: 6  
 Running: 9  
 Jumping: 6

Tonnage: 50  
 Tech Base: Inner Sphere  
 Era: Civil War

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C <sup>3</sup> CPU	RT	—	[E]	—	—	—	—
1	Large Pulse Laser	RT	10	9 [P]	—	3	7	10
1	Streak SRM 6	LT	4	2 [M,C]	—	3	6	9
3	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

Cost: 10,935,000 C-bills

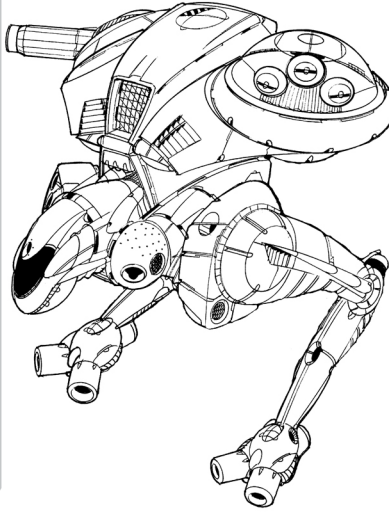
BV: 1,389

### WARRIOR DATA

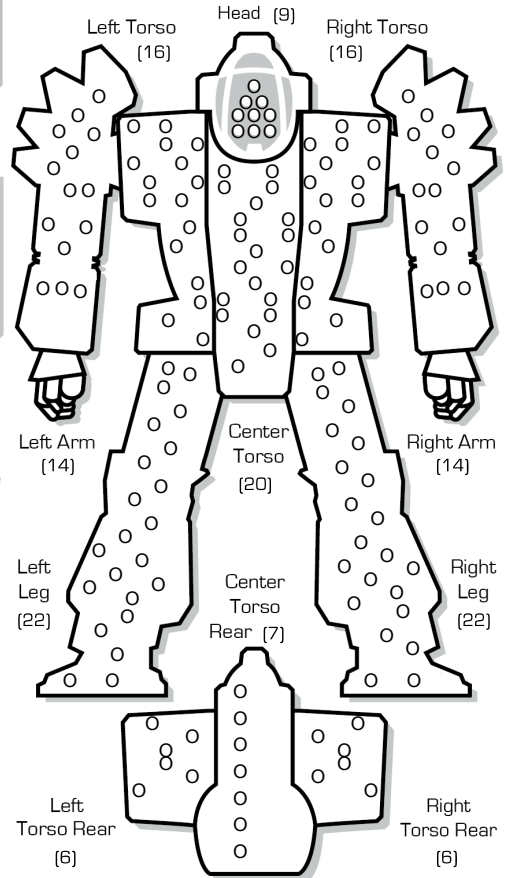
Name: \_\_\_\_\_

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
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Streak SRM 6
- Streak SRM 6
- Ammo [Streak] 15

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

#### Center Torso

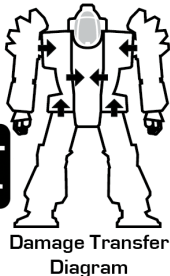
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet

4-6

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Large Pulse Laser
- Large Pulse Laser
- Improved C<sup>3</sup> CPU

1-3

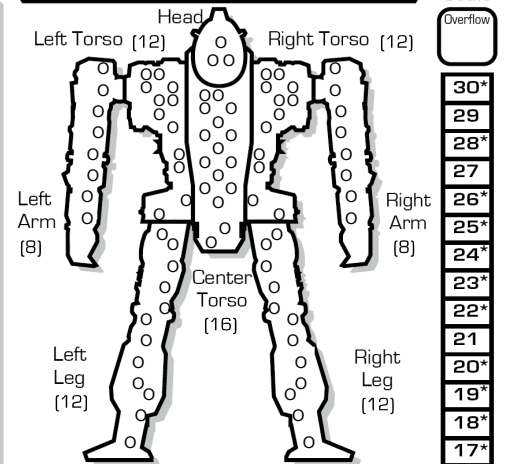
- Improved C<sup>3</sup> CPU
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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 8+	○
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: **Raijin II RJN-200-A**

**Movement Points:**      **Tonnage:** 50  
**Walking:** 6 [7]      **Tech Base:** Inner Sphere  
**Running:** 9 [11]      **Era:** Civil War  
**Jumping:** 6

### Weapons & Equipment Inventory (hexes)

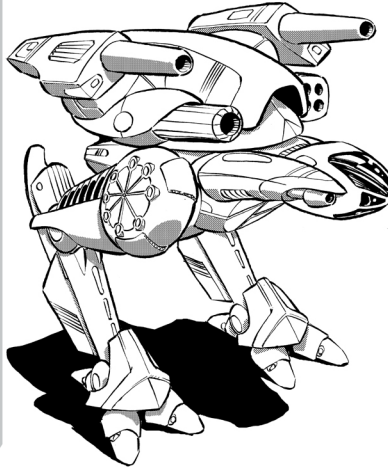
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	Improved C <sup>3</sup> CPU	CT	—	[E]	—	—	—	—
1	ER PPC	RT	15	10 [DE]	—	7	14	23
1	Streak SRM 4	LT	3	2/Msl [M,C]	—	3	6	9
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

Cost: 12,211,500 C-bills      BV: 1,763

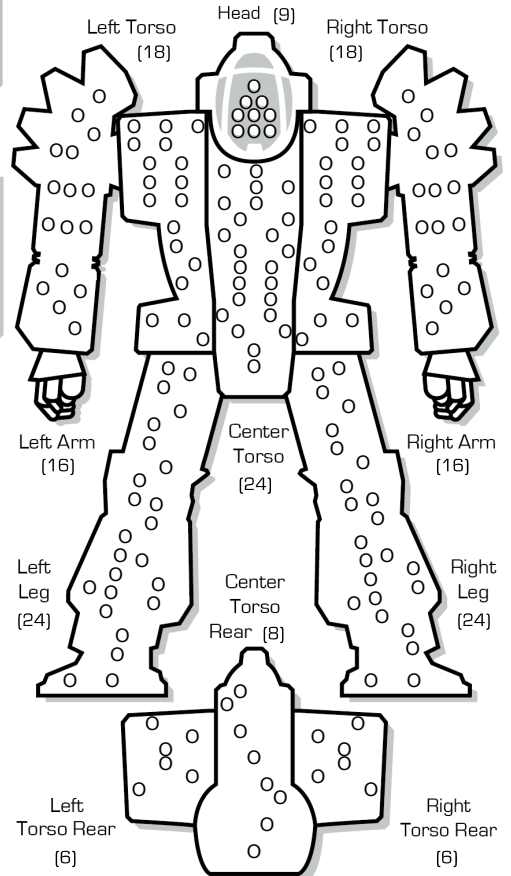
### WARRIOR DATA

Name: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Piloting Skill:** \_\_\_\_\_  
**Hits Taken**      **Consciousness#**

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Triple-Strength Myomer
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet

1-3

- Streak SRM 4
- Ammo (Streak) 25
- CASE
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple-Strength Myomer
- Triple-Strength Myomer

#### Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- 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
- Improved C<sup>3</sup> CPU
- Improved C<sup>3</sup> CPU

#### Right Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Triple-Strength Myomer
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet

1-3

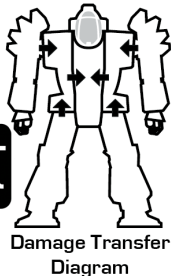
- ER PPC
- ER PPC
- ER PPC
- Endo Steel
- Endo Steel
- Endo Steel

4-6

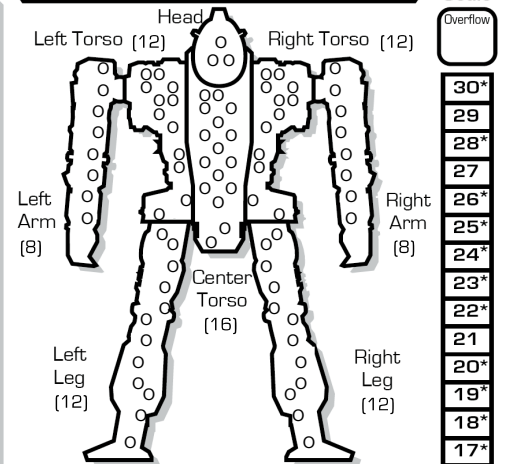
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple-Strength Myomer
- Triple-Strength Myomer

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	11 (22) Double
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: Raijin II RJN-200-B

Movement Points: **Tonnage:** 50  
 Walking: 6 **Tech Base:** Inner Sphere  
 Running: 9 **Era:** Civil War  
 Jumping: 6

### Weapons & Equipment Inventory (hexes)

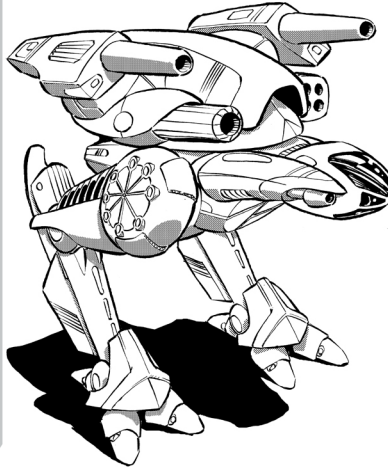
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	3 [DE]	—	2	4	5
1	Improved C <sup>3</sup> CPU	CT	—	[E]	—	—	—	—
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
1	Beagle Active Probe	LT	—	[E]	—	—	—	4
1	TAG	LT	0	0 [S]	—	5	10	15
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

Cost: 10,482,375 C-bills BV: 1,513

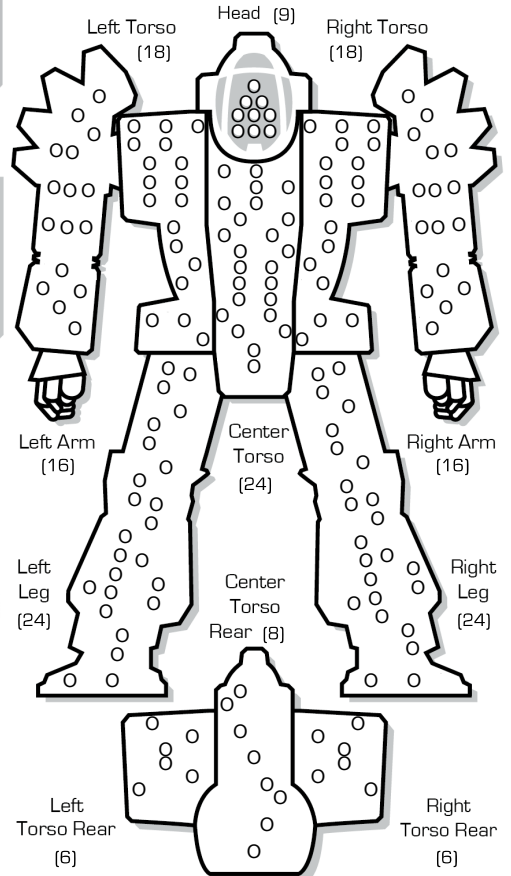
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



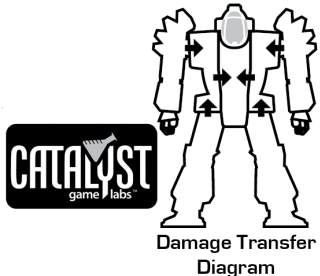
### ARMOR DIAGRAM



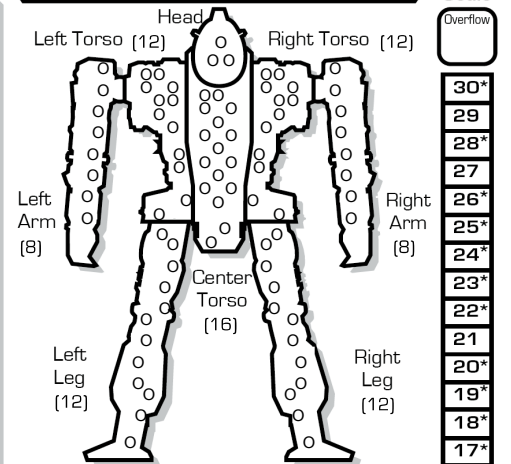
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. ER Medium Laser	4. ER Medium Laser	5. Endo Steel	6. Endo Steel
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. ER Medium Laser	4. ER Medium Laser	5. Endo Steel	6. Endo Steel
<b>Center Torso</b>	1. Endo Steel	2. Endo Steel	3. Endo Steel	4. Stealth	5. Stealth	6. Roll Again
<b>Left Torso</b>	1. Light Fusion Engine	2. Light Fusion Engine	3. Jump Jet	4. Jump Jet	5. Jump Jet	6. TAG
<b>Right Torso</b>	1. Light Fusion Engine	2. Light Fusion Engine	3. Jump Jet	4. Jump Jet	5. Jump Jet	6. Guardian ECM Suite
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Stealth	6. Stealth
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Stealth	6. Stealth

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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: Raijin II RJN-200-C

Movement Points: **Tonnage:** 50  
 Walking: 6 [7] **Tech Base:** Inner Sphere  
 Running: 9 [11] **Era:** Civil War  
 Jumping: 6

### Weapons & Equipment Inventory (hexes)

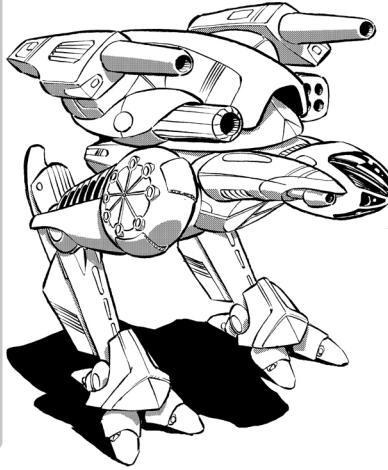
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C <sup>3</sup> CPU	CT	—	[E]	—	—	—	—
1	ER PPC	RT	15	10 [DE]	—	7	14	23
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

Cost: 11,332,500 C-bills **BV:** 1,821

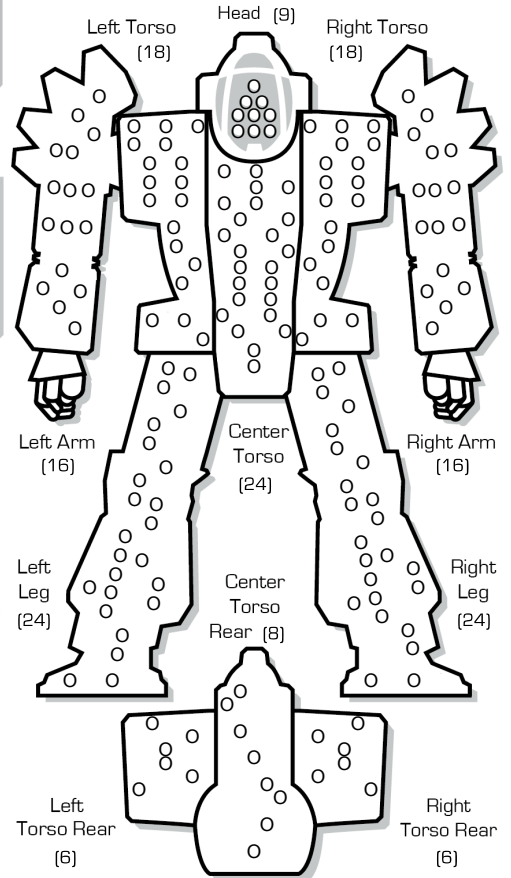
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

Part	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. ER Medium Laser	4. Endo Steel	5. Endo Steel	6. Endo Steel
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. ER Medium Laser	4. Endo Steel	5. Endo Steel	6. Endo Steel
<b>Center Torso</b>	1. Endo Steel	2. Stealth	3. Stealth	4. Triple-Strength Myomer	5. Triple-Strength Myomer	6. Triple-Strength Myomer
<b>Left Torso</b>	1. Light Fusion Engine	2. Light Fusion Engine	3. Jump Jet	4. Jump Jet	5. Jump Jet	6. Guardian ECM Suite
<b>Right Torso</b>	1. Light Fusion Engine	2. Light Fusion Engine	3. Jump Jet	4. Jump Jet	5. Jump Jet	6. ER PPC
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Stealth	6. Stealth
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Stealth	6. Stealth

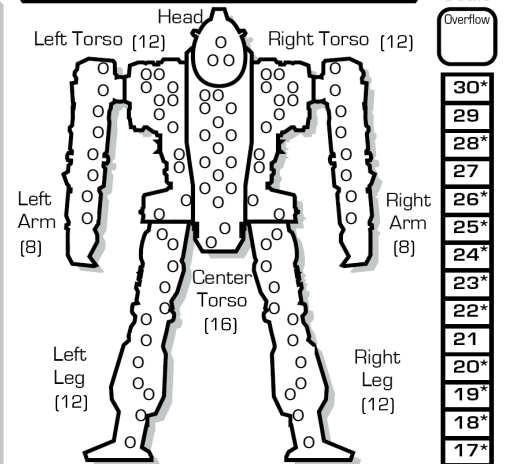
**Head**

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

**Engine Hits** ○○○○  
**Gyro Hits** ○○  
**Sensor Hits** ○○  
**Life Support** ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Grand Crusader GRN-D-01

Movement Points: **Tonnage:** 80  
 Walking: 3 **Tech Base:** Inner Sphere  
 Running: 5 **Era:** Clan Invasion  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

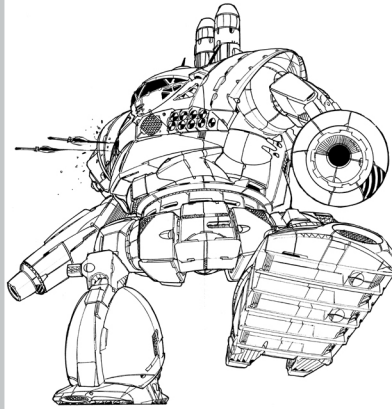
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AMS	HD	1	4	—	0	0	0
				[DB,PD]				
1	LRM 20	RT	6	1/Msl [M,C,S]	6	7	14	21
1	Artemis IV FCS	RT	—	[E]	—	—	—	—
1	LRM 20	LT	6	1/Msl [M,C,S]	6	7	14	21
1	Artemis IV FCS	LT	—	[E]	—	—	—	—
1	Large Pulse Laser	RA	10	9 [P]	—	3	7	10
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	Large Pulse Laser	LA	10	9 [P]	—	3	7	10
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

Cost: 14,895,000 C-bills BV: 1,758

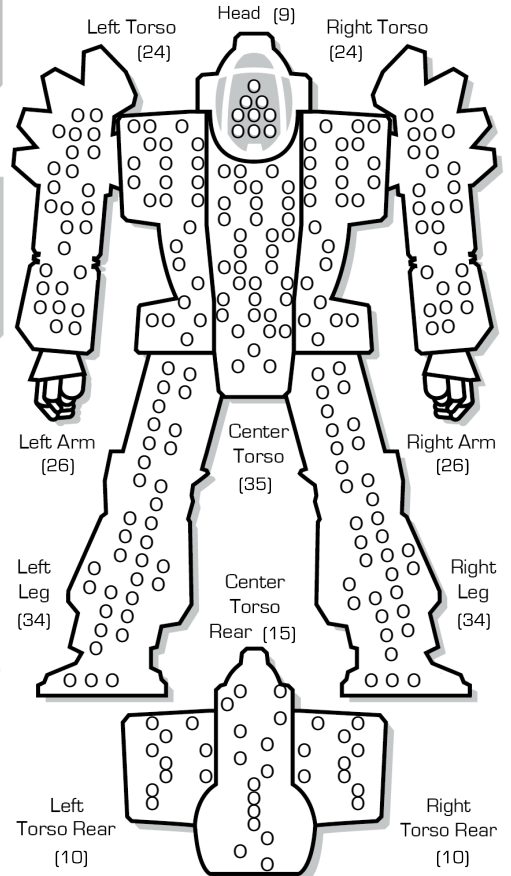
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Large Pulse Laser
- 1-3**
- Large Pulse Laser
  - Medium Pulse Laser
- 4-6**
- Endo Steel
  - Endo Steel
  - Endo Steel
- Left Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - LRM 20
  - LRM 20
  - LRM 20
- 1-3**
- LRM 20
  - LRM 20
- 4-6**
- Artemis IV FCS
  - Ammo (LRM Artemis) 6
  - Ammo (LRM Artemis) 6
  - Ammo (LRM Artemis) 6

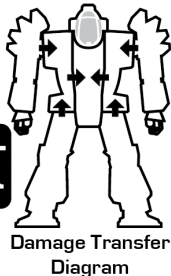
### Head

- Life Support
- Sensors
- Cockpit
- AMS
- Sensors
- Life Support

### Center Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
- 4-6**
- XL Fusion Engine
  - Ammo (AMS) 12
  - Ammo (AMS) 12

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Large Pulse Laser
  - Large Pulse Laser
  - Medium Pulse Laser
  - Endo Steel
- 1-3**
- Endo Steel
  - Endo Steel
  - Endo Steel
- 4-6**
- Endo Steel
  - Endo Steel
  - Roll Again

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

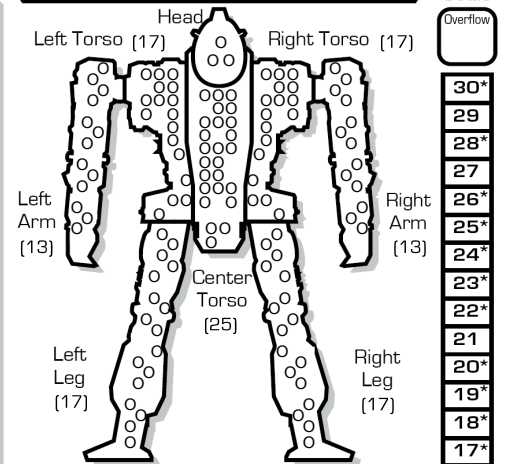
### Right Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - LRM 20
  - LRM 20
  - LRM 20
- 1-3**
- LRM 20
  - LRM 20
- 4-6**
- Artemis IV FCS
  - Ammo (LRM Artemis) 6
  - Ammo (LRM Artemis) 6
  - Ammo (LRM Artemis) 6

### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Grand Crusader GRN-D-02

Movement Points: **Tonnage:** 80  
 Walking: 3 **Tech Base:** Inner Sphere  
 Running: 5 **Era:** Clan Invasion  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

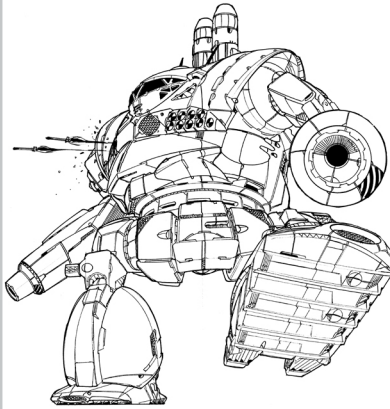
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	RT	6	1/Msl [M,C,S]	6	7	14	21
1	Artemis IV FCS	RT	—	[E]	—	—	—	—
1	LRM 20	LT	6	1/Msl [M,C,S]	6	7	14	21
1	Artemis IV FCS	LT	—	[E]	—	—	—	—
1	Large Pulse Laser	RA	10	9 [P]	—	3	7	10
1	LRM 5	RA	2	1/Msl [M,C,S]	6	7	14	21
1	Artemis IV FCS	RA	—	[E]	—	—	—	—
1	Large Pulse Laser	LA	10	9 [P]	—	3	7	10
1	LRM 5	LA	2	1/Msl [M,C,S]	6	7	14	21
1	Artemis IV FCS	LA	—	[E]	—	—	—	—

Cost: 14,958,000 C-bills BV: 1,702

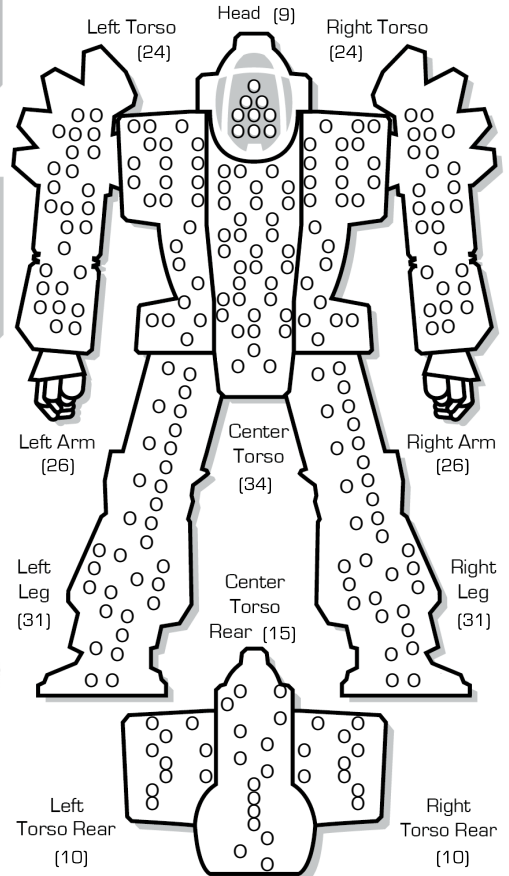
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



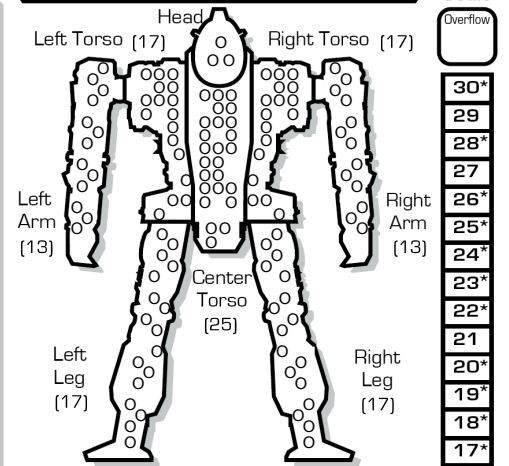
### CRITICAL HIT TABLE

Part	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Large Pulse Laser
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Large Pulse Laser	4. Large Pulse Laser	5. LRM 5	6. Artemis IV FCS
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. LRM 20	5. LRM 20	6. LRM 20
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. LRM 20	5. LRM 20	6. LRM 20
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Grand Crusader II GRN-D-03

Movement Points: **Tonnage:** 80  
 Walking: 4 [5] **Tech Base:** Inner Sphere  
 Running: 6 [8] **Era:** Civil War  
 Jumping: 4

### Weapons & Equipment Inventory (hexes)

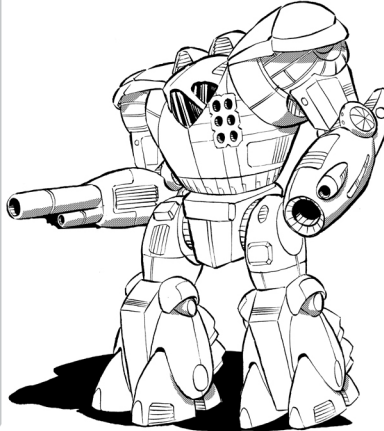
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C <sup>3</sup> CPU	CT	—	[E]	—	—	—	—
1	LRM 15	RT	5	1/Msl [M,C,S]	6	7	14	21
1	Artemis IV FCS	RT	—	[E]	—	—	—	—
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
2	ER Large Laser	RA	12	8 [DE]	—	7	14	19
3	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

Cost: 18,964,799 C-bills BV: 2,276

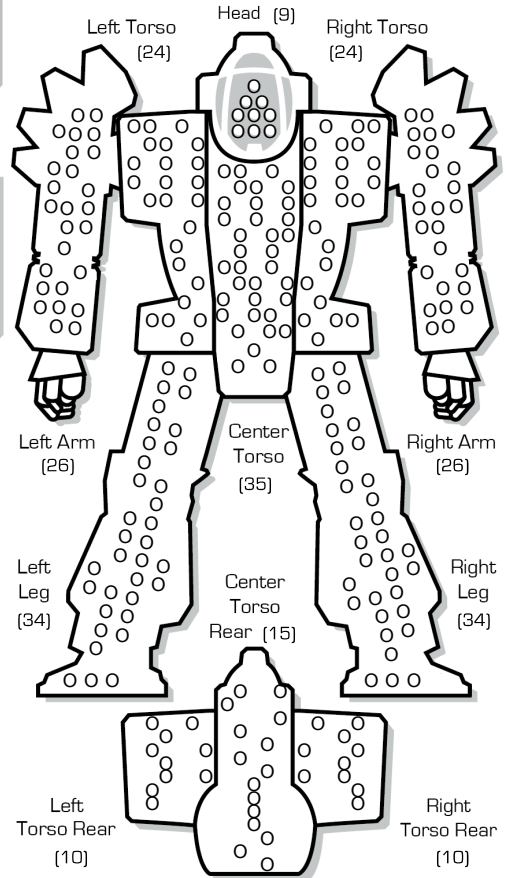
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



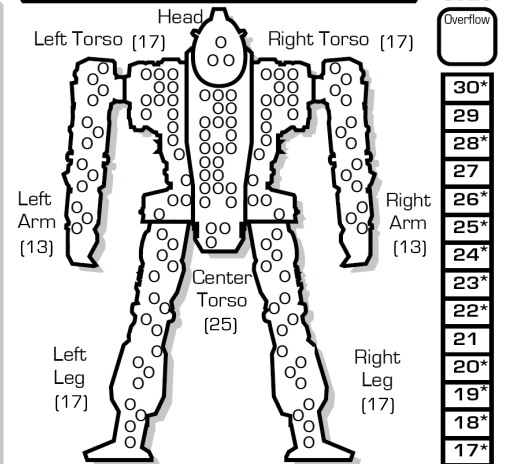
### CRITICAL HIT TABLE

Part	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. ER Medium Laser	5. ER Medium Laser	6. ER Medium Laser
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. ER Large Laser	5. ER Large Laser	6. ER Large Laser
<b>Center Torso</b>	1. Endo Steel	2. Endo Steel	3. Endo Steel	4. Endo Steel	5. Triple-Strength Myomer	6. Roll Again
<b>Left Torso</b>	1. Light Fusion Engine	2. Light Fusion Engine	3. Streak SRM 6	4. Streak SRM 6	5. Ammo (Streak) 15	6. CASE
<b>Right Torso</b>	1. Light Fusion Engine	2. Light Fusion Engine	3. LRM 15	4. LRM 15	5. LRM 15	6. Artemis IV FCS
<b>Left Leg</b>	1. Endo Steel	2. Endo Steel	3. Endo Steel	4. Endo Steel	5. Triple-Strength Myomer	6. Triple-Strength Myomer
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet

**Engine Hits** ○○○○  
**Gyro Hits** ○○  
**Sensor Hits** ○○  
**Life Support** ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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 8+	○ ○
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: Grand Crusader II GRN-D-04

Movement Points: Tonnage: 80  
 Walking: 4 [5] Tech Base: Inner Sphere  
 Running: 6 [8] Era: Civil War  
 Jumping: 4

### Weapons & Equipment Inventory (hexes)

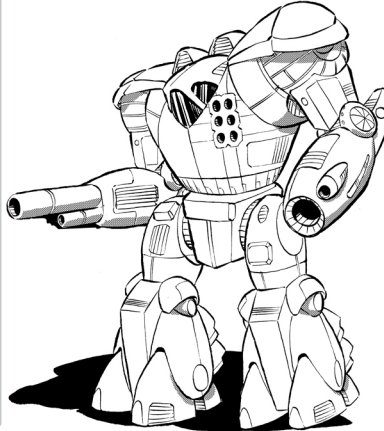
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C <sup>3</sup> CPU	CT	—	[E]	—	—	—	—
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Light Gauss Rifle	LA	1	8 [DB,X]	—	3	8	17

Cost: 18,630,000 C-bills BV: 2,292

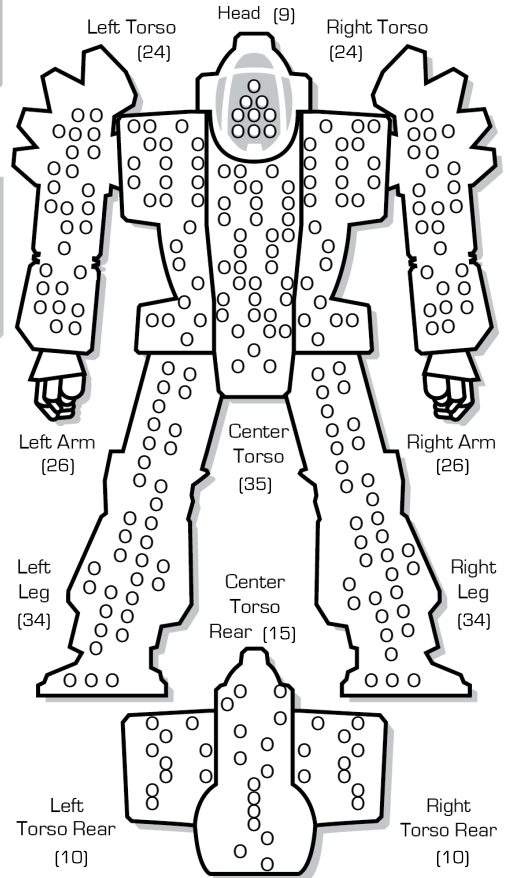
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM

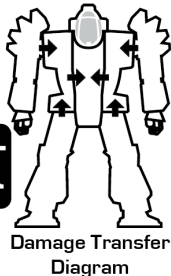


### CRITICAL HIT TABLE

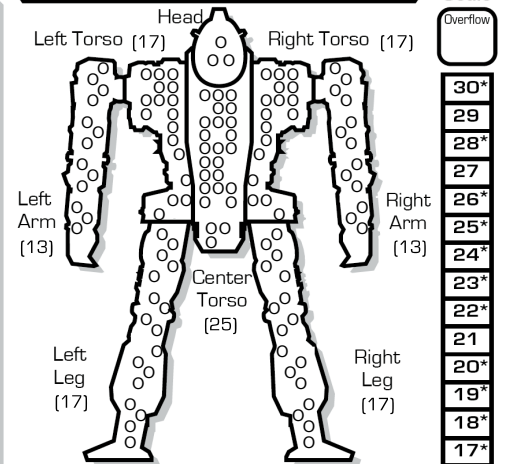
- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - 1-3 Light Gauss Rifle
  - Light Gauss Rifle
  - Light Gauss Rifle
- Center Torso**
- Light Gauss Rifle
  - Light Gauss Rifle
  - ER Medium Laser
  - 4-6 Endo Steel
  - Endo Steel
  - Triple-Strength Myomer
- Left Torso**
- Light Fusion Engine
  - Light Fusion Engine
  - Streak SRM 6
  - 1-3 Streak SRM 6
  - Ammo (Streak) 15
  - Ammo (Light Gauss) 16
- Right Torso**
- Light Fusion Engine
  - Light Fusion Engine
  - Endo Steel
  - 1-3 Endo Steel
  - Endo Steel
  - Endo Steel
- Left Leg**
- Ammo (Light Gauss) 16
  - CASE
  - Endo Steel
  - 4-6 Triple-Strength Myomer
  - Triple-Strength Myomer
  - Roll Again

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Roll Again
  - Sensors
  - Life Support
- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - 1-3 ER PPC
  - ER PPC
  - ER PPC
- Center Torso**
- Light Fusion Engine
  - Light Fusion Engine
  - Light Fusion Engine
  - 1-3 Gyro
  - Gyro
  - Gyro
- Right Torso**
- ER Medium Laser
  - Endo Steel
  - Endo Steel
  - 4-6 Endo Steel
  - Endo Steel
  - Triple-Strength Myomer
- Left Torso**
- Gyro
  - Light Fusion Engine
  - Light Fusion Engine
  - 4-6 Light Fusion Engine
  - Improved C<sup>3</sup> CPU
  - Improved C<sup>3</sup> CPU
- Right Torso**
- Light Fusion Engine
  - Light Fusion Engine
  - Endo Steel
  - 1-3 Endo Steel
  - Endo Steel
  - Endo Steel
- Left Leg**
- Endo Steel
  - Endo Steel
  - Endo Steel
  - 4-6 Triple-Strength Myomer
  - Triple-Strength Myomer
  - Roll Again

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
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 8+	○ ○
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	





## **CLAN 'PHOENIX' BATTLEMECHS**

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Baboon

Movement Points:

Walking: 7  
Running: 11  
Jumping: 0

Tonnage: 20

Tech Base: Clan  
Era: Succession Wars

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	LRM 5	RT	2	1/Mel [M,C,S]	—	7	14	21

Cost: 1,718,240 C-bills

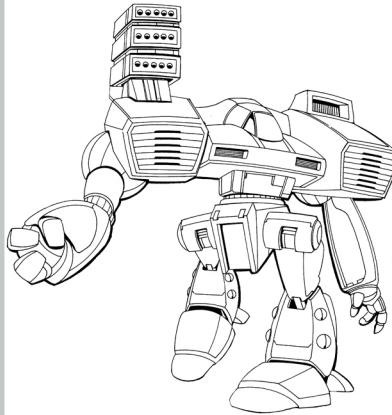
BV: 645

### WARRIOR DATA

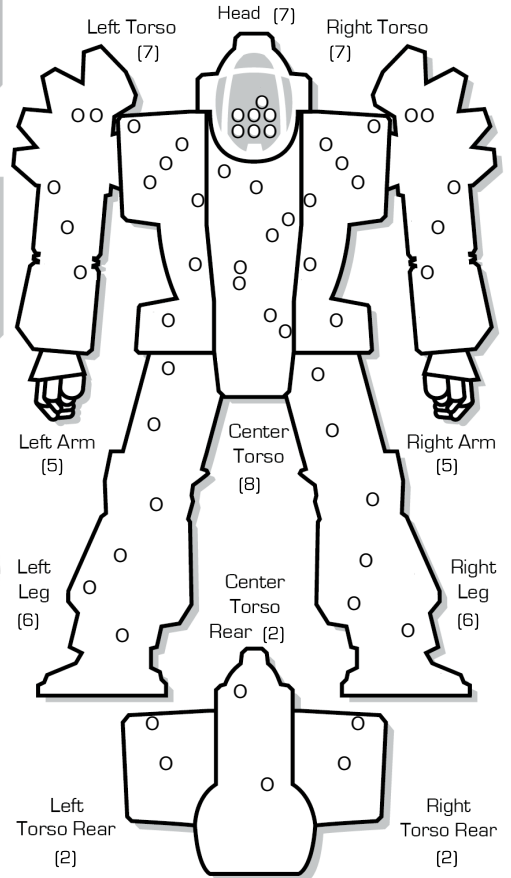
Name: \_\_\_\_\_

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
  - Double Heat Sink
  - Double Heat Sink

- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 4-6
- Double Heat Sink
  - Roll Again
  - Roll Again

#### Left Torso

- Endo Steel
  - Endo Steel
  - Endo Steel
- 1-3
- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous

- 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
- Double Heat Sink
- Double Heat Sink

#### Head

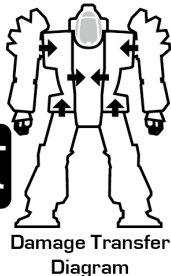
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
  - Fusion Engine
  - Fusion Engine
- 1-3
- Gyro
  - Gyro
  - Gyro

- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Endo Steel
  - Ferro-Fibrous
- 4-6

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - Roll Again
  - Roll Again

- Roll Again
  - Roll Again
  - Roll Again
- 4-6
- Roll Again
  - Roll Again
  - Roll Again

#### Right Torso (CASE)

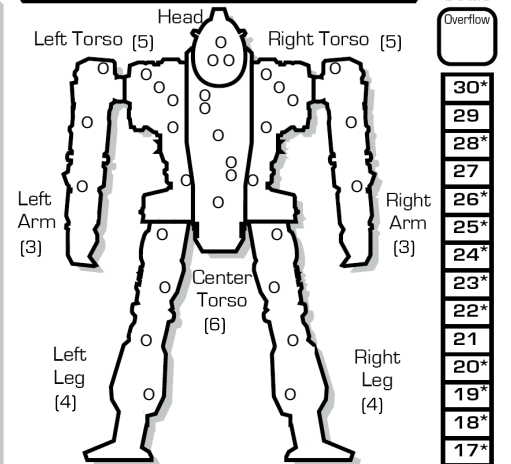
- LRM 5
  - LRM 5
  - LRM 5
- 1-3
- Ammo (LRM) 24
  - Ammo (LRM) 24
  - Ammo (LRM) 24

- Endo Steel
  - Endo Steel
  - Endo Steel
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Baboon 2

Movement Points:

Walking: 6

Running: 9 [12]

Jumping: 0

Tonnage: 20

Tech Base: Clan

Era: Civil War

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

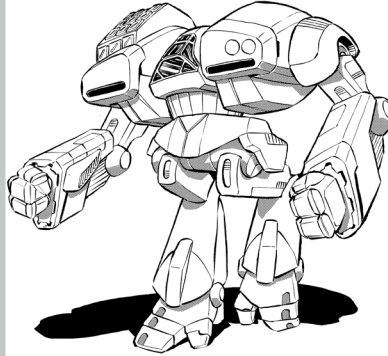
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

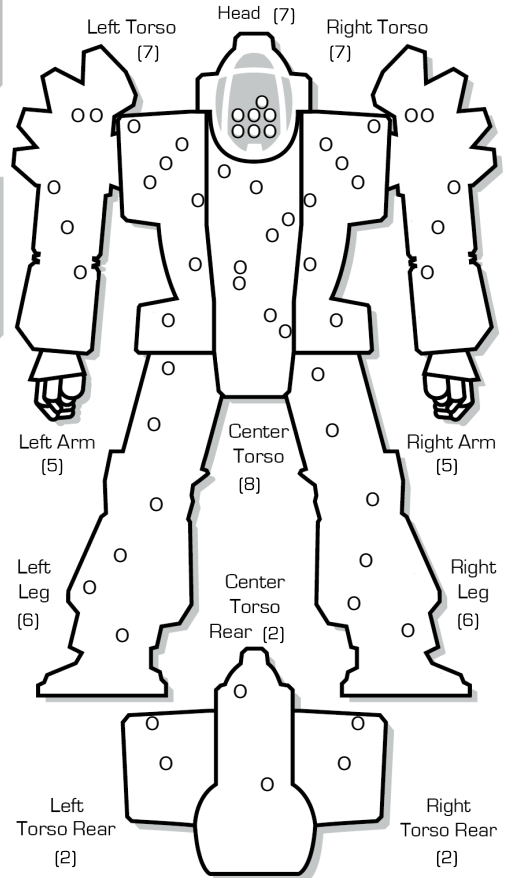
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	ATM 3	RT	2	[M,S,C]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	3	18	27
	High-Explosive			3/Msl	—	3	6	9

Cost: 2,538,240 C-bills

BV: 757



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - Double Heat Sink
  - Double Heat Sink

- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 4-6
- Double Heat Sink
  - Ferro-Fibrous
  - Roll Again

#### Left Torso

- XL Fusion Engine
  - XL Fusion Engine
- 1-3
- Double Heat Sink
  - Double Heat Sink
  - Endo Steel
  - Endo Steel

- Endo Steel
  - Endo Steel
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6

#### Left Leg

- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
- 4-6
- Double Heat Sink
  - Double Heat Sink

#### Head

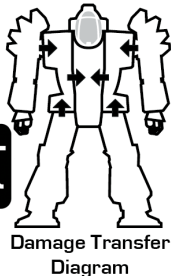
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- Gyro
  - Gyro
  - Gyro

- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - MASC
  - Endo Steel
- 4-6

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - Endo Steel
  - Endo Steel

- Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Right Torso (CASE)

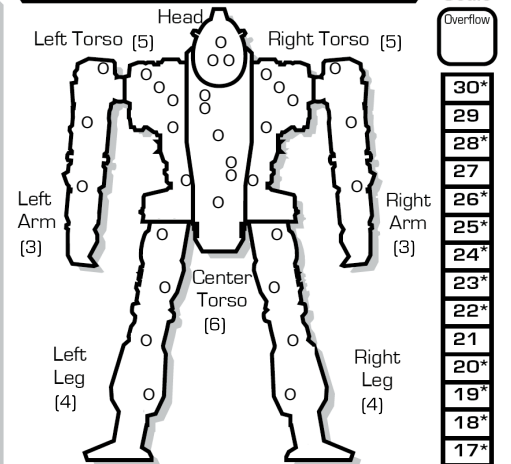
- XL Fusion Engine
  - XL Fusion Engine
- 1-3
- ATM 3
  - ATM 3
  - ATM 3

- ATM 3
  - ATM 3
  - ATM 3
  - ATM 3
  - Ammo (ATM) 20
  - Ammo (ATM) 20
- 4-6

#### Right Leg

- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
- 4-6
- Double Heat Sink
  - Double Heat Sink

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Baboon 3 "Devil"

Movement Points:

Walking: 6  
Running: 9 [12]  
Jumping: 0

Tonnage: 20

Tech Base: Clan  
Era: Civil War

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RT	15	15 [DE]	—	7	14	23
1	Targeting Computer	RT	—	[E]	—	—	—	—

Cost: 2,622,240 C-bills

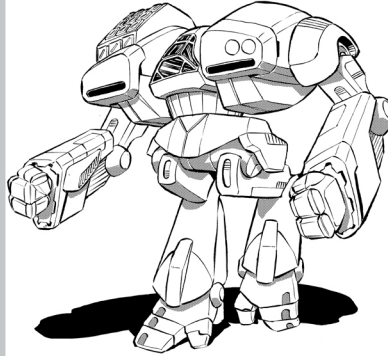
BV: 1,277

### WARRIOR DATA

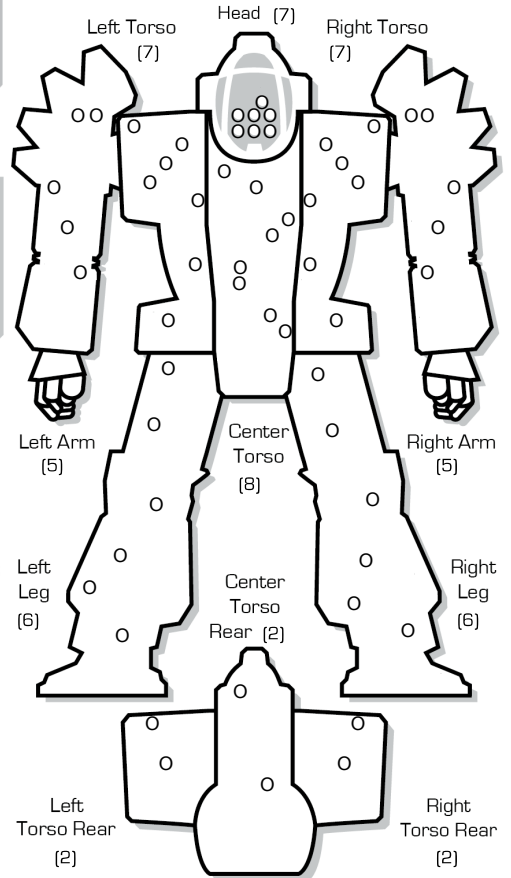
Name: \_\_\_\_\_

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
  - Double Heat Sink
  - Double Heat Sink

1-3

4-6

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ferro-Fibrous
- Roll Again

#### Left Torso

- XL Fusion Engine
  - XL Fusion Engine
  - Double Heat Sink
  - Double Heat Sink
  - Endo Steel
  - Endo Steel
- 1-3

1-3

4-6

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

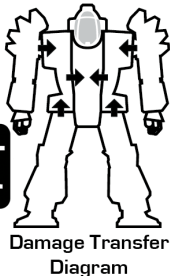
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3

1-3

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- MASC
- Endo Steel

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Endo Steel
  - Endo Steel
- 1-3

1-3

4-6

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

- XL Fusion Engine
  - XL Fusion Engine
  - ER PPC
  - ER PPC
  - Targeting Computer
  - Targeting Computer
- 1-3

1-3

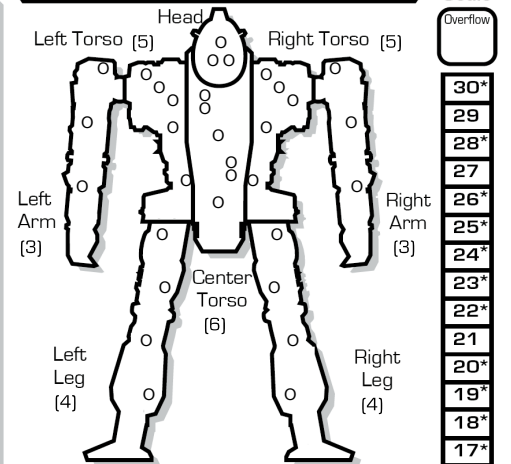
4-6

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Vixen

Movement Points:

Walking: 9  
Running: 14  
Jumping: 0

Tonnage: 30

Tech Base: Clan  
Era: Succession Wars

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
2	Machine Gun	RT	0	2 [DB,AI]	—	1	2	3
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
2	Machine Gun	LT	0	2 [DB,AI]	—	1	2	3
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20

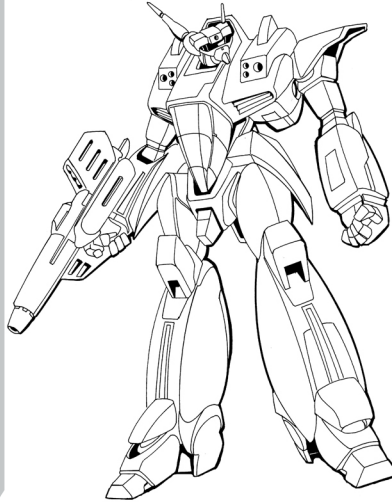
Cost: 5,314,140 C-bills

BV: 1,596

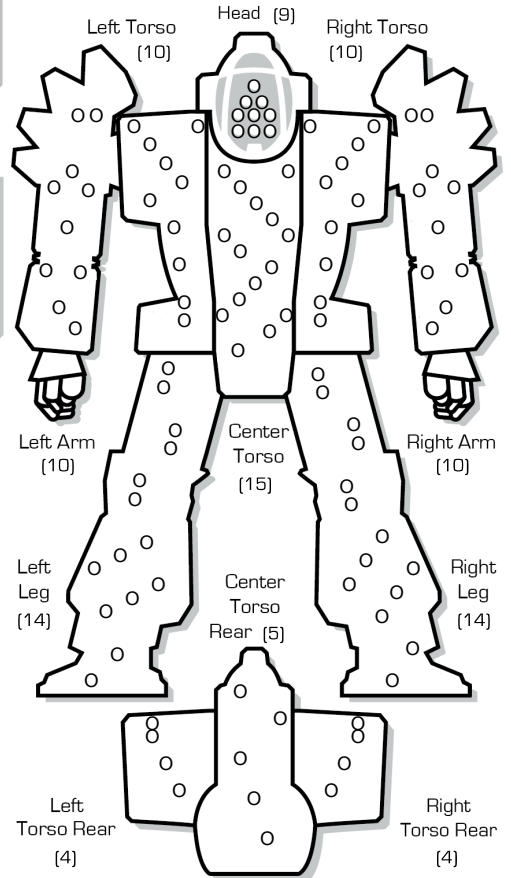
### WARRIOR DATA

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
- Roll Again
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Large Pulse Laser
- Large Pulse Laser

#### Center Torso (CASE)

- Roll Again
- Roll Again
- Roll Again
- 1-3 Gyro
- Gyro
- Gyro

#### Right Torso

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Torso

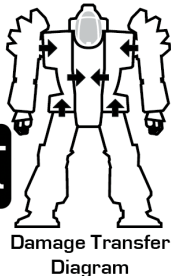
- XL Fusion Engine
- XL Fusion Engine
- 1-3 ER Medium Laser
- Machine Gun
- Machine Gun
- Endo Steel

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- Ammo (Machine Gun) 100
- Endo Steel

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 ER Medium Laser
- Machine Gun
- Machine Gun
- Endo Steel

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



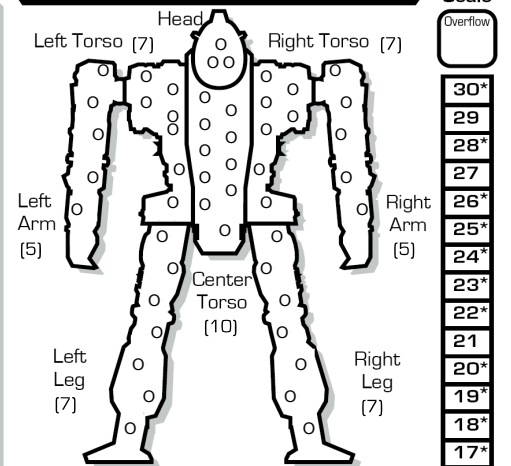
#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Endo Steel
- Ferro-Fibrous

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Endo Steel
- Ferro-Fibrous

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: **Vixen 2**

Movement Points:  
 Walking: 9  
 Running: 14  
 Jumping: 0

Tonnage: 30  
 Tech Base: Clan  
 Era: Succession Wars

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
2	Machine Gun	RT	0	2 [DB,AI]	—	1	2	3
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
2	Machine Gun	LT	0	2 [DB,AI]	—	1	2	3
1	ER PPC	RA	15	15 [DE]	—	7	14	23

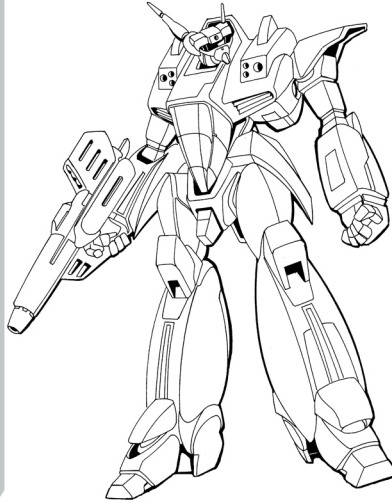
Cost: 5,476,640 C-bills

BV: 1,913

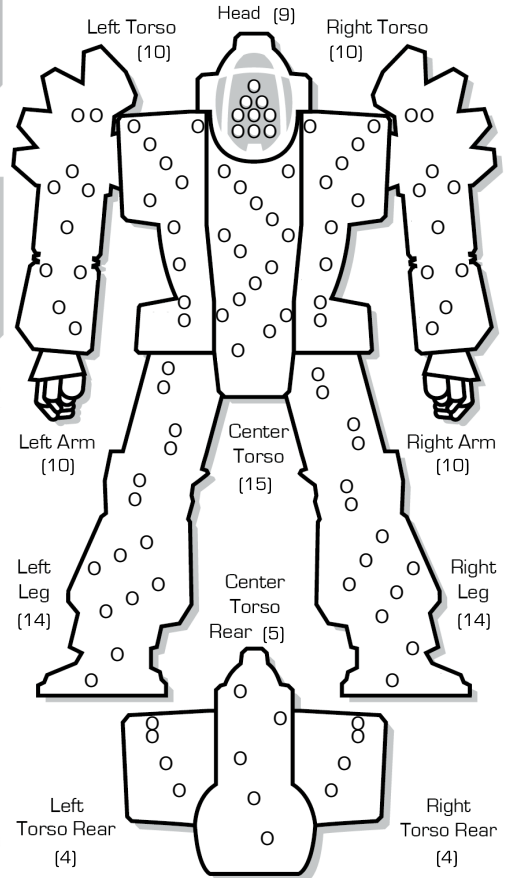
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
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
- Roll Again
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- ER PPC
- ER PPC

#### Center Torso (CASE)

- Roll Again
- Roll Again
- Roll Again
- 1-3 Gyro
- Gyro
- Gyro

#### Right Torso

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

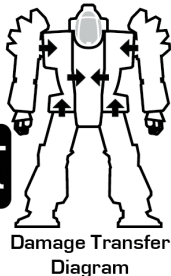
#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 ER Medium Laser
- Machine Gun
- Machine Gun
- Endo Steel

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 ER Medium Laser
- Machine Gun
- Machine Gun
- Endo Steel

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



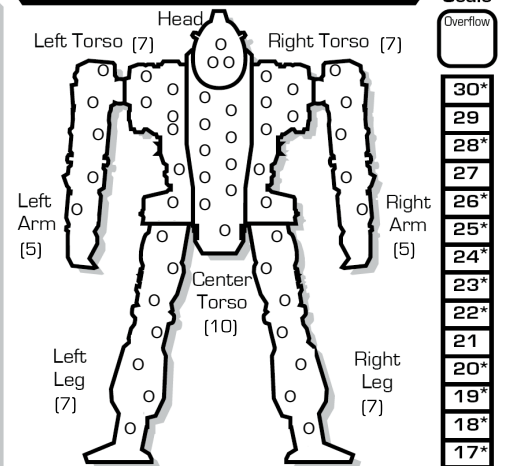
#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4-6 Foot Actuator
- Endo Steel
- Ferro-Fibrous

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4-6 Foot Actuator
- Endo Steel
- Ferro-Fibrous

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: **Vixen 3**

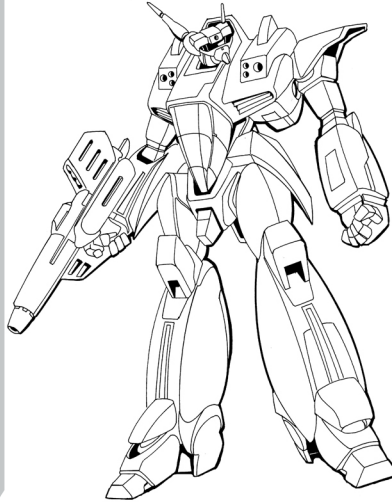
Movement Points:  
 Walking: 9  
 Running: 14  
 Jumping: 0

Tonnage: 30  
 Tech Base: **Clan**  
 Era: Succession Wars

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



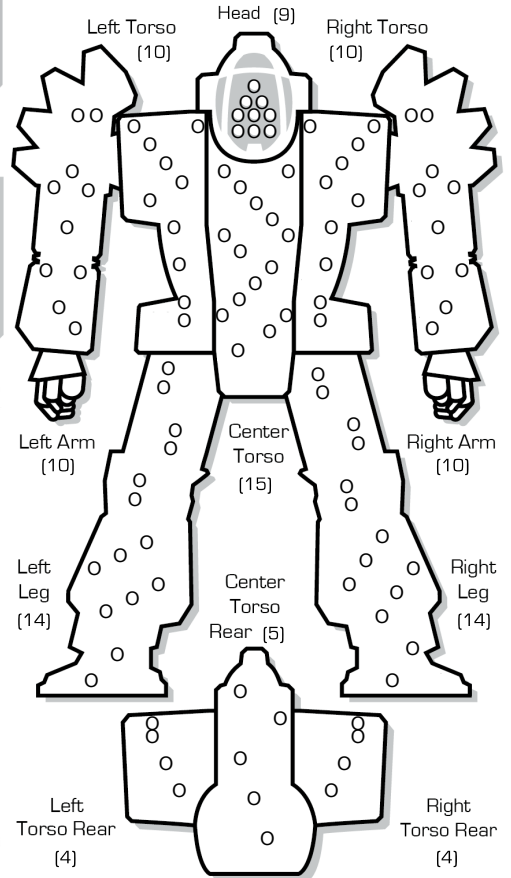
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Machine Gun	RT	0	2 [DB,AI]	—	1	2	3
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
2	Machine Gun	LT	0	2 [DB,AI]	—	1	2	3
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	Streak SRM 6	RA	4	2/Mel [M,C]	—	4	8	12

Cost: 5,255,640 C-bills

BV: 1,324

### 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
- Roll Again
- Sensors
- Life Support

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Streak SRM 6
- Streak SRM 6

#### Center Torso (CASE)

- Roll Again
  - Roll Again
  - Roll Again
  - 1-3 Roll Again
  - Roll Again
  - Roll Again
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - 1-3 Gyro
  - Gyro
  - Gyro

#### Right Torso

- 1-3 Ammo (Streak) 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

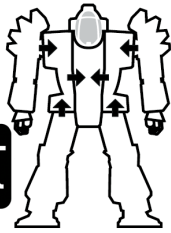
#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 Medium Pulse Laser
- Machine Gun
- Machine Gun
- Endo Steel

#### Right Torso

- 1-3 XL Fusion Engine
- XL Fusion Engine
- Medium Pulse Laser
- Machine Gun
- Machine Gun
- Endo Steel

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



Damage Transfer Diagram

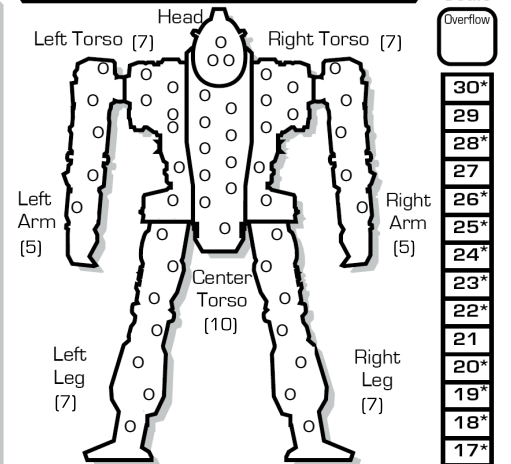
#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Endo Steel
- Ferro-Fibrous

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Endo Steel
- Ferro-Fibrous

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: **Vixen 4**

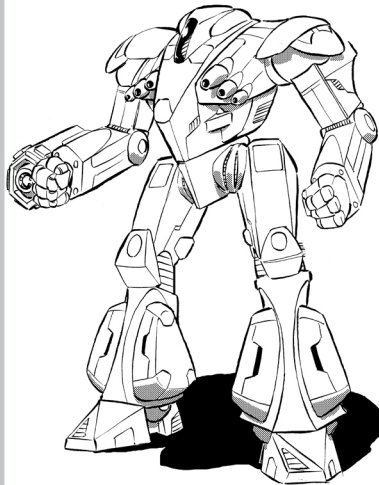
Movement Points:  
 Walking: 9  
 Running: 14  
 Jumping: 0

Tonnage: 30  
 Tech Base: Clan  
 Era: Civil War

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



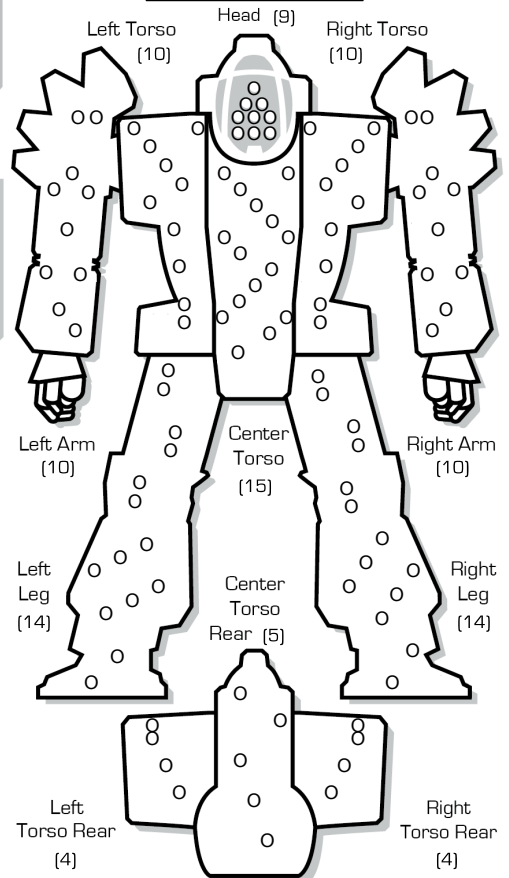
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Micro Laser	RT	1	2 [DE]	—	1	2	4
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	Micro Pulse Laser	RT	1	3 [P]	—	1	2	3
1	ER Micro Laser	LT	1	2 [DE]	—	1	2	4
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	Micro Pulse Laser	LT	1	3 [P]	—	1	2	3
1	Heavy Large Laser	RA	18	16 [DE]	—	5	10	15

Cost: 5,327,140 C-bills

BV: 1,581

### 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
- Roll Again
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Heavy Large Laser
- Heavy Large Laser

#### Center Torso

- Roll Again
- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again

- 1-3 Heavy Large Laser
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 Medium Pulse Laser
- Micro Pulse Laser
- ER Micro Laser
- Endo Steel

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- Endo Steel
- Roll Again

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 Medium Pulse Laser
- Micro Pulse Laser
- ER Micro Laser
- Endo Steel

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

- Endo Steel
- Ferro-Fibrous
- 3-4 Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

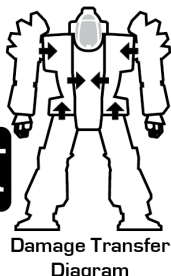
- Endo Steel
- Ferro-Fibrous
- 3-4 Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

#### Left Leg

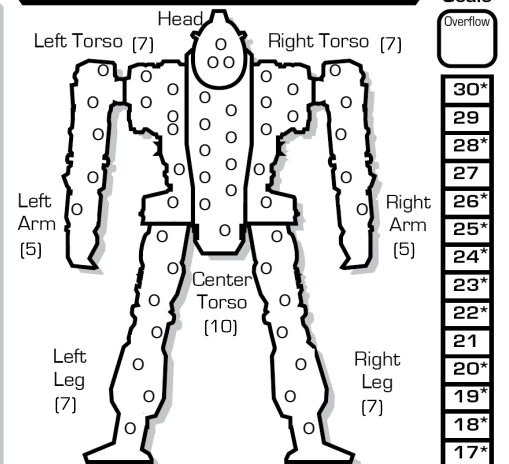
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Endo Steel
- Ferro-Fibrous

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Endo Steel
- Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: **Vixen 5**

Movement Points:  
 Walking: 9  
 Running: 14  
 Jumping: 0

Tonnage: 30  
 Tech Base: Clan  
 Era: Civil War

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead

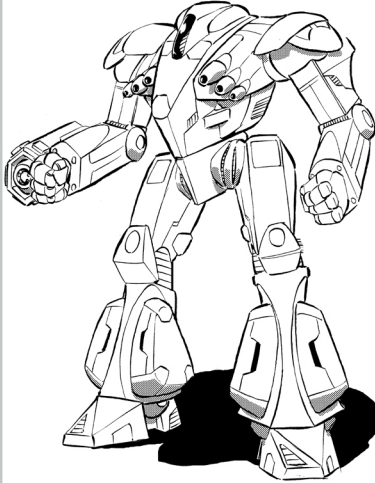
### Weapons & Equipment Inventory

(hexes)

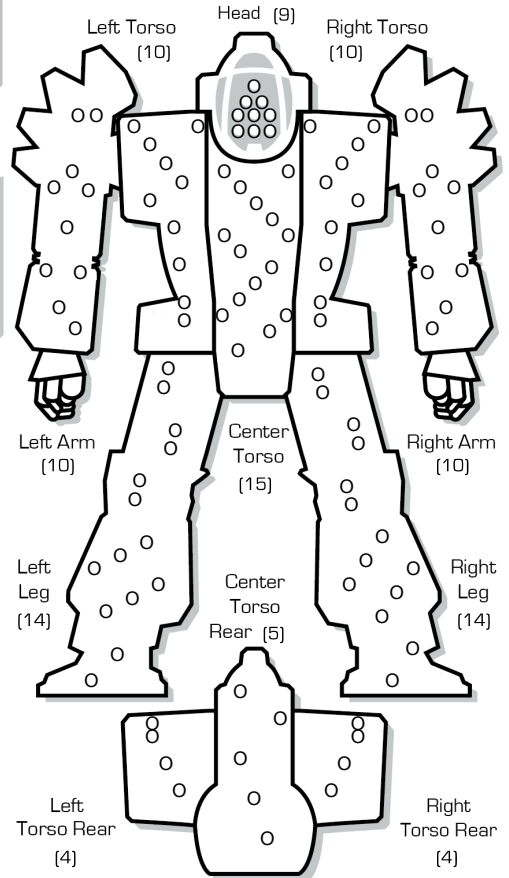
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
2	Light Machine Gun	RT	0	1 [DB,AI]	—	2	4	6
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
2	Light Machine Gun	LT	0	1 [DB,AI]	—	2	4	6
1	ATM 6 Standard Extended-Range High-Explosive	RA	4	1 [M.S.C] 2/Msl 1/Msl 3/Msl	—	4	5	10 15 18 27 9

Cost: 5,314,140 C-bills

BV: 1,364



### 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
- Roll Again
- Sensors
- Life Support

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- ATM 6
- ATM 6

#### Center Torso (CASE)

- Roll Again
- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again

- 1-3 ATM 6
- 4-6 Ammo (ATM) 10
- 4-6 Ammo (ATM) 10
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 ER Medium Laser
- Light Machine Gun
- Light Machine Gun
- Endo Steel

- Gyro
- 1-3 XL Fusion Engine
- 4-6 XL Fusion Engine
- XL Fusion Engine
5. Ammo (Light Machine Gun) 200
- Endo Steel

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 ER Medium Laser
- Light Machine Gun
- Light Machine Gun
- Endo Steel

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

- Endo Steel
- Ferro-Fibrous
- 1-3 Ferro-Fibrous
- 4-6 Ferro-Fibrous
- Roll Again
- Roll Again

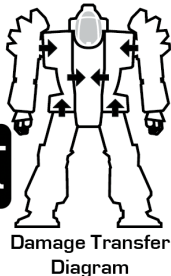
- Endo Steel
- Ferro-Fibrous
- 1-3 Ferro-Fibrous
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

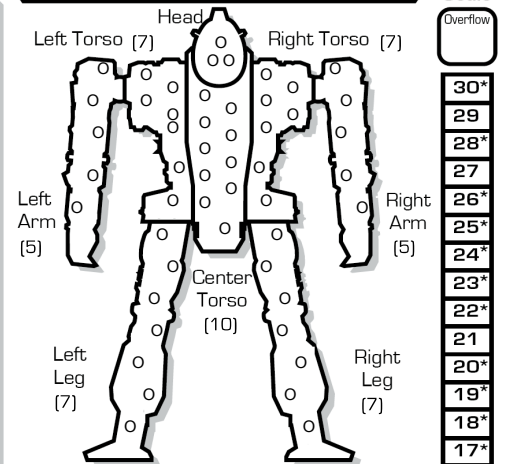
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Endo Steel
- 6 Ferro-Fibrous

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Endo Steel
- 6 Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Jenner IIC

Movement Points:  
 Walking: 9  
 Running: 14  
 Jumping: 7

Tonnage: 35  
 Tech Base: Clan  
 Era: Succession Wars

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 4	CT	3	2/Msl [M,C]	—	4	8	12
1	SRM 6	RA	4	2/Msl [M,C]	—	3	6	9
1	SRM 6	LA	4	2/Msl [M,C]	—	3	6	9

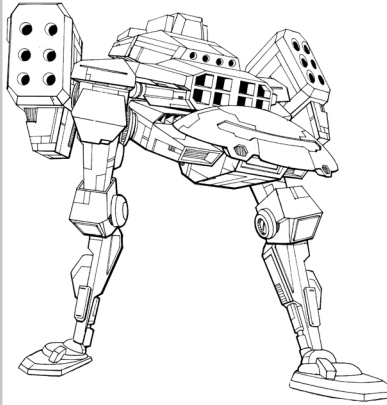
Cost: 7,344,675 C-bills

BV: 1,047

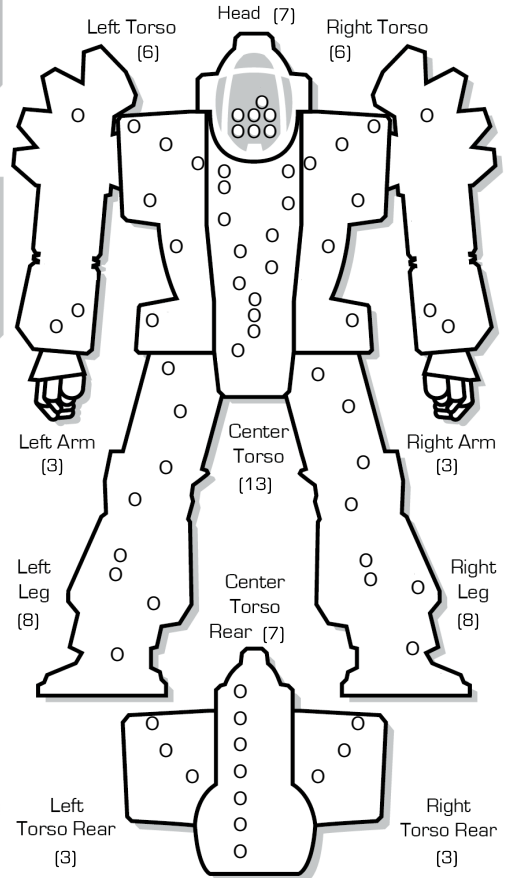
### WARRIOR DATA

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
- SRM 6
- 1-3 Ferro-Fibrous
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- 1-3 Ammo (SRM) 15
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Jump Jet
- Jump Jet

#### Head

- Life Support
- Sensors
- Cockpit
- 4 Ferro-Fibrous
- Sensors
- Life Support

1-3

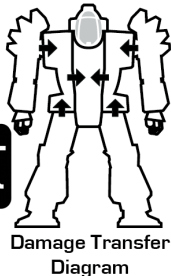
#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- Jump Jet
- Streak SRM 4

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- SRM 6
- 1-3 Ferro-Fibrous
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- 1-3 Ammo (Streak) 25
- Ammo (SRM) 15
- Endo Steel

1-3

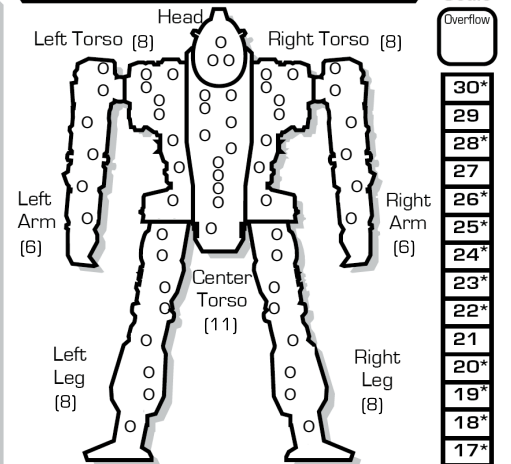
- Endo Steel
- Endo Steel
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Jump Jet
- Jump Jet

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Jenner IIC 2

Movement Points:  
 Walking: 9  
 Running: 14  
 Jumping: 9

Tonnage: 35  
 Tech Base: Clan  
 Era: Succession Wars

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	CT	2	1/Mei [M,C,S]	—	7	14	21
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	Small Pulse Laser	LA	2	3 [P]	—	2	4	6

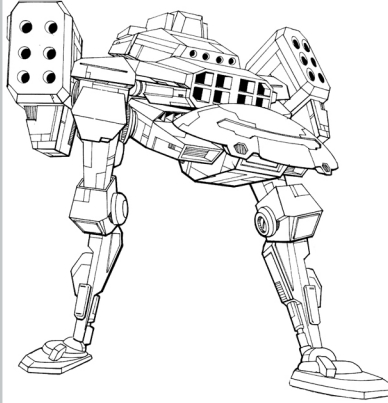
Cost: 7,574,175 C-bills

BV: 1,406

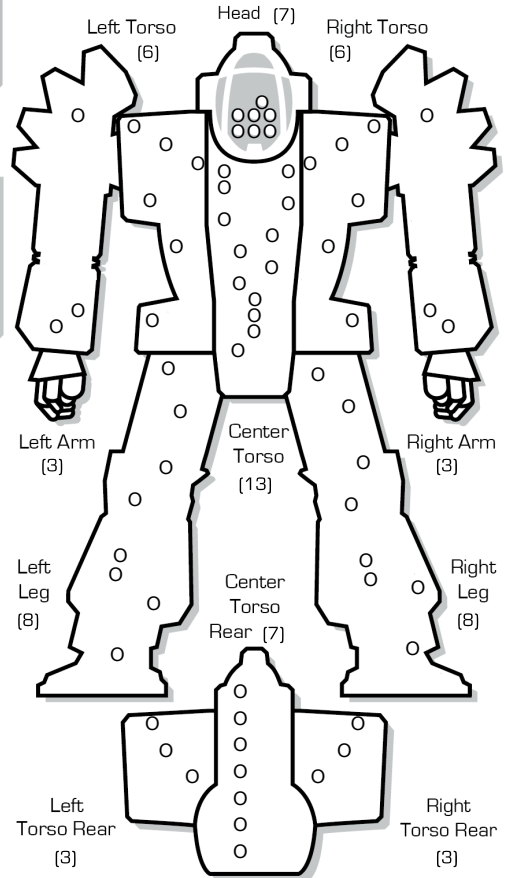
### WARRIOR DATA

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
  - Small Pulse Laser
- 1-3  
 4. Ferro-Fibrous  
 5. Roll Again  
 6. Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- XL Fusion Engine
  - XL Fusion Engine
  - Jump Jet
  - Jump Jet
  - Endo Steel
  - Endo Steel
- 1-3  
 4. Endo Steel

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Head

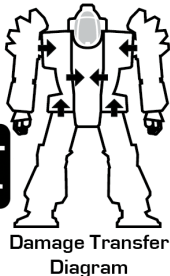
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3  
 4. Gyro  
 5. Gyro  
 6. Gyro

- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Jump Jet
  - LRM 5
- 4-6

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - ER Large Laser
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
- 1-3  
 4. Roll Again  
 5. Roll Again  
 6. Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Torso (CASE)

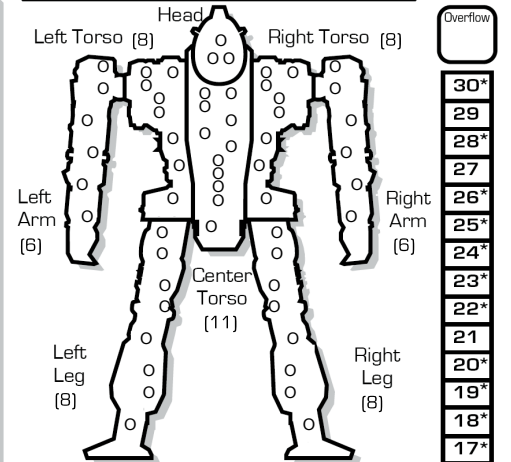
- XL Fusion Engine
  - XL Fusion Engine
  - Jump Jet
  - Jump Jet
  - Ammo (LRM) 24
  - Endo Steel
- 1-3  
 4. Endo Steel

- Endo Steel
  - Endo Steel
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
- 4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Jenner IIC 3

Movement Points:  
 Walking: 9  
 Running: 14  
 Jumping: 7

Tonnage: 35  
 Tech Base: Clan  
 Era: Succession Wars

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Narc	CT	0	[M]	—	4	8	12
2	Small Pulse Laser	RA	2	3 [P]	—	2	4	6
2	Small Pulse Laser	LA	2	3 [P]	—	2	4	6

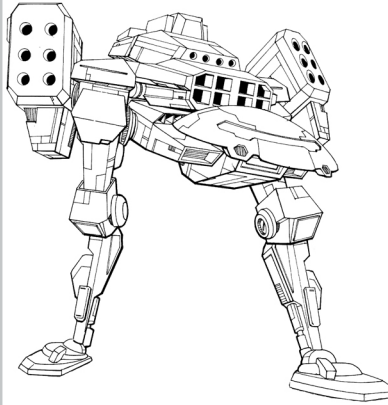
Cost: 7,161,075 C-bills

BV: 788

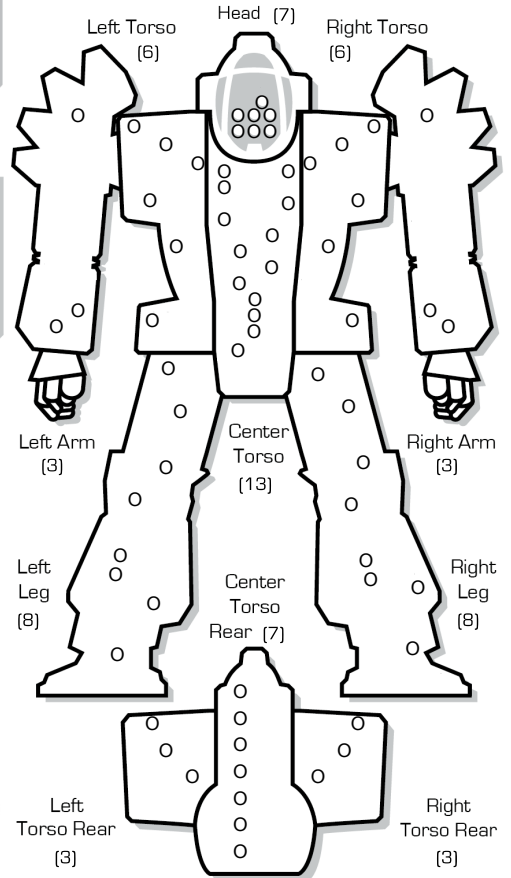
### WARRIOR DATA

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
- Small Pulse Laser
- Small Pulse Laser
- Ferro-Fibrous
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Endo Steel
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

#### Center Torso

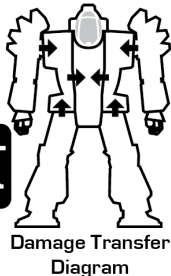
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Narc

4-6

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Small Pulse Laser
- Small Pulse Laser
- Ferro-Fibrous
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Ammo (Narc Pods) 6
- Ammo (Narc Pods) 6
- Endo Steel

1-3

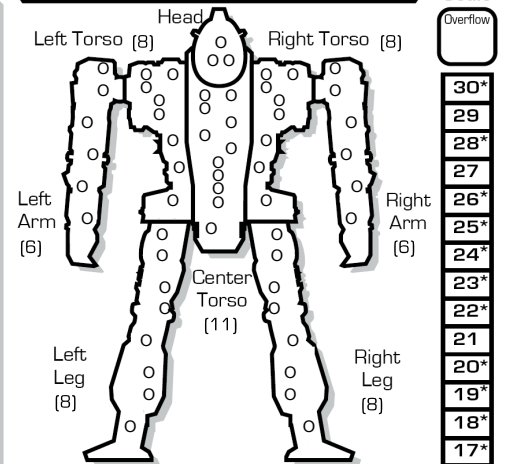
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Jenner IIC 4

Movement Points:  
 Walking: 9  
 Running: 14  
 Jumping: 7

Tonnage: 35  
 Tech Base: Clan  
 Era: Civil War

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

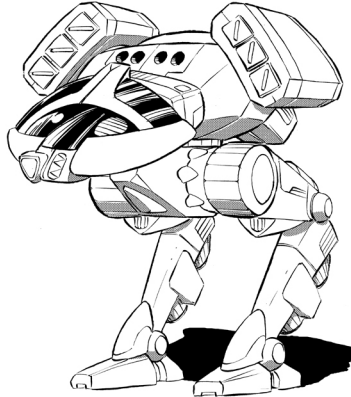
1	2	3	4	5	6
3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

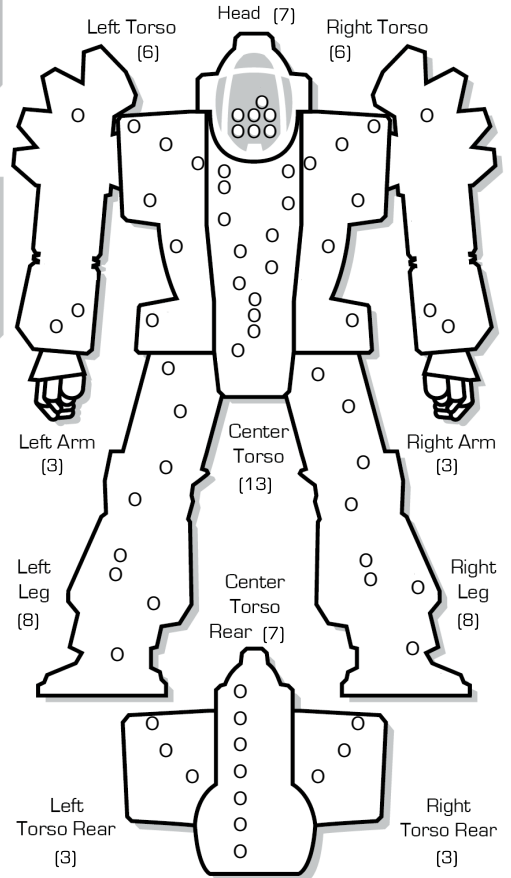
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 4	CT	3	2/Msl [M,C]	—	4	8	12
1	ATM 3 Standard Extended-Range High-Explosive	RA	2	2/Msl 1/Msl 3/Msl	4 4 —	5 5 3	10 18 6	15 27 9
1	ATM 3 Standard Extended-Range High-Explosive	LA	2	2/Msl 1/Msl 3/Msl	4 4 —	5 5 3	10 18 6	15 27 9

Cost: 7,331,175 C-bills

BV: 1,052



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm (CASE)</b>	1. Shoulder	2. Upper Arm Actuator	3. ATM 3	4. ATM 3	5. Ammo (ATM) 20	6. Ferro-Fibrous
<b>Right Arm (CASE)</b>	1. Shoulder	2. Upper Arm Actuator	3. ATM 3	4. ATM 3	5. Ammo (ATM) 20	6. Ferro-Fibrous
<b>Center Torso</b>	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Roll Again
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. Jump Jet	4. Endo Steel	5. Endo Steel	6. Endo Steel
<b>Right Torso (CASE)</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. Jump Jet	4. Ammo (Streak) 25	5. Endo Steel	6. Endo Steel
<b>Left Leg</b>	1. Endo Steel	2. Ferro-Fibrous	3. Ferro-Fibrous	4. Roll Again	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet

**Head**

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

**Center Torso**

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

**Right Torso (CASE)**

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Ammo (Streak) 25
- Endo Steel
- Endo Steel

**Engine Hits** ○○○

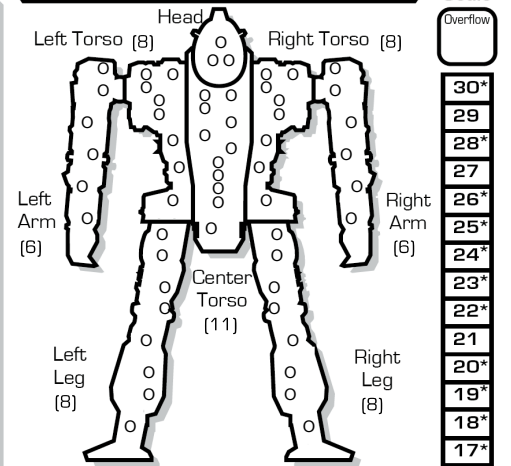
**Gyro Hits** ○○

**Sensor Hits** ○○

**Life Support** ○

**Damage Transfer Diagram**

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: **Peregrine**

Movement Points:

Walking: 6  
Running: 9  
Jumping: 6

Tonnage: 35

Tech Base: **Clan**  
Era: Succession Wars

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	CT	10	10 [P]	—	6	14	20
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12

Cost: 3,487,860 C-bills

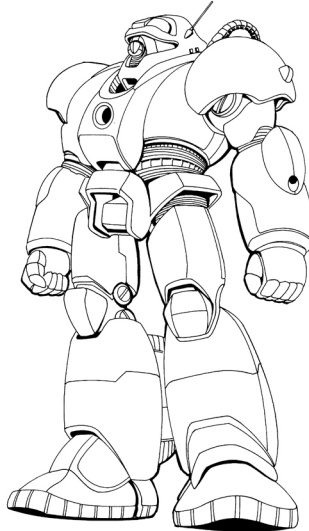
BV: 1,434

### WARRIOR DATA

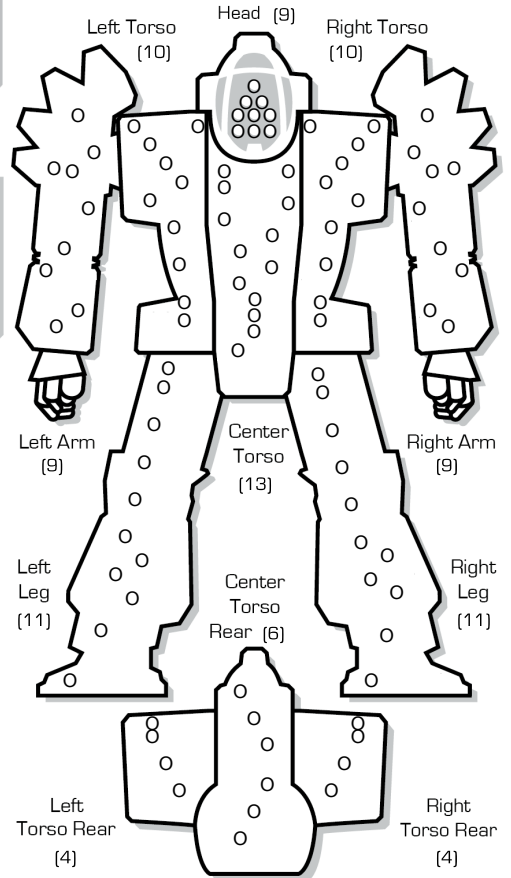
Name: \_\_\_\_\_

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 Pulse Laser
- Endo Steel

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
5. Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Medium Pulse Laser
- Endo Steel

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

- Endo Steel
- Ferro-Fibrous
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- 1-3 Jump Jet
- Endo Steel
- Endo Steel
- Ferro-Fibrous

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Large Pulse Laser
- Large Pulse Laser

#### Right Torso

- Double Heat Sink
- Double Heat Sink
- 1-3 Jump Jet
- Endo Steel
- Endo Steel
- Ferro-Fibrous

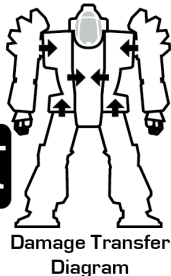
Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

#### Left Leg

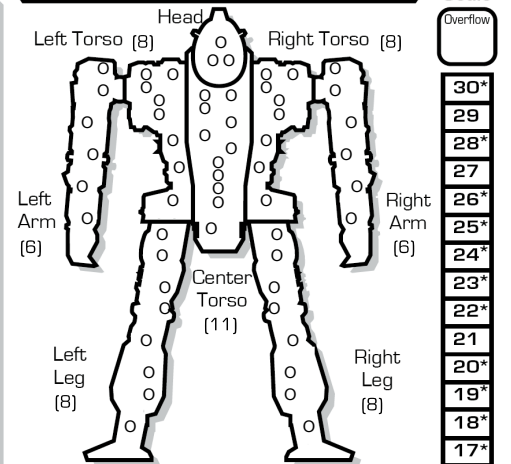
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4-6 Foot Actuator
- Jump Jet
- Jump Jet

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4-6 Foot Actuator
- Jump Jet
- Jump Jet



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: **Peregrine 2**

Movement Points:

Walking: 6  
Running: 9  
Jumping: 6

Tonnage: 35

Tech Base: **Clan**  
Era: Succession Wars

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	LRM 5	RT	2	1/MSI [M,C,S]	—	7	14	21
3	LRM 5	LT	2	1/MSI [M,C,S]	—	7	14	21

Cost: 3,467,610 C-bills

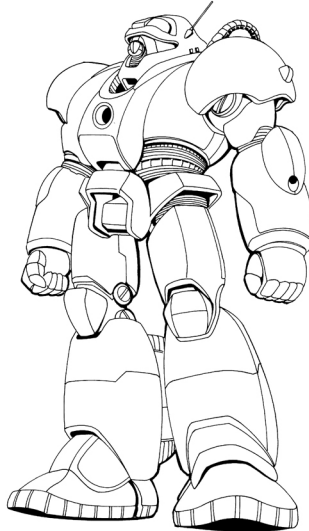
BV: 1,191

### WARRIOR DATA

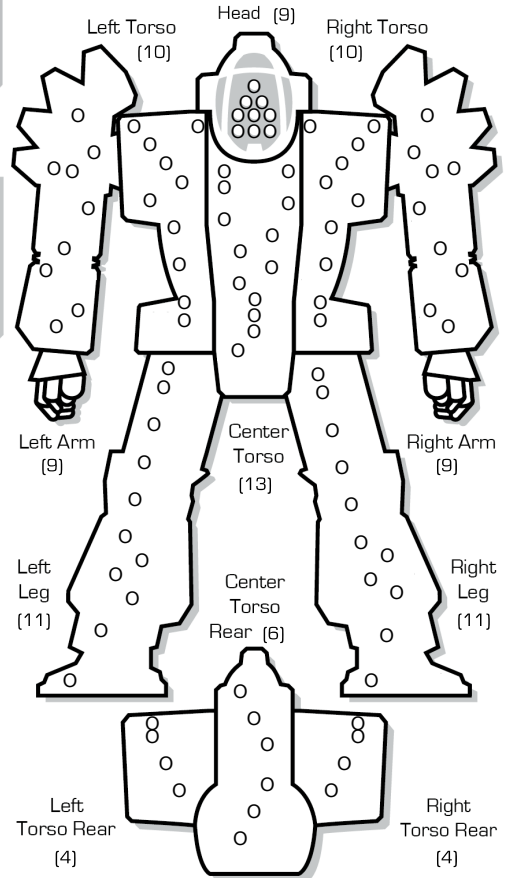
Name: \_\_\_\_\_

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
- Endo Steel
- Ferro-Fibrous

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Endo Steel
- Endo Steel

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

#### Left Torso (CASE)

- Ferro-Fibrous
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Right Torso (CASE)

- Ferro-Fibrous
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

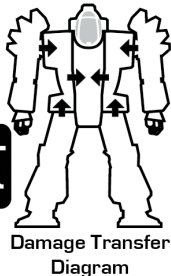
#### Left Torso (CASE)

- 1-3 Double Heat Sink
- Double Heat Sink
- Jump Jet
- LRM 5
- LRM 5
- LRM 5

#### Right Torso (CASE)

- 1-3 Double Heat Sink
- Double Heat Sink
- Jump Jet
- LRM 5
- LRM 5
- LRM 5

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



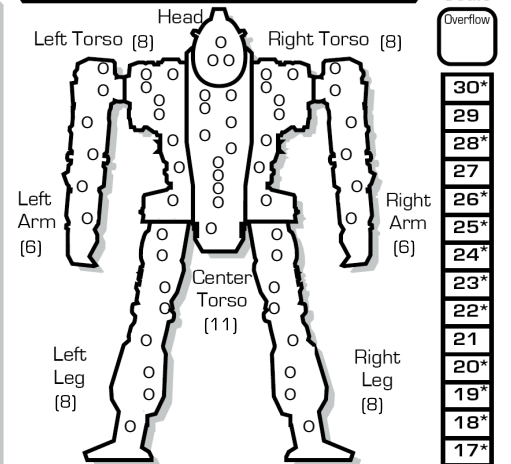
#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4-6 Foot Actuator
- Jump Jet
- Jump Jet

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4-6 Foot Actuator
- Jump Jet
- Jump Jet

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: **Peregrine 3**

Movement Points:

Walking: 6  
Running: 9  
Jumping: 6

Tonnage: 35

Tech Base: Clan  
Era: Civil War

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	CT	15	15 [DE]	—	7	14	23
1	Targeting Computer	LT	—	[E]	—	—	—	—
3	Light Machine Gun	RA	0	1 [DB,AI]	—	2	4	6
3	Light Machine Gun	LA	0	1 [DB,AI]	—	2	4	6

Cost: 3,629,610 C-bills

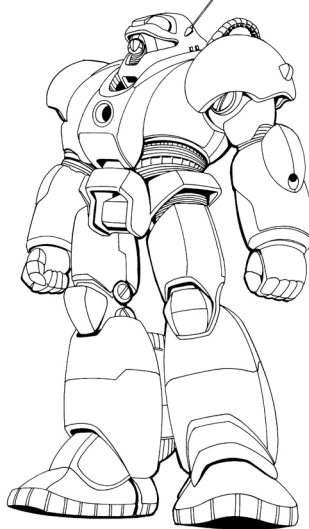
BV: 1,545

### WARRIOR DATA

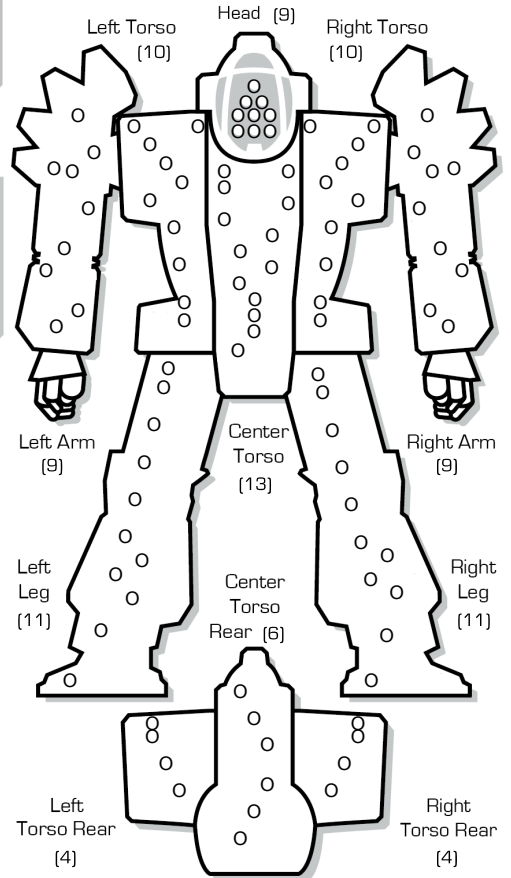
Name: \_\_\_\_\_

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
  - Light Machine Gun
  - Light Machine Gun

- Light Machine Gun
  - Endo Steel
  - Ferro-Fibrous
- 4-6
- Ferro-Fibrous
  - Roll Again
  - Roll Again

#### Left Torso

- Double Heat Sink
  - Double Heat Sink
  - Jump Jet
- 1-3
- Targeting Computer
  - Targeting Computer
  - Endo Steel

- Endo Steel
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6
- Roll Again
  - Roll Again
  - Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Head

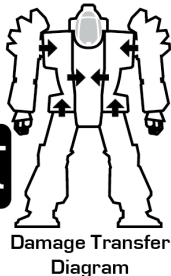
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
  - Fusion Engine
  - Fusion Engine
- 1-3
- Gyro
  - Gyro
  - Gyro

- Gyro
  - Fusion Engine
  - Fusion Engine
- 4-6
- Fusion Engine
  - ER PPC
  - ER PPC

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - Light Machine Gun
  - Light Machine Gun

- Light Machine Gun
  - Endo Steel
  - Endo Steel
- 4-6
- Ferro-Fibrous
  - Roll Again
  - Roll Again

#### Right Torso (CASE)

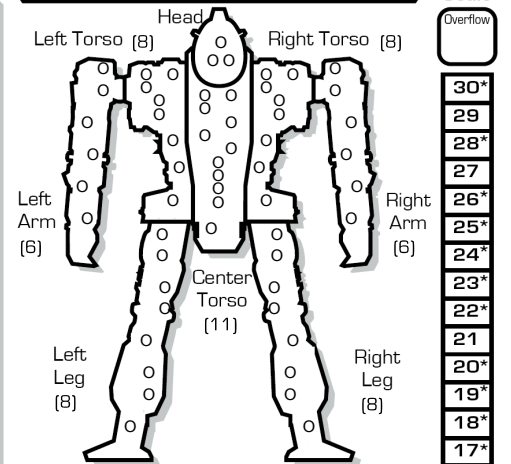
- Double Heat Sink
  - Double Heat Sink
  - Jump Jet
- 1-3
- Ammo (Light Machine Gun) 100
  - Endo Steel
  - Endo Steel

- Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
- 4-6
- Roll Again
  - Roll Again
  - Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Peregrine 4

Movement Points:

Walking: 6  
Running: 9  
Jumping: 6

Tonnage: 35

Tech Base: Clan  
Era: Civil War

### WARRIOR DATA

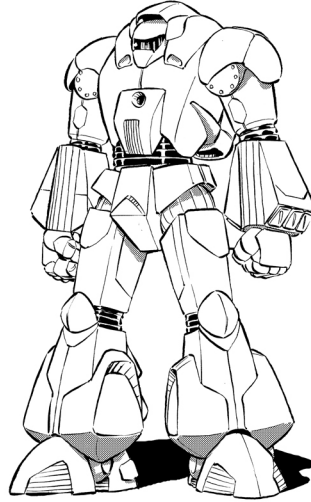
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

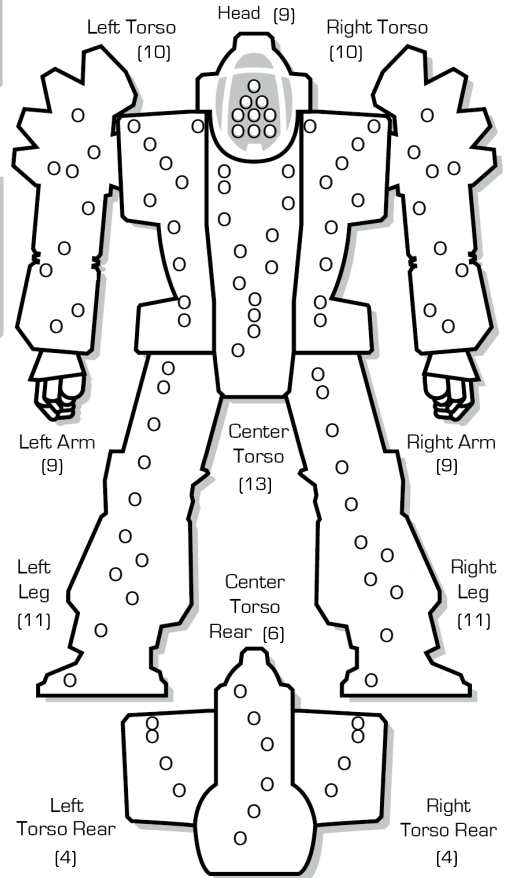
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	CT	5	7 [DE]	—	5	10	15
2	ATM 3	RA	2	[M,S,C]	—	—	—	—
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	3	18	9
	High-Explosive			3/Msl	—	3	6	9
2	ATM 3	LA	2	[M,S,C]	—	—	—	—
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	3	18	9
	High-Explosive			3/Msl	—	3	6	9



Cost: 3,602,610 C-bills

BV: 1,198

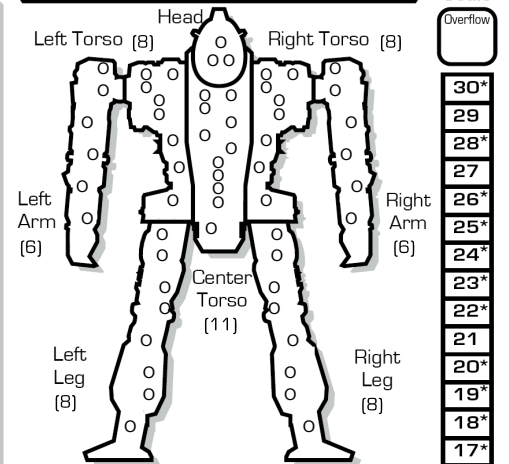
### ARMOR DIAGRAM



### 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>ATM 3</li> <li>ATM 3</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>ATM 3</li> <li>ATM 3</li> <li>Endo Steel</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> </ol> <h4>Left Torso (CASE)</h4> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Jump Jet</li> <li>Ammo (ATM) 20</li> <li>Ammo (ATM) 20</li> <li>Endo Steel</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <h4>Left Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>	<h4>Head</h4> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Roll Again</li> <li>Sensors</li> <li>Life Support</li> </ol> <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>ER Medium Laser</li> <li>Roll Again</li> </ol> <p>4-6</p> <div style="border: 1px solid black; padding: 5px; text-align: center;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p>Damage Transfer Diagram</p>	<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>ATM 3</li> <li>ATM 3</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>ATM 3</li> <li>ATM 3</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> </ol> <p>4-6</p> <h4>Right Torso (CASE)</h4> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Jump Jet</li> <li>Ammo (ATM) 20</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <h4>Right Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>
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### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: **Peregrine 5**

Movement Points:

Walking: 6  
Running: 9  
Jumping: 6

Tonnage: 35

Tech Base: **Clan**  
Era: **Civil War**

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

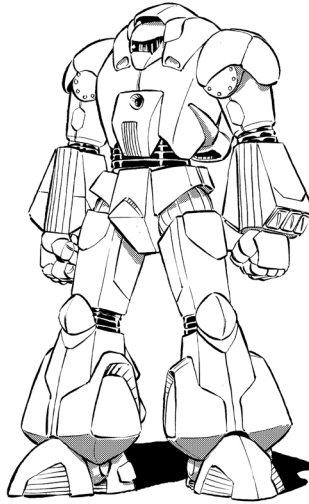
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

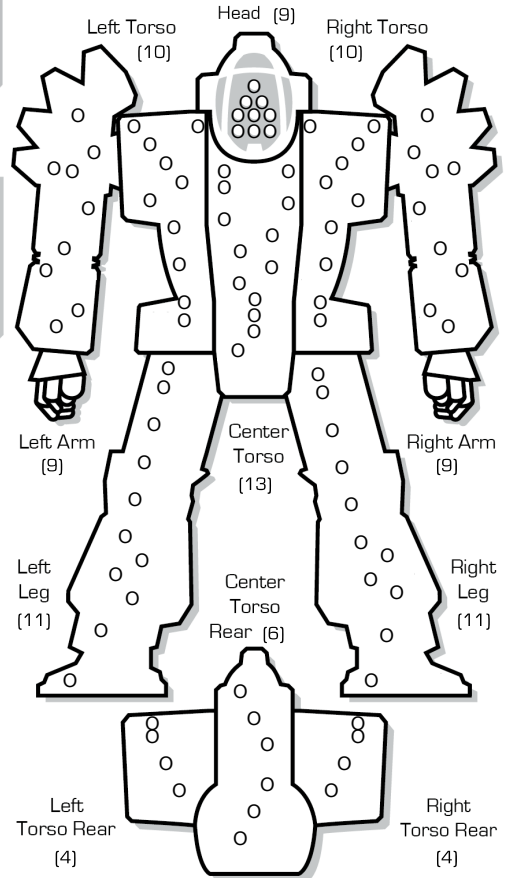
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Medium Laser	CT	7	10 [DE]	—	3	6	9
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25

Cost: 3,772,710 C-bills

BV: 1,523



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- ER Large Laser
- Endo Steel

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- ER Large Laser
- Endo Steel

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

#### Left Torso

- Endo Steel
- Ferro-Fibrous
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Right Torso

- Endo Steel
- Ferro-Fibrous
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- Jump Jet
- Endo Steel

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Heavy Medium Laser
- Heavy Medium Laser

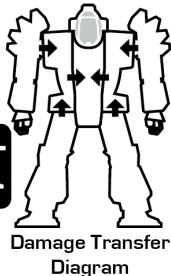
Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

#### Left Leg

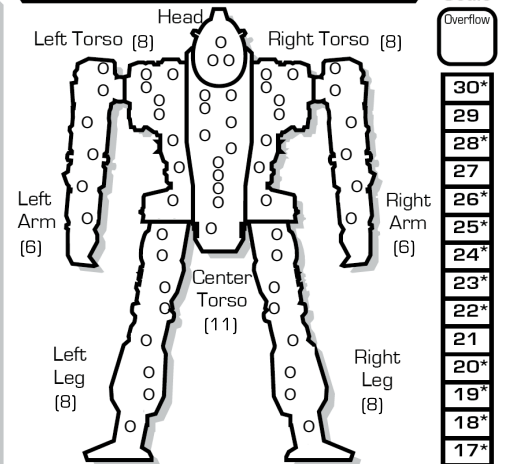
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Right Leg

- Ferro-Fibrous
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
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: Hellhound

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 50

Tech Base: Clan

Era: Succession Wars

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
2	Streak SRM 2	LT	2	2 [M,C]	—	4	8	12
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20

Cost: 5,239,500 C-bills

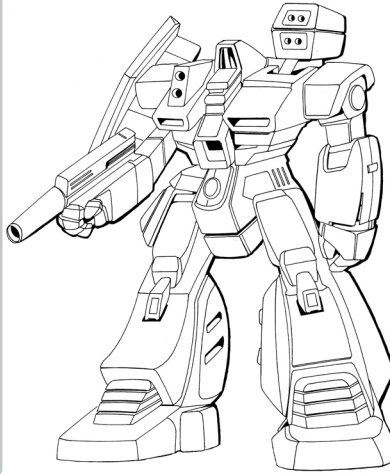
BV: 1,813

### WARRIOR DATA

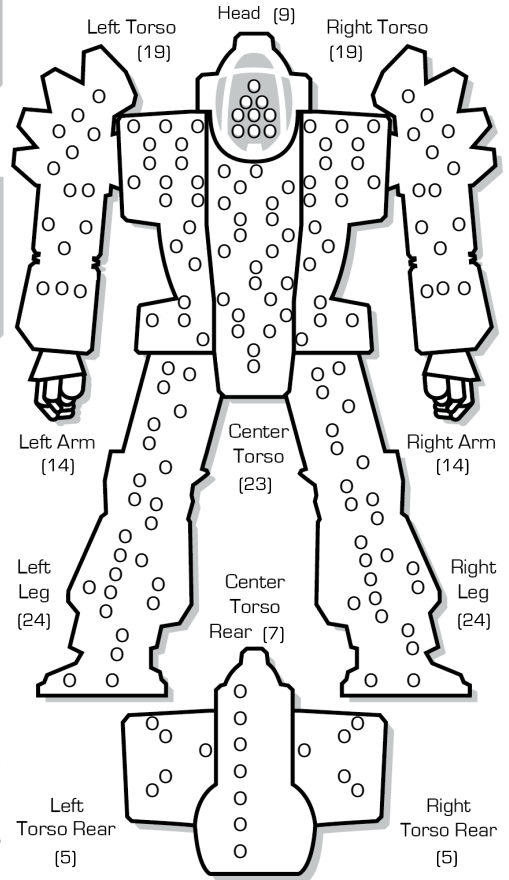
Name: \_\_\_\_\_

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
- Ferro-Fibrous
- Ferro-Fibrous

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Large Pulse Laser
- Large Pulse Laser

#### Center Torso

- Roll Again
- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again
- 1-3 Gyro
- Gyro
- Gyro

#### Right Torso

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Torso (CASE)

- Jump Jet
- Jump Jet
- 1-3 Streak SRM 2
- Streak SRM 2
- Ammo (Streak) 50
- Endo Steel

- Gyro
- 4-6 Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Jump Jet

#### Right Torso

- Jump Jet
- Jump Jet
- 1-3 ER Medium Laser
- ER Medium Laser
- Endo Steel
- Endo Steel

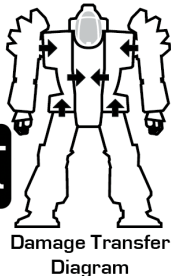
Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

#### Left Leg

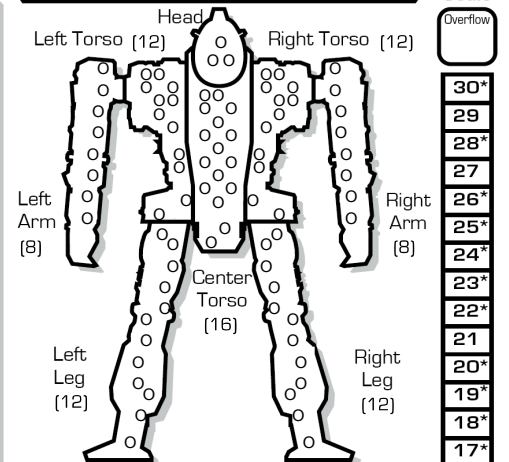
- Ferro-Fibrous
- Ferro-Fibrous
- 1-3 Roll Again
- Roll Again
- Roll Again
- Roll Again
- 1-3 Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

#### Right Leg

- Ferro-Fibrous
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again
- Roll Again
- 1-3 Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Hellhound 2

Movement Points:  
 Walking: 7  
 Running: 11  
 Jumping: 7

Tonnage: 50  
 Tech Base: Clan  
 Era: Civil War

### WARRIOR DATA

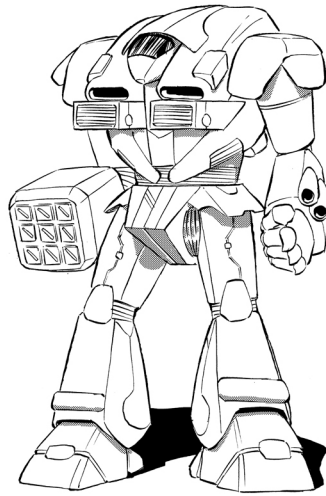
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead

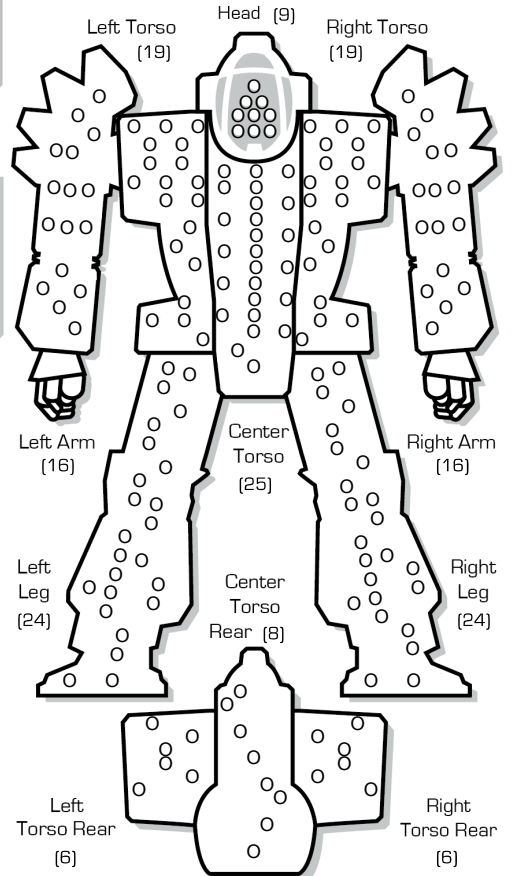
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	HD	—	[E]	—	—	—	—
1	ATM 9	RA	6	[M, S, C]	4	5	10	15
	Standard			1/Msl	—	3	18	27
	Extended-Range			1/Msl	—	3	6	9
	High-Explosive			3/Msl	—	4	8	12
2	Medium Pulse Laser	LA	4	7 [P]	—	—	—	—

Cost: 11,303,500 C-bills      BV: 2,107



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Medium Pulse Laser

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet
- Endo Steel

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

#### Head

- Life Support
- Sensors
- Cockpit
- Targeting Computer
- Sensors
- Life Support

1-3

#### Center Torso

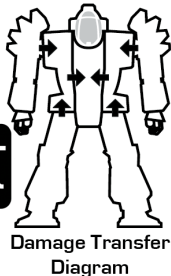
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Ferro-Fibrous

4-6

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ATM 9
- ATM 9
- ATM 9

1-3

- ATM 9
- Ammo (ATM) 7
- Ammo (ATM ER) 7
- Ammo (ATM HE) 7
- Ferro-Fibrous
- Roll Again

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet
- Endo Steel

1-3

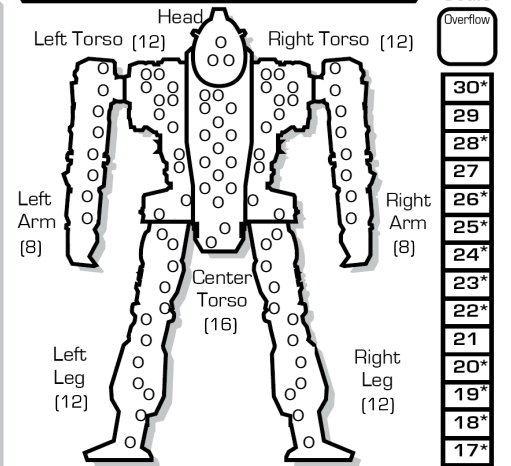
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Hellhound 3

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 50

Tech Base: Clan

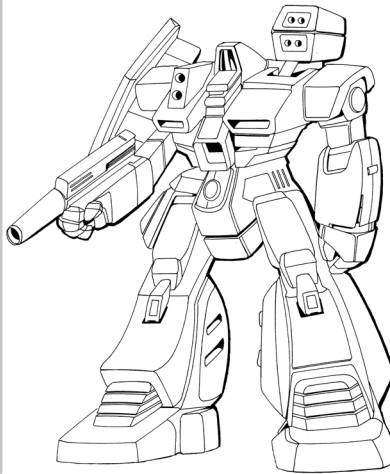
Era: Civil War

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



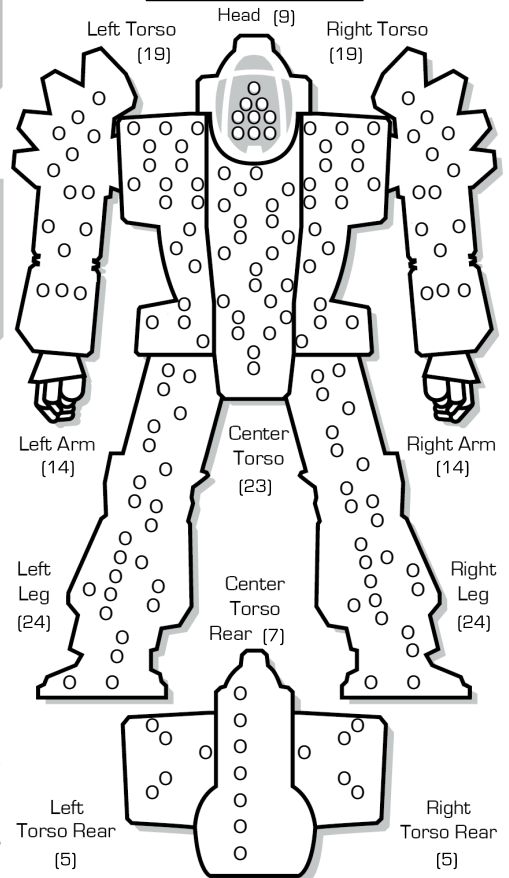
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RT	12	10 [DE]	—	8	15	25
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Heavy Medium Laser	RA	7	10 [DE]	—	3	6	9
1	Heavy Medium Laser	LA	7	10 [DE]	—	3	6	9

Cost: 5,274,000 C-bills

BV: 1,764

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heavy Medium Laser
- Heavy Medium Laser

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heavy Medium Laser
- Heavy Medium Laser

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

#### Right Torso

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- Endo Steel
- Ferro-Fibrous

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Jump Jet

#### Right Torso

- Jump Jet
- Jump Jet
- ER Large Laser
- Targeting Computer
- Targeting Computer
- Endo Steel

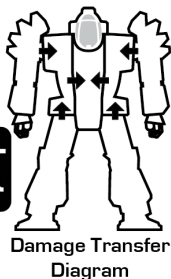
Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

#### Left Leg

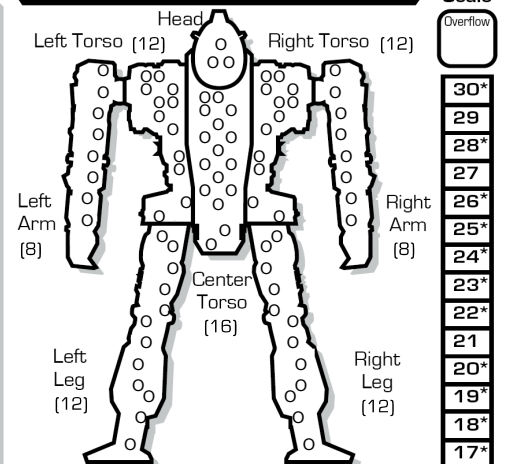
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (26) Double
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: Hellhound 4

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 50

Tech Base: Clan

Era: Civil War

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

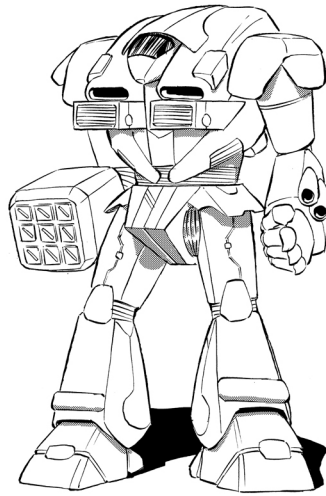
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

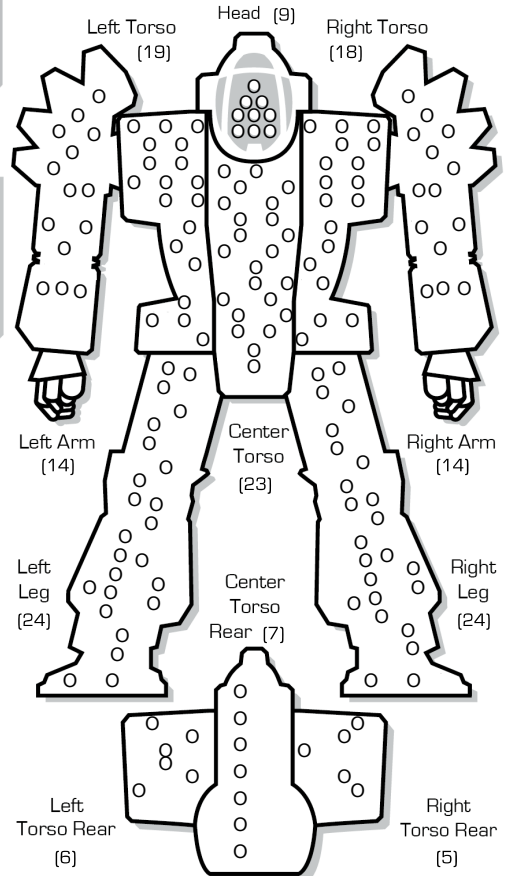
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Streak SRM 6	RT	4	2 [M,C]	—	4	8	12
2	Light Machine Gun	LT	0	1 [D,B,A]	—	2	4	6
1	Targeting Computer	LT	—	—	—	—	—	—
2	Heavy Medium Laser	RA	7	10 [D,E]	—	3	6	9
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
2	Heavy Medium Laser	LA	7	10 [D,E]	—	3	6	9

Cost: 10,242,000 C-bills

BV: 2,164



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heavy Medium Laser
- Heavy Medium Laser

1-3

- Heavy Medium Laser
- Heavy Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous

4-6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Light Machine Gun
- Light Machine Gun

1-3

- Ammo (Light Machine Gun) 200
- Targeting Computer
- Targeting Computer
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Heavy Medium Laser
- Heavy Medium Laser
- Heavy Medium Laser

1-3

- Heavy Medium Laser
- Medium Pulse Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous

4-6

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Streak SRM 6
- Streak SRM 6

1-3

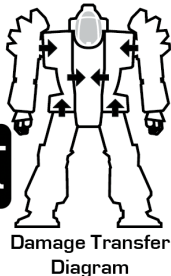
- Streak SRM 6
- Streak SRM 6
- Ammo (Streak) 15
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

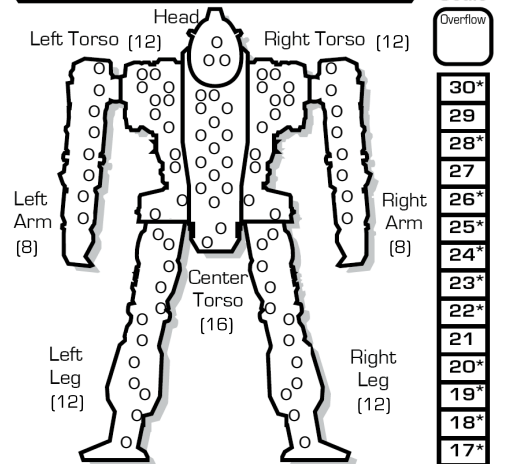
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (28) Double
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: Hellhound 5

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 50

Tech Base: Clan

Era: Civil War

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

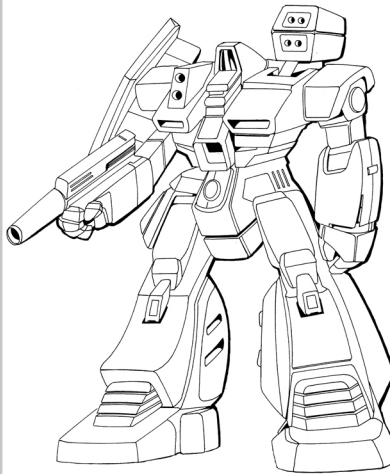
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

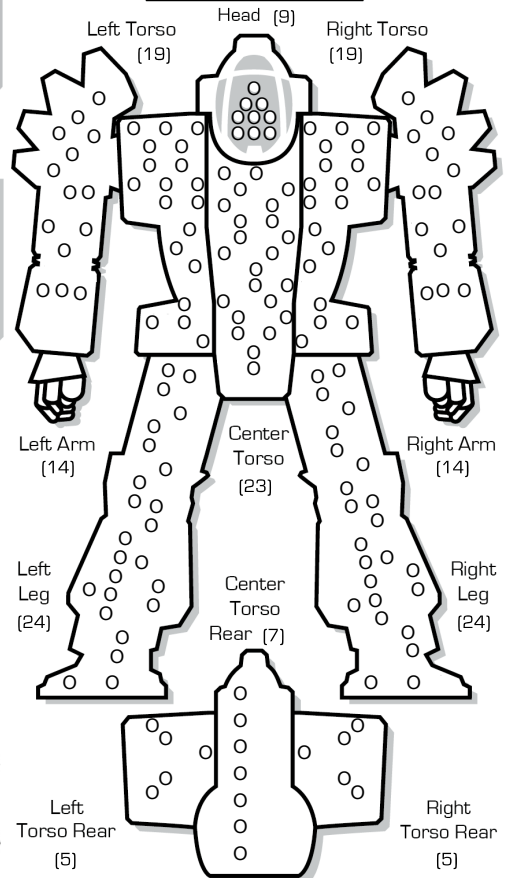
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	ATM 6	RA	4	[M,S,C]	—	—	—	—
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	3	18	9
	High-Explosive			3/Msl	—	3	6	9
1	ATM 6	LA	4	[M,S,C]	—	—	—	—
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	3	18	9
	High-Explosive			3/Msl	—	3	6	9

Cost: 5,382,000 C-bills

BV: 1,722



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ATM 6
- ATM 6

1-3

- ATM 6
- Ammo (ATM) 10
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Left Torso

- Jump Jet
- Jump Jet
- Endo Steel
- Ferro-Fibrous
- 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
- Endo Steel
- Endo Steel

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

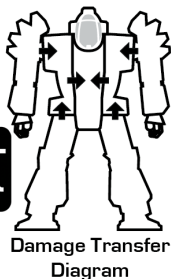
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Jump Jet

4-6

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ATM 6
- ATM 6

1-3

- ATM 6
- Ammo (ATM) 10
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Right Torso

- Jump Jet
- Jump Jet
- ER Medium Laser
- ER Medium Laser
- Endo Steel
- Endo Steel

1-3

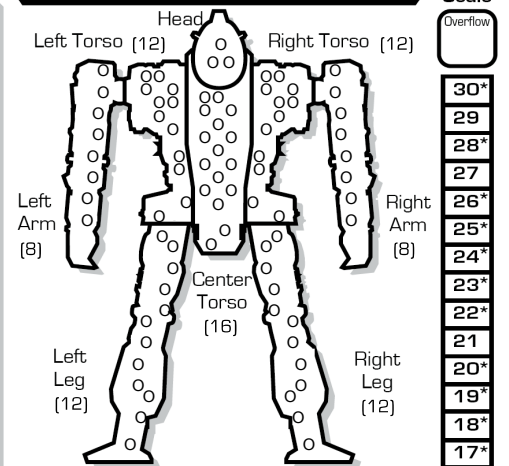
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: **Goshawk**

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 55

Tech Base: **Clan**

Era: Succession Wars

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



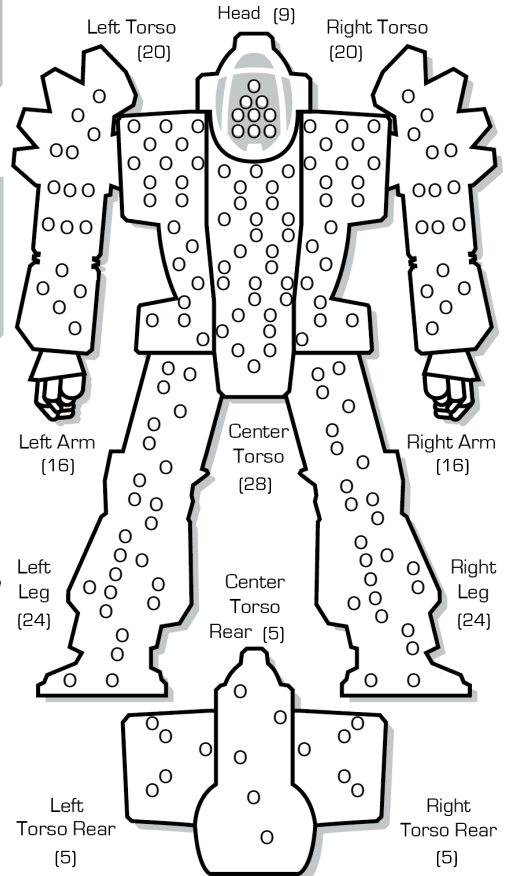
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	Streak SRM 2	RT	2	2/Msl [M,C]	—	4	8	12
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Machine Gun	LT	0	2 [DB,AI]	—	1	2	3
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	Streak SRM 2	LT	2	2/Msl [M,C]	—	4	8	12
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
3	Machine Gun	LA	0	2 [DB,AI]	—	1	2	3

Cost: 12,143,320 C-bills

BV: 2,368

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Machine Gun
- Machine Gun

1-3

- Machine Gun
- Ammo (Machine Gun) 100
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Medium Pulse Laser
- Machine Gun
- Streak SRM 2

1-3

- Ammo (Streak) 50
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

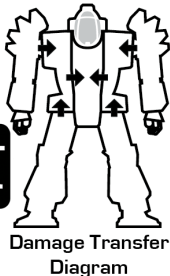
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Ferro-Fibrous

4-6

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- Endo Steel

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Medium Pulse Laser
- Medium Pulse Laser
- Streak SRM 2

1-3

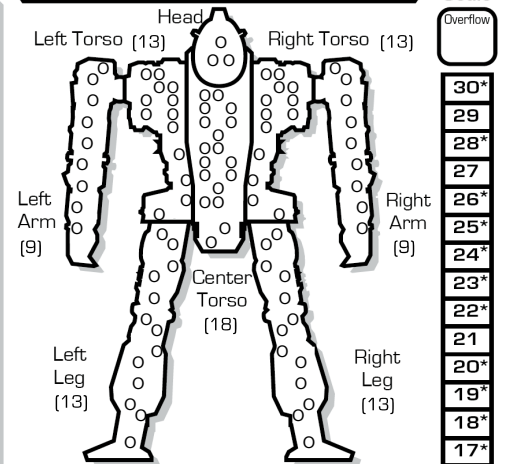
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Endo Steel
- Endo Steel
- Ferro-Fibrous

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
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: **Goshawk 2**

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 55

Tech Base: **Clan**

Era: Succession Wars

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



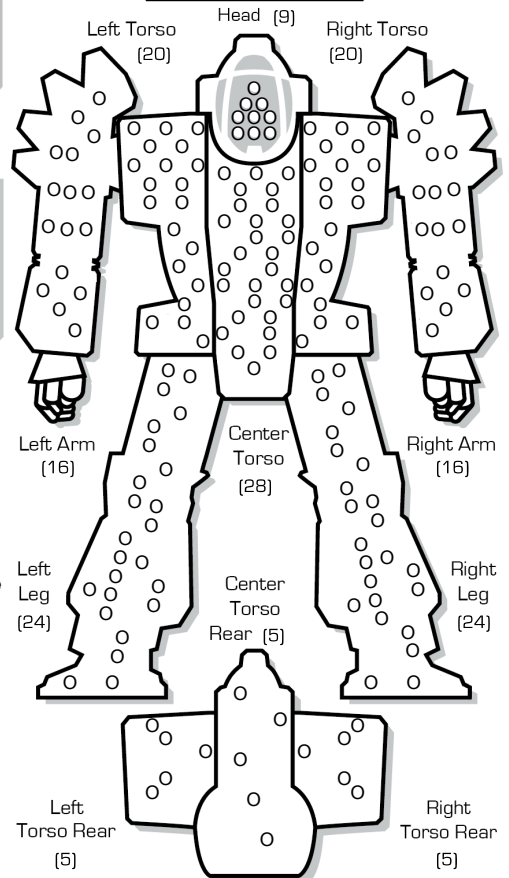
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Machine Gun	LT	0	2	—	1	2	3
1	Ultra AC/10	LT	3	10/Sht [DB,AI]	—	6	12	18
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
3	Machine Gun	LA	0	2 [DB,AI]	—	1	2	3

Cost: 11,772,870 C-bills

BV: 1,989

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm (CASE)

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - Machine Gun
  - Machine Gun

- Machine Gun
  - Ammo (Machine Gun) 100
  - Endo Steel
- 4-6
- Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again

#### Left Torso

- XL Fusion Engine
  - XL Fusion Engine
  - Jump Jet
- 1-3
- Ultra AC/10
  - Ultra AC/10
  - Ultra AC/10

- Ultra AC/10
  - Machine Gun
  - Endo Steel
  - Endo Steel
  - Ferro-Fibrous
  - Roll Again
- 4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Head

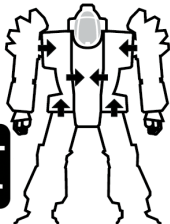
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- Gyro
  - Gyro
  - Gyro

- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Endo Steel
  - Ferro-Fibrous
- 4-6

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Medium Pulse Laser
  - Endo Steel
  - Ferro-Fibrous

- Ferro-Fibrous
  - Roll Again
  - Roll Again
- 4-6
- Roll Again
  - Roll Again
  - Roll Again

#### Right Torso (CASE)

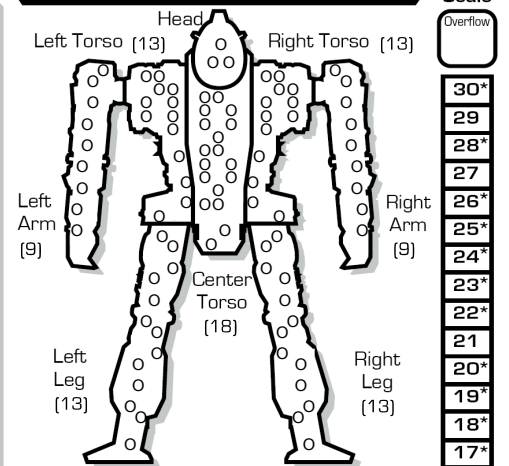
- XL Fusion Engine
  - XL Fusion Engine
  - Jump Jet
- 1-3
- Medium Pulse Laser
  - Ammo (Ultra AC) 10
  - Ammo (Ultra AC) 10

- Targeting Computer
  - Targeting Computer
  - Targeting Computer
  - Endo Steel
  - Endo Steel
  - Ferro-Fibrous
- 4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: **Goshawk 3**

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 55

Tech Base: **Clan**

Era: **Civil War**

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

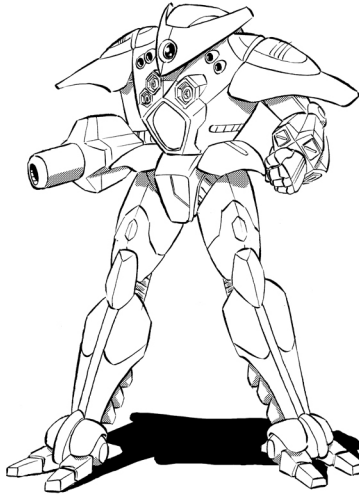
### Weapons & Equipment Inventory

(hexes)

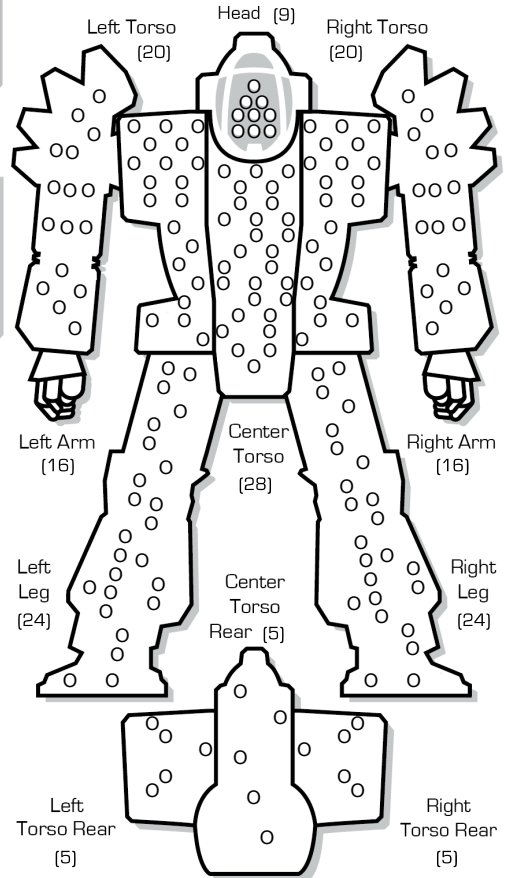
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Heavy Medium Laser	RT	7	10 [DE]	—	3	6	9
1	SRM 2	RT	2	2/Msl [M,C]	—	3	6	9
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Heavy Medium Laser	LT	7	10 [DE]	—	3	6	9
1	SRM 2	LT	2	2/Msl [M,C]	—	3	6	9
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	ATM 3	LA	2	2/Msl [M,S,C]	—	—	—	—
	Standard			1/Msl	4	5	10	15
	Extended-Range			3/Msl	—	—	18	27
	High-Explosive			—	—	—	6	9

Cost: 12,575,770 C-bills

BV: 2,466



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm (CASE)

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - ATM 3
  - ATM 3

- Ammo (ATM) 20
  - Endo Steel
  - Endo Steel
- 4-6
- Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again

#### Left Torso (CASE)

- XL Fusion Engine
  - XL Fusion Engine
- 1-3
- Double Heat Sink
  - Double Heat Sink
  - Jump Jet
  - Heavy Medium Laser

- Heavy Medium Laser
  - SRM 2
- 4-6
- Ammo (SRM) 50
  - Endo Steel
  - Endo Steel
  - Ferro-Fibrous

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- Gyro
  - Gyro
  - Gyro

- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Endo Steel
  - Ferro-Fibrous
- 4-6

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- ER PPC
  - ER PPC
  - Endo Steel

- Endo Steel
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6
- Ferro-Fibrous
  - Roll Again
  - Roll Again

#### Right Torso

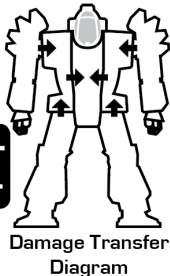
- XL Fusion Engine
  - XL Fusion Engine
- 1-3
- Double Heat Sink
  - Double Heat Sink
  - Jump Jet
  - Heavy Medium Laser

- Heavy Medium Laser
  - Heavy Medium Laser
  - Heavy Medium Laser
  - SRM 2
  - Targeting Computer
  - Targeting Computer
- 4-6

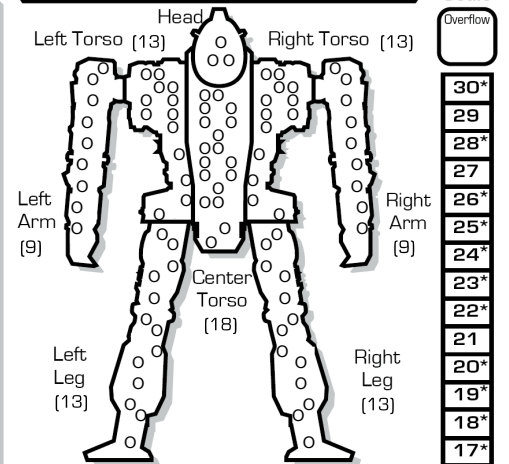
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 (30) Double
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: Goshawk 4

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 55

Tech Base: Clan

Era: Civil War

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

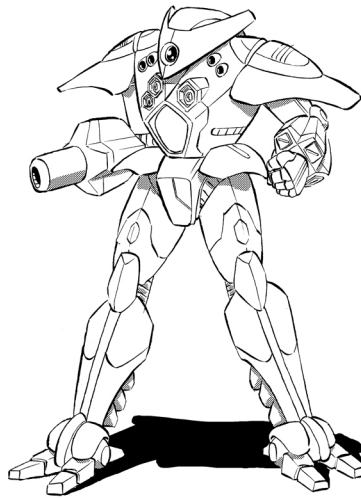
### Weapons & Equipment Inventory

(hexes)

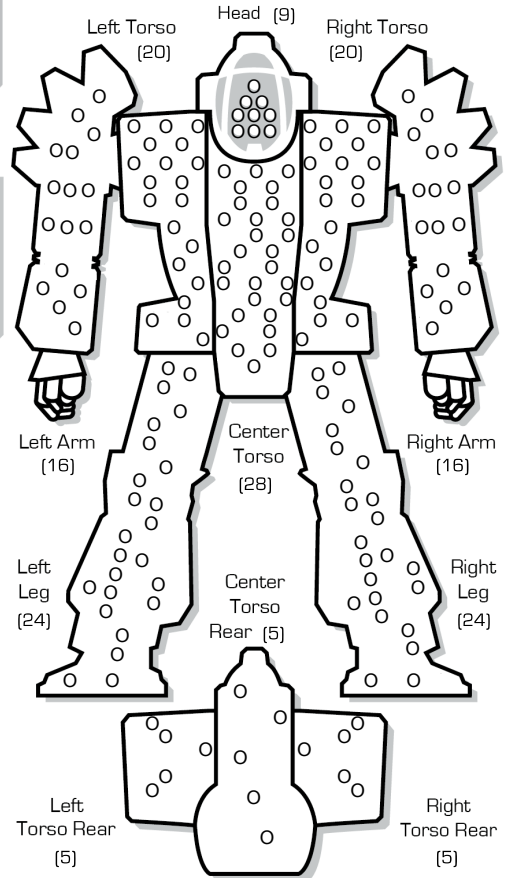
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ATM 6	RT	4	[M,S,C]	4	5	10	15
	Standard			2/Msl	4	5	18	27
	Extended-Range			1/Msl	4	5	18	27
	High-Explosive			3/Msl	4	5	18	27
1	ATM 6	LT	4	[M,S,C]	4	5	10	15
	Standard			2/Msl	4	5	18	27
	Extended-Range			1/Msl	4	5	18	27
	High-Explosive			3/Msl	4	5	18	27
4	ER Medium Laser	RA	5	7 [DE]	5	5	10	15
3	ER Small Laser	LA	2	5 [DE]	2	2	4	6

Cost: 11,846,882 C-bills

BV: 2,069



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Small Laser
- ER Small Laser

1-3

- ER Small Laser
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- ATM 6
- ATM 6

1-3

- ATM 6
- Ammo (ATM) 10
- Ammo (ATM HE) 10
- Endo Steel
- Endo Steel
- Ferro-Fibrous

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Ferro-Fibrous

4-6

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser

1-3

- ER Medium Laser
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- ATM 6
- ATM 6

1-3

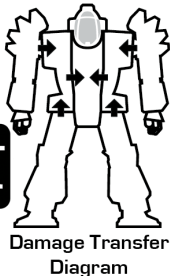
- ATM 6
- Ammo (ATM) 10
- Ammo (ATM ER) 10
- Endo Steel
- Endo Steel
- Ferro-Fibrous

4-6

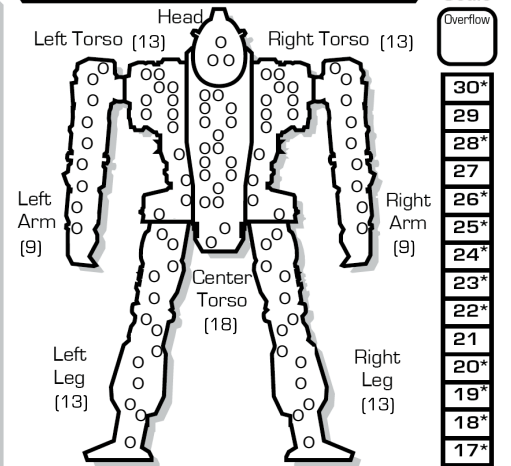
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 17 (34) Double
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 8+	○ ○
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: Galahad

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 60

Tech Base: Clan

Era: Succession Wars

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

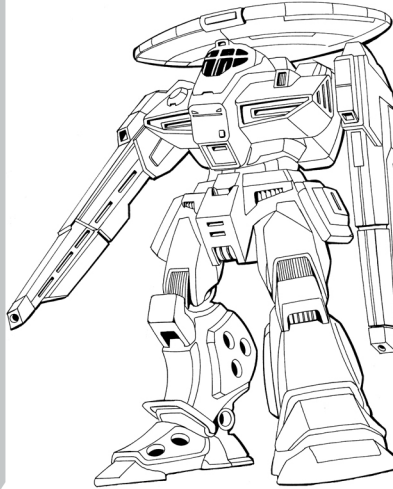
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

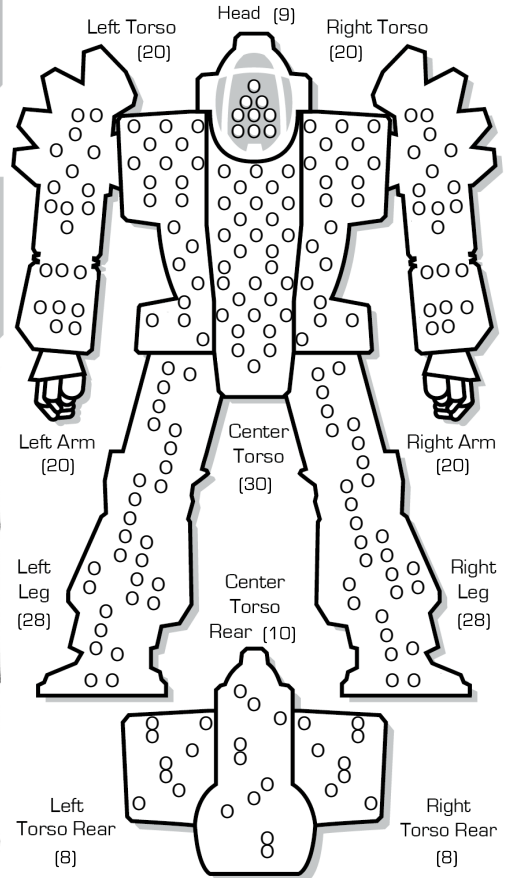
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22

Cost: 5,552,000 C-bills

BV: 1,825



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 Gauss Rifle
- 4 Gauss Rifle
- 5 Gauss Rifle
- 6 Gauss Rifle

- Gauss Rifle
- Gauss Rifle

- 4-6 Ammo (Gauss) 8
- 4-6 Ammo (Gauss) 8
- Ferro-Fibrous
- Roll Again

#### Left Torso

- Endo Steel
- Ferro-Fibrous
- 3 Ferro-Fibrous
- 1-3 Roll Again
- Roll Again
- Roll Again

- 1-3 Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Endo Steel
- 6 Endo Steel

#### Head

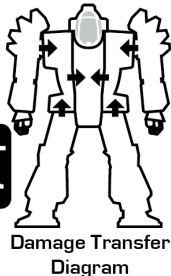
- Life Support
- Sensors
- Cockpit
- 4 Ferro-Fibrous
- 5 Sensors
- 6 Life Support

#### Center Torso

- 1 Fusion Engine
- 2 Fusion Engine
- 3 Fusion Engine
- 1-3 4 Gyro
- 5 Gyro
- 6 Gyro

- 1 Gyro
- 2 Fusion Engine
- 3 Fusion Engine
- 4-6 4 Fusion Engine
- 5 Ammo (Gauss) 8
- 6 Endo Steel

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 Gauss Rifle
- 4 Gauss Rifle
- 5 Gauss Rifle
- 6 Gauss Rifle

- Gauss Rifle
- Gauss Rifle

- 4-6 Ammo (Gauss) 8
- 4-6 Ammo (Gauss) 8
- Ferro-Fibrous
- Roll Again

#### Right Torso

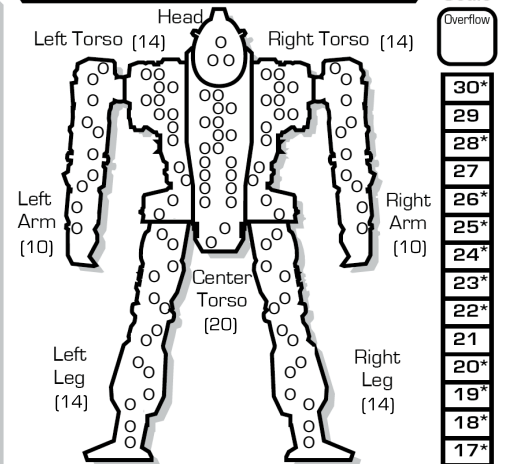
- 1 Double Heat Sink
- 2 Double Heat Sink
- 3 Endo Steel
- 4 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Roll Again

- 1-3 Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- 2 Lower Leg Actuator
- 4 Foot Actuator
- 5 Endo Steel
- 6 Endo Steel

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Galahad 2

Movement Points:  
 Walking: 4  
 Running: 6  
 Jumping: 0

Tonnage: 60  
 Tech Base: Clan  
 Era: Succession Wars

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Small Pulse Laser	RT	2	3 [P]	—	2	4	6
1	Targeting Computer	RT	—	[E]	—	—	—	—
2	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20

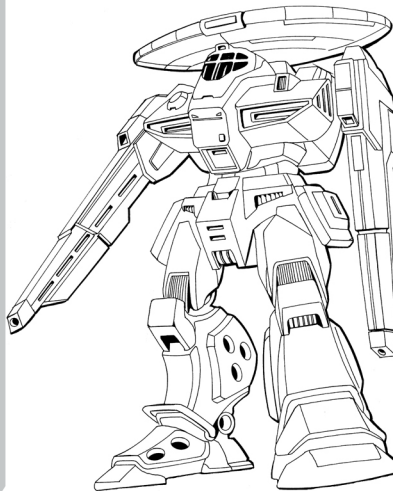
Cost: 5,382,400 C-bills

BV: 2,038

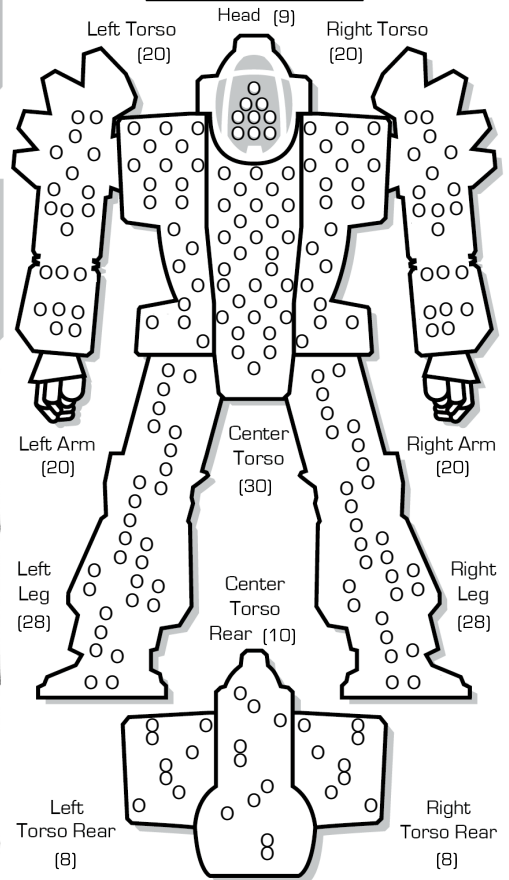
### WARRIOR DATA

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
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink

- 1 Large Pulse Laser
- 2 Large Pulse Laser
- Ferro-Fibrous
- 4-6 Roll Again
- 5 Roll Again
- 6 Roll Again

#### Left Torso

- 1 Double Heat Sink
- 2 Double Heat Sink
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink

- 1 Medium Pulse Laser
- 2 Medium Pulse Laser
- 4-6 Endo Steel
- 3 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Roll Again

#### Left Leg

- 1 Hip
- 2 Upper Leg Actuator
- 3 Lower Leg Actuator
- 4 Foot Actuator
- 5 Endo Steel
- 6 Endo Steel

#### Head

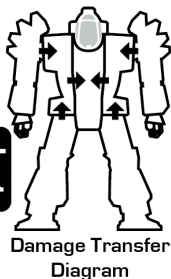
- 1 Life Support
- 2 Sensors
- 3 Cockpit
- 4 Ferro-Fibrous
- 5 Sensors
- 6 Life Support

#### Center Torso

- 1 Fusion Engine
- 2 Fusion Engine
- 3 Fusion Engine
- 1-3 Gyro
- 4 Gyro
- 5 Gyro
- 6 Gyro

- 1 Gyro
- 2 Fusion Engine
- 3 Fusion Engine
- 4-6 Fusion Engine
- 5 Endo Steel
- 6 Roll Again

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Large Pulse Laser
- 6 Large Pulse Laser

- 1 Ferro-Fibrous
- 2 Roll Again
- 3 Roll Again
- 4-6 Roll Again
- 5 Roll Again
- 6 Roll Again

#### Right Torso

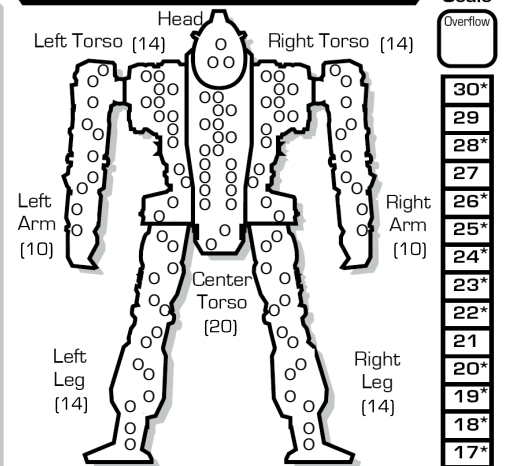
- 1 Double Heat Sink
- 2 Double Heat Sink
- 1-3 Small Pulse Laser
- 4 Small Pulse Laser
- 5 Small Pulse Laser
- 6 Targeting Computer

- 1 Targeting Computer
- 2 Targeting Computer
- 3 Targeting Computer
- 4-6 Endo Steel
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous

#### Right Leg

- 1 Hip
- 2 Upper Leg Actuator
- 3 Lower Leg Actuator
- 4 Foot Actuator
- 5 Endo Steel
- 6 Endo Steel

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 (32) Double
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: Galahad 3

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 60

Tech Base: Clan

Era: Civil War

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

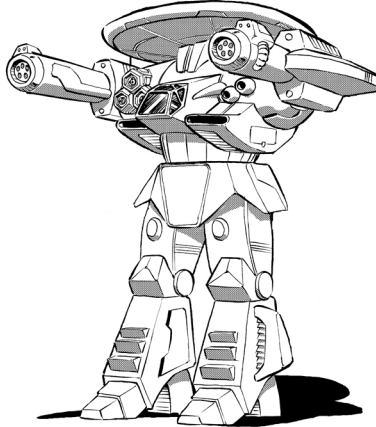
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

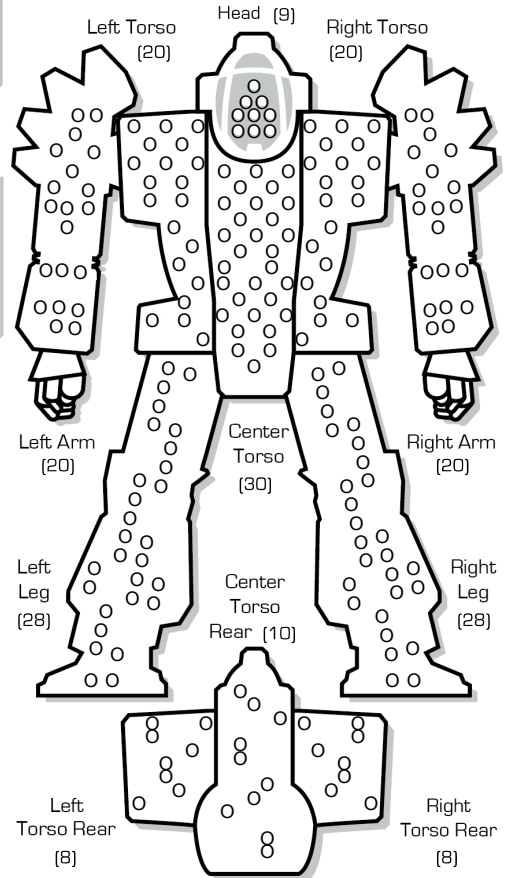
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Heavy Medium Laser	RT	7	10 [DE]	—	3	6	9
2	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	ER PPC	LA	15	15 [DE]	—	7	14	23

Cost: 6,185,600 C-bills

BV: 2,508



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink

- ER PPC
- ER PPC

- Ferro-Fibrous
- 4-6 Roll Again
- 5 Roll Again
- 6 Roll Again

#### Left Torso

- 1-3 Double Heat Sink
- 2 Double Heat Sink
- 3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink

- 1 Medium Pulse Laser
- 2 Medium Pulse Laser
- 4-6 Targeting Computer
- 5 Targeting Computer
- 6 Targeting Computer

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- 5 Endo Steel
- 6 Endo Steel

#### Head

- 1 Life Support
- 2 Sensors
- 3 Cockpit
- 4 Ferro-Fibrous
- 5 Sensors
- 6 Life Support

#### Center Torso

- 1 Fusion Engine
- 2 Fusion Engine
- 3 Fusion Engine
- 1-3 Gyro
- 5 Gyro
- 6 Gyro

- 1 Gyro
- 2 Fusion Engine
- 3 Fusion Engine
- 4-6 Fusion Engine
- 5 Endo Steel
- 6 Ferro-Fibrous

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 ER PPC
- 6 ER PPC

- 1 Ferro-Fibrous
- 2 Ferro-Fibrous
- 3 Roll Again
- 4-6 Roll Again
- 5 Roll Again
- 6 Roll Again

#### Right Torso

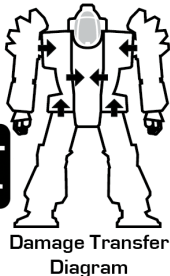
- 1-3 Double Heat Sink
- 2 Double Heat Sink
- 3 Heavy Medium Laser
- 4 Heavy Medium Laser
- 5 Heavy Medium Laser
- 6 Heavy Medium Laser

- 1-3 Heavy Medium Laser
- 2 Heavy Medium Laser
- 3 Endo Steel
- 4-6 Endo Steel
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous

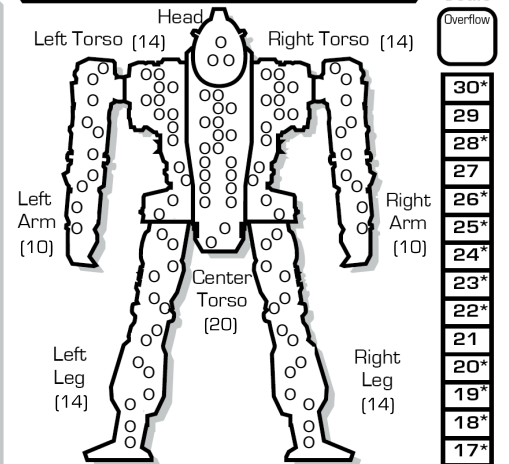
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- 5 Endo Steel
- 6 Endo Steel

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 (32) Double
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: Viper

Movement Points:

Walking: 5  
Running: 8  
Jumping: 5

Tonnage: 75

Tech Base: Clan  
Era: Clan Invasion

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_ Piloting Skill: \_\_\_\_

Hits Taken  
Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead

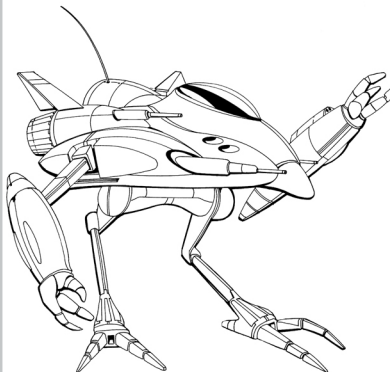
### Weapons & Equipment Inventory

(hexes)

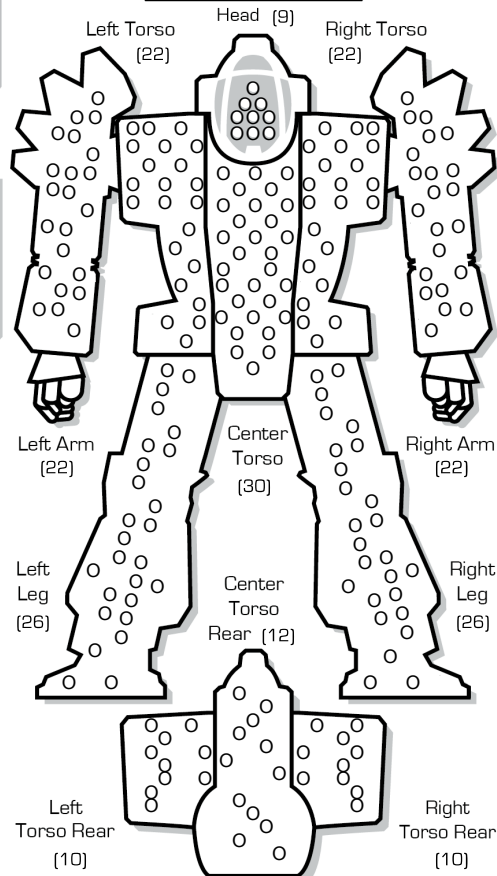
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RT	10	10 [P]	—	6	14	20
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
2	Small Pulse Laser	RT	2	3 [P]	—	2	4	6
1	Large Pulse Laser	LT	10	10 [P]	—	6	14	20
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
2	Small Pulse Laser	LT	2	3 [P]	—	2	4	6
1	Targeting Computer	RA	—	[E]	—	—	—	—
2	Machine Gun	LA	0	2	—	1	2	3

Cost: 18,826,499 C-bills

BV: 2,813



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Machine Gun
- Machine Gun

1-3

- Ammo (Machine Gun) 200
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Large Pulse Laser
- Large Pulse Laser

1-3

4-6

- Medium Pulse Laser
- Small Pulse Laser
- Small Pulse Laser
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

#### Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

4-6

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

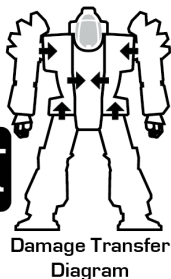
4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Endo Steel

1-3

4-6

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Targeting Computer
- Targeting Computer

1-3

4-6

- Targeting Computer
- Targeting Computer
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

1-3

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Large Pulse Laser
- Large Pulse Laser

1-3

4-6

- Medium Pulse Laser
- Small Pulse Laser
- Small Pulse Laser
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

1-3

4-6

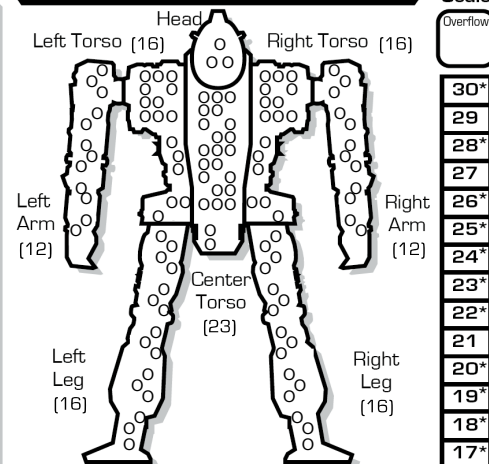
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

1-3

4-6

### INTERNAL STRUCTURE DIAGRAM



### 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	

### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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: **Viper 2**

Movement Points:  
 Walking: 5  
 Running: 8  
 Jumping: 5

Tonnage: 75  
 Tech Base: Clan  
 Era: Clan Invasion

### WARRIOR DATA

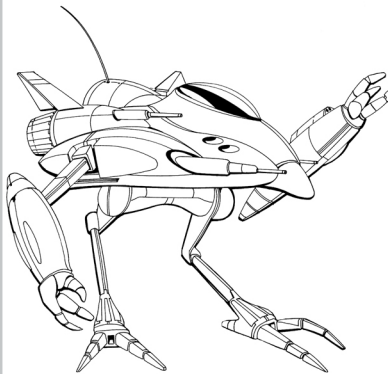
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead

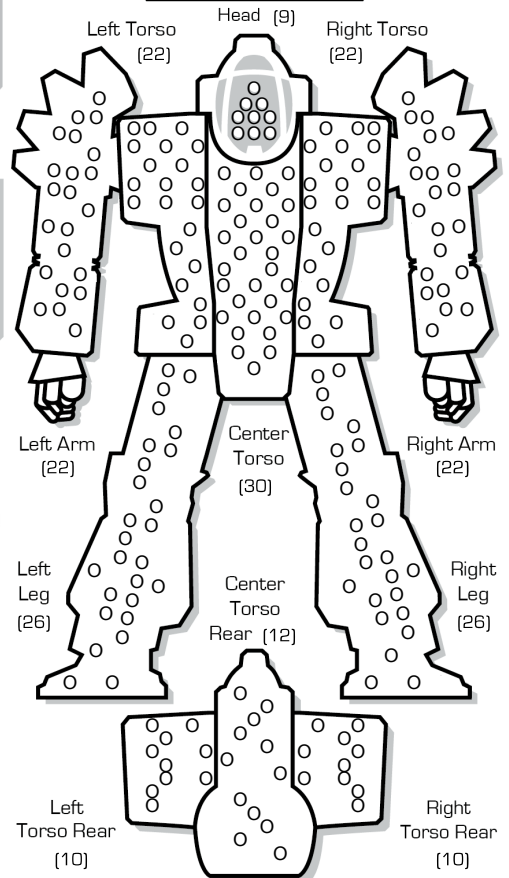
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	RT	12	10 [DE]	—	8	15	25
3	Small Pulse Laser	RT	2	3 [P]	—	2	4	6
2	Small Pulse Laser	LT	2	3 [P]	—	2	4	6
1	Ultra AC/2	LT	1	2/Sht [DB,R,C]	2	9	18	27
1	Targeting Computer	RA	—	[E]	—	—	—	—
1	ECM Suite	LA	—	[E]	—	—	—	6
2	Machine Gun	LA	0	2 [DB,AI]	—	1	2	3

Cost: 19,291,999 C-bills BV: 2,520



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
<b>Left Arm (CASE)</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Machine Gun	6. Machine Gun
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Targeting Computer	6. Targeting Computer
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. Jump Jet	4. Jump Jet	5. Ultra AC/2	6. Ultra AC/2
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. Jump Jet	4. Jump Jet	5. ER Large Laser	6. ER Large Laser
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

**Engine Hits** ○○○○

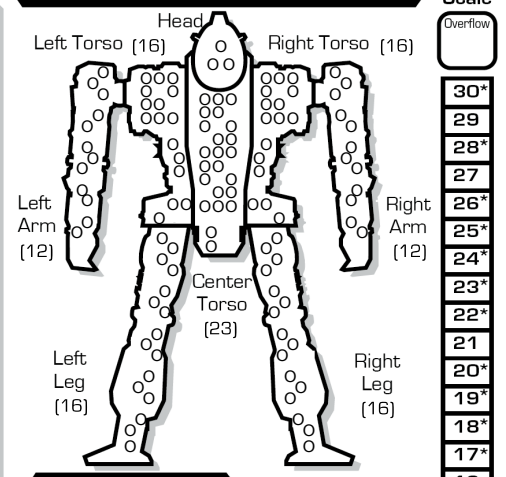
**Gyro Hits** ○○

**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	Heat Sinks: 12 (24) Double
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: **Viper 3**

Movement Points:  
 Walking: 5  
 Running: 8  
 Jumping: 4

Tonnage: 75  
 Tech Base: Clan  
 Era: Civil War

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead

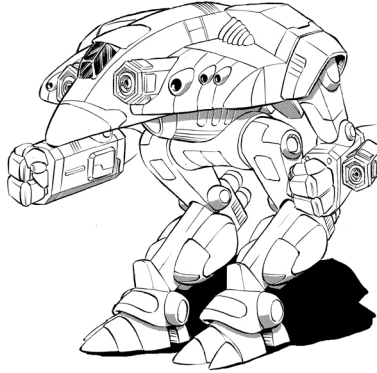
### Weapons & Equipment Inventory

(hexes)

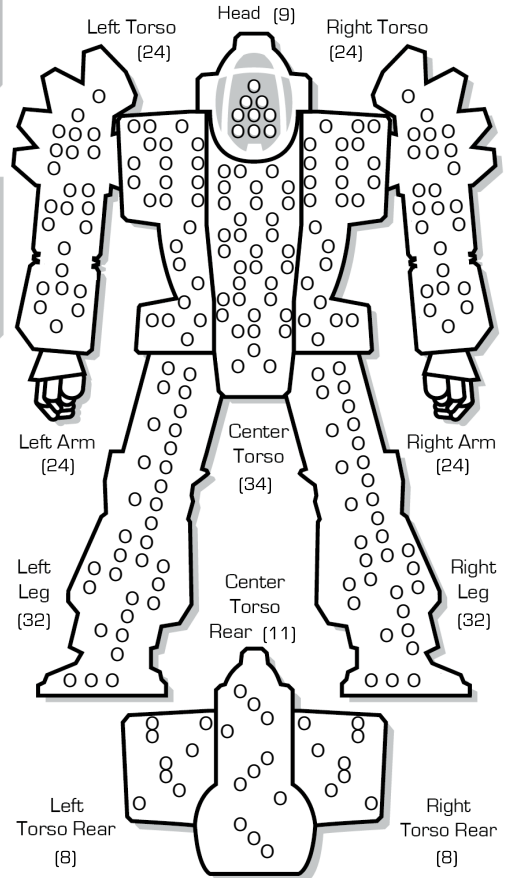
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Large Laser	RT	18	16 [DE]	—	5	10	15
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
2	Small Pulse Laser	RT	2	3 [P]	—	2	4	6
1	Heavy Large Laser	LT	18	16 [DE]	—	5	10	15
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
2	Small Pulse Laser	LT	2	3 [P]	—	2	4	6
1	Machine Gun	RA	0	2	—	1	2	3
				[DB,AI]				
1	Targeting Computer	RA	—	2	—	—	—	—
1	Machine Gun	LA	0	2	—	1	2	3
				[E]				
				[DB,AI]				

Cost: 18,852,749 C-bills

BV: 2,421



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Machine Gun
- Ammo (Machine Gun) 200
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- Medium Pulse Laser

1-3

- Small Pulse Laser
- Small Pulse Laser
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Endo Steel

#### Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

1-3

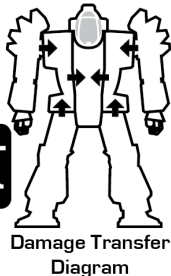
#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

1-3

- Machine Gun
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Ferro-Fibrous

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- Medium Pulse Laser

1-3

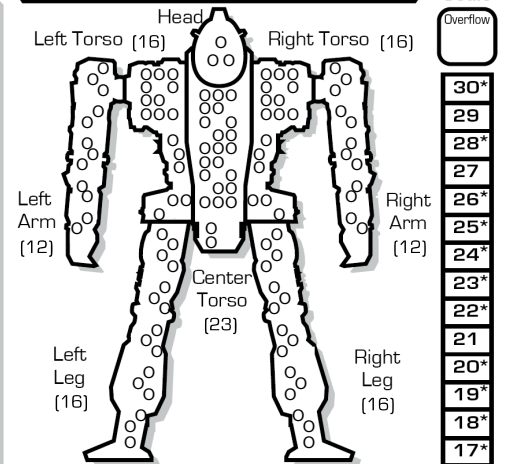
- Small Pulse Laser
- Small Pulse Laser
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Endo Steel

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 17 (34) Double
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: **Viper 4**

Movement Points:  
 Walking: 5  
 Running: 8  
 Jumping: 4

Tonnage: 75  
 Tech Base: Clan  
 Era: Civil War

### WARRIOR DATA

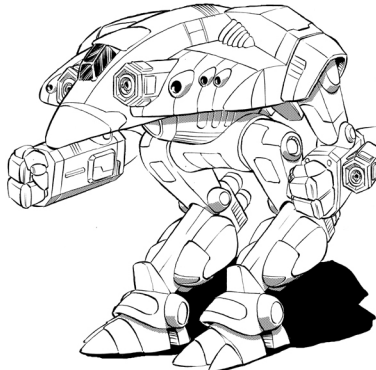
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead

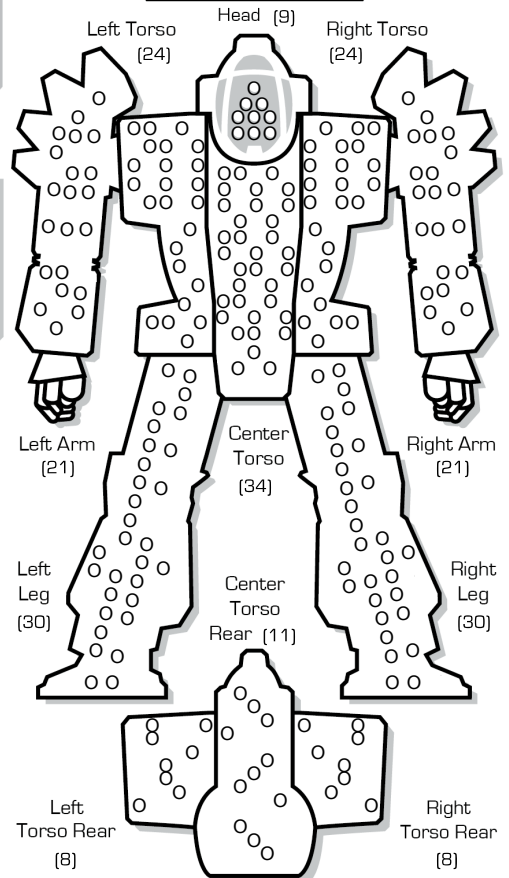
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Large Laser	RT	18	16 [DE]	—	5	10	15
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
2	Small Pulse Laser	RT	2	3 [P]	—	2	4	6
1	Heavy Large Laser	LT	18	16 [DE]	—	5	10	15
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
2	Small Pulse Laser	LT	2	3 [P]	—	2	4	6
1	Targeting Computer	RA	—	[E]	—	—	—	—
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

Cost: 18,968,249 C-bills      BV: 2,594



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Double Heat Sink	6. Double Heat Sink
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Double Heat Sink	6. Double Heat Sink
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. Heavy Large Laser	4. Heavy Large Laser	5. Heavy Large Laser	6. Medium Pulse Laser
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. Heavy Large Laser	4. Heavy Large Laser	5. Heavy Large Laser	6. Medium Pulse Laser
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Endo Steel
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Endo Steel

**Engine Hits** ○○○

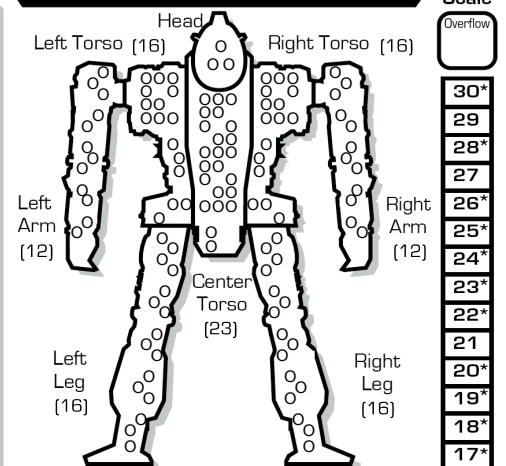
**Gyro Hits** ○○

**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	Heat Sinks: 18 (36) Double
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: Behemoth

Movement Points:

Walking: 3

Running: 5

Jumping: 3

Tonnage: 100

Tech Base: Clan

Era: Succession Wars

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

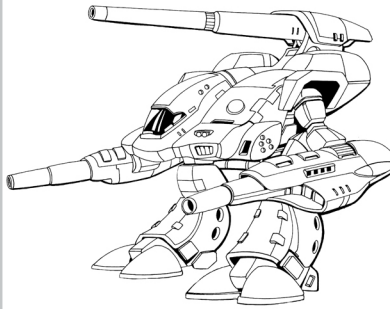
### Weapons & Equipment Inventory

(hexes)

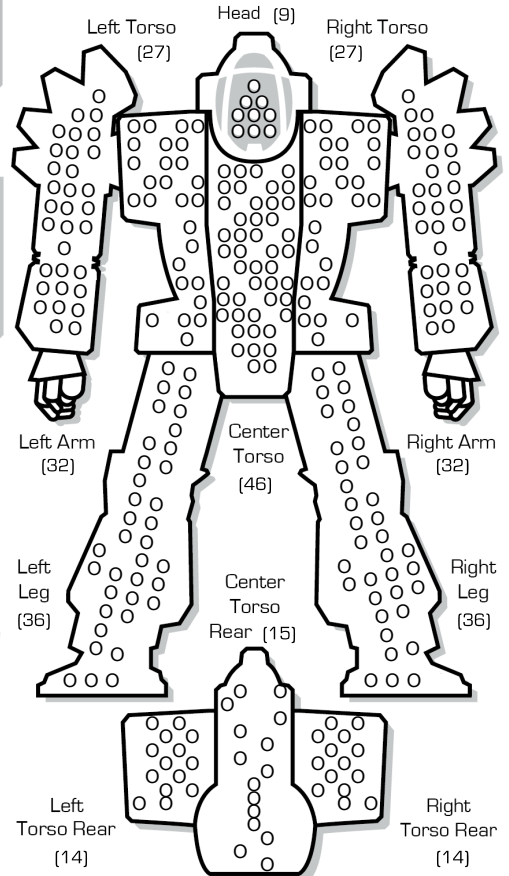
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	HD	2	3 [P]	—	2	4	6
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	LT	1	15 [DB,X]	2	7	15	22
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20

Cost: 10,352,000 C-bills

BV: 3,001



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Pulse Laser
- Large Pulse Laser
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Torso (CASE)

- Gauss Rifle
- Gauss Rifle
- 1-3 Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

- Ammo (Gauss) 8
- Ammo (Gauss) 8
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again

#### Head

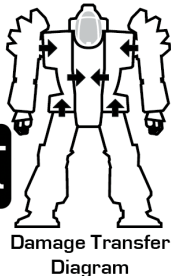
- Life Support
- Sensors
- Cockpit
- Small Pulse Laser
- Sensors
- Life Support

#### Center Torso

- Fusion Engine
- Fusion Engine
- 1-3 Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine
- 4-6 Fusion Engine
- Fusion Engine
- Jump Jet
- Roll Again

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Pulse Laser
- Large Pulse Laser
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Right Torso (CASE)

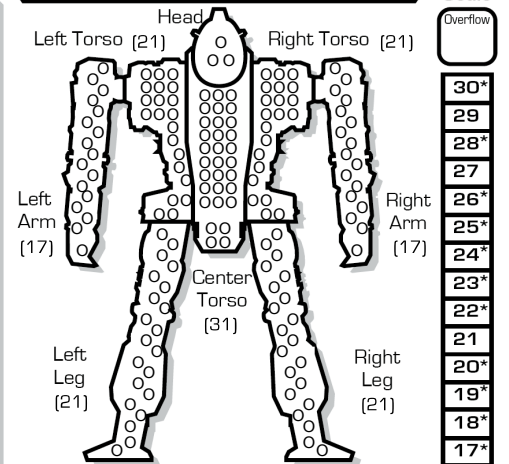
- Gauss Rifle
- Gauss Rifle
- 1-3 Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

- Ammo (Gauss) 8
- Ammo (Gauss) 8
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Behemoth 2

Movement Points:

Walking: 3

Running: 5

Jumping: 3

Tonnage: 100

Tech Base: Clan

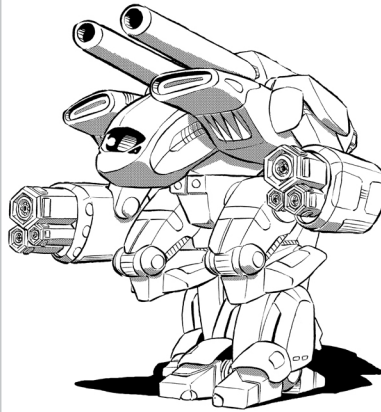
Era: Civil War

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



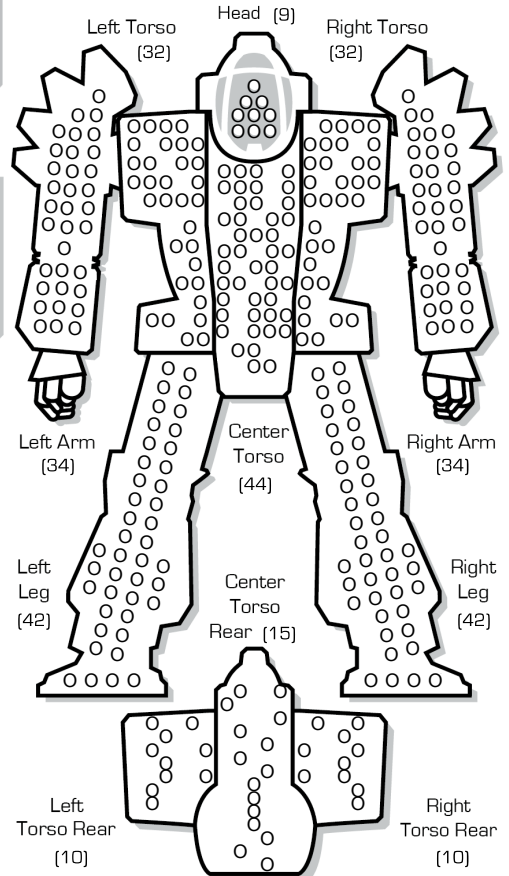
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AMS	HD	1	2	—	0	0	0
				[DB,PD]				
1	Gauss Rifle	RT	1	15	2	7	15	22
				[DB,X]				
1	Heavy Medium Laser(R)	RT	7	10	—	3	6	9
1	Gauss Rifle	LT	1	15	2	7	15	22
				[DB,X]				
1	Heavy Medium Laser(R)	LT	7	10	—	3	6	9
1	Heavy Large Laser	RA	18	16	—	5	10	15
1	Heavy Medium Laser	RA	7	10	—	3	6	9
1	Heavy Small Laser	RA	3	6	—	1	2	3
1	Heavy Large Laser	LA	18	16	—	5	10	15
1	Heavy Medium Laser	LA	7	10	—	3	6	9
1	Heavy Small Laser	LA	3	6	—	1	2	3
1	A-Pod	RL	—	[PD,OS,AI]	—	—	—	—
1	A-Pod	LL	—	[PD,OS,AI]	—	—	—	—

Cost: 23,878,000 C-bills

BV: 3,107

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

#### Head

- Life Support
- Sensors
- Cockpit
- AMS
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

#### Center Torso (CASE)

- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- 4-6 Heavy Medium Laser
- Heavy Medium Laser
- Heavy Small Laser

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- 4-6 Heavy Medium Laser
- Heavy Medium Laser
- Heavy Small Laser

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- 1-3 Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- Jump Jet
- Ammo (AMS) 24

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- 1-3 Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

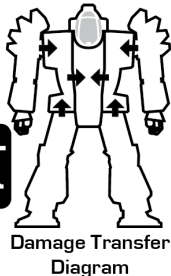
- Gauss Rifle
- Gauss Rifle
- 4-6 Heavy Medium Laser(R)
- Heavy Medium Laser(R)
- Ammo (Gauss) 8
- Ammo (Gauss) 8

#### Left Leg

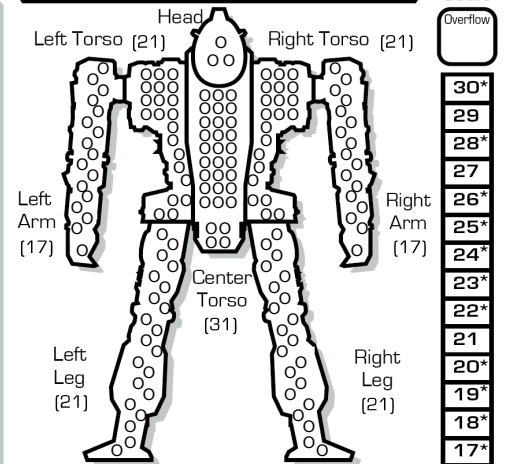
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- A-Pod

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- A-Pod



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 (32) Double
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: Behemoth 3

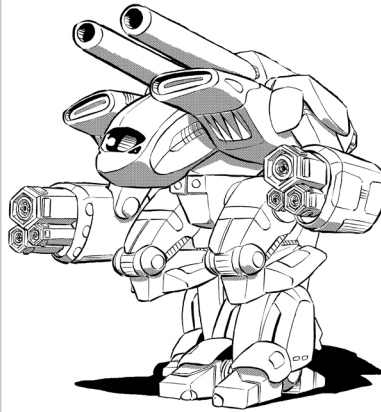
Movement Points:  
 Walking: 3  
 Running: 5  
 Jumping: 3

Tonnage: 100  
 Tech Base: Clan  
 Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



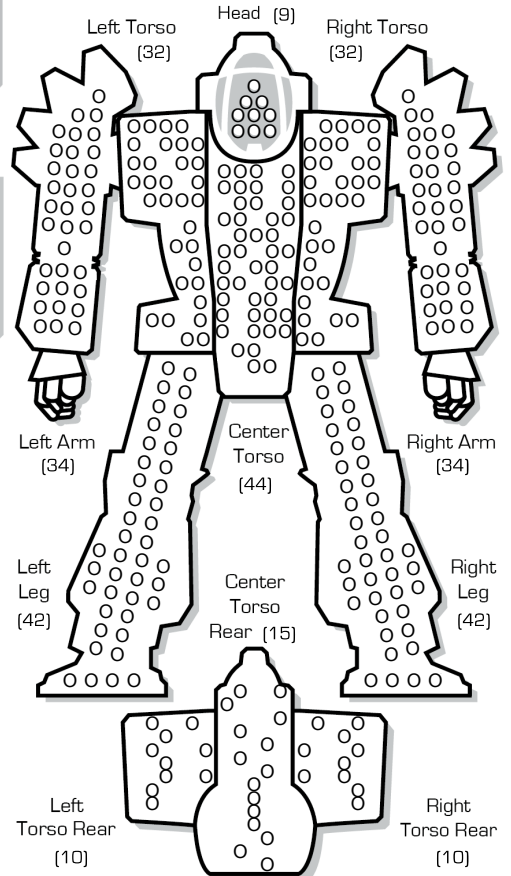
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ATM 9	RT	6	[M,S,C]	4	5	10	15
	Standard			2 [Msl]	4	5	18	27
	Extended-Range			1 [Msl]	—	—	6	7
	High-Explosive			3 [Msl]	—	—	6	7
1	ER Micro Laser(R)	RT	1	2 [DE]	—	1	2	4
1	ATM 9	LT	6	[M,S,C]	4	5	10	15
	Standard			2 [Msl]	4	5	18	27
	Extended-Range			1 [Msl]	—	—	6	7
	High-Explosive			3 [Msl]	—	—	6	7
1	ER Micro Laser(R)	LT	1	2 [DE]	—	1	2	4
2	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
2	Large Pulse Laser	LA	10	10 [P]	—	6	14	20

Cost: 22,892,000 C-bills

BV: 3,072

### ARMOR DIAGRAM

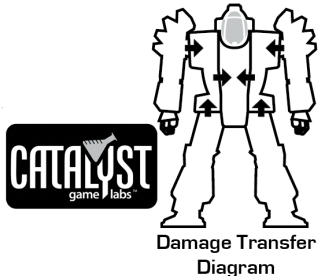


### CRITICAL HIT TABLE

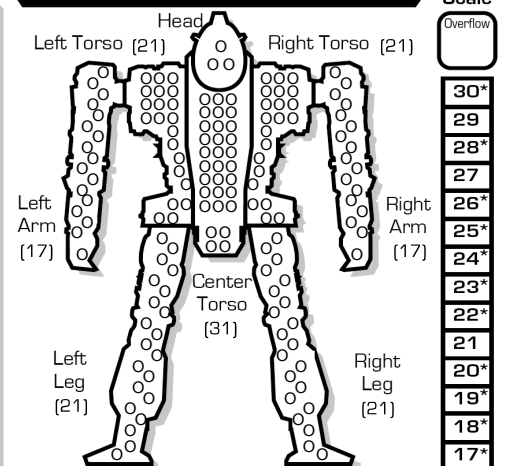
- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - 1-3 Double Heat Sink
  - 1-3 Double Heat Sink
  - 1-3 Double Heat Sink
  - 1-3 Double Heat Sink
- Center Torso**
- 1-3 Double Heat Sink
  - 1-3 Double Heat Sink
  - 4-6 Large Pulse Laser
  - 4-6 Large Pulse Laser
  - 4-6 Large Pulse Laser
  - 4-6 Large Pulse Laser
- Left Torso (CASE)**
- 1-3 XL Fusion Engine
  - 1-3 XL Fusion Engine
  - 1-3 Double Heat Sink
  - 1-3 Double Heat Sink
  - 1-3 ATM 9
  - 1-3 ATM 9
- Right Torso (CASE)**
- 1-3 XL Fusion Engine
  - 1-3 XL Fusion Engine
  - 1-3 Double Heat Sink
  - 1-3 Double Heat Sink
  - 1-3 ATM 9
  - 1-3 ATM 9
- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Jump Jet
  - Roll Again

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Roll Again
  - Sensors
  - Life Support
- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - 1-3 Double Heat Sink
  - 1-3 Double Heat Sink
  - 1-3 Double Heat Sink
  - 1-3 Double Heat Sink
- Center Torso**
- 1-3 XL Fusion Engine
  - 1-3 XL Fusion Engine
  - 1-3 XL Fusion Engine
  - 1-3 Gyro
  - 1-3 Gyro
  - 1-3 Gyro
- Right Torso (CASE)**
- 1-3 XL Fusion Engine
  - 1-3 XL Fusion Engine
  - 1-3 Double Heat Sink
  - 1-3 Double Heat Sink
  - 1-3 Double Heat Sink
  - 1-3 Double Heat Sink
- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Jump Jet
  - Roll Again

Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 21 (42) Double
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: Kraken

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Tonnage: 100

Tech Base: Clan

Era: Succession Wars

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

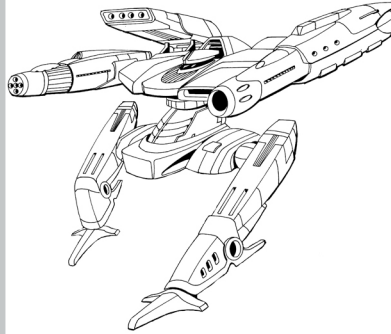
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

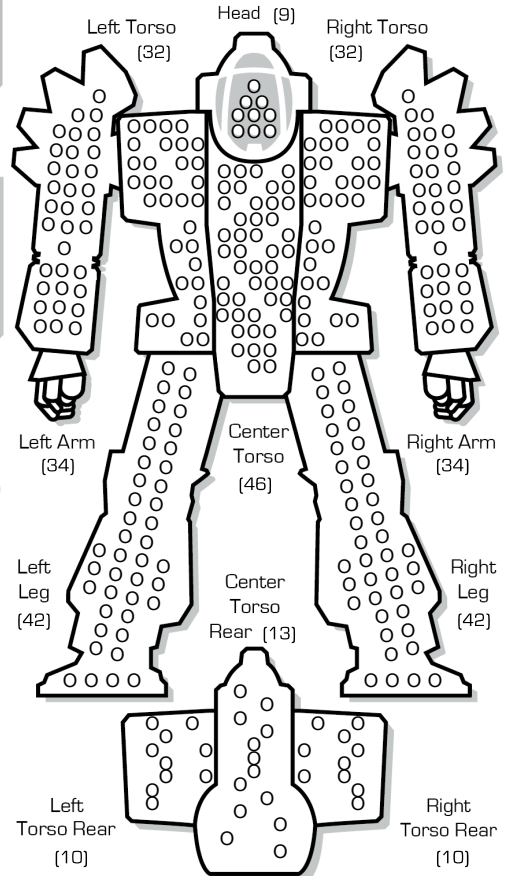
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	Machine Gun	RT	0	2	—	1	2	3
				[DB,AI]				
5	Ultra AC/2	RA	1	2/Sht	2	9	18	27
				[DB,R,C]				
5	Ultra AC/2	LA	1	2/Sht	2	9	18	27
				[DB,R,C]				

Cost: 22,300,000 C-bills

BV: 1,950



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Ultra AC/2
- Ultra AC/2
- Ultra AC/2
- Ultra AC/2

1-3

- Ultra AC/2
- Ultra AC/2
- Ultra AC/2
- Ultra AC/2
- Ultra AC/2
- Ultra AC/2

4-6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Ammo (Ultra AC) 45
- Ammo (Ultra AC) 45
- 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
- Roll Again
- Roll Again

4-6

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

#### Center Torso

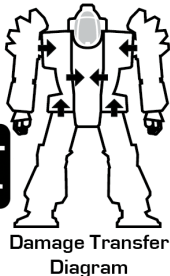
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Roll Again
- Roll Again

4-6

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Ultra AC/2
- Ultra AC/2
- Ultra AC/2
- Ultra AC/2

1-3

- Ultra AC/2
- Ultra AC/2
- Ultra AC/2
- Ultra AC/2
- Ultra AC/2
- Ultra AC/2

4-6

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Machine Gun
- Machine Gun
- Machine Gun
- Machine Gun

1-3

- Ammo (Machine Gun) 100
- Ammo (Ultra AC) 45
- Ammo (Ultra AC) 45
- Roll Again
- Roll Again
- Roll Again

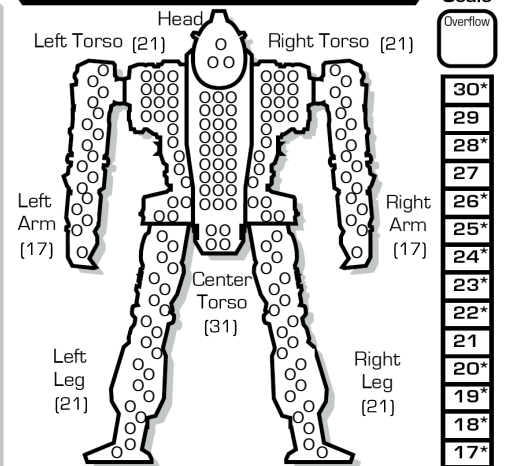
4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

4-6

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Kraken 2

Movement Points:  
 Walking: 3  
 Running: 5  
 Jumping: 0

Tonnage: 100  
 Tech Base: Clan  
 Era: Clan Invasion

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	Machine Gun	RT	0	2	—	1	2	3
				[DB,AI]				
2	Ultra AC/10	RA	3	10/Sht	—	6	12	18
				[DB,R,C]				
2	Ultra AC/10	LA	3	10/Sht	—	6	12	18
				[DB,R,C]				

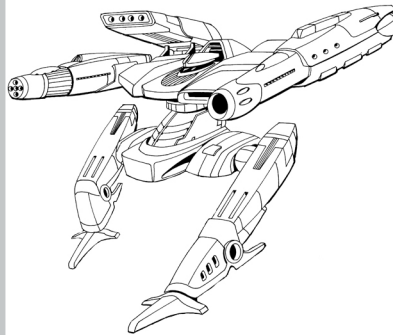
Cost: 20,356,000 C-bills

BV: 2,502

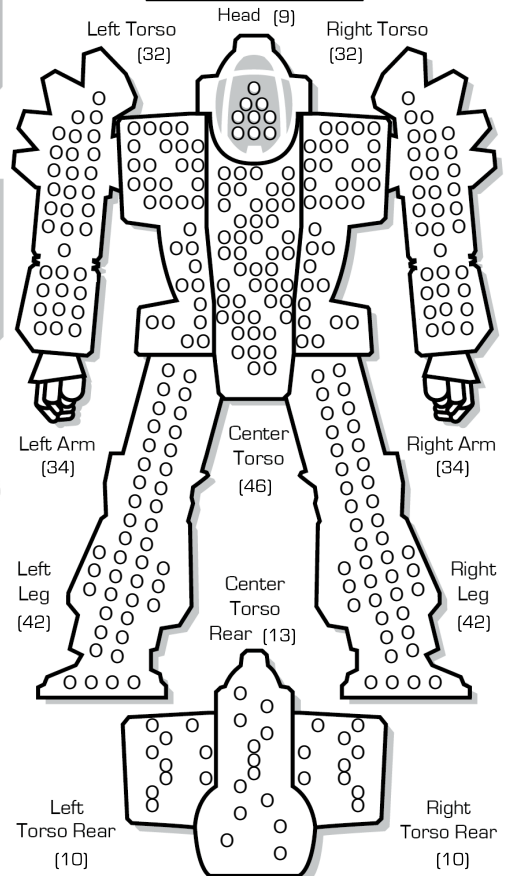
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10

1-3

- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Roll Again
- Roll Again

4-6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Ammo (Ultra AC) 10
- Ammo (Ultra AC) 10
- Ammo (Ultra AC) 10
- Ammo (Ultra AC) 10

1-3

- Ammo (Ultra AC) 10
- Ammo (Ultra AC) 10
- Ammo (Ultra AC) 10
- Ammo (Ultra AC) 10
- Ammo (Ultra AC) 10
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Roll Again
- Roll Again

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10

1-3

- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Roll Again
- Roll Again

4-6

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Machine Gun
- Machine Gun
- Machine Gun
- Machine Gun

1-3

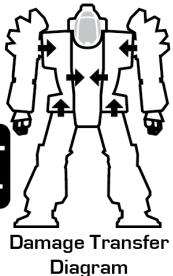
- Ammo (Machine Gun) 100
- Ammo (Ultra AC) 10
- Ammo (Ultra AC) 10
- Ammo (Ultra AC) 10
- Ammo (Ultra AC) 10
- Ammo (Ultra AC) 10

4-6

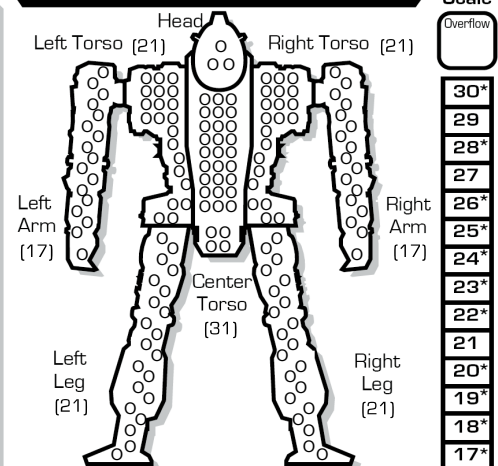
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Kraken 3

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Tonnage: 100

Tech Base: Clan

Era: Clan Invasion

### WARRIOR DATA

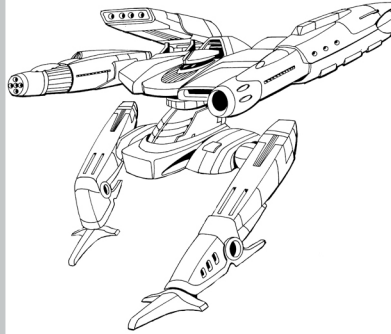
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

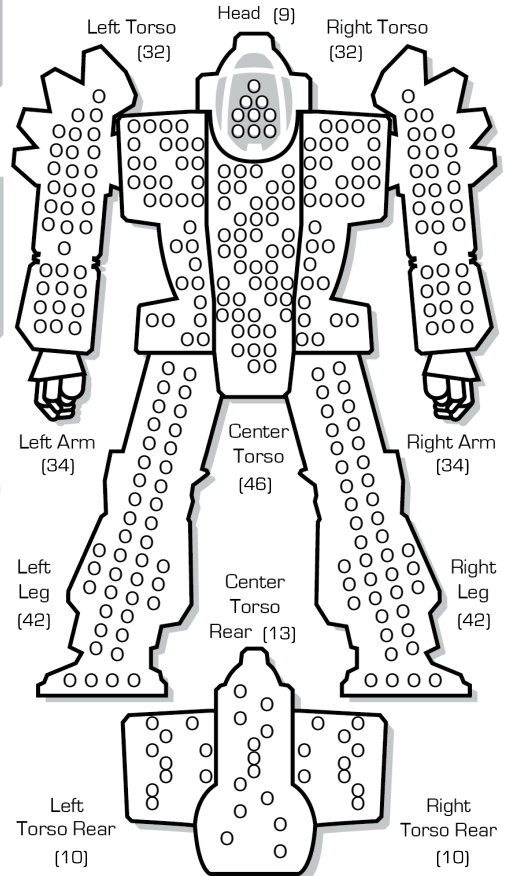
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 4 (OS)	HD	3	2/Msl [M,C]	—	4	8	12
4	LRM 15	RA	5	1/Msl [M,C,S]	—	7	14	21
4	LRM 15	LA	5	1/Msl [M,C,S]	—	7	14	21



Cost: 23,148,000 C-bills

BV: 2,941

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- LRM 15
- LRM 15

- LRM 15
- LRM 15
- LRM 15
- 4-6 LRM 15
- LRM 15
- LRM 15

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- Ammo (LRM) 8
- Ammo (LRM) 8

- Ammo (LRM) 8
- Ammo (LRM) 8
- 4-6 Ammo (LRM) 8
- Ammo (LRM) 8
- Ammo (LRM) 8
- Ammo (LRM) 8

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

#### Head

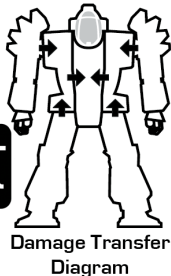
- Life Support
- Sensors
- Cockpit
- Streak SRM 4 (OS)
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- 4-6 XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- LRM 15
- LRM 15

- LRM 15
- LRM 15
- LRM 15
- 4-6 LRM 15
- LRM 15
- LRM 15

#### Right Torso (CASE)

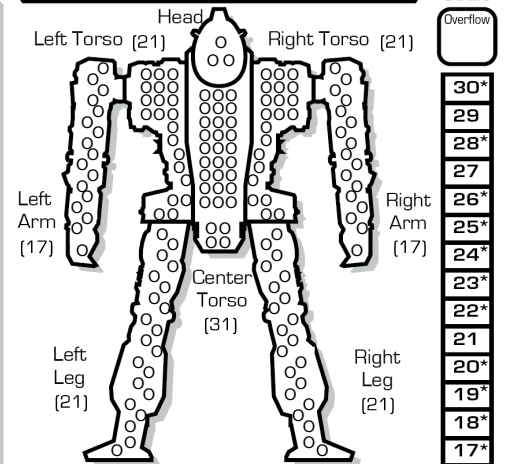
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- Ammo (LRM) 8
- Ammo (LRM) 8

- Ammo (LRM) 8
- Ammo (LRM) 8
- 4-6 Ammo (LRM) 8
- Ammo (LRM) 8
- Ammo (LRM) 8
- Ammo (LRM) 8

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 19 (38) Double
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: Kraken 4

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Tonnage: 100

Tech Base: Clan

Era: Civil War

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

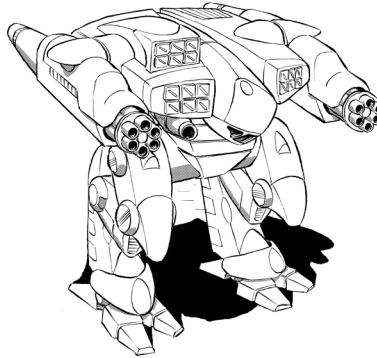
### Weapons & Equipment Inventory

(hexes)

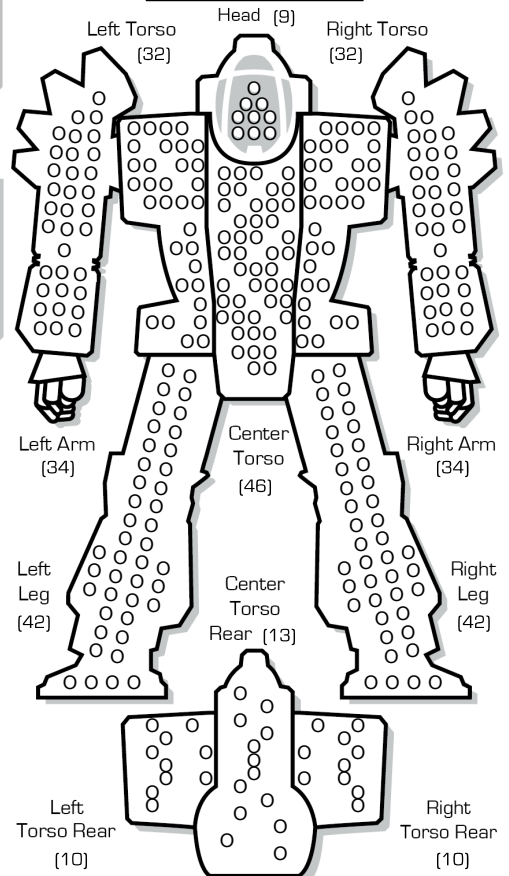
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ATM 6	RT	4	[M,S,C]	4	5	10	15
	Standard			2/Msl	4	5	18	27
	Extended-Range			1/Msl	4	5	6	9
	High-Explosive			3/Msl	4	5	6	9
1	ER Large Laser	RT	12	10 [DE]	—	8	15	25
1	ATM 6	LT	4	[M,S,C]	4	5	10	15
	Standard			2/Msl	4	5	18	27
	Extended-Range			1/Msl	4	5	6	9
	High-Explosive			3/Msl	4	5	6	9
1	Ultra AC/20	RA	7	20/Sht	—	4	8	12
				[DB,R,C]				
1	Ultra AC/20	LA	7	20/Sht	—	4	8	12
				[DB,R,C]				

Cost: 23,414,000 C-bills

BV: 2,709



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- ATM 6
- ATM 6
- ATM 6
- ATM 6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

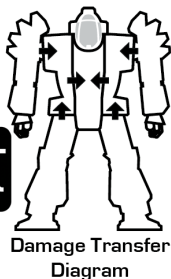
- ATM 6
- ATM 6
- ATM 6
- Ammo (ATM) 10
- Ammo (Ultra AC) 5
- Ammo (Ultra AC) 5

#### Left Leg

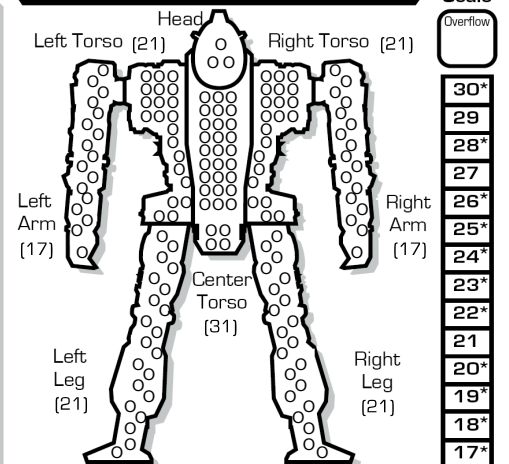
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 17 (34) Double
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	



## **SOLARIS VII BATTLEMECHS**

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Porcupine PRC-1N

Movement Points: **Tonnage:** 20  
 Walking: 9 **Tech Base:** Inner Sphere  
 Running: 14 [18] (Experimental)  
 Jumping: 0 **Era:** Civil War

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Spikes	HD	—	[E]	—	—	—	—
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Spikes	RT	—	[E]	—	—	—	—
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Spikes	LT	—	[E]	—	—	—	—
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Spikes	RA	—	[E]	—	—	—	—
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Spikes	LA	—	[E]	—	—	—	—

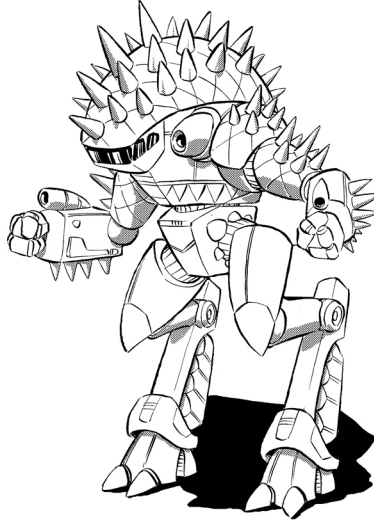
Cost: 5,310,240 C-bills

BV: 880

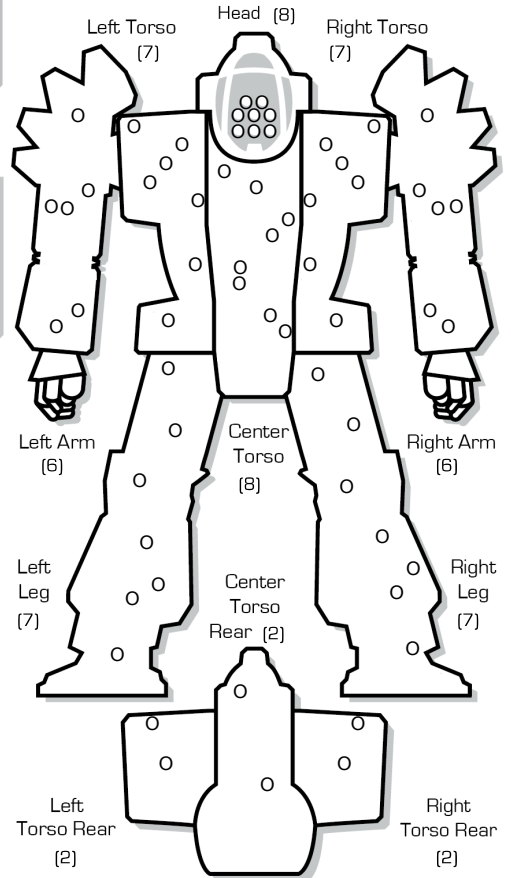
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
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
  - Spikes

#### Head

- Life Support
- Sensors
- Cockpit
- Spikes
- Sensors
- Life Support

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - Medium Laser
  - Spikes

#### Center Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- Gyro
  - Gyro
  - Gyro

- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6
- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous

#### Left Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- Medium Laser
  - Spikes
  - Endo Steel

- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
- 4-6
- XL Fusion Engine
  - Heat Sink
  - Supercharger

#### Right Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- Medium Laser
  - Spikes
  - Ferro-Fibrous

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

- Endo Steel
  - Endo Steel
  - Endo Steel
- 4-6
- Endo Steel
  - Endo Steel
  - Endo Steel

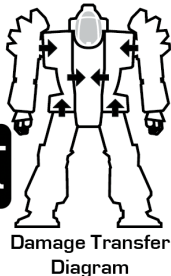
- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6
- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous

#### Left Leg

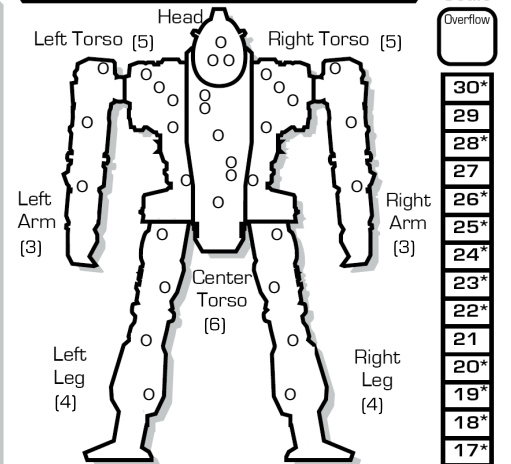
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Endo Steel

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 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: Porcupine PRC-2N

Movement Points: **Walking:** 8 **Running:** 12 **Jumping:** 0  
 Tonnage: 20  
 Tech Base: Inner Sphere (Experimental)  
 Era: Civil War

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	ER Small Laser	CT	2	3 [DE]	—	2	4	5
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Small X-Pulse Laser	RT	3	3 [P]	—	2	4	5
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Small X-Pulse Laser	LT	3	3 [P]	—	2	4	5
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

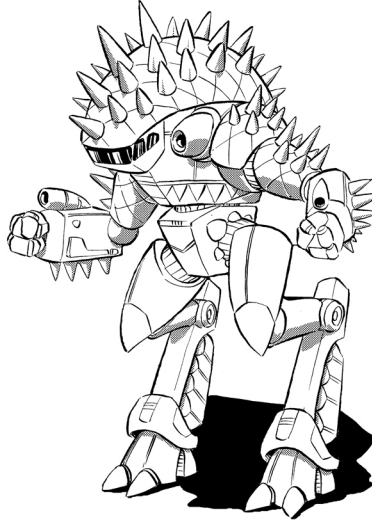
Cost: 6,870,140 C-bills

BV: 918

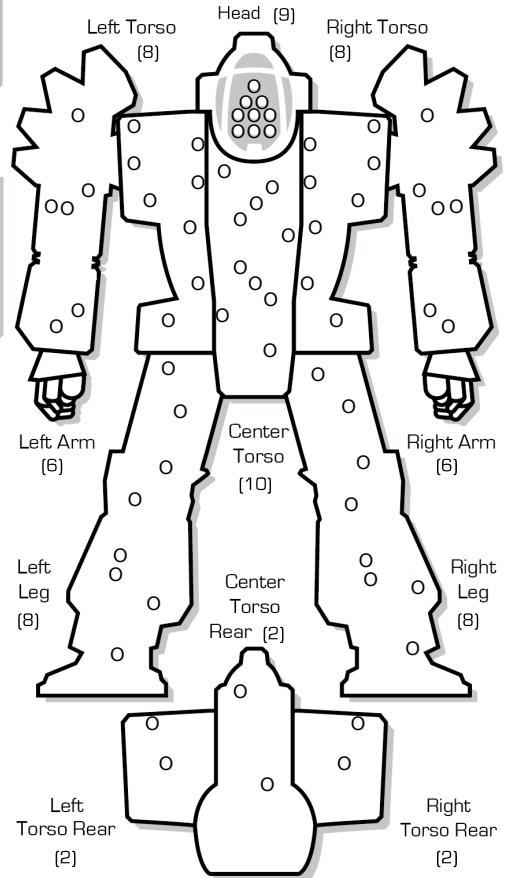
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



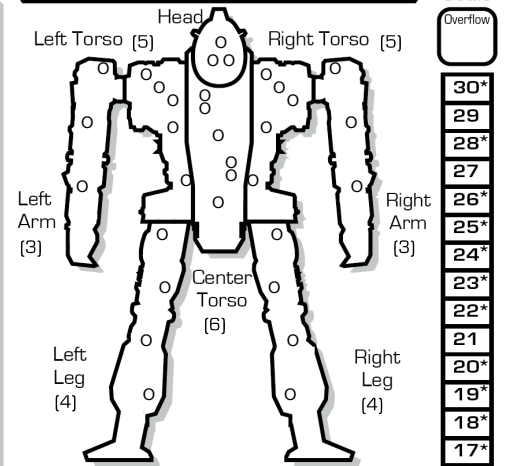
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Double Heat Sink	6. Double Heat Sink
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Double Heat Sink	6. Double Heat Sink
<b>Center Torso</b>	1. XXL Fusion Engine	2. XXL Fusion Engine	3. XXL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XXL Fusion Engine	2. XXL Fusion Engine	3. XXL Fusion Engine	4. XXL Fusion Engine	5. XXL Fusion Engine	6. XXL Fusion Engine
<b>Right Torso</b>	1. XXL Fusion Engine	2. XXL Fusion Engine	3. XXL Fusion Engine	4. XXL Fusion Engine	5. XXL Fusion Engine	6. XXL Fusion Engine
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
<b>Head</b>	1. Life Support	2. Sensors	3. Small Cockpit	4. Sensors	5. ER Medium Laser	6. ER Medium Laser

Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Koto KTO-2A

Movement Points:  
 Walking: 8  
 Running: 12  
 Jumping: 0

Tonnage: 25  
 Tech Base: Inner Sphere  
 (Experimental)  
 Era: Clan Invasion

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	3 [DE]	—	2	4	5
1	Large X-Pulse Laser	CT	14	9 [P]	—	5	10	15
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

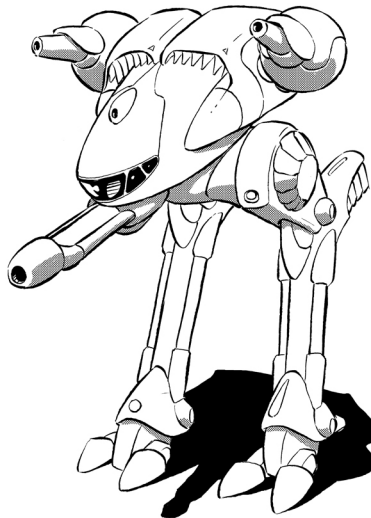
Cost: 3,677,604 C-bills

BV: 977

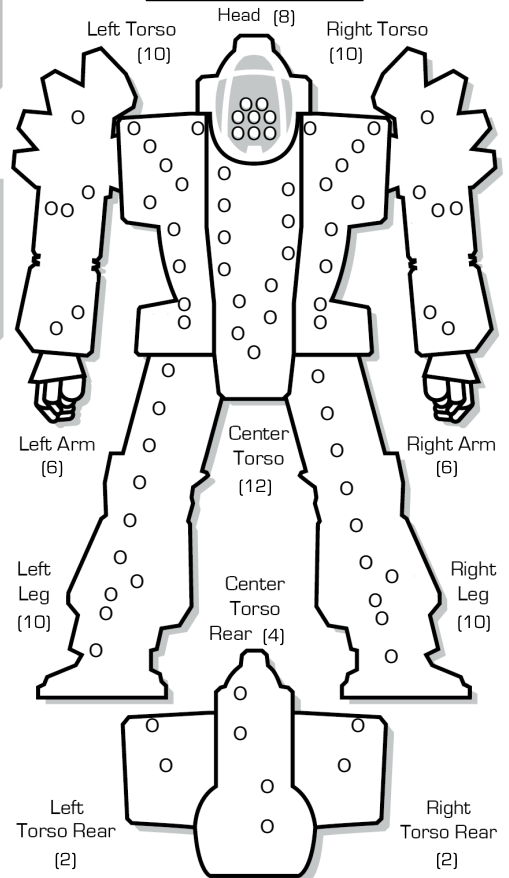
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- 1-3 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous

#### Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser
- 5 Sensors
- 6 Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- 1-3 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous

#### Center Torso

- 1-3 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4 Gyro
- 5 Gyro
- 6 Gyro

#### Right Arm

- 1-3 Ferro-Fibrous
- 2 Ferro-Fibrous
- 3 Ferro-Fibrous
- 4-6 Ferro-Fibrous
- 5 Roll Again
- 6 Roll Again

#### Left Torso

- 1-3 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink

#### Right Torso

- 1-3 Gyro
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4-6 XL Fusion Engine
- 5 Large X-Pulse Laser
- 6 Large X-Pulse Laser

#### Right Torso

- 1-3 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink

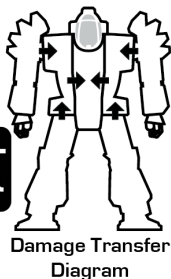
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

#### Left Leg

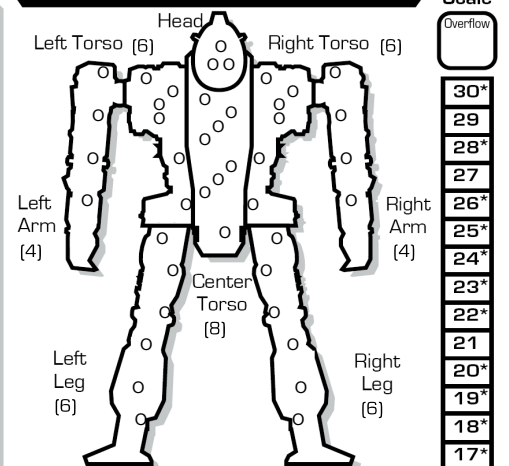
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- 5 Endo Steel
- 6 Endo Steel

#### Right Leg

- 1-3 Endo Steel
- 2 Endo Steel
- 3 Endo Steel
- 4 Endo Steel
- 5 Roll Again
- 6 Roll Again



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Koto KTO-3A

Movement Points:

Walking: 8  
Running: 12  
Jumping: 0

Tonnage: 25

Tech Base: Inner Sphere  
Era: Civil War

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	—	1	2	3
1	Large Pulse Laser	CT	10	9 [P]	—	3	7	10
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

Cost: 3,452,604 C-bills

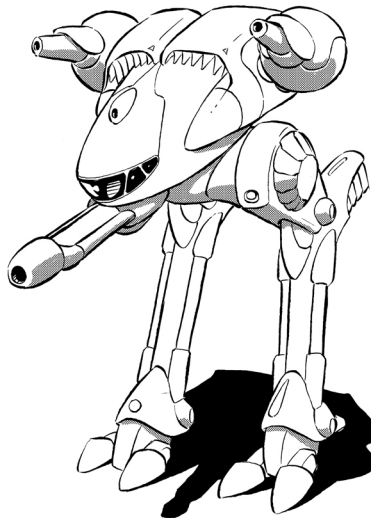
BV: 806

### WARRIOR DATA

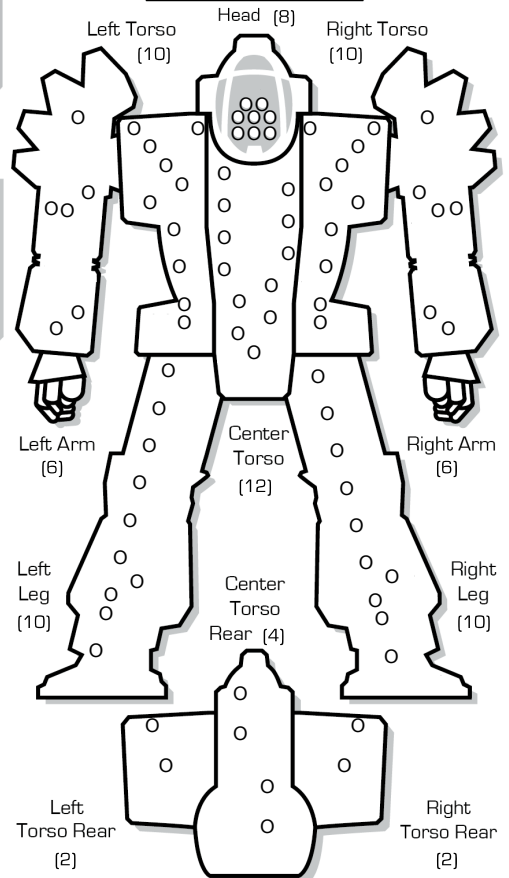
Name: \_\_\_\_\_

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
- 1-3 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Medium Laser
- 1-3 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous

#### Center Torso

- 1 Ferro-Fibrous
- 2 Ferro-Fibrous
- 3 Ferro-Fibrous
- 4 Ferro-Fibrous
- 5 Roll Again
- 6 Roll Again

- 1 Ferro-Fibrous
- 2 Ferro-Fibrous
- 3 Ferro-Fibrous
- 4 Ferro-Fibrous
- 5 Roll Again
- 6 Roll Again

#### Left Torso

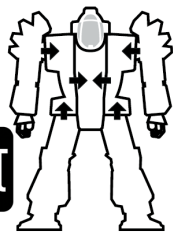
- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink

- 1 Gyro
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4 XL Fusion Engine
- 5 Large Pulse Laser
- 6 Large Pulse Laser

#### Right Torso

- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



Damage Transfer Diagram

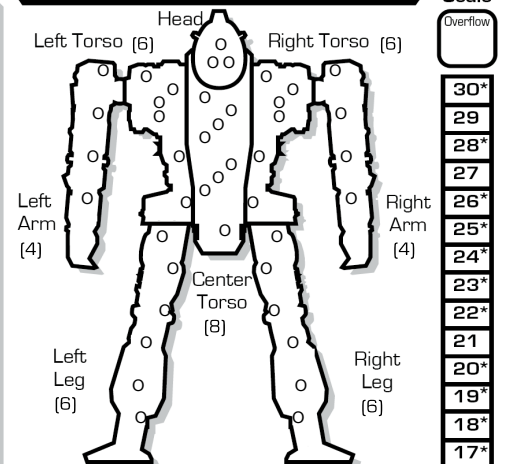
#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- 5 Endo Steel
- 6 Endo Steel

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- 5 Endo Steel
- 6 Endo Steel

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Koto KTO-4A

Movement Points:  
Walking: 8  
Running: 12  
Jumping: 0

Tonnage: 25  
Tech Base: Inner Sphere  
Era: Jihad

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	3 [DE]	—	2	4	5
1	ER PPC	RT	15	10 [DE]	—	7	14	23
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

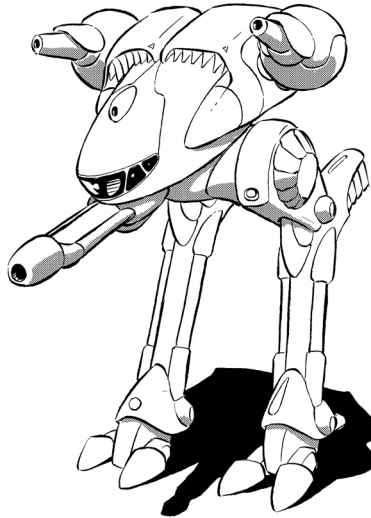
Cost: 3,708,854 C-bills

BV: 1,073

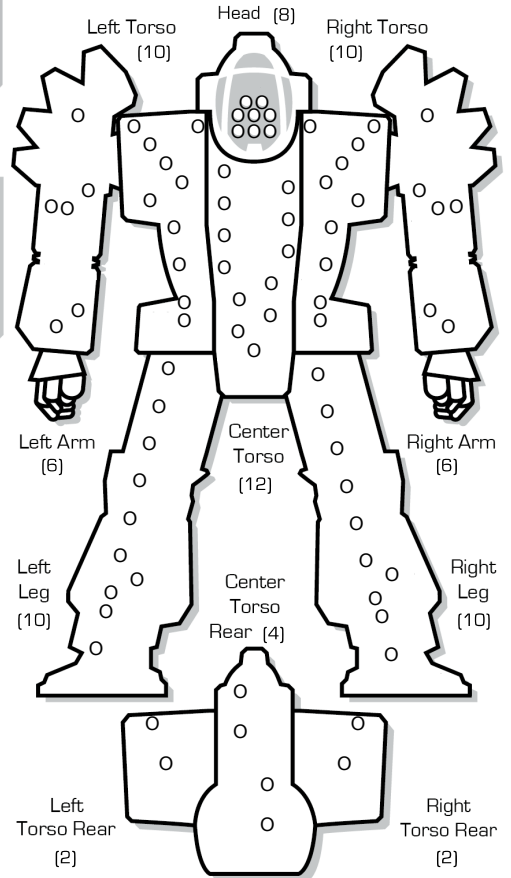
### WARRIOR DATA

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
- ER Medium Laser
- 1-3 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous

#### Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser
- 5 Sensors
- 6 Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- 1-3 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous

#### Center Torso

- 1 Ferro-Fibrous
- 2 Ferro-Fibrous
- 3 Ferro-Fibrous
- 4 Ferro-Fibrous
- 5 Roll Again
- 6 Roll Again

#### Right Torso

- 1 Ferro-Fibrous
- 2 Ferro-Fibrous
- 3 Ferro-Fibrous
- 4 Ferro-Fibrous
- 5 Roll Again
- 6 Roll Again

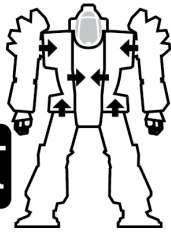
#### Left Torso

- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink

#### Right Torso

- 1 Gyro
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4 XL Fusion Engine
- 5 Endo Steel
- 6 Roll Again

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



Damage Transfer Diagram

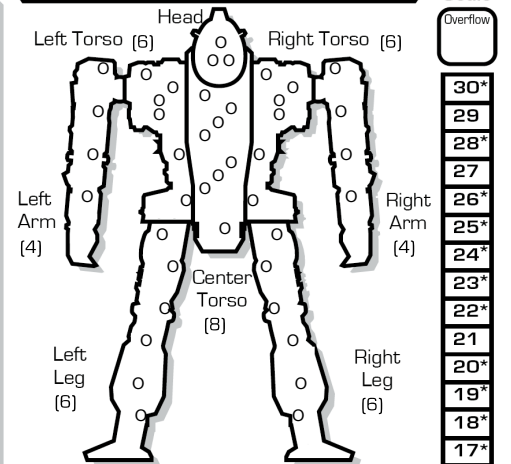
#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- 5 Endo Steel
- 6 Endo Steel

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- 5 Endo Steel
- 6 Endo Steel

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Koto KT-P2

Movement Points:  
 Walking: 8  
 Running: 12  
 Jumping: 0

Tonnage: 25  
 Tech Base: Inner Sphere  
 Era: Clan Invasion

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	—	1	2	3
1	Large Pulse Laser	CT	10	9 [P]	—	3	7	10
1	Machine Gun	RA	0	2 [DB,AI]	—	1	2	3
1	Machine Gun	LA	0	2 [DB,AI]	—	1	2	3

Cost: 3,427,604 C-bills

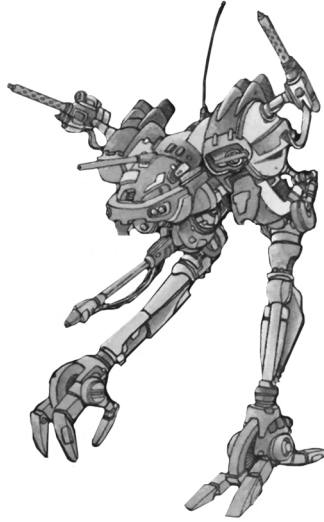
BV: 631

### WARRIOR DATA

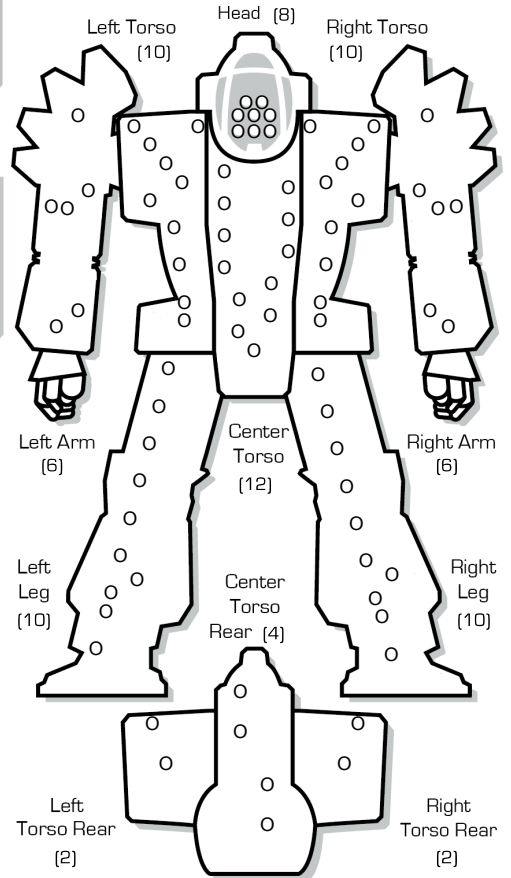
Name: \_\_\_\_\_

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 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Machine Gun
- 1-3 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous

#### Center Torso

- 1 Ferro-Fibrous
- 2 Ferro-Fibrous
- 3 Ferro-Fibrous
- 4 Ferro-Fibrous
- 5 Roll Again
- 6 Roll Again

#### Right Torso

- 1 Ferro-Fibrous
- 2 Ferro-Fibrous
- 3 Ferro-Fibrous
- 4 Ferro-Fibrous
- 5 Roll Again
- 6 Roll Again

#### 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 Gyro
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4 XL Fusion Engine
- 5 Large Pulse Laser
- 6 Large Pulse Laser

#### 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

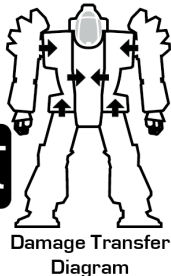
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

#### Left Leg

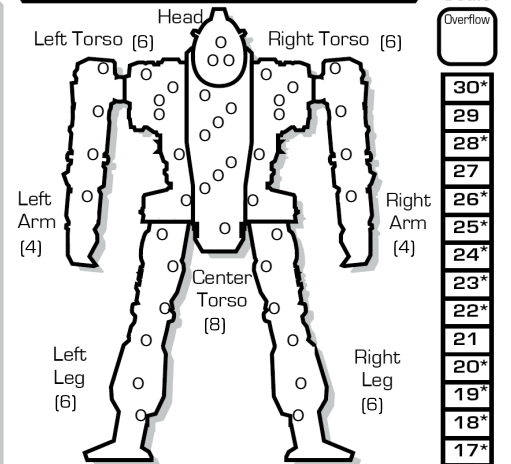
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Copperhead CPR-HD-002

Movement Points: Tonnage: 30  
 Walking: 6 Tech Base: Inner Sphere  
 Running: 9 Era: Clan Invasion  
 Jumping: 2

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 2 (OS)	HD	2	2/Msl [M,C]	—	3	6	9
1	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	SRM 4	RA	3	2/Msl [M,C]	—	3	6	9
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
1	Small Pulse Laser	LA	2	3 [P]	—	1	2	3

Cost: 3,787,940 C-bills

BV: 763

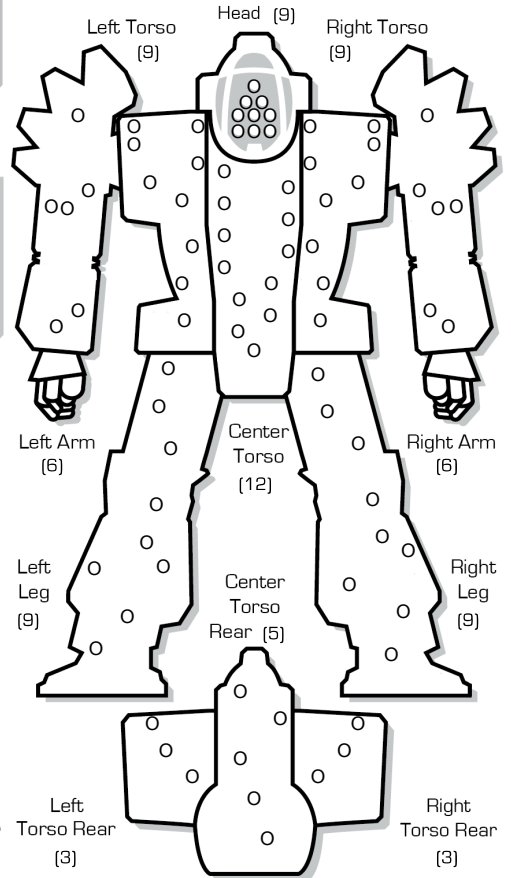
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



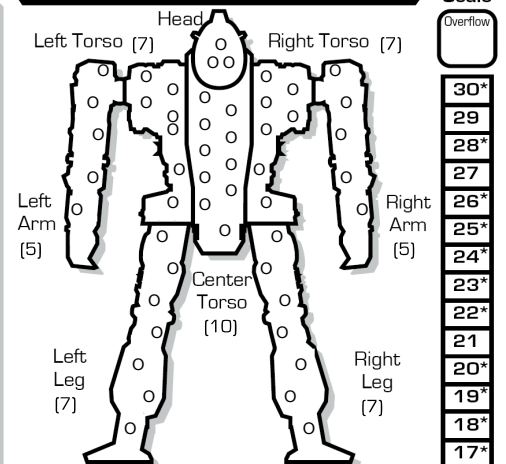
### CRITICAL HIT TABLE

Part	Hit 1-3	Hit 4-6
<b>Left Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Double Heat Sink 6. Double Heat Sink	1. Double Heat Sink 2. Medium Pulse Laser 3. Small Pulse Laser 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Roll Again
<b>Right Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. SRM 4 6. Ferro-Fibrous	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Roll Again
<b>Left Torso</b>	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. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Medium Laser 5. Ferro-Fibrous 6. Ferro-Fibrous
<b>Right Torso</b>	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. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Medium Laser 5. Ammo (SRM) 25 6. Ferro-Fibrous
<b>Left Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Ferro-Fibrous	
<b>Right Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Ferro-Fibrous	
<b>Head</b>	1. Life Support 2. Sensors 3. Cockpit 4. Streak SRM 2 (OS) 5. Sensors 6. Life Support	
<b>Center Torso</b>	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. Medium Laser 6. Ferro-Fibrous

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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: Copperhead CPR-HD-003

Movement Points: **Walking:** 6 **Running:** 9 [12] **Jumping:** 2  
**Tonnage:** 30 **Tech Base:** Inner Sphere (Experimental)  
**Era:** Civil War

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Magshot	HD	1	2 [DB,X]	—	3	6	9
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Streak SRM 4	RA	3	2 [Msl]	—	3	6	9
1	Medium X-Pulse Laser	LA	6	6 [P]	—	3	6	9

Cost: 6,392,490 C-bills

BV: 1,117

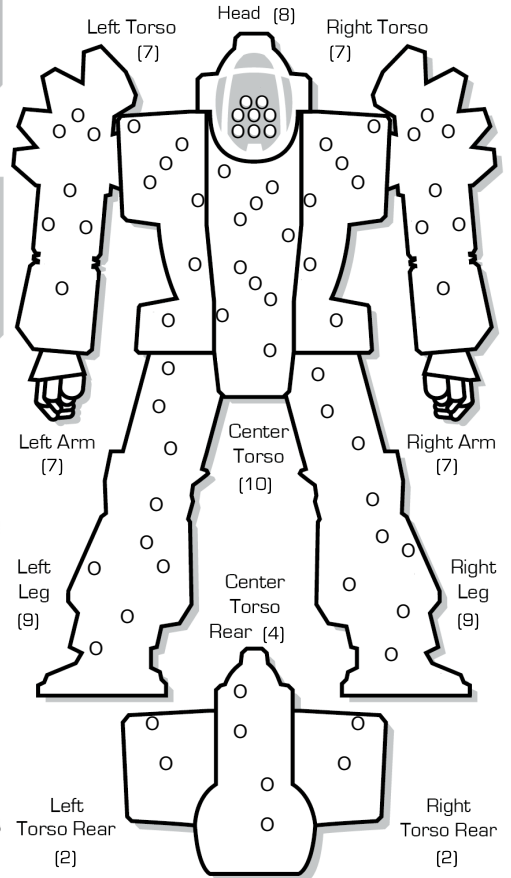
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



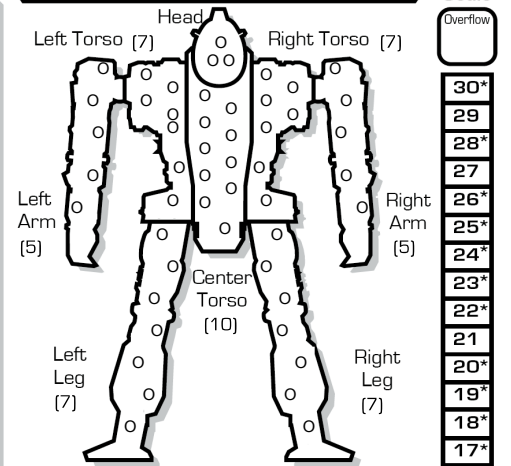
### CRITICAL HIT TABLE

Part	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Double Heat Sink	6. Double Heat Sink
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Double Heat Sink	6. Double Heat Sink
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Reflective
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Reflective

**Engine Hits** ○○○○  
**Gyro Hits** ○○  
**Sensor Hits** ○○  
**Life Support** ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (26) Double
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: Copperhead CPR-HD-004

Movement Points: **Walking:** 6 **Running:** 9 [12] **Jumping:** 0  
**Tonnage:** 30 **Tech Base:** Inner Sphere (Experimental)  
**Era:** Civil War

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Magshot	HD	1	2 [DB,X]	—	3	6	9
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Streak SRM 4	RA	3	2/Msl [M,C]	—	3	6	9
1	Medium X-Pulse Laser	LA	6	6 [P]	—	3	6	9

Cost: 6,400,290 C-bills

BV: 1,151

### WARRIOR DATA

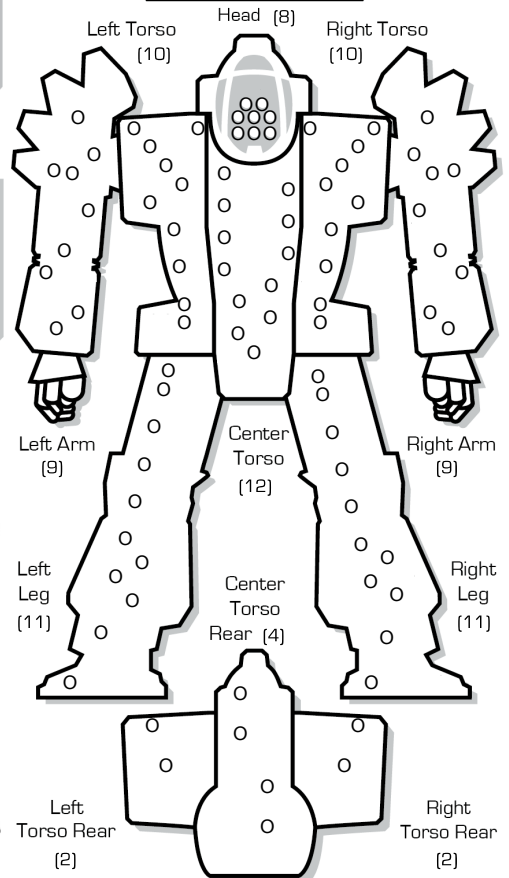
Name: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Piloting Skill:** \_\_\_\_\_  
**Hits Taken**  

1	2	3	4	5	6
3	5	7	10	11	Dead

**Consciousness#**



### ARMOR DIAGRAM



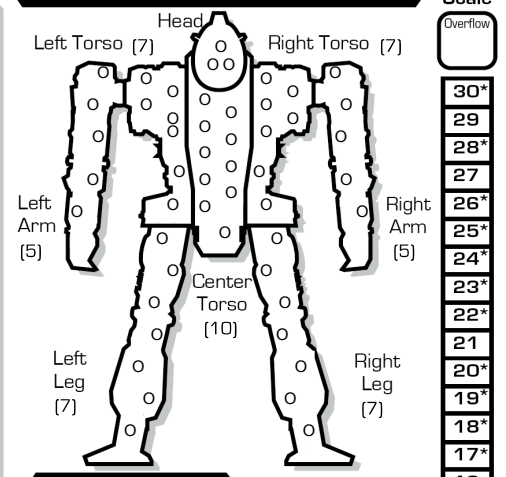
### CRITICAL HIT TABLE

Part	Hit 1-3	Hit 4-6
<b>Left Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Double Heat Sink 6. Double Heat Sink	1. Double Heat Sink 2. Medium X-Pulse Laser 3. Reflective 4. Reflective 5. Reflective 6. Roll Again
<b>Right Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Double Heat Sink 6. Double Heat Sink	1. Double Heat Sink 2. Streak SRM 4 3. Reflective 4. Reflective 5. Reflective 6. Roll Again
<b>Left Torso</b>	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. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. ER Medium Laser 5. Ammo (Magshot) 50 6. Reflective
<b>Right Torso</b>	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. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. ER Medium Laser 5. Ammo (Streak) 25 6. Reflective
<b>Left Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Reflective 6. Roll Again	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Reflective 6. Roll Again
<b>Right Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Reflective 6. Roll Again	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Reflective 6. Roll Again
<b>Head</b>	1. Life Support 2. Sensors 3. Small Cockpit 4. Sensors 5. Magshot 6. Magshot	
<b>Center Torso</b>	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. ER Medium Laser 6. Supercharger

**Engine Hits** ○○○○  
**Gyro Hits** ○○  
**Sensor Hits** ○○  
**Life Support** ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (26) Double
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: Flashfire FLS-P2

Movement Points:

Walking: 6  
Running: 9  
Jumping: 0

Tonnage: 30

Tech Base: Inner Sphere  
Era: Clan Invasion

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Flamer	RA	3	2 [DE,H,A]	—	1	2	3
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
2	SRM 6	RA	4	2/Msl [M,C]	—	3	6	9
2	Flamer	LA	3	2 [DE,H,A]	—	1	2	3
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

Cost: 3,780,400 C-bills

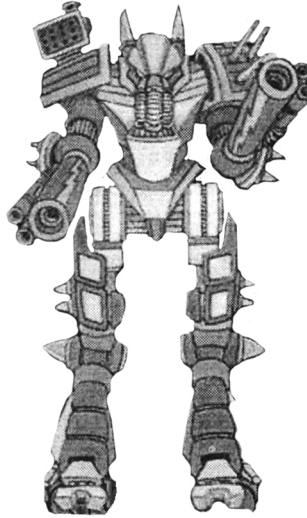
BV: 718

### WARRIOR DATA

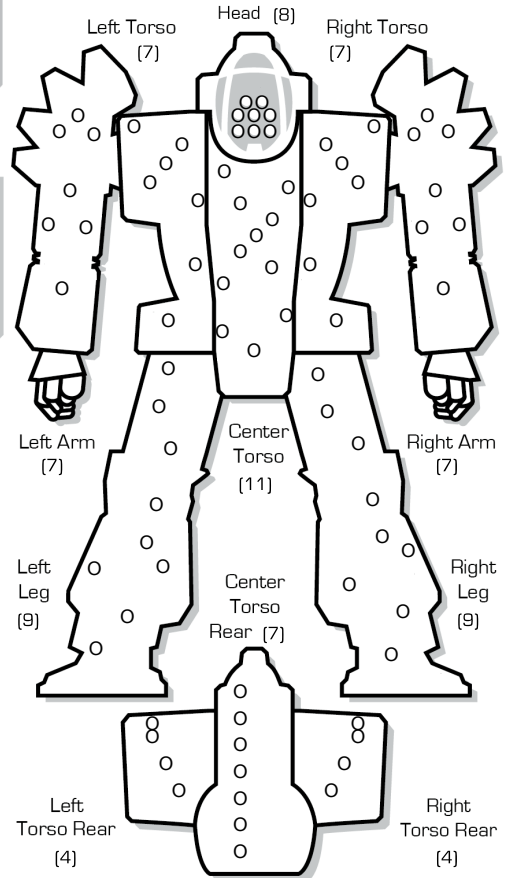
Name: \_\_\_\_\_

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 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 SRM 6
- SRM 6
- SRM 6

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

#### Left Torso

- Medium Pulse Laser
- Flamer
- Flamer
- 4-6 Endo Steel
- Endo Steel
- Roll Again

- SRM 6
- Medium Pulse Laser
- Flamer
- 4-6 Flamer
- Ammo (SRM) 15
- Roll Again

#### Right Torso

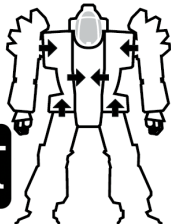
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- Roll Again
- Roll Again

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



Damage Transfer Diagram

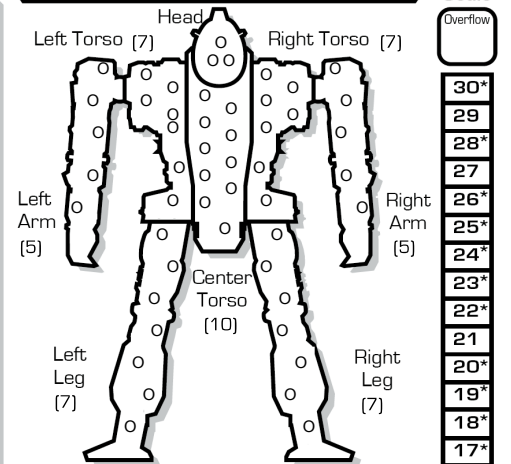
#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4-6 Foot Actuator
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4-6 Foot Actuator
- Roll Again
- Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Flashfire FLS-P4

Movement Points:

Walking: 6  
Running: 9  
Jumping: 6

Tonnage: 30

Tech Base: Inner Sphere  
Era: Clan Invasion

### WARRIOR DATA

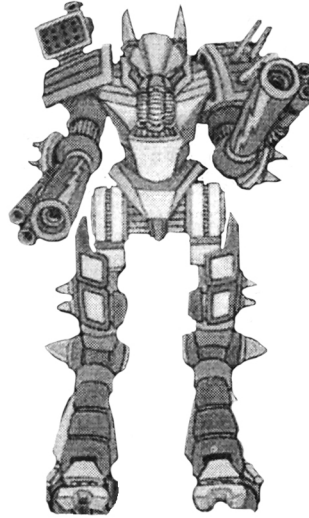
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

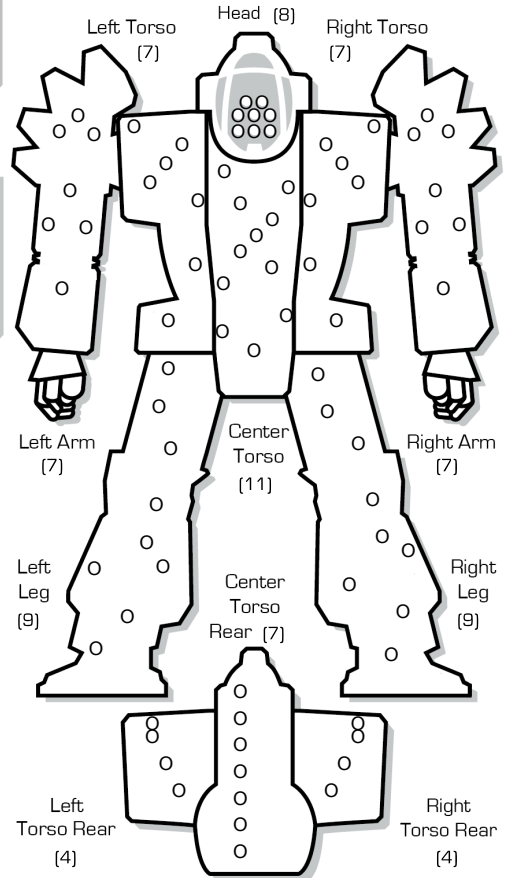
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Flamer	RA	3	2 [DE,H,A]	—	1	2	3
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	SRM 6	RA	4	2/Msl [M,C]	—	3	6	9
2	Flamer	LA	3	2 [DE,H,A]	—	1	2	3
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6



Cost: 3,957,200 C-bills

BV: 712

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 SRM 6
- SRM 6
- Medium Pulse Laser

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

- Flamer
- Flamer
3. Ammo (SRM) 15
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- Jump Jet
- Jump Jet

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

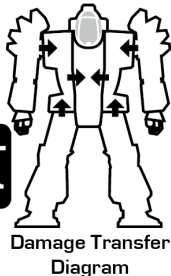
- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

#### Left Leg

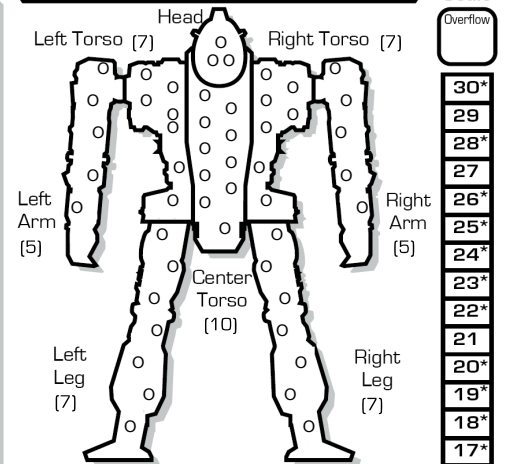
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
4. Foot Actuator
- Jump Jet
- Jump Jet

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
4. Foot Actuator
- Jump Jet
- Jump Jet



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Flashfire FLS-P5

Movement Points:

Walking: 6

Running: 9

Jumping: 4

Tonnage: 30

Tech Base: Inner Sphere  
(Experimental)

Era: Civil War

### WARRIOR DATA

Name: \_\_\_\_\_

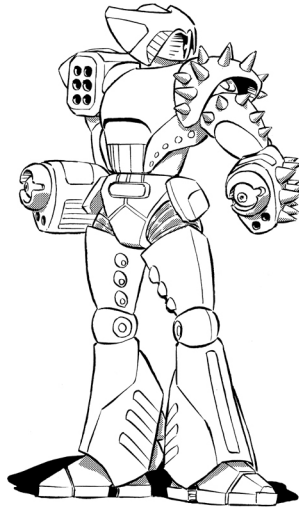
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory

(hexes)

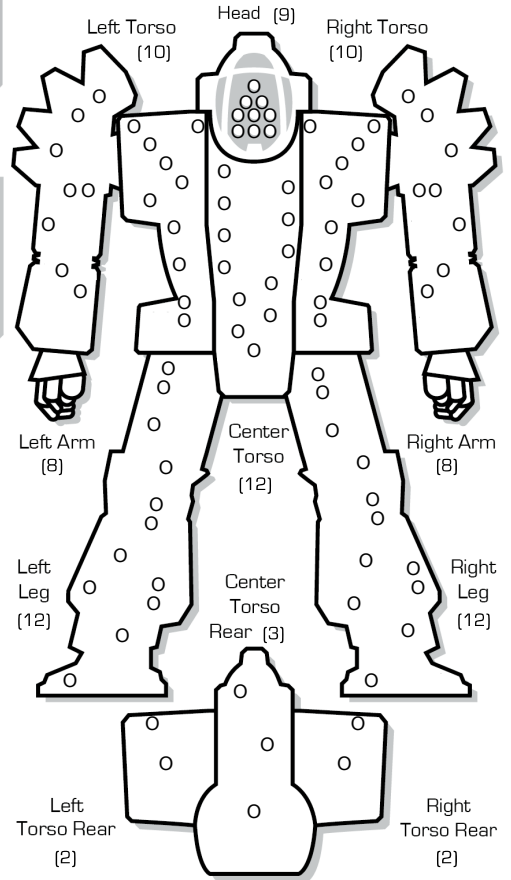
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Small Laser	RA	2	3 [DE]	—	2	4	5
1	Fluid Gun	RA	0	0 [DB,S]	—	1	2	3
1	SRM 6	RA	4	2/Msl [M,C]	—	3	6	9
2	ER Small Laser	LA	2	3 [DE]	—	2	4	5
1	Fluid Gun	LA	0	0 [DB,S]	—	1	2	3
1	Spikes	LA	—	0 [E]	—	—	—	—



Cost: 3,879,200 C-bills

BV: 615

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 SRM 6
- SRM 6
- ER Small Laser

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

#### Right Arm

- ER Small Laser
- Fluid Gun
- Fluid Gun
- 4-6 Ammo (SRM) 15
- Ammo (Fluid Gun) 20
- Roll Again

#### Left Torso

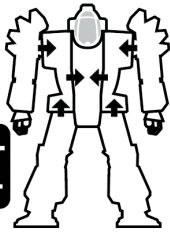
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- Endo Steel
- Endo Steel

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



Damage Transfer Diagram

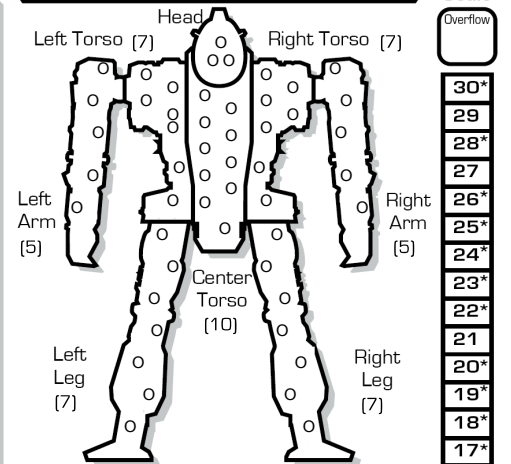
#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: **Mantis MTS-L**

**Movement Points:**  
 Walking: 9 [10]  
 Running: 18 [15]  
 Jumping: 0

**Tonnage:** 30  
**Tech Base:** Inner Sphere  
 (Experimental)  
**Era:** Civil War

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
2	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	Lance	RA	—	6	—	—	—	—

Cost: 9,443,070 C-bills

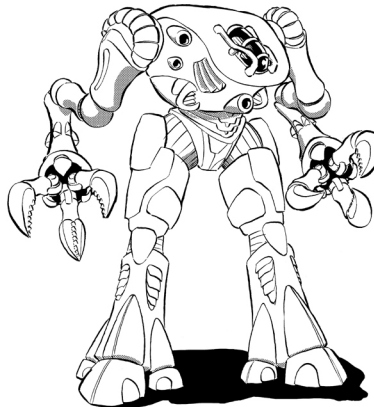
BV: 1,176

### WARRIOR DATA

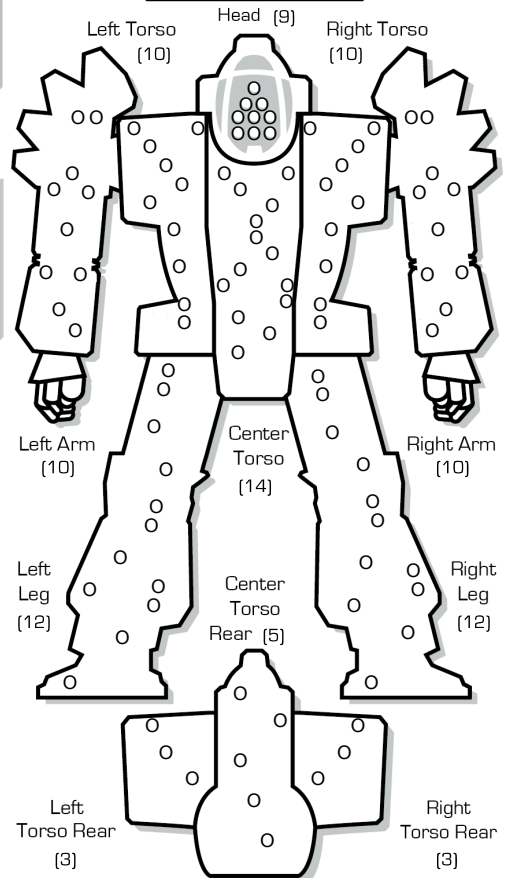
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Triple-Strength Myomer
- Triple-Strength Myomer

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Pulse Laser
- Medium Pulse Laser
- Supercharger

1-3

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Triple-Strength Myomer

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

#### Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- XL Gyro
- XL Gyro
- XL Gyro

1-3

- XL Gyro
- XL Gyro
- XL Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine

4-6

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Lance
- Lance

1-3

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Triple-Strength Myomer
- Triple-Strength Myomer

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Pulse Laser
- Medium Pulse Laser
- Endo Steel

1-3

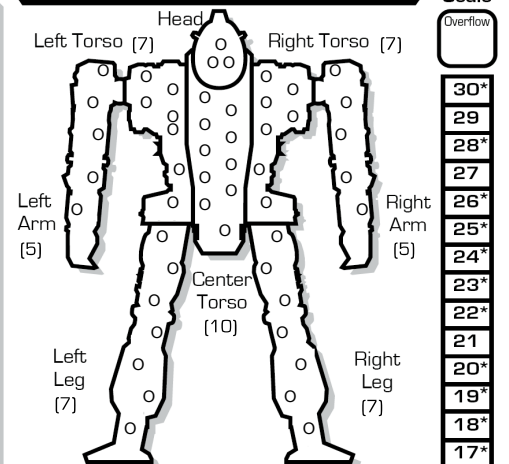
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Triple-Strength Myomer

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

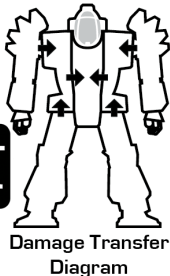
### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Mantis MTS-S

Movement Points:

Walking: 9  
Running: 14 [18]  
Jumping: 0

Tonnage: 30

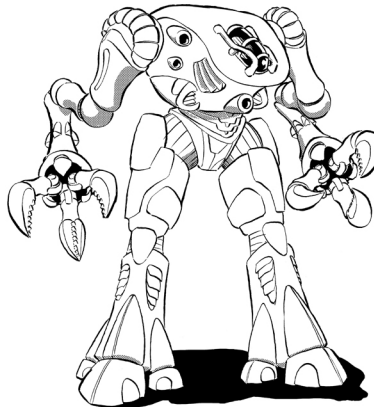
Tech Base: Inner Sphere  
(Advanced)  
Era: Clan Invasion

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



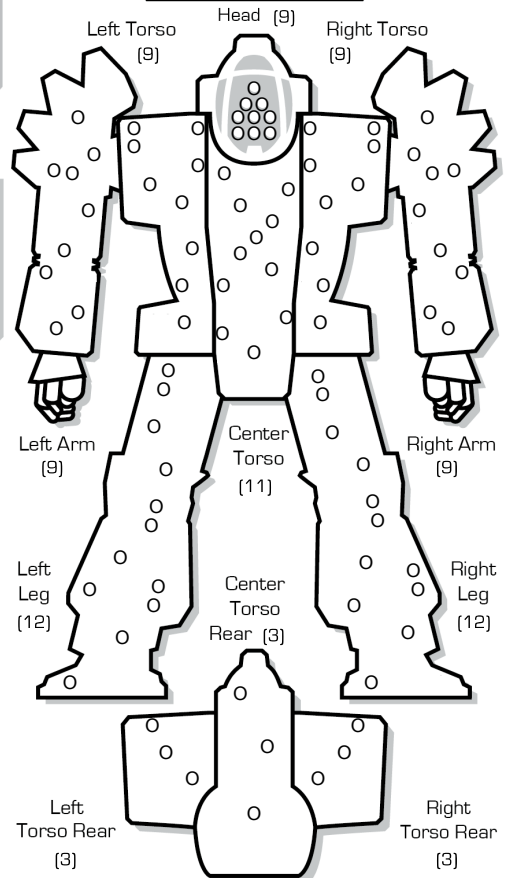
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Small Laser	RT	2	3 [DE]	—	2	4	5
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	ER Small Laser	LT	2	3 [DE]	—	2	4	5
1	Claw	RA	—	5	—	—	—	—
1	Claw	LA	—	5	—	—	—	—

Cost: 5,811,650 C-bills

BV: 1,128

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Claw
- Claw
- Endo Steel

1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- ER Small Laser
- MASC

1-3

- MASC
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

#### Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Ferro-Fibrous

4-6

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Claw
- Claw
- Endo Steel

1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- ER Small Laser
- Endo Steel

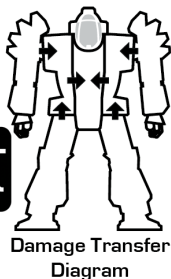
1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

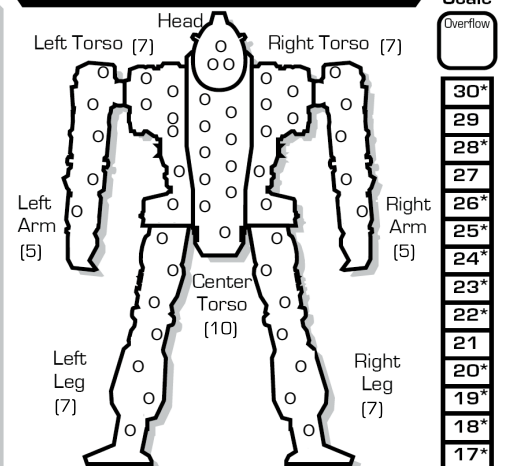
4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: **Mantis MTS-T**

Movement Points:

Walking: 9  
Running: 14 [18]  
Jumping: 0

Tonnage: 30

Tech Base: Inner Sphere  
(Advanced)  
Era: Civil War

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

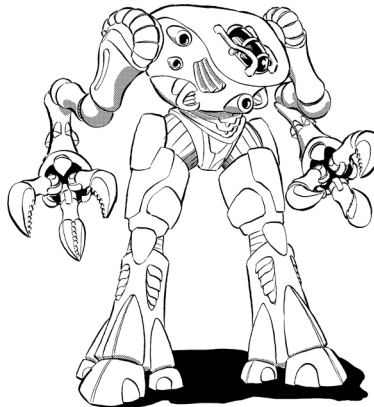
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

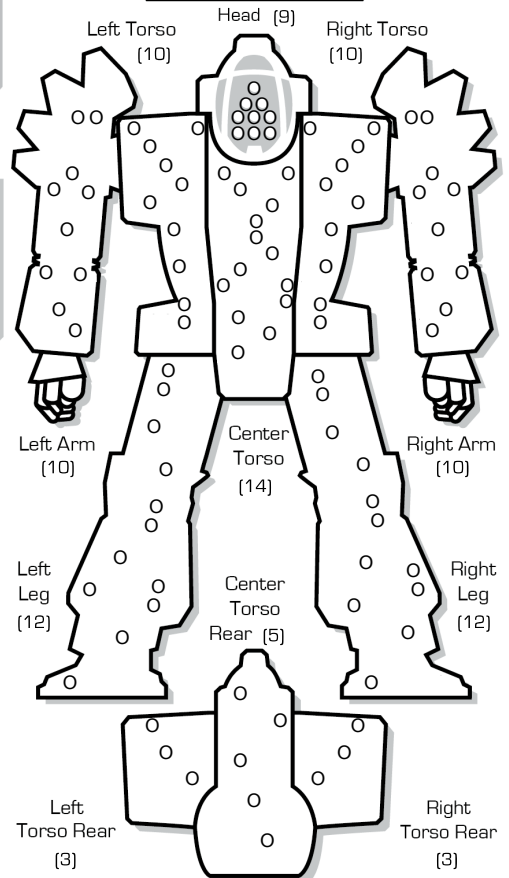
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Small Laser	RT	2	3 [DE]	—	2	4	5
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	ER Small Laser	LT	2	3 [DE]	—	2	4	5
1	Claw	RA	—	5	—	—	—	—
1	Claw	LA	—	5	—	—	—	—

Cost: 6,130,150 C-bills

BV: 1,312



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Claw
- Claw
- Endo Steel

1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- ER Small Laser
- MASC

1-3

- MASC
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

#### Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- XL Gyro
- XL Gyro
- XL Gyro

1-3

- XL Gyro
- XL Gyro
- XL Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine

4-6

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Claw
- Claw
- Endo Steel

1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- ER Small Laser
- Targeting Computer

1-3

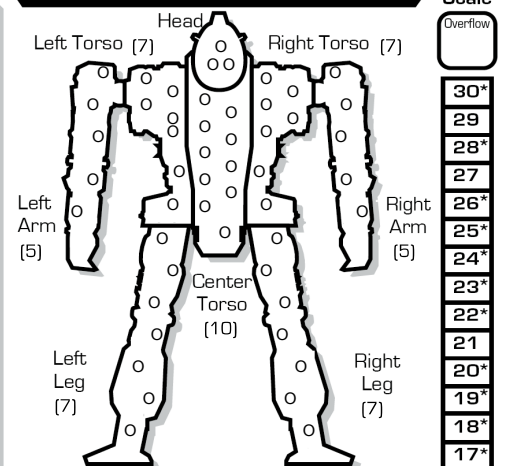
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

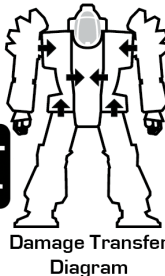
### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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 8+	○
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: Mantis MTS-T2

Movement Points:

Walking: 9  
Running: 14 [18]  
Jumping: 0

Tonnage: 30

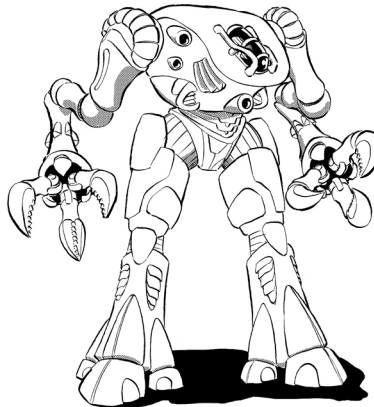
Tech Base: Inner Sphere  
(Experimental)  
Era: Civil War

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



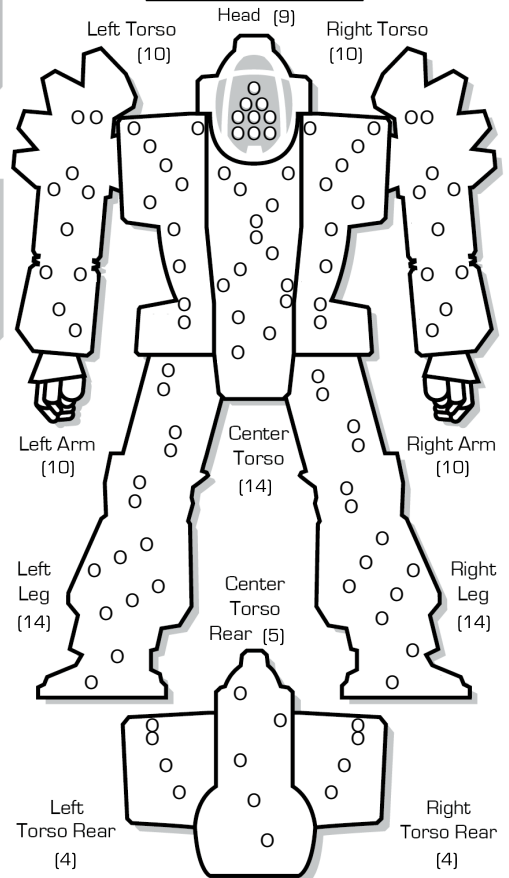
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Small Laser	RT	2	3 [DE]	—	2	4	5
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	ER Small Laser	LT	2	3 [DE]	—	2	4	5
1	Claw	RA	—	5	—	—	—	—
1	Claw	LA	—	5	—	—	—	—

Cost: 6,227,650 C-bills

BV: 1,380

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Claw
- Claw
- Endo Steel

1-3

- Endo Steel
- Reflective
- Reflective
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- ER Small Laser
- MASC

1-3

- MASC
- Endo Steel
- Endo Steel
- Reflective
- Reflective
- Reflective

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

#### Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

1-3

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- XL Gyro
- XL Gyro
- XL Gyro

4-6

- XL Gyro
- XL Gyro
- XL Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Claw
- Claw
- Endo Steel

1-3

- Endo Steel
- Reflective
- Reflective
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- ER Small Laser
- Endo Steel

1-3

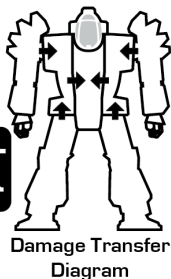
- Endo Steel
- Endo Steel
- Endo Steel
- Reflective
- Reflective
- Reflective

4-6

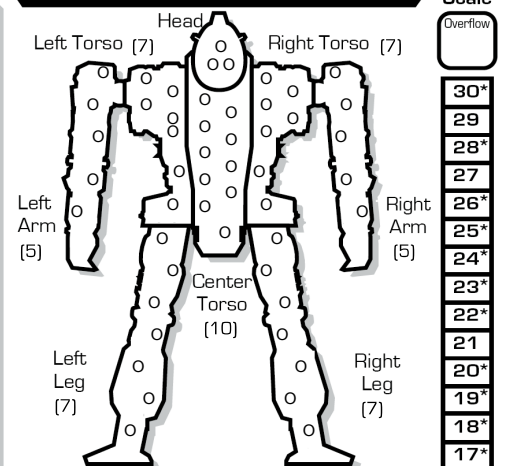
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: **Mantis MTS-T3**

Movement Points:

Walking: 9  
Running: 14 [18]  
Jumping: 0

Tonnage: 30

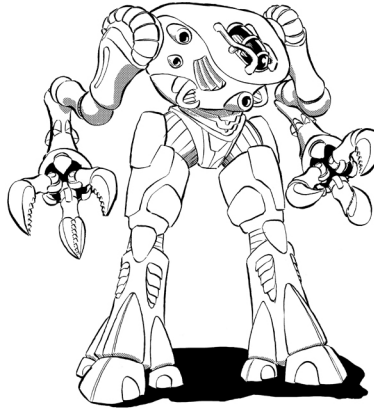
Tech Base: Inner Sphere  
(Experimental)  
Era: Civil War

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



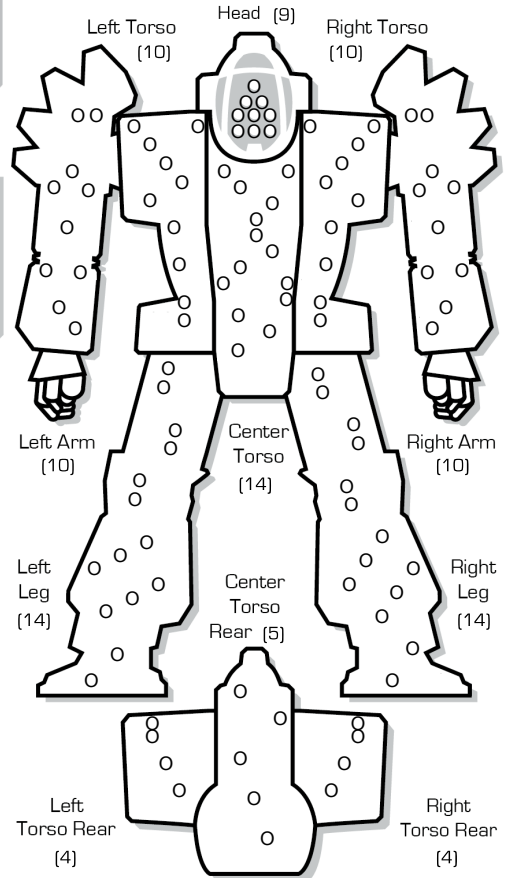
### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Small Laser	RT	2	3 [DE]	—	2	4	5
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	ER Small Laser	LT	2	3 [DE]	—	2	4	5
1	Claw	RA	—	5	—	—	—	—
1	Claw	LA	—	5	—	—	—	—

Cost: 6,227,650 C-bills

BV: 1,380

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 [Claw
- 1-3 [Claw
- Endo Steel

- Endo Steel
- Reactive
- Reactive
- 4-6 Reactive
- 4-6 Reactive
- 4-6 Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 4. ER Medium Laser
- 1-3 5. ER Small Laser
6. [MASC

1. [MASC
2. Endo Steel
3. Endo Steel
- 4-6 4. Reactive
- 4-6 5. Reactive
- 4-6 6. Reactive

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

#### Head

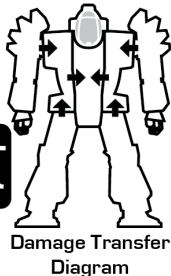
- Life Support
- Sensors
- Cockpit
4. ER Medium Laser
5. Sensors
6. Life Support

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 3. XL Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

1. XL Gyro
2. XL Gyro
3. XL Gyro
- 4-6 4. XL Fusion Engine
- 4-6 5. XL Fusion Engine
- 4-6 6. XL Fusion Engine

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 [Claw
- 1-3 [Claw
- Endo Steel

- Endo Steel
- Reactive
- Reactive
- 4-6 4. Reactive
- 4-6 5. Reactive
- 4-6 6. Roll Again

#### Right Torso

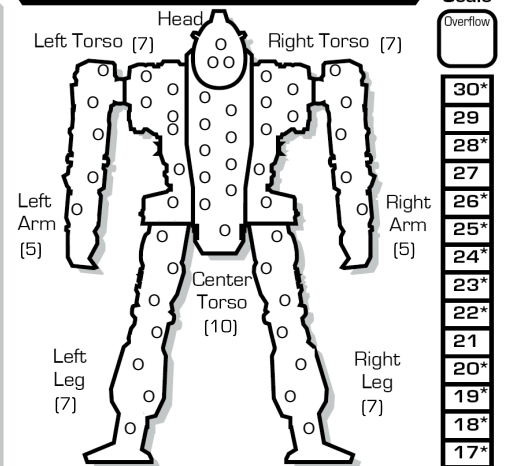
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 4. ER Medium Laser
- 1-3 5. ER Small Laser
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
- 4-6 4. Reactive
- 4-6 5. Reactive
- 4-6 6. Reactive

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: **Mantis SA-MN**

Movement Points: **Walking: 9** **Tonnage: 30**  
**Running: 14 [18]** **Tech Base: Inner Sphere**  
**Jumping: 0** **(Advanced)**  
**Era: Clan Invasion**

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Small Laser	RT	1	3 [DE]	—	1	2	3
1	Small Laser	LT	1	3 [DE]	—	1	2	3
1	Claw	RA	—	5	—	—	—	—
1	Claw	LA	—	5	—	—	—	—

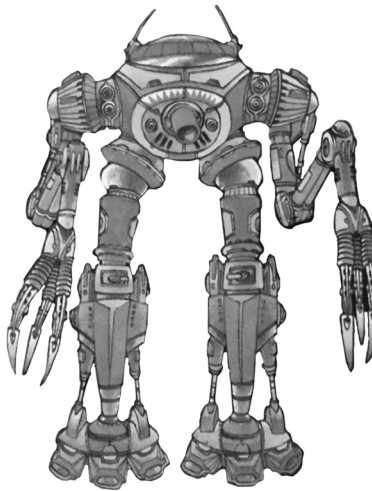
Cost: 5,567,250 C-bills

BV: 704

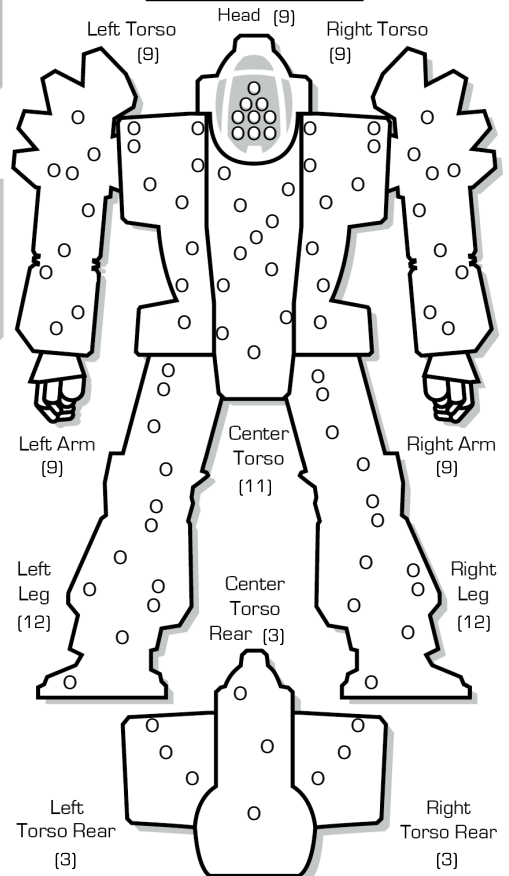
### WARRIOR DATA

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
- Claw
- Claw
- Endo Steel

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Small Laser
- MASC
- MASC
- Endo Steel
- Endo Steel
- Ferro-Fibrous

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

#### Head

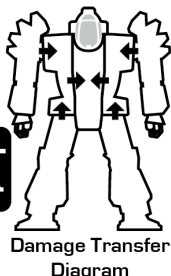
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Ferro-Fibrous

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Claw
- Claw
- Endo Steel

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

#### Right Torso

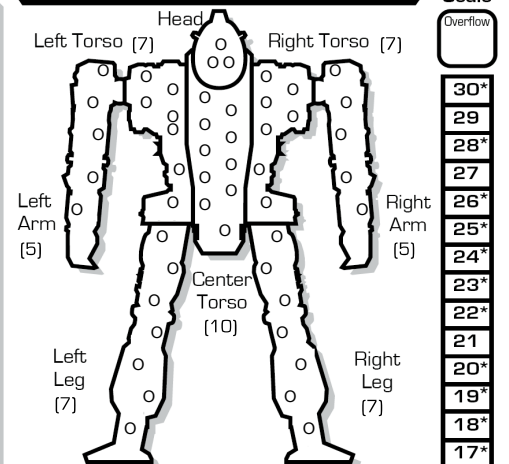
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Small Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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: Longshot LNG-1B

Movement Points:

Walking: 7  
Running: 11  
Jumping: 0

Tonnage: 35

Tech Base: Inner Sphere  
Era: Clan Invasion

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Small Laser	RT	1	3 [DE]	—	1	2	3
1	SRM 6	RT	4	2/Msl [M,C]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Small Laser	LT	1	3 [DE]	—	1	2	3
1	SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
1	Narc	RA	0	[M]	—	3	6	9

Cost: 5,606,505 C-bills

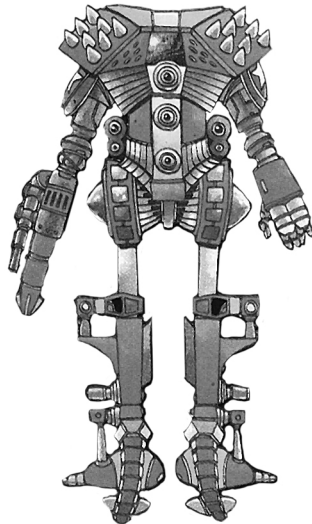
BV: 899

### WARRIOR DATA

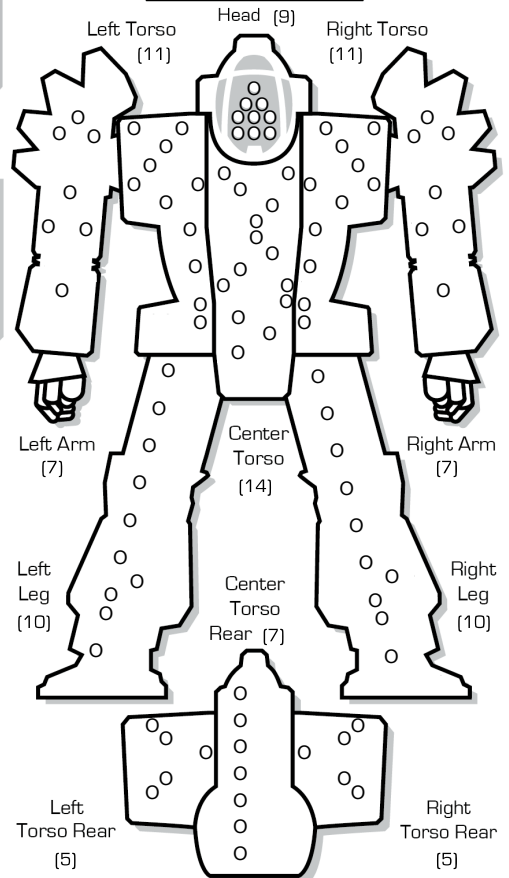
Name: \_\_\_\_\_

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  
4. Hand Actuator  
5. Double Heat Sink  
6. Double Heat Sink

- Double Heat Sink
  - Endo Steel
  - Roll Again
- 4-6  
4. Roll Again  
5. Roll Again  
6. Roll Again

#### Left Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3  
4. SRM 6  
5. SRM 6  
6. Medium Laser

- Small Laser
  - Ammo (SRM Narc) 15
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Roll Again
- 4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

#### Head

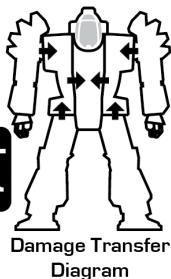
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3  
4. Gyro  
5. Gyro  
6. Gyro

- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
- 4-6  
4. XL Fusion Engine  
5. Endo Steel  
6. Roll Again

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3  
4. Narc  
5. Narc  
6. Ammo (Narc) 6

- Endo Steel
  - Endo Steel
  - Roll Again
- 4-6  
4. Roll Again  
5. Roll Again  
6. Roll Again

#### Right Torso

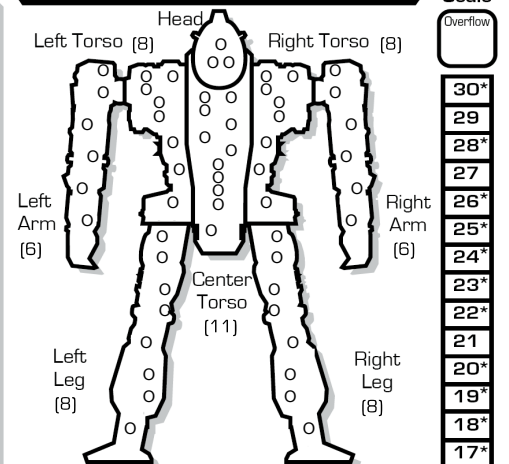
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3  
4. SRM 6  
5. SRM 6  
6. Medium Laser

- Small Laser
  - Ammo (SRM Narc) 15
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Roll Again
- 4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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 8+	○
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: Longshot LNG-2

Movement Points:

Walking: 7  
Running: 11  
Jumping: 0

Tonnage: 35

Tech Base: Inner Sphere  
(Experimental)

Era: Clan Invasion

### WARRIOR DATA

Name: \_\_\_\_\_

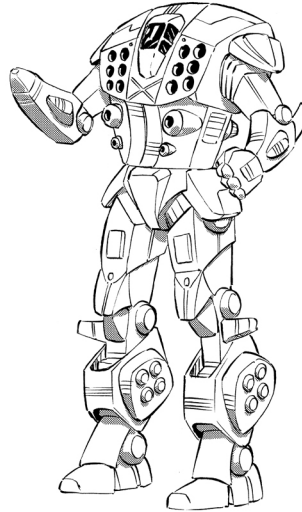
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory

(hexes)

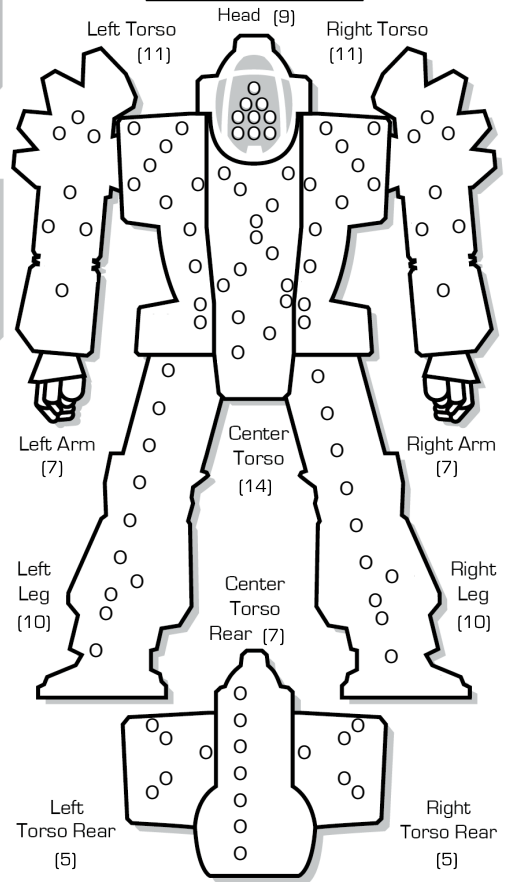
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium X-Pulse Laser	RT	6	6 [P]	—	3	6	9
1	Small X-Pulse Laser	RT	3	3 [P]	—	2	4	5
1	SRM 6	RT	4	2/Msl [M,C]	—	3	6	9
1	Artemis IV FCS	RT	—	[E]	—	—	—	—
1	Medium X-Pulse Laser	LT	6	6 [P]	—	3	6	9
1	Small X-Pulse Laser	LT	3	3 [P]	—	2	4	5
1	SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
1	Artemis IV FCS	LT	—	[E]	—	—	—	—



Cost: 6,145,830 C-bills

BV: 1,215

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- Double Heat Sink
- Double Heat Sink

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- SRM 6
- SRM 6
- Artemis IV FCS

1-3

- Medium X-Pulse Laser
- Small X-Pulse Laser
- Endo Steel
- Endo Steel
- Reactive
- Reactive

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

#### Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

1-3

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Reactive
- Reactive
- Reactive

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- SRM 6
- SRM 6
- Artemis IV FCS

1-3

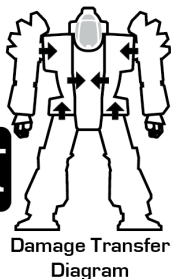
- Medium X-Pulse Laser
- Small X-Pulse Laser
- Ammo (SRM Artemis) 15
- Endo Steel
- Reactive
- Reactive

4-6

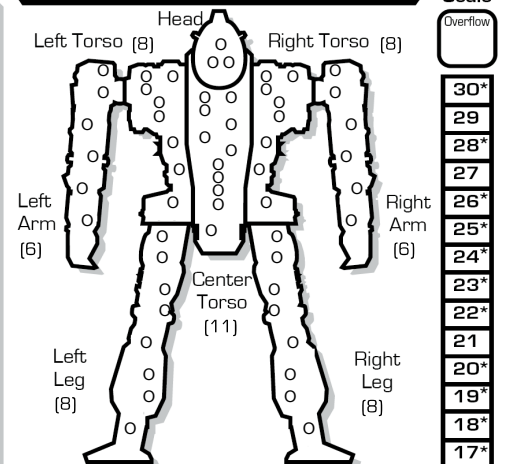
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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 8+	○
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: Longshot LNG-3

Movement Points:

Walking: 7  
Running: 11  
Jumping: 0

Tonnage: 35

Tech Base: Inner Sphere  
(Experimental)  
Era: Civil War

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

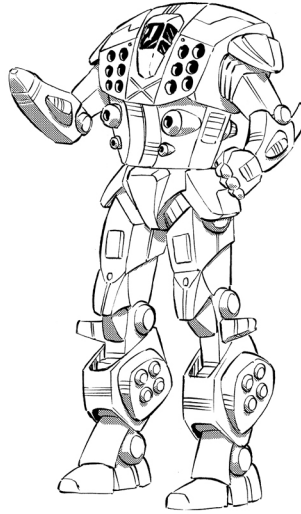
### Weapons & Equipment Inventory

(hexes)

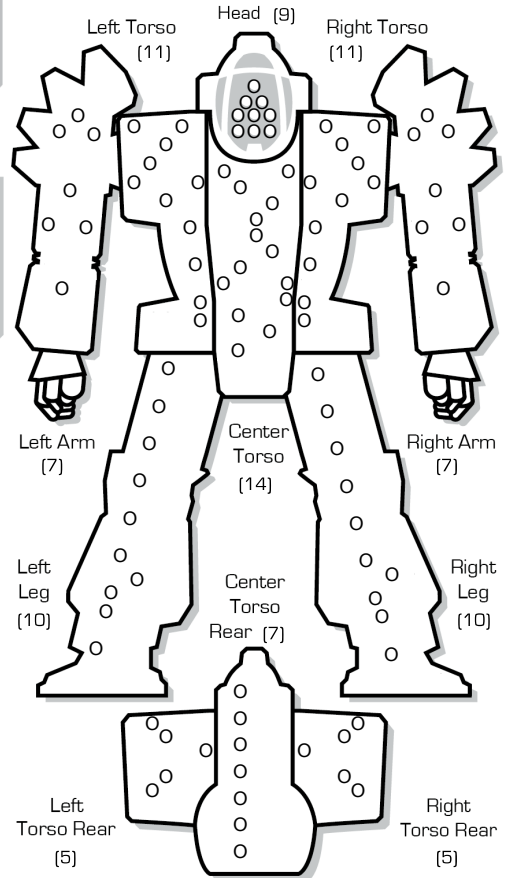
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	RT	2	3 [DE]	—	2	4	5
1	Medium X-Pulse Laser	RT	6	6 [P]	—	3	6	9
1	SRM 6	RT	4	2/Msl [M,C]	—	3	6	9
1	ER Small Laser	LT	2	3 [DE]	—	2	4	5
1	Medium X-Pulse Laser	LT	6	6 [P]	—	3	6	9
1	SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
1	Narc	RA	0	[M]	—	3	6	9

Cost: 18,143,506 C-bills

BV: 985



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - Double Heat Sink
  - Double Heat Sink

- Double Heat Sink
  - Endo Steel
  - Endo Steel
- 4-6
- Endo Steel
  - Roll Again
  - Roll Again

#### Left Torso

- XXL Fusion Engine
  - XXL Fusion Engine
  - XXL Fusion Engine
- 1-3
- XXL Fusion Engine
  - XXL Fusion Engine
  - XXL Fusion Engine

- SRM 6
  - SRM 6
  - Medium X-Pulse Laser
- 4-6
- ER Small Laser
  - Ammo (SRM Narc) 15
  - Endo Steel

#### Left Leg

- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
- 4-6
- Foot Actuator
  - Endo Steel
  - Endo Steel

#### Head

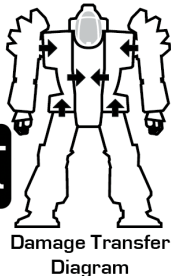
- Life Support
  - Sensors
  - Cockpit
- 4-6
- Roll Again
  - Sensors
  - Life Support

#### Center Torso

- XXL Fusion Engine
  - XXL Fusion Engine
  - XXL Fusion Engine
- 1-3
- Gyro
  - Gyro
  - Gyro

- Gyro
  - XXL Fusion Engine
  - XXL Fusion Engine
- 4-6
- XXL Fusion Engine
  - Endo Steel
  - Endo Steel

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Narc
  - Narc
  - Ammo (Narc) 6

- Endo Steel
  - Endo Steel
  - Endo Steel
- 4-6
- Roll Again
  - Roll Again
  - Roll Again

#### Right Torso

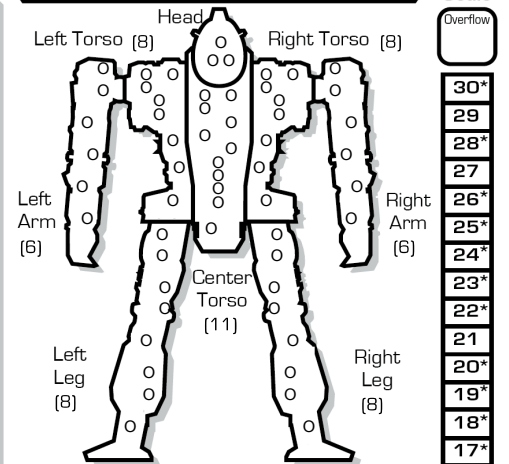
- XXL Fusion Engine
  - XXL Fusion Engine
  - XXL Fusion Engine
- 1-3
- XXL Fusion Engine
  - XXL Fusion Engine
  - XXL Fusion Engine

- SRM 6
  - SRM 6
  - Medium X-Pulse Laser
- 4-6
- ER Small Laser
  - Ammo (SRM Narc) 15
  - Endo Steel

#### Right Leg

- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
- 4-6
- Foot Actuator
  - Endo Steel
  - Endo Steel

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Longshot LNG-3C

Movement Points:  
 Walking: 7  
 Running: 11  
 Jumping: 0

Tonnage: 35  
 Tech Base: Inner Sphere  
 (Experimental)  
 Era: Civil War

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	RT	2	3 [DE]	—	2	4	5
1	Medium X-Pulse Laser	RT	6	6 [P]	—	3	6	9
1	SRM 4	RT	3	2/Msl [M,C]	—	3	6	9
1	ER Small Laser	LT	2	3 [DE]	—	2	4	5
1	Medium X-Pulse Laser	LT	6	6 [P]	—	3	6	9
1	SRM 4	LT	3	2/Msl [M,C]	—	3	6	9
1	iNarc	RA	0	[M]	—	4	9	15

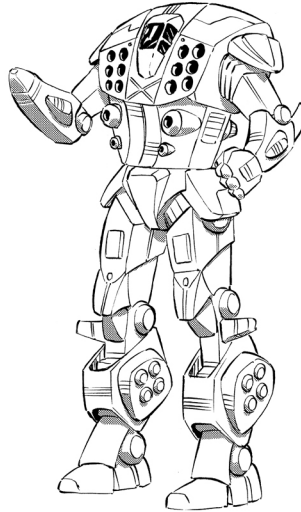
Cost: 18,292,006 C-bills

BV: 1,002

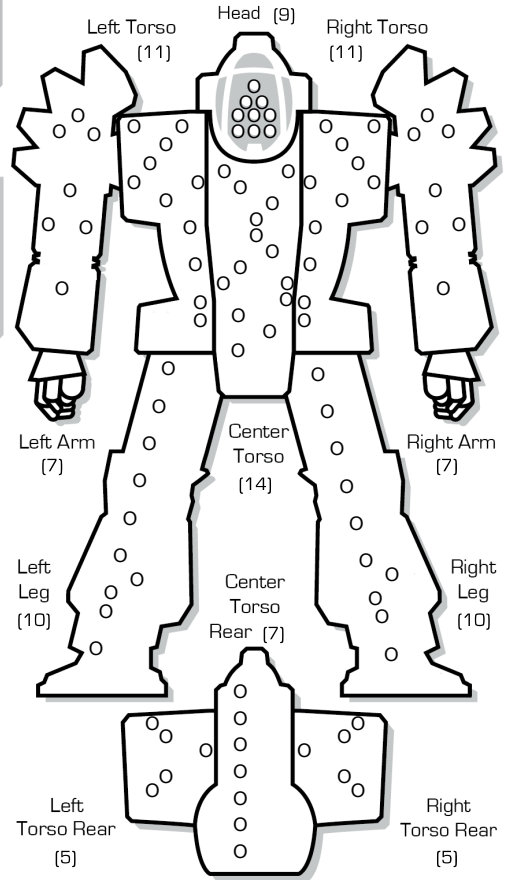
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



### ARMOR DIAGRAM



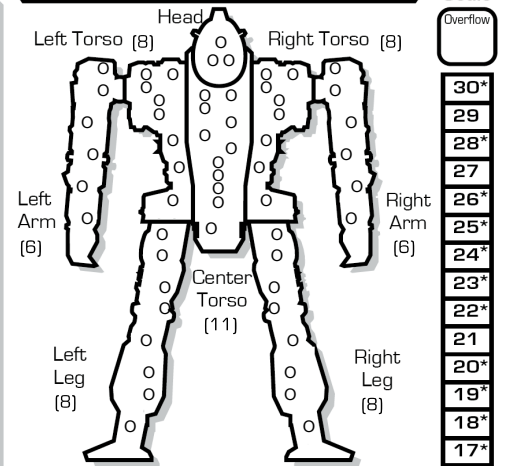
### CRITICAL HIT TABLE

Location	Hit 1-3	Hit 4-6
<b>Left Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Double Heat Sink 6. Double Heat Sink	1. Double Heat Sink 2. Endo Steel 3. Endo Steel 4. Endo Steel 5. Roll Again 6. Roll Again
<b>Right Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. iNarc 5. iNarc 6. iNarc	1. Ammo (iNarc) 4 2. Endo Steel 3. Endo Steel 4. Endo Steel 5. Roll Again 6. Roll Again
<b>Center Torso</b>	1. Life Support 2. Sensors 3. Cockpit 4. Roll Again 5. Sensors 6. Life Support	1. XXL Fusion Engine 2. XXL Fusion Engine 3. XXL Fusion Engine 4. Gyro 5. Gyro 6. Gyro
<b>Left Torso</b>	1. XXL Fusion Engine 2. XXL Fusion Engine 3. XXL Fusion Engine 4. XXL Fusion Engine 5. XXL Fusion Engine 6. XXL Fusion Engine	1. Gyro 2. XXL Fusion Engine 3. XXL Fusion Engine 4. XXL Fusion Engine 5. Endo Steel 6. Endo Steel
<b>Right Torso</b>	1. XXL Fusion Engine 2. XXL Fusion Engine 3. XXL Fusion Engine 4. XXL Fusion Engine 5. XXL Fusion Engine 6. XXL Fusion Engine	1. SRM 4 2. Medium X-Pulse Laser 3. ER Small Laser 4. Ammo (SRM Narc) 25 5. Endo Steel 6. Roll Again
<b>Left Leg</b>	1. SRM 4 2. Medium X-Pulse Laser 3. ER Small Laser 4. Ammo (SRM Narc) 25 5. Endo Steel 6. Roll Again	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Endo Steel
<b>Right Leg</b>	1. SRM 4 2. Medium X-Pulse Laser 3. ER Small Laser 4. Ammo (SRM Narc) 25 5. Endo Steel 6. Roll Again	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Endo Steel

Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Longshot LNG-4

Movement Points:

Walking: 7  
Running: 11  
Jumping: 0

Tonnage: 35

Tech Base: Inner Sphere  
(Experimental)

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

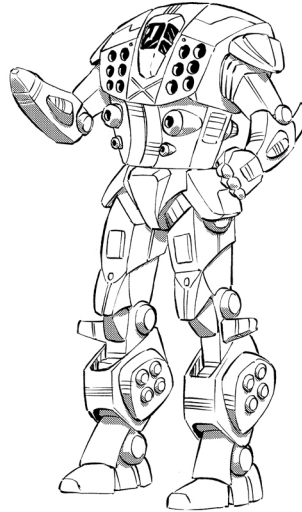
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory

(hexes)

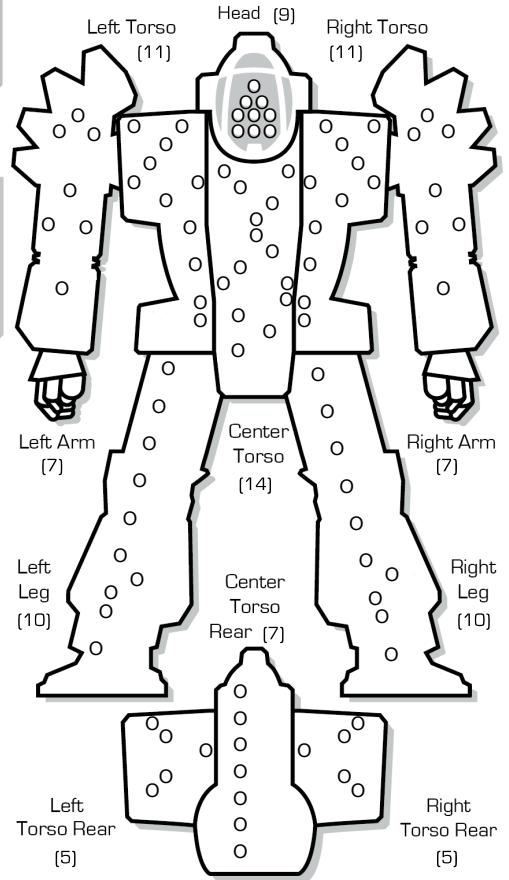
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium X-Pulse Laser	RT	6	6 [P]	—	3	6	9
1	Small X-Pulse Laser	RT	3	3 [P]	—	2	4	5
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	3	6	9
1	Medium X-Pulse Laser	LT	6	6 [P]	—	3	6	9
1	Small X-Pulse Laser	LT	3	3 [P]	—	2	4	5
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	3	6	9



Cost: 18,169,831 C-bills

BV: 1,117

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Streak SRM 6
- Streak SRM 6
- Medium X-Pulse Laser
- Small X-Pulse Laser
- Ammo (Streak) 15
- Endo Steel

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XXL Fusion Engine
- XXL Fusion Engine
- Endo Steel
- Endo Steel

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Endo Steel
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

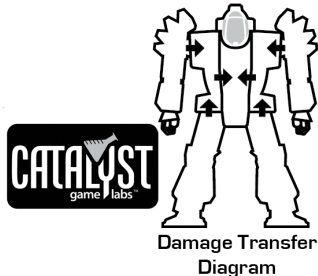
#### Right Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Streak SRM 6
- Streak SRM 6
- Medium X-Pulse Laser
- Small X-Pulse Laser
- Ammo (Streak) 15
- Endo Steel

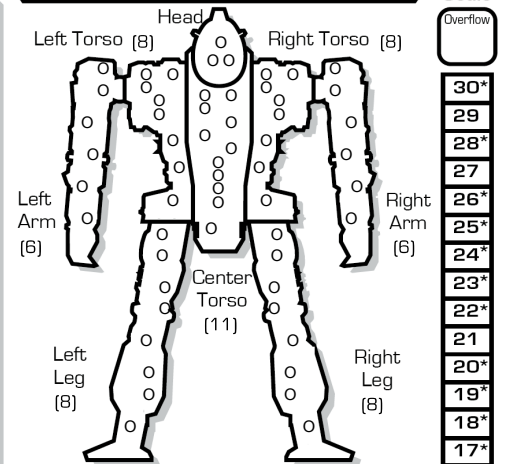
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Silver Fox SVR-5X

Movement Points:  
Walking: 9  
Running: 14  
Jumping: 0

Tonnage: 35  
Tech Base: Inner Sphere  
(Experimental)  
Era: Civil War

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	3 [DE]	—	2	4	5
1	Targeting Computer	CT	—	[E]	—	—	—	—
1	Angel ECM Suite	RT	—	[E]	—	—	—	6
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
5	Magshot	LA	1	2 [DB,X]	—	3	6	9

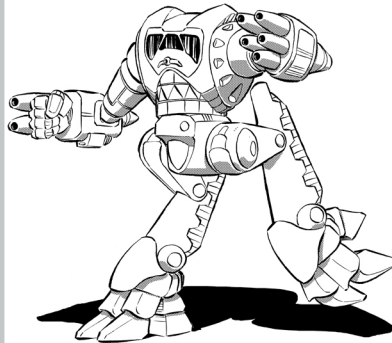
Cost: 23,751,630 C-bills

BV: 1,463

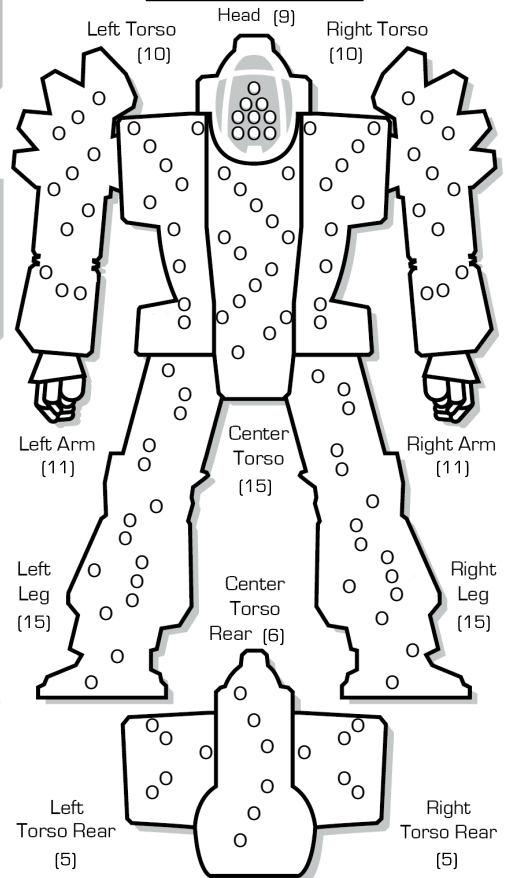
### WARRIOR DATA

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
- 1-3 Magshot
- 4 Magshot
- 5 Magshot
- 6 Magshot

#### Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 3 Lower Arm Actuator
- 4 Hand Actuator
- 5 ER Medium Laser
- 6 ER Medium Laser

#### Center Torso

- 1 Magshot
  - 2 Magshot
  - 3 Magshot
  - 4 Magshot
  - 5 Magshot
  - 6 Magshot
- 1 XXL Fusion Engine
  - 2 XXL Fusion Engine
  - 3 XXL Fusion Engine
  - 4 Gyro
  - 5 Gyro
  - 6 Gyro

#### Right Torso

- 1 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

#### Left Torso

- 1 XXL Fusion Engine
- 2 XXL Fusion Engine
- 3 XXL Fusion Engine
- 4 XXL Fusion Engine
- 5 XXL Fusion Engine
- 6 XXL Fusion Engine

- 1 Gyro
- 2 XXL Fusion Engine
- 3 XXL Fusion Engine
- 4 XXL Fusion Engine
- 5 Targeting Computer
- 6 Targeting Computer

#### Right Torso

- 1 XXL Fusion Engine
- 2 XXL Fusion Engine
- 3 XXL Fusion Engine
- 4 XXL Fusion Engine
- 5 XXL Fusion Engine
- 6 XXL Fusion Engine

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

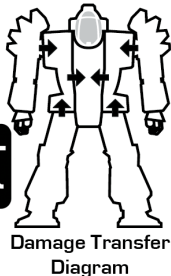
- 1 Ammo (Magshot) 50
- 2 Reflective
- 3 Reflective
- 4 Reflective
- 5 Roll Again
- 6 Roll Again

#### Left Leg

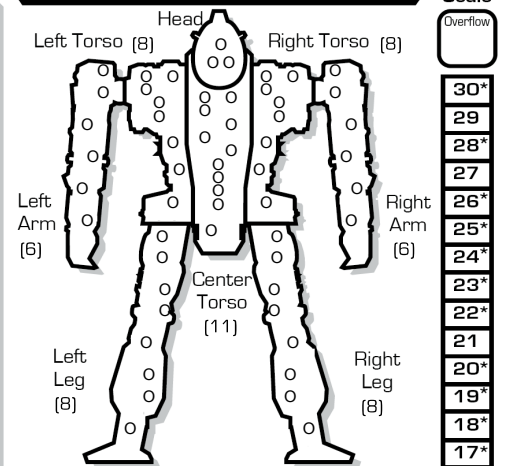
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Reflective
- Reflective

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Reflective
- Reflective



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Silver Fox SVR-5Y

Movement Points:

Walking: 7  
Running: 11  
Jumping: 0

Tonnage: 35

Tech Base: Inner Sphere  
(Experimental)  
Era: Civil War

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

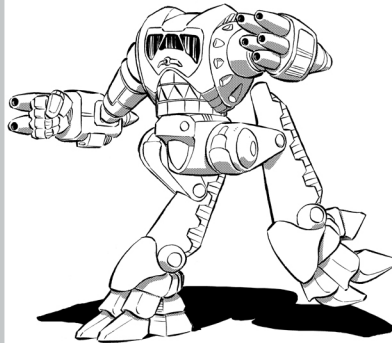
### Weapons & Equipment Inventory

(hexes)

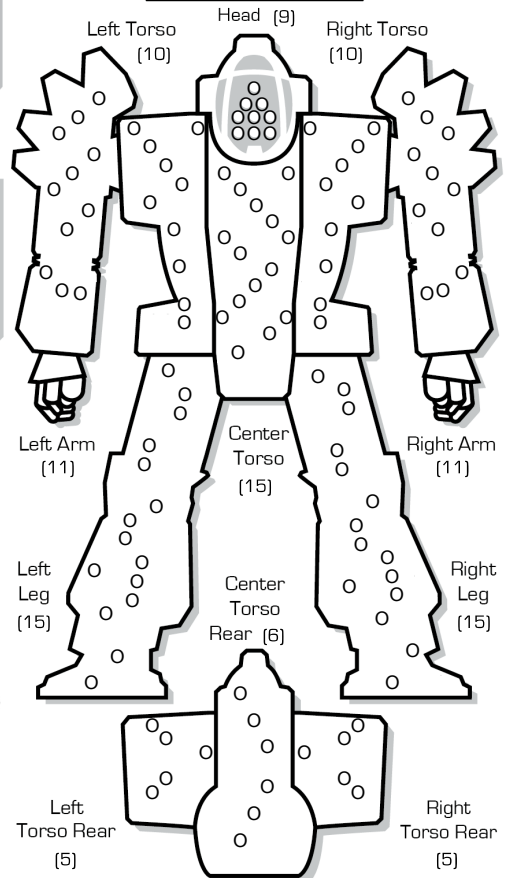
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	3 [DE]	—	2	4	5
1	Targeting Computer	CT	—	[E]	—	—	—	—
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
5	Magshot	LA	1	2 [DB,X]	—	3	6	9

Cost: 5,074,380 C-bills

BV: 1,316



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Magshot
- 4 Magshot
- 5 Magshot
- 6 Magshot

#### Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 3 Lower Arm Actuator
- 4 Hand Actuator
- 5 ER Medium Laser
- 6 ER Medium Laser

#### Center Torso

- 1 Magshot
  - 2 Magshot
  - 3 Magshot
  - 4 Magshot
  - 5 Magshot
  - 6 Magshot
- Light Fusion Engine
  - Light Fusion Engine
  - 3 Light Fusion Engine
  - 4 Gyro
  - 5 Gyro
  - 6 Gyro

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

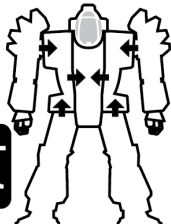
- Light Fusion Engine
- Light Fusion Engine
- 3 Ammo (Magshot) 50
- 4 Reflective
- 5 Reflective
- 6 Reflective

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- 4 Light Fusion Engine
- 5 Targeting Computer
- 6 Targeting Computer

#### Right Torso

- Light Fusion Engine
  - Light Fusion Engine
  - 3 Double Heat Sink
  - 4 Double Heat Sink
  - 5 Double Heat Sink
  - 6 Guardian ECM Suite
- Guardian ECM Suite
  - Reflective
  - Reflective
  - Reflective
  - Roll Again
  - Roll Again

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



Damage Transfer Diagram

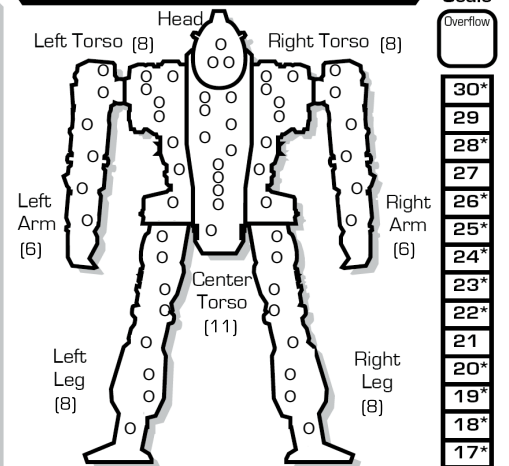
#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- 5 Reflective
- 6 Reflective

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- 5 Reflective
- 6 Reflective

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: **Tsunami TS-P1**

Movement Points:  
 Walking: 6  
 Running: 9  
 Jumping: 6

Tonnage: 40  
 Tech Base: Inner Sphere  
 Era: Clan Invasion

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 2	CT	2	2 [M,C]	—	3	6	9
1	Machine Gun	RT	0	5 [DB,AI]	—	1	2	3
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Machine Gun	LT	0	2 [DB,AI]	—	1	2	3
1	Medium Laser	LT	3	5 [DE]	—	3	6	9

Cost: 3,640,560 C-bills

BV: 933

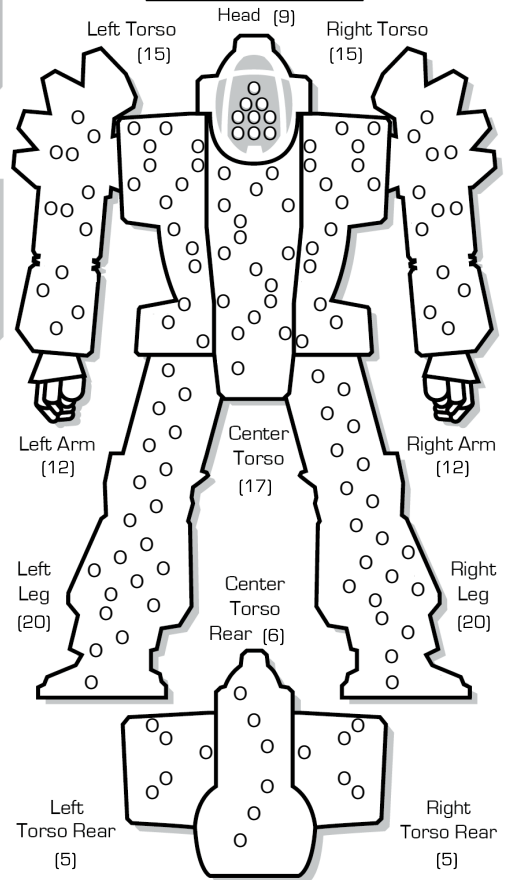
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
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
- Roll Again
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Roll Again
- Roll Again

#### Center Torso

- Roll Again
  - Roll Again
  - Roll Again
  - 4-6 Roll Again
  - Roll Again
  - Roll Again
- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - 1-3 Gyro
  - Gyro
  - Gyro

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Torso

- Jump Jet
- Medium Laser
- Machine Gun
- 1-3 Roll Again
- Roll Again
- Roll Again

- Gyro
2. Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Streak SRM 2
- Roll Again

#### Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 1-3 Jump Jet
- Medium Laser
- Machine Gun

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

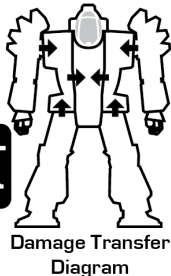
#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

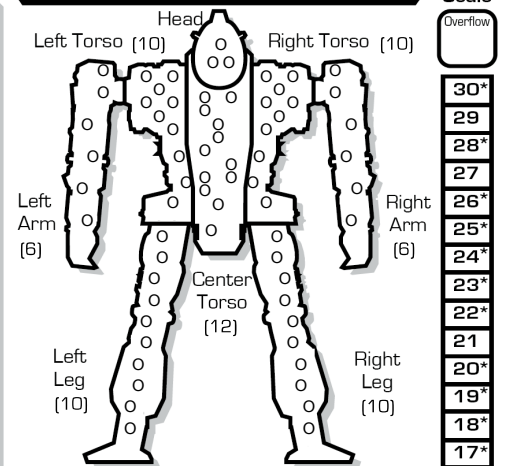
- Ammo (Machine Gun) 200
- Ammo (Streak) 50
- CASE
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: **Tsunami TS-P1D**

Movement Points:

Walking: 6 [7]

Running: 9 [11]

Jumping: 4

Tonnage: 40

Tech Base: Inner Sphere  
(Advanced)

Era: Civil War

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

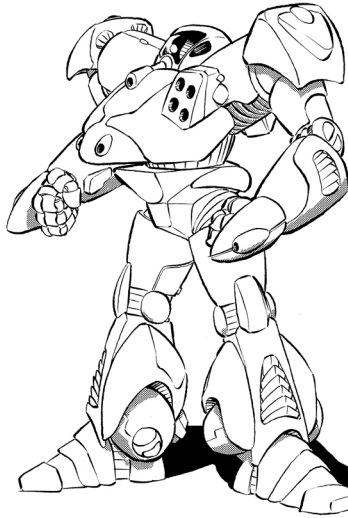
### Weapons & Equipment Inventory

(hexes)

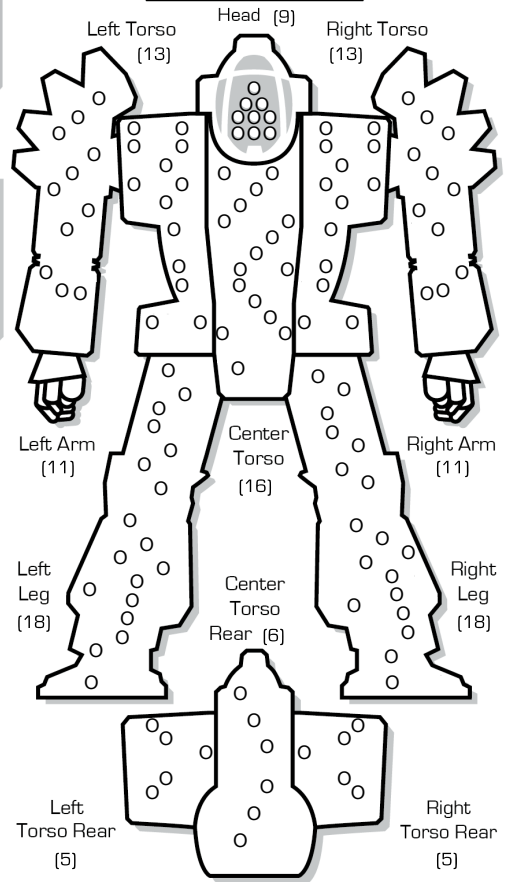
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
2	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	Streak SRM 4	LT	3	2/Msl [M,C]	—	3	6	9
1	Magshot	RA	1	2 [DB,X]	—	3	6	9
1	Magshot	LA	1	2 [DB,X]	—	3	6	9

Cost: 4,616,360 C-bills

BV: 1,298



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Magshot
- Magshot

1-3

- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- Jump Jet
- Streak SRM 4
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

4-6

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

#### Center Torso

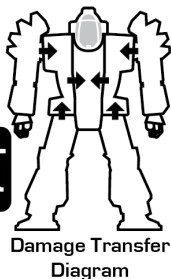
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- ER Medium Laser
- ER Medium Laser

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Magshot
- Magshot

1-3

- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Ammo (Streak) 25
- Ammo (Magshot) 50

1-3

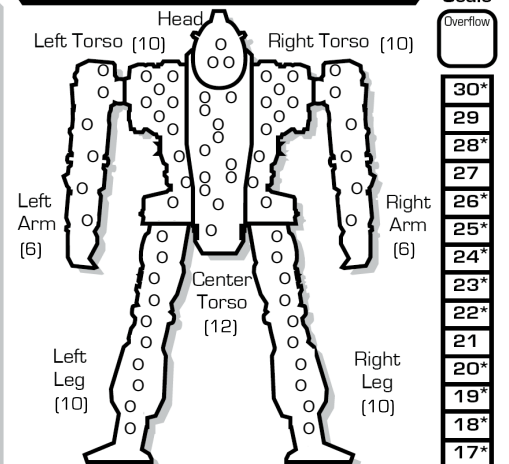
4-6

- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Werewolf WER-LF-004

Movement Points: **Tonnage:** 40  
 Walking: 5 **Tech Base:** Inner Sphere  
 Running: 8 **Era:** Clan Invasion  
 Jumping: 4

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Machine Gun	HD	0	2 [DB, AI]	—	1	2	3
1	Machine Gun	CT	0	2 [DB, AI]	—	1	2	3
1	Small Pulse Laser	RT	2	3 [P]	—	1	2	3
1	Small Pulse Laser	LT	2	3 [P]	—	1	2	3
1	SRM 6	RA	4	2/Med [M, C]	—	3	6	9
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

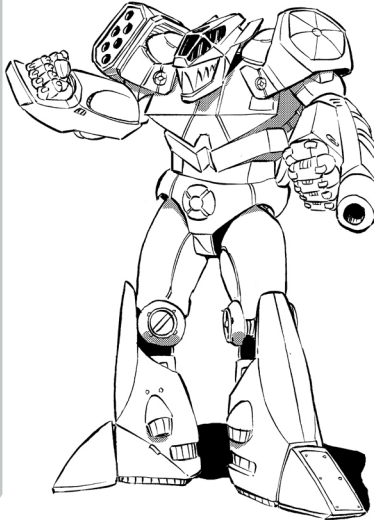
Cost: 5,175,427 C-bills

BV: 802

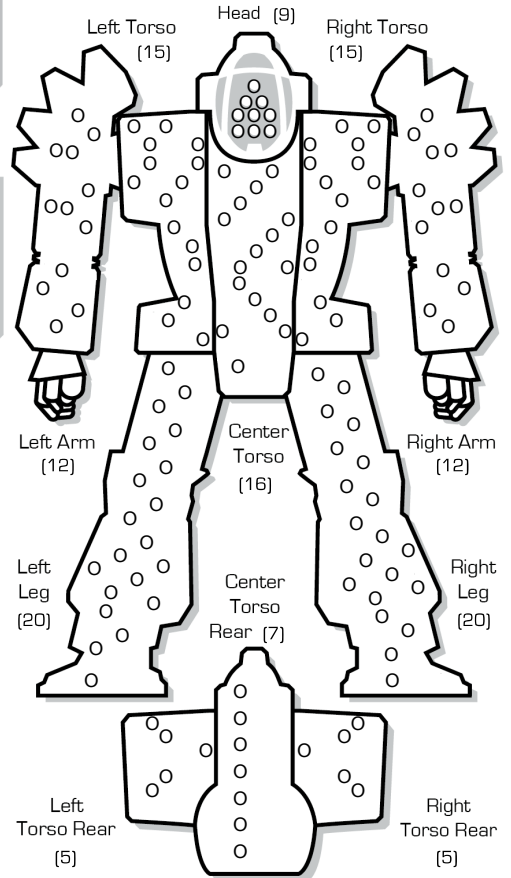
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



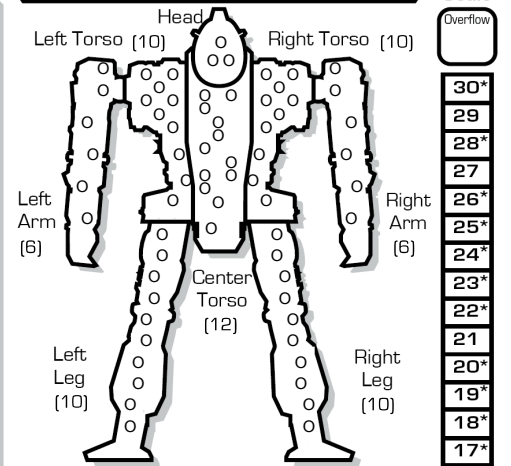
### CRITICAL HIT TABLE

<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>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Medium Pulse Laser</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>Machine Gun</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> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Hand Actuator</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>SRM 6</li> <li>SRM 6</li> </ol>	<h4>Center Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Machine Gun</li> <li>Roll Again</li> </ol>	<h4>Left Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Small Pulse Laser</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	<h4>Right Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Small Pulse Laser</li> <li>Ammo (SRM) 15</li> <li>Ammo (Machine Gun) 200</li> </ol>	<h4>Left Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>	<h4>Right Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>
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Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 (32) Double
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: Werewolf WER-LF-005

Movement Points:   
 Walking: 5   
 Running: 8   
 Jumping: 2   
 Tonnage: 40   
 Tech Base: Inner Sphere (Experimental)   
 Era: Civil War

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Magshot	RT	1	2 [DB,X]	—	3	6	9
1	Magshot	LT	1	2 [DB,X]	—	3	6	9
1	Streak SRM 6	RA	4	2/Msl [M,C]	—	3	6	9
1	Large X-Pulse Laser	LA	14	9 [P]	—	5	10	15

Cost: 5,330,827 C-bills

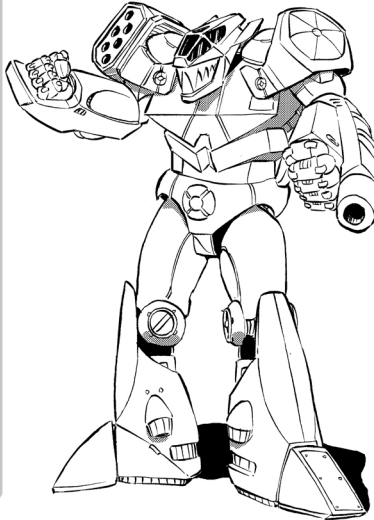
BV: 1,082

### WARRIOR DATA

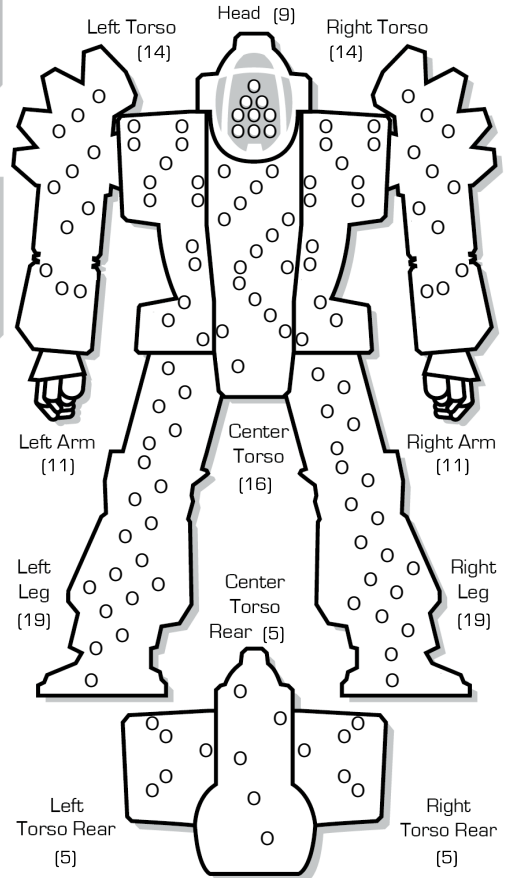
Name: \_\_\_\_\_   
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_   
 Hits Taken 

1	2	3	4	5	6
3	5	7	10	11	Dead

  
 Consciousness#



### ARMOR DIAGRAM



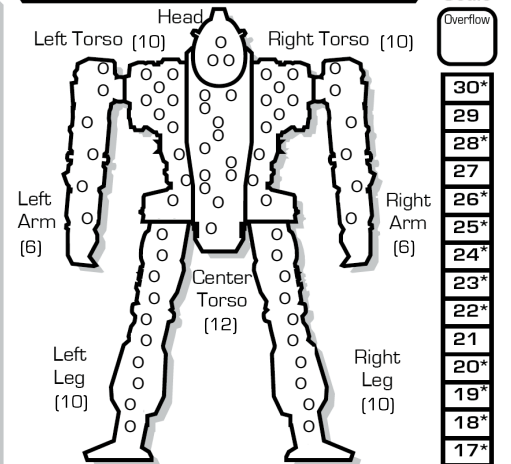
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Double Heat Sink	6. Double Heat Sink
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Double Heat Sink	6. Double Heat Sink
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Null Signature System
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Null Signature System

**Engine Hits** ○○○○   
**Gyro Hits** ○○   
**Sensor Hits** ○○   
**Life Support** ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (26) Double
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: Daedalus DAD-3C

Movement Points:  
 Walking: 6  
 Running: 9  
 Jumping: 6

Tonnage: 45  
 Tech Base: Inner Sphere  
 Era: Clan Invasion

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	RT	1	3 [DE]	—	1	2	3
1	SRM 4	RT	3	2/Msl [M,C]	—	3	6	9
1	SRM 4	LT	3	2/Msl [M,C]	—	3	6	9
1	SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
1	Large Pulse Laser	RA	10	9 [P]	—	3	7	10
1	Machine Gun	LA	0	2 [DB,AI]	—	1	2	3

Cost: 8,113,983 C-bills

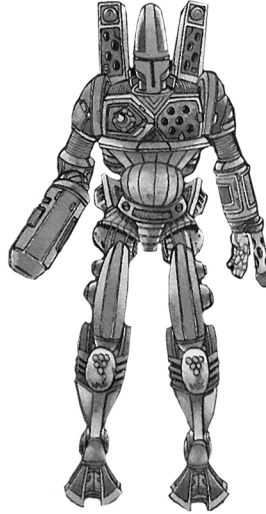
BV: 1,070

### WARRIOR DATA

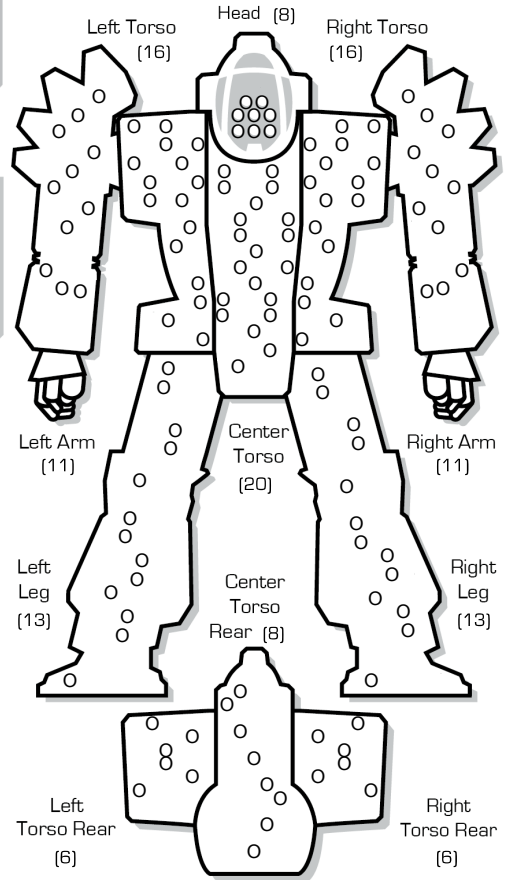
Name: \_\_\_\_\_

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  
 4. Hand Actuator  
 5. Machine Gun  
 6. Endo Steel

- Endo Steel
  - Endo Steel
  - Endo Steel
- 4-6  
 4. Endo Steel  
 5. Roll Again  
 6. Roll Again

#### Left Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3  
 4. Jump Jet  
 5. Jump Jet  
 6. SRM 6

- SRM 6
  - SRM 4
  - Ammo (SRM) 15
  - Ammo (SRM) 25
  - Ammo (Machine Gun) 100
  - CASE
- 4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

#### Head

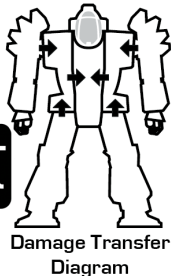
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3  
 4. Gyro  
 5. Gyro  
 6. Gyro

- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Jump Jet
  - Jump Jet
- 4-6

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3  
 4. Large Pulse Laser  
 5. Large Pulse Laser  
 6. Endo Steel

- Endo Steel
  - Endo Steel
  - Endo Steel
- 4-6  
 4. Endo Steel  
 5. Roll Again  
 6. Roll Again

#### Right Torso

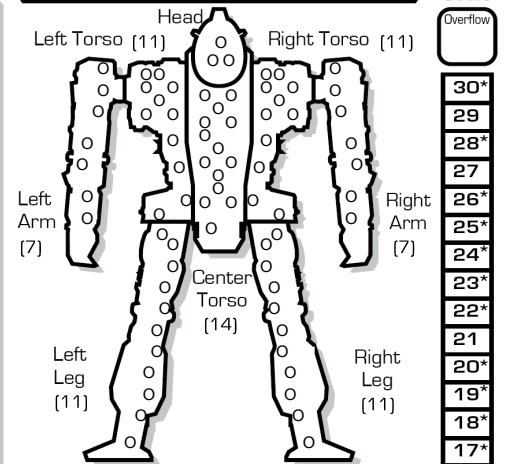
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Jump Jet
  - Jump Jet
  - SRM 4
- 1-3

- Small Laser
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Daedalus DAD-3D

Movement Points: **Tonnage:** 45  
 Walking: 6 [7] **Tech Base:** Inner Sphere  
 Running: 9 [11] (Experimental)  
 Jumping: 6 **Era:** Civil War

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Small Laser	HD	2	3 [DE]	—	2	4	5
2	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Large X-Pulse Laser	RA	14	9 [P]	—	5	10	15
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

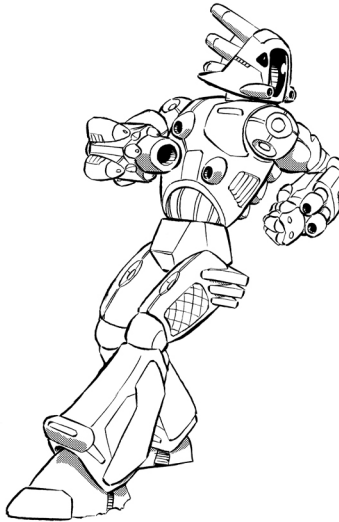
Cost: 9,336,695 C-bills

BV: 1,729

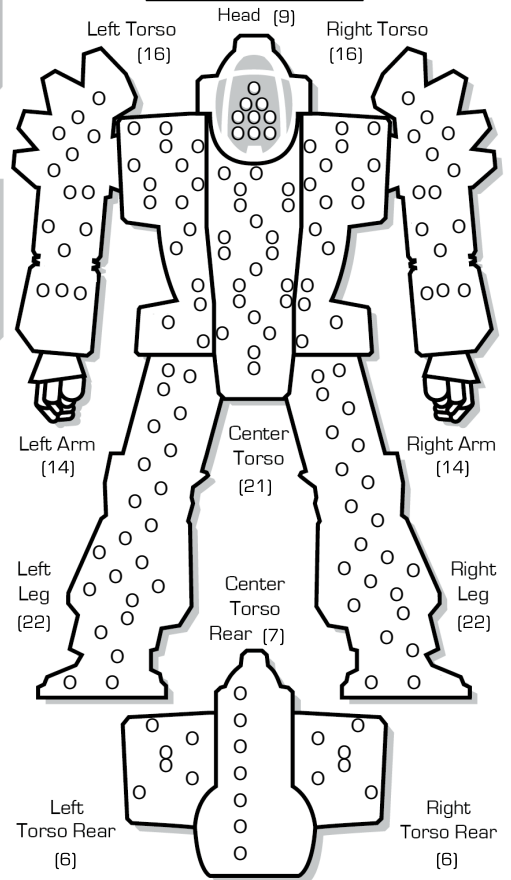
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Triple-Strength Myomer

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Jump Jet
- Jump Jet
- Jump Jet
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple-Strength Myomer
- Triple-Strength Myomer

#### Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- ER Small Laser
- ER Small Laser

1-3

#### Center Torso

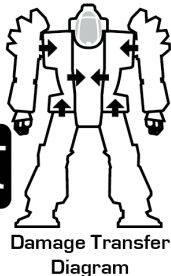
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- ER Medium Laser

4-6

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large X-Pulse Laser
- Large X-Pulse Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Triple-Strength Myomer

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

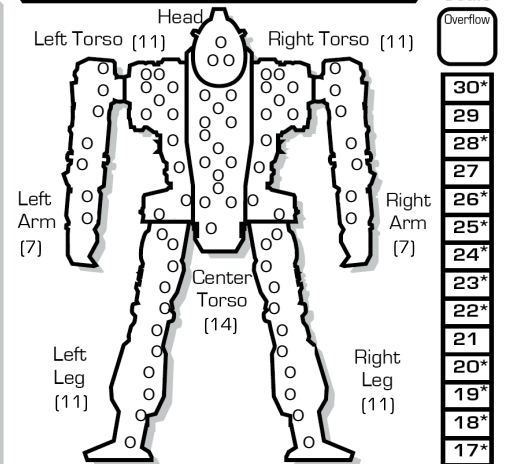
- Jump Jet
- Jump Jet
- Jump Jet
- Targeting Computer
- Targeting Computer
- Targeting Computer

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple-Strength Myomer
- Triple-Strength Myomer

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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: Daedalus DAD-4A

Movement Points: **Tonnage:** 45  
 Walking: 6 [7] **Tech Base:** Inner Sphere  
 Running: 12 [11] (Experimental)  
 Jumping: 6 **Era:** Civil War

### Weapons & Equipment Inventory

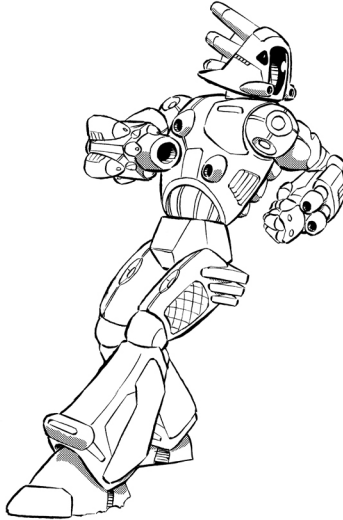
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Small Laser	HD	2	3 [DE]	—	2	4	5
1	Streak SRM 4	RT	3	2/Msl [M,C]	—	3	6	9
1	Streak SRM 4	LT	3	2/Msl [M,C]	—	3	6	9
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12

Cost: 12,874,695 C-bills BV: 1,466

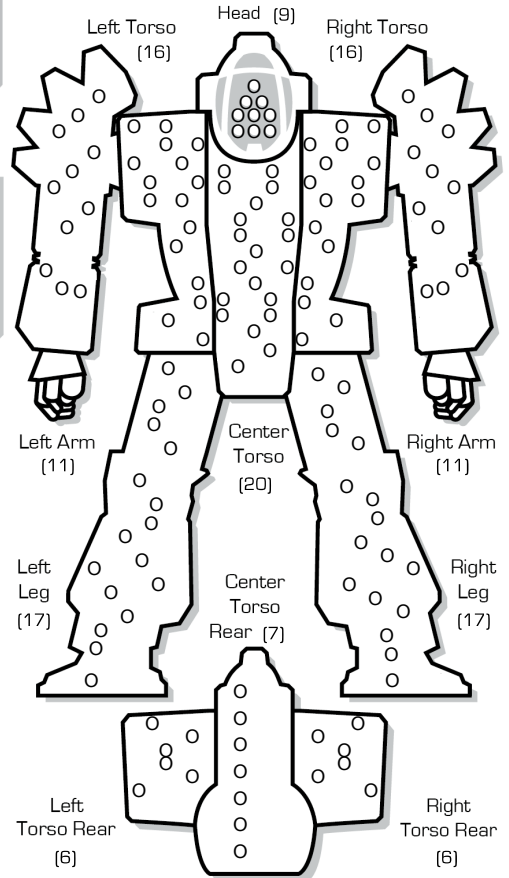
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



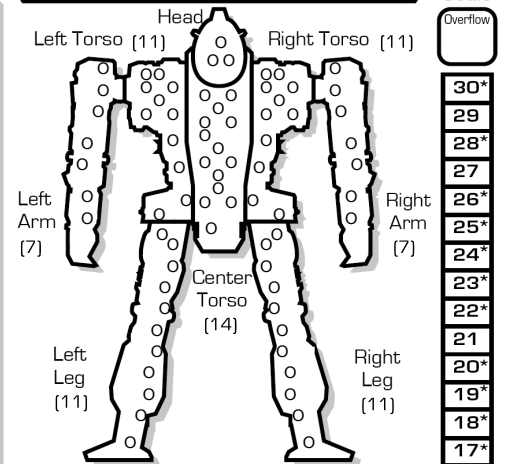
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Endo Steel	6. Endo Steel
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Center Torso</b>	1. Endo Steel	2. Endo Steel	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Jump Jet	5. Jump Jet	6. Jump Jet
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Triple-Strength Myomer	6. Triple-Strength Myomer
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Triple-Strength Myomer	6. Triple-Strength Myomer

**Engine Hits** ○○○○  
**Gyro Hits** ○○  
**Sensor Hits** ○○  
**Life Support** ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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: Daedalus DAD-4B

Movement Points: **Tonnage:** 45  
 Walking: 6 **Tech Base:** Inner Sphere  
 Running: 9 [12] (Experimental)  
 Jumping: 6 **Era:** Civil War

### Weapons & Equipment Inventory (hexes)

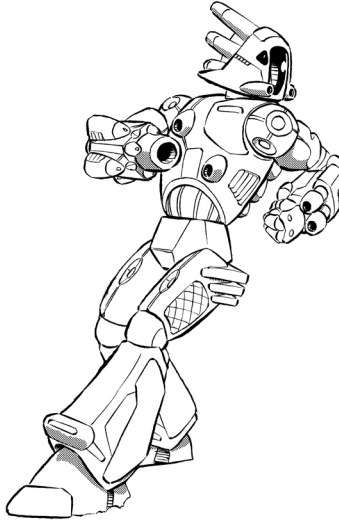
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Small Laser	HD	2	3 [DE]	—	2	4	5
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12

Cost: 11,926,395 C-bills BV: 1,431

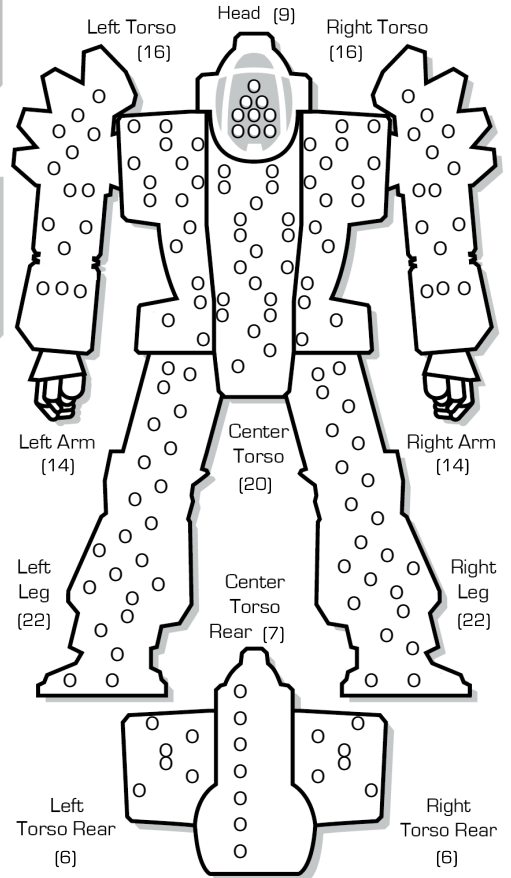
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



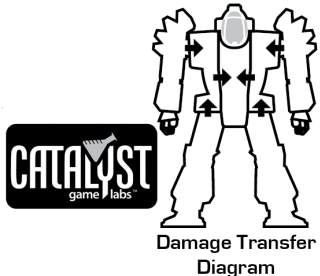
### ARMOR DIAGRAM



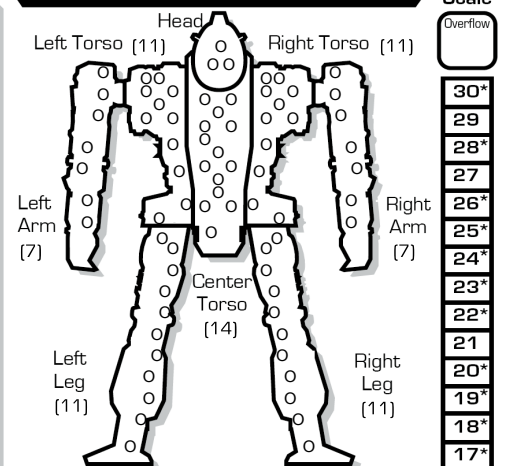
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Double Heat Sink	6. Double Heat Sink
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Jump Jet	5. Jump Jet	6. Jump Jet
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
<b>Head</b>	1. Life Support	2. Sensors	3. Small Cockpit	4. Sensors	5. ER Small Laser	6. ER Small Laser
<b>Left Torso Rear</b>	1. Double Heat Sink	2. Endo Steel	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Roll Again
<b>Right Torso Rear</b>	1. ER Medium Laser	2. Endo Steel	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Roll Again

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (26) Double
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: Volkh VKH-1

Movement Points:  
 Walking: 5  
 Running: 7 [9]  
 Jumping: 0

Tonnage: 45  
 Tech Base: Inner Sphere  
 (Experimental)  
 Era: Civil War

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	SRM 4	RT	3	2 [M,C]	—	3	6	9
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Lance	RA	—	9	—	—	—	—
1	Lance	LA	—	9	—	—	—	—

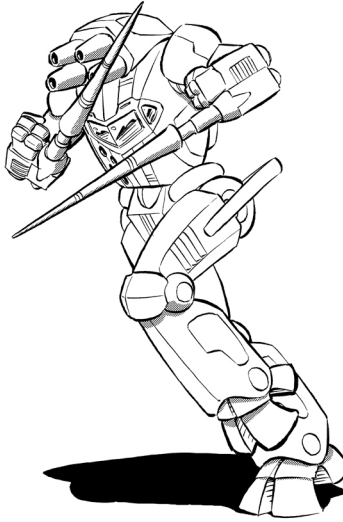
Cost: 26,776,715 C-bills

BV: 1,670

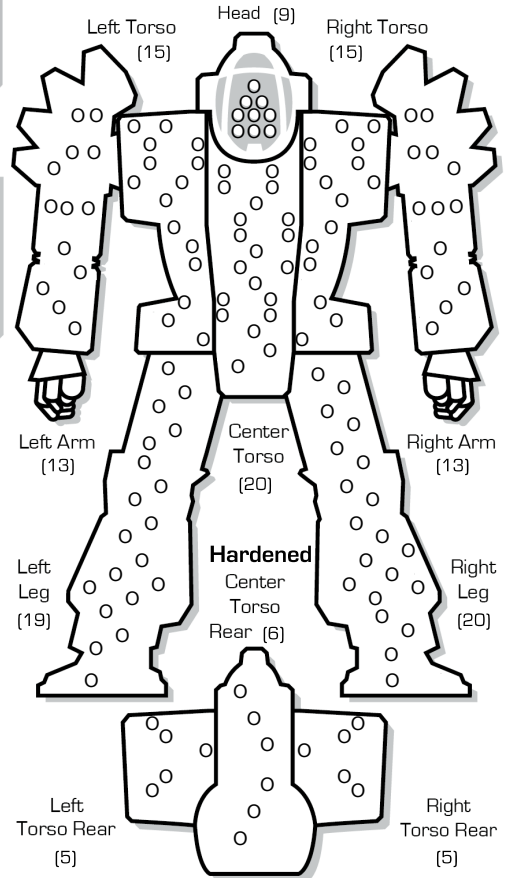
### WARRIOR DATA

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
- Lance
- Lance

#### Head

- Sensors
- Sensors
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Lance
- Lance

#### Center Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- 1-3 Gyro
- Gyro
- Gyro

#### Left Torso

- XXL Fusion Engine
- XXL Fusion Engine
- 1-3 XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

#### Right Torso

- XXL Fusion Engine
- XXL Fusion Engine
- 1-3 XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

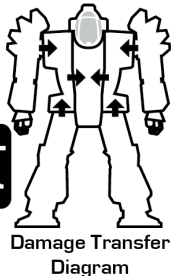
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

#### Left Leg

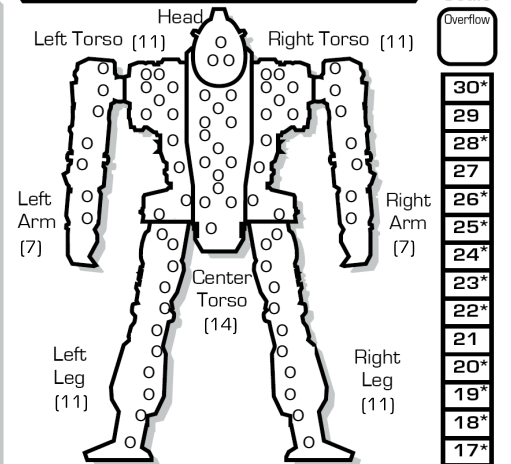
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4-6 Foot Actuator
- Endo Steel
- Endo Steel

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4-6 Foot Actuator
- Endo Steel
- Endo Steel



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Volkh VKH-7

Movement Points:

Walking: 5  
Running: 7 [9]  
Jumping: 0

Tonnage: 45

Tech Base: Inner Sphere  
(Experimental)  
Era: Civil War

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	HD	12	8 [DE]	—	7	14	19
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	Targeting Computer	RT	—	— [E]	—	—	—	—
1	Lance	RA	—	9	—	—	—	—
1	Lance	LA	—	9	—	—	—	—

Cost: 26,646,215 C-bills

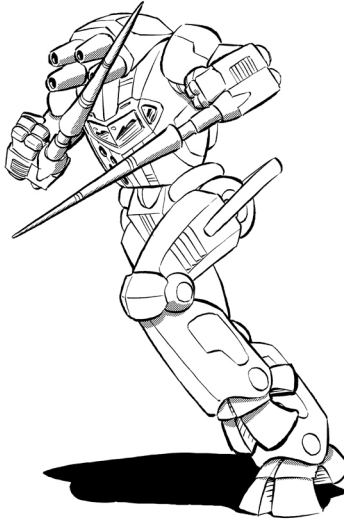
BV: 1,613

### WARRIOR DATA

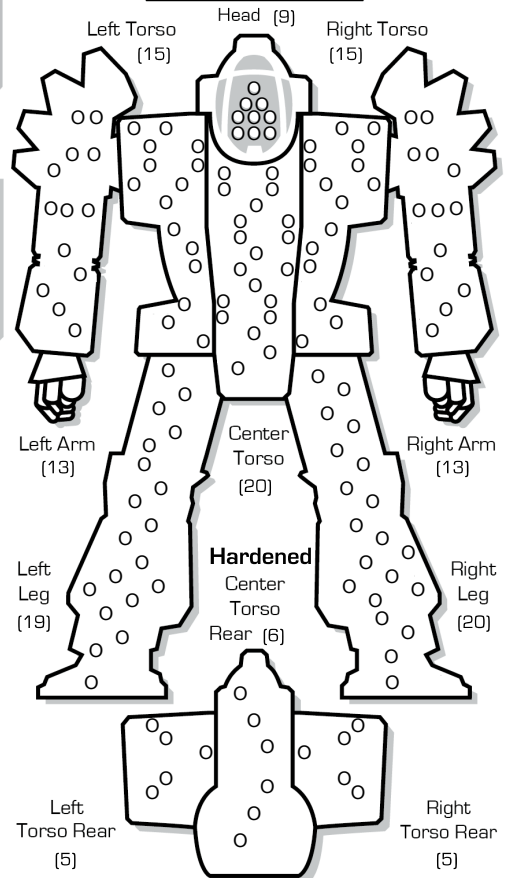
Name: \_\_\_\_\_

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
- Lance
- Lance

- Lance
- Endo Steel
- Endo Steel

4-6

- Endo Steel
- Endo Steel
- Roll Again

#### Left Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

1-3

- Life Support
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Supercharger
- Endo Steel

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

#### Head

- Sensors
- Sensors
- ER Large Laser
- ER Large Laser
- ER Medium Laser
- Roll Again

#### Center Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Torso-Mounted Cockpit
- Sensors

4-6

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Lance
- Lance

1-3

- Lance
- Endo Steel
- Endo Steel

4-6

- Endo Steel
- Endo Steel
- Roll Again

#### Right Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

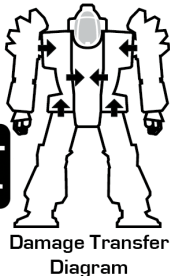
1-3

- Life Support
- Targeting Computer
- Targeting Computer
- Endo Steel
- Roll Again
- Roll Again

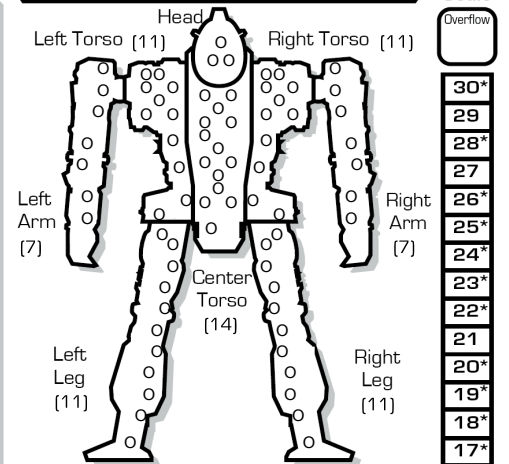
4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Aquagladius AGS-3

Movement Points: **Tonnage:** 50  
 Walking: 6 **Tech Base:** Inner Sphere  
 Running: 9 (Experimental)  
 Underwater: 5 **Era:** Civil War

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flail	RA	9					
1	Taser	LA	6	1		1	2	3
				[DB,S,X]				

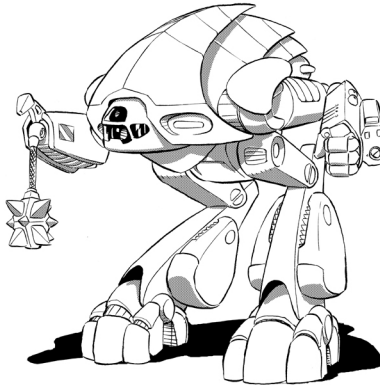
Cost: 8,409,750 C-bills

BV: 978

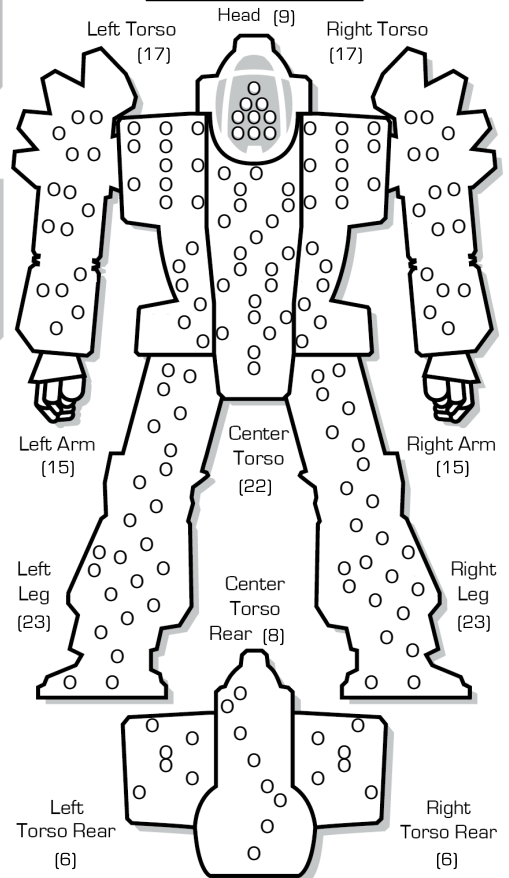
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
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 Taser
- 6 Taser

#### Head

- Life Support
- Sensors
- Cockpit
- 4 Light Ferro-Fibrous
- 5 Sensors
- 6 Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 3 Lower Arm Actuator
- 1-3 Flail
- 5 Flail
- 6 Flail

#### Center Torso

- Light Fusion Engine
- 2 Light Fusion Engine
- 3 Light Fusion Engine
- 1-3 4 Gyro
- 5 Gyro
- 6 Gyro

#### Left Torso

- Light Fusion Engine
- 2 Light Fusion Engine
- 3 UMU
- 1-3 UMU
- 5 Ammo (Taser) 5
- 6 Ammo (Taser) 5

#### Right Torso

- Light Fusion Engine
- 2 Light Fusion Engine
- 3 UMU
- 1-3 UMU
- 5 HarJel
- 6 Endo Steel

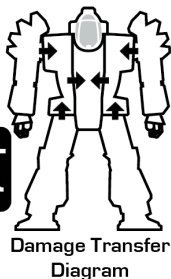
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

#### Left Leg

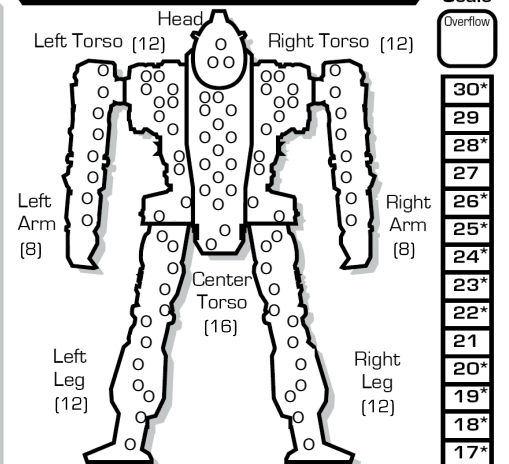
- Hip
- Upper Leg Actuator
- 3 Lower Leg Actuator
- 4 Foot Actuator
- 5 Endo Steel
- 6 Endo Steel

#### Right Leg

- Hip
- Upper Leg Actuator
- 3 Lower Leg Actuator
- 4 Foot Actuator
- 5 Endo Steel
- 6 Endo Steel



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Aquagladus AGS-4

Movement Points: **Tonnage:** 50  
 Walking: 6 **Tech Base:** Inner Sphere  
 Running: 9 (Experimental)  
 Underwater: 6 **Era:** Civil War

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Large X-Pulse Laser	LA	14	9 [P]	—	5	10	15

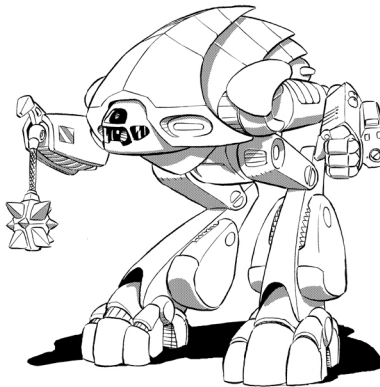
Cost: 9,013,500 C-bills

BV: 1,637

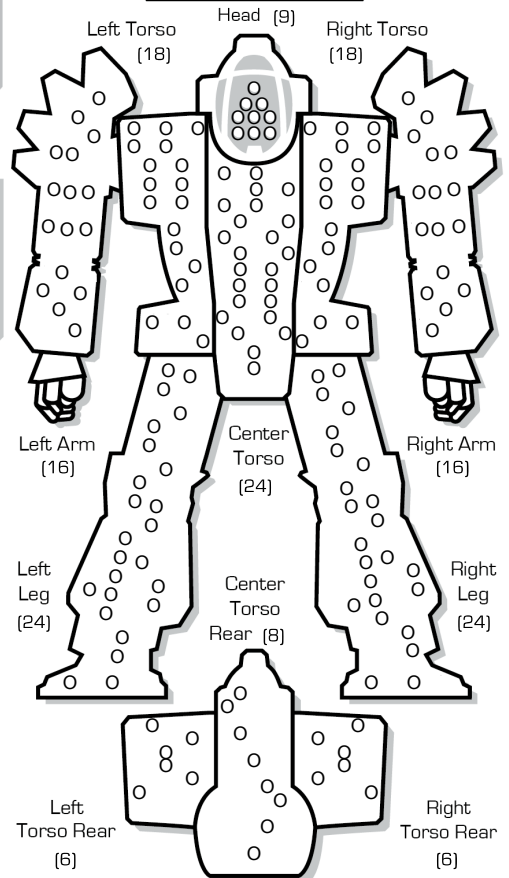
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large X-Pulse Laser
- Large X-Pulse Laser

1-3

- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- Light Fusion Engine
- Light Fusion Engine
- UMU
- UMU
- HarJel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- UMU
- Endo Steel

#### Head

- Life Support
- Sensors
- Cockpit
- Light Ferro-Fibrous
- Sensors
- Life Support

1-3

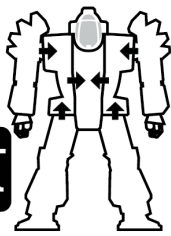
#### Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- HarJel
- Roll Again

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser

1-3

- ER Medium Laser
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Right Torso

- Light Fusion Engine
- Light Fusion Engine
- UMU
- UMU
- HarJel
- Endo Steel

1-3

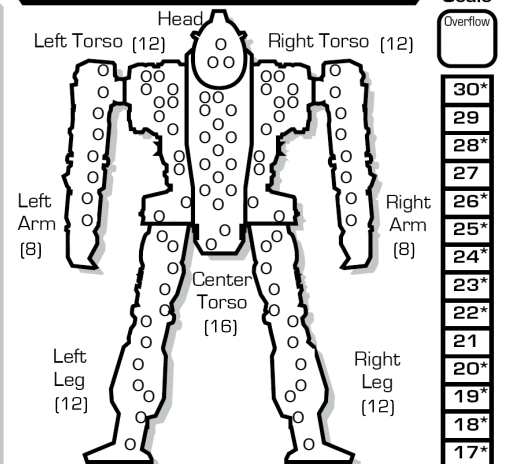
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- UMU
- Endo Steel

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: **Bombard BMB-010**

Movement Points: **Tonnage:** 50  
 Walking: 2 **Tech Base:** Inner Sphere  
 Running: 3 **Era:** Clan Invasion  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	RA	7	20 [DB,S]	—	3	6	9
1	Autocannon/20	LA	7	20 [DB,S]	—	3	6	9

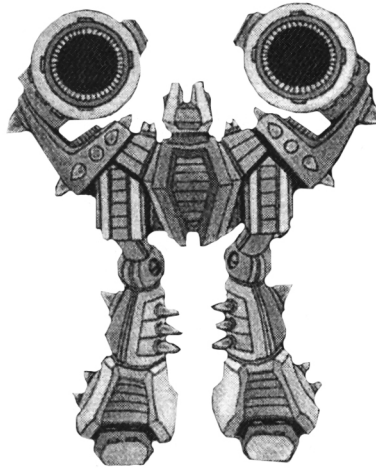
Cost: 4,362,500 C-bills

BV: 850

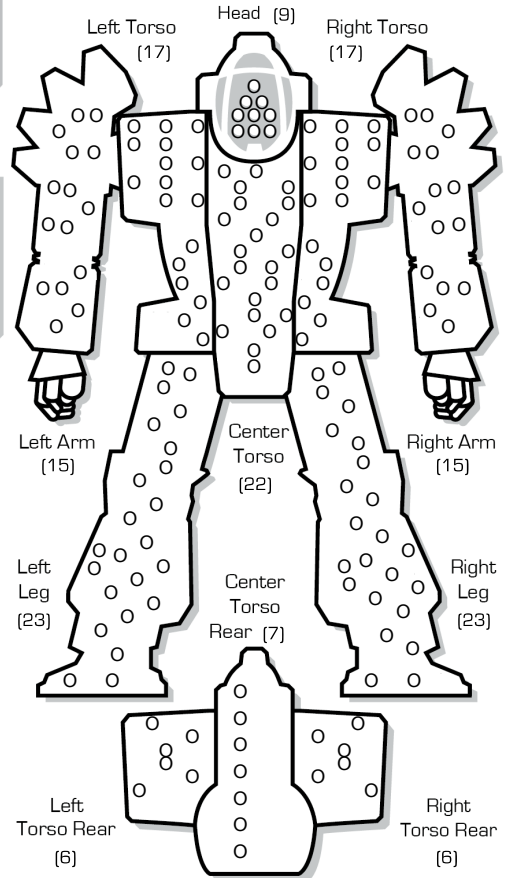
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



### ARMOR DIAGRAM



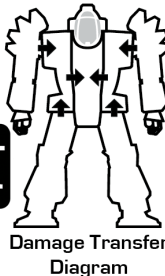
### CRITICAL HIT TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Autocannon/20
  - Autocannon/20
  - Autocannon/20
  - Autocannon/20
- 1-3**
- Autocannon/20
  - Autocannon/20
  - Autocannon/20
  - Autocannon/20
  - Autocannon/20
  - Autocannon/20
- 4-6**
- Left Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Heat Sink
  - Heat Sink
  - Ammo [AC] 5
- 1-3**
- Ammo [AC] 5
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
- 4-6**

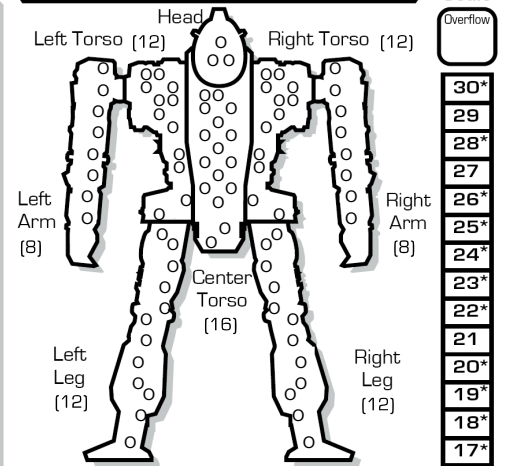
- Head**
- Life Support
  - Sensors
  - Cockpit
  - Roll Again
  - Sensors
  - Life Support
- Center Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Endo Steel
  - Endo Steel
- 4-6**

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Autocannon/20
  - Autocannon/20
  - Autocannon/20
  - Autocannon/20
- 1-3**
- Autocannon/20
  - Autocannon/20
  - Autocannon/20
  - Autocannon/20
  - Autocannon/20
  - Autocannon/20
- 4-6**
- Right Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Heat Sink
  - Heat Sink
  - Ammo [AC] 5
- 1-3**
- Ammo [AC] 5
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
- 4-6**

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 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: **Bombard BMB-013**

Movement Points: **Walking: 2** **Tonnage: 50**  
**Running: 3** **Tech Base: Inner Sphere**  
**Jumping: 0** **(Experimental)**  
**Era: Civil War**

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Thunderbolt 15	RA	7	15[M]	5	6	12	18
1	Thunderbolt 15	LA	7	15[M]	5	6	12	18
1	Spikes	RL	—	[E]	—	—	—	—
1	Spikes	LL	—	[E]	—	—	—	—

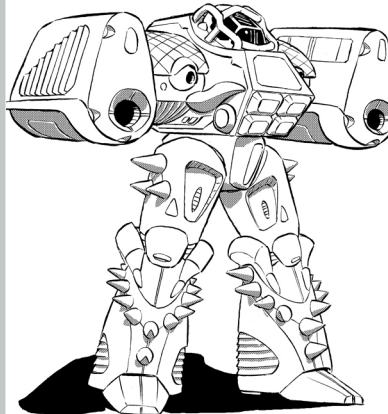
Cost: 5,097,500 C-bills

BV: 1,001

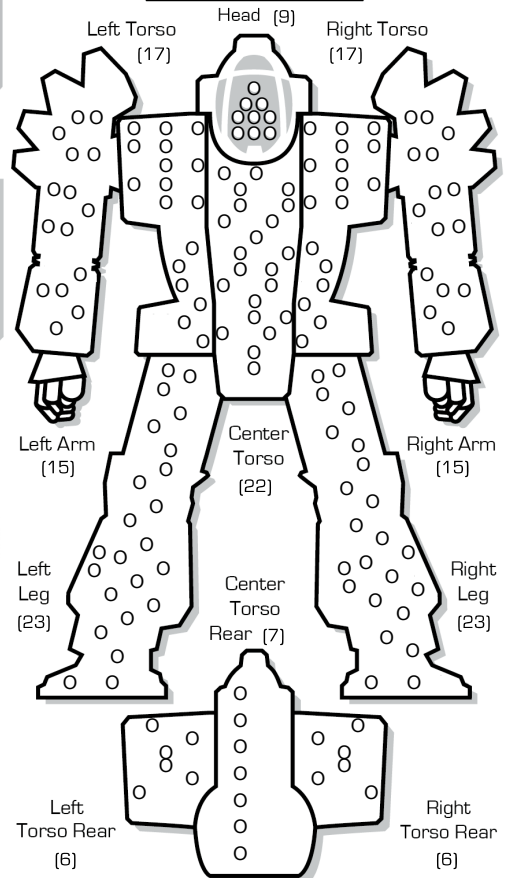
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Thunderbolt 15
- Thunderbolt 15
- Thunderbolt 15
- Ammo (Thunderbolt) 4

- Ammo (Thunderbolt) 4
- Ammo (Thunderbolt) 4
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Heat Sink
- Heat Sink
- ER Medium Laser

- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Spikes

#### Head

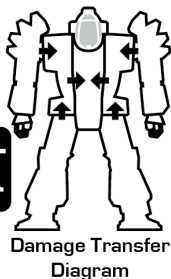
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Roll Again
- Roll Again

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Thunderbolt 15
- Thunderbolt 15
- Thunderbolt 15
- Ammo (Thunderbolt) 4

- Ammo (Thunderbolt) 4
- Ammo (Thunderbolt) 4
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

#### Right Torso

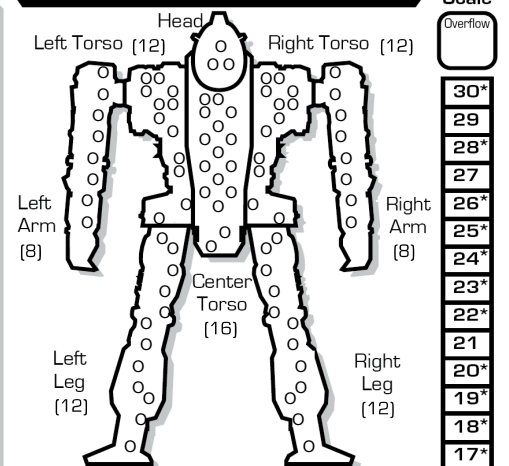
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Heat Sink
- Heat Sink
- ER Medium Laser

- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Spikes

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 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: **Bombard BMB-1X**

Movement Points:

Walking: 4

Running: 6 [8]

Jumping: 0

Tonnage: 50

Tech Base: Mixed Tech (I.S.)  
(Experimental)

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

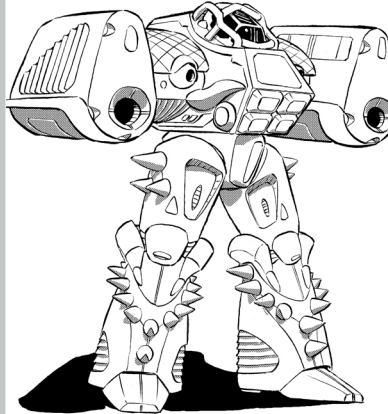
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

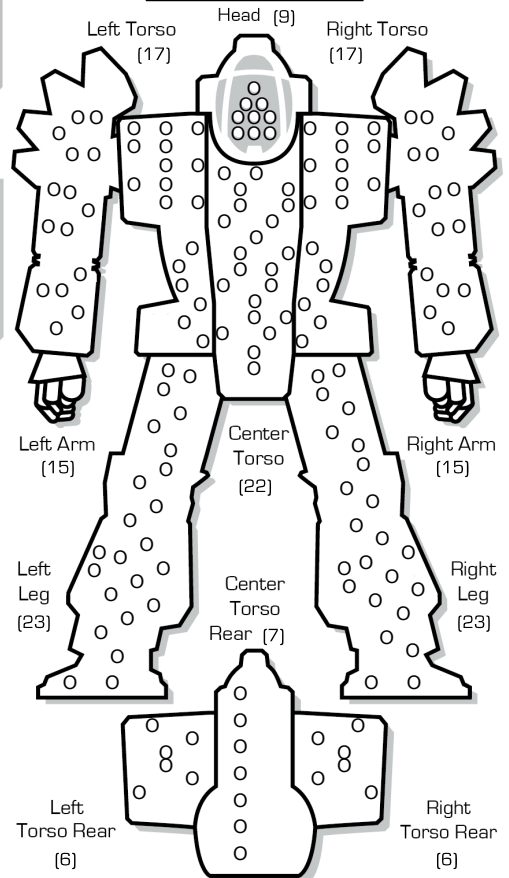
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	M-Pod	CT	0	15	—	1	2	3
				[DB,X,OS]				
1	M-Pod	RT	0	15	—	1	2	3
				[DB,X,OS]				
1	M-Pod	LT	0	15	—	1	2	3
				[DB,X,OS]				
1	Gauss Rifle (Clan)	RA	1	15	2	7	15	22
				[DB,X]				
1	Gauss Rifle (Clan)	LA	1	15	2	7	15	22
				[DB,X]				

Cost: 25,839,500 C-bills

BV: 1,635



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Gauss Rifle (Clan)
- 4 Gauss Rifle (Clan)
- 5 Gauss Rifle (Clan)
- 6 Gauss Rifle (Clan)

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- 5 Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Gauss Rifle (Clan)
- 4 Gauss Rifle (Clan)
- 5 Gauss Rifle (Clan)
- 6 Gauss Rifle (Clan)

#### Center Torso

- 1-3 XXL Fusion Engine
- 2 XXL Fusion Engine
- 3 XXL Fusion Engine
- 4 Gyro
- 5 Gyro
- 6 Gyro

#### Right Arm

- 1-3 Gauss Rifle (Clan)
- 2 Gauss Rifle (Clan)
- 3 Ammo (Gauss) 8
- 4-6 Endo Steel
- 5 Endo Steel
- 6 Endo Steel

#### Left Torso

- 1-3 XXL Fusion Engine
- 2 XXL Fusion Engine
- 3 XXL Fusion Engine
- 4 XXL Fusion Engine
- 5 XXL Fusion Engine
- 6 XXL Fusion Engine

- 1 Gyro
- 2 XXL Fusion Engine
- 3 XXL Fusion Engine
- 4-6 XXL Fusion Engine
- 5 M-Pod
- 6 Supercharger

#### Right Torso

- 1-3 XXL Fusion Engine
- 2 XXL Fusion Engine
- 3 XXL Fusion Engine
- 4 XXL Fusion Engine
- 5 XXL Fusion Engine
- 6 XXL Fusion Engine

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

- 1 Heat Sink
- 2 M-Pod
- 3-6 Endo Steel
- 4 Endo Steel
- 5 Endo Steel
- 6 Endo Steel

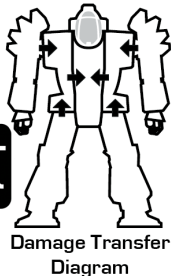
- 1-3 Heat Sink
- 2 M-Pod
- 3-6 Endo Steel
- 4 Endo Steel
- 5 Endo Steel
- 6 Endo Steel

#### Left Leg

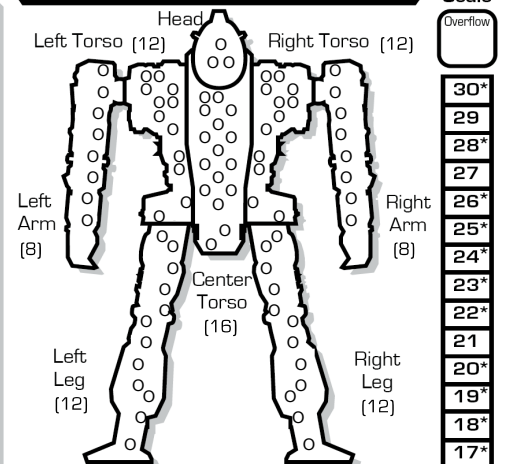
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Roll Again
- 6 Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Roll Again
- 6 Roll Again



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 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: **Ronin SA-RN**

Movement Points:

Walking: 5  
Running: 8  
Jumping: 0

Tonnage: 50

Tech Base: Inner Sphere  
(Advanced)

Era: Clan Invasion

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

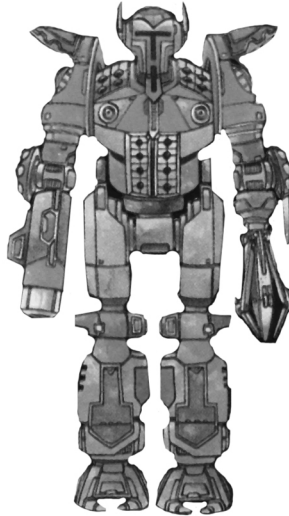
### Weapons & Equipment Inventory

(hexes)

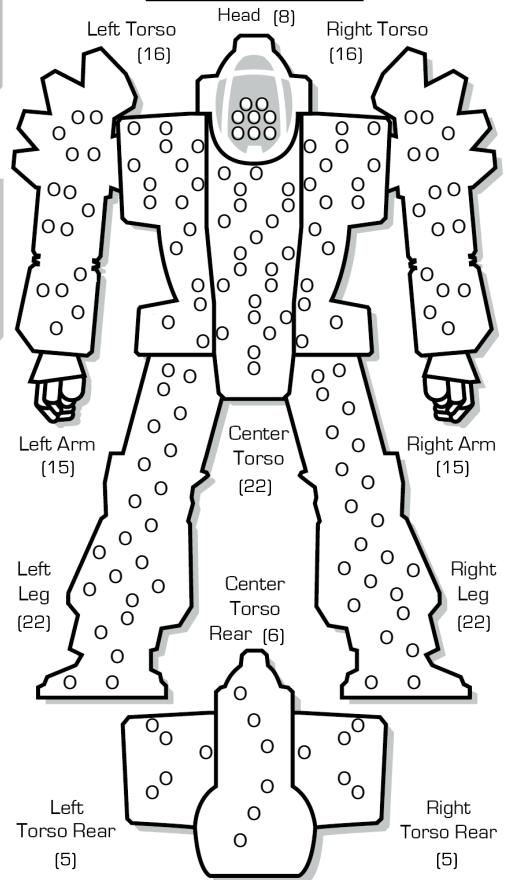
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	SRM 4	RT	3	2/Msl [M,C]	—	3	6	9
2	Artemis IV FCS	RT	—	[E]	—	—	—	—
2	SRM 4	LT	3	2/Msl [M,C]	—	3	6	9
2	Artemis IV FCS	LT	—	[E]	—	—	—	—
1	Large Pulse Laser	RA	10	9[P]	—	3	7	10
1	Claw	LA	—	8	—	—	—	—

Cost: 8,750,000 C-bills

BV: 1,084



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Claw
- Claw
- Claw

1-3

- Claw
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- SRM 4
- Artemis IV FCS
- SRM 4

1-3

- Artemis IV FCS
- Ammo [SRM Artemis] 25
- Ammo [SRM Artemis] 25
- CASE
- Endo Steel
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

1-3

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Roll Again

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- SRM 4
- Artemis IV FCS
- SRM 4

1-3

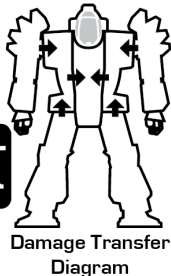
- Artemis IV FCS
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

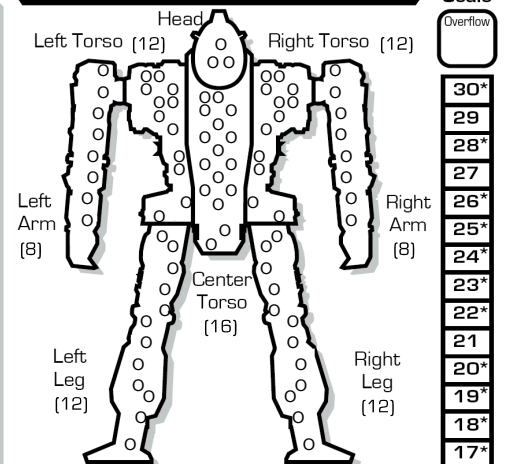
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Ronin SA-RN7

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 50

Tech Base: Inner Sphere  
(Advanced)

Era: Civil War

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

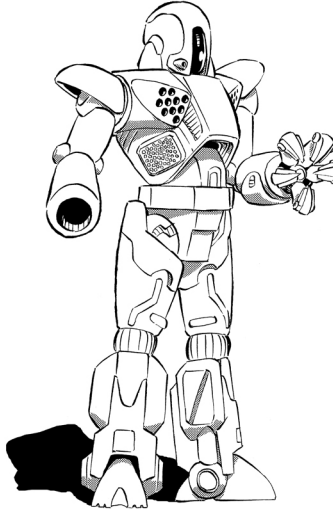
### Weapons & Equipment Inventory

(hexes)

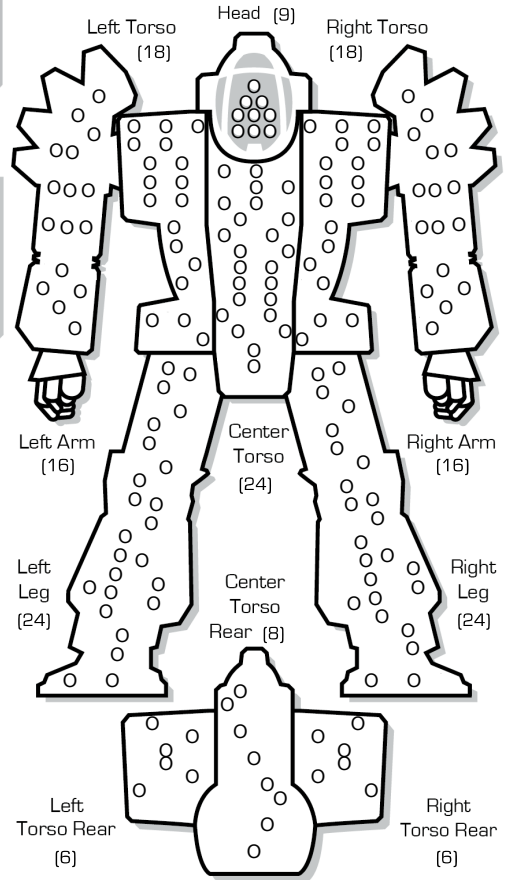
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	3 [DE]	—	2	4	5
1	LRM 10	RT	4	1/Msl [M.C.S]	6	7	14	21
1	M-Pod	RT	0	15 [DB,X,OS]	—	1	2	3
1	LRM 10	LT	4	1/Msl [M.C.S]	6	7	14	21
1	M-Pod	LT	0	15 [DB,X,OS]	—	1	2	3
1	Large Pulse Laser	RA	10	9 [P]	—	3	7	10
1	Claw	LA	—	8	—	—	—	—

Cost: 8,192,375 C-bills

BV: 1,144



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Claw
- Claw
- Claw

1-3

- Claw
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM 10
- LRM 10
- M-Pod

1-3

- Ammo (LRM) 12
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

#### Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser
- Sensors
- Life Support

1-3

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Ferro-Fibrous

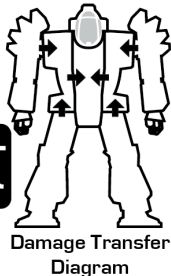
4-6

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM 10
- LRM 10
- M-Pod

1-3

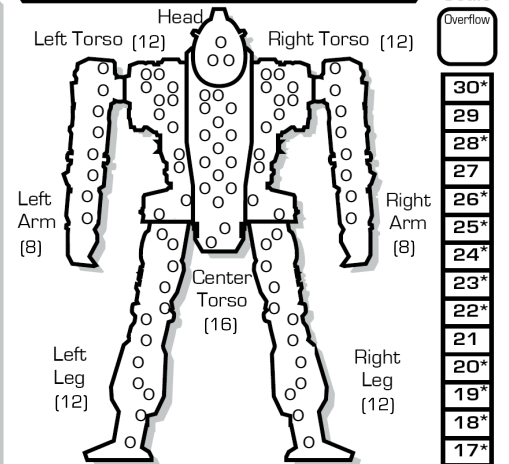
- Ammo (LRM) 12
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Prowler PWR-1X

Movement Points: **Tonnage:** 55  
 Walking: 7 **Tech Base:** Mixed Tech (I.S.)  
 Running: 11 [14] (Experimental)  
 Jumping: 7 **Era:** Jihad

### Weapons & Equipment Inventory (hexes)

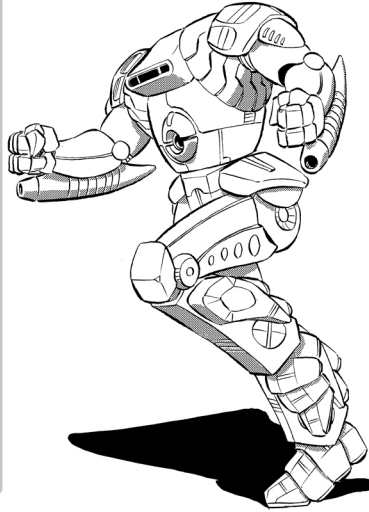
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Pulse Laser (Clan)	CT	13	10 [P]	—	7	15	23
1	ER Small Pulse Laser (Clan)(R)	RT	3	5 [DE]	—	2	4	6
1	ER Small Pulse Laser (Clan)(R)	LT	3	5 [DE]	—	2	4	6
1	ER Medium Pulse Laser (Clan)	RA	6	7 [P]	—	5	9	14
1	ER Medium Pulse Laser (Clan)	LA	6	7 [P]	—	5	9	14

Cost: 57,003,781 C-bills BV: 2,081

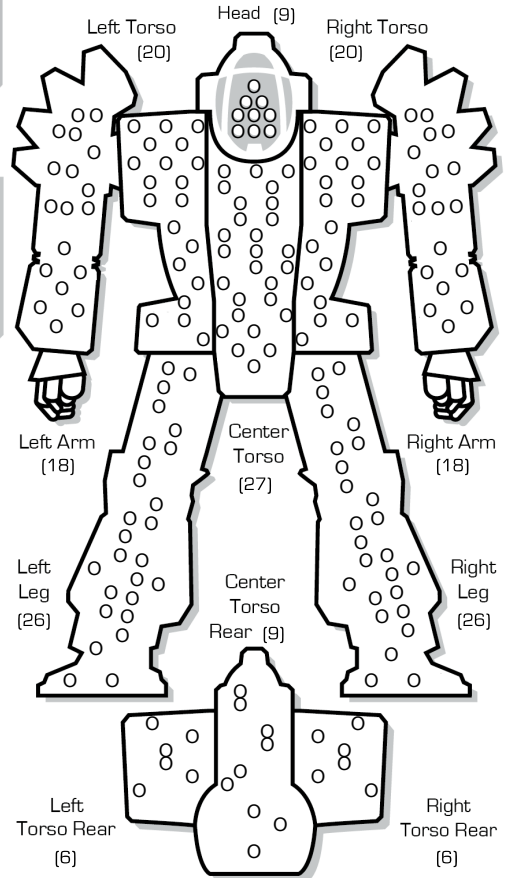
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



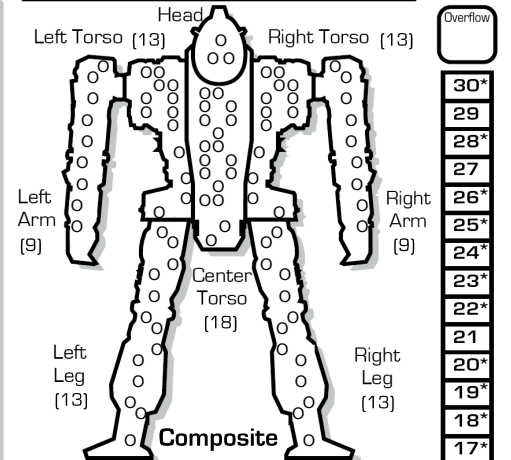
### ARMOR DIAGRAM



### 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> <li>Hand Actuator</li> <li>ER Medium Pulse Laser (Clan)</li> <li>ER Medium Pulse Laser (Clan)</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> </ol> <p>4-6</p> <h4>Left Torso</h4> <ol style="list-style-type: none"> <li>XXL Fusion Engine</li> <li>XXL Fusion Engine</li> <li>XXL Fusion Engine</li> <li>XXL Fusion Engine</li> <li>XXL Fusion Engine</li> <li>XXL Fusion Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Jump Jet</li> <li>ER Small Pulse Laser (Clan)(R)</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> </ol> <p>4-6</p> <h4>Left Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>	<h4>Head</h4> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Small Cockpit</li> <li>Sensors</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> </ol> <h4>Center Torso</h4> <ol style="list-style-type: none"> <li>XXL Fusion Engine</li> <li>XXL Fusion Engine</li> <li>XXL Fusion Engine</li> <li>Compact Gyro</li> <li>Compact Gyro</li> <li>XXL Fusion Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>XXL Fusion Engine</li> <li>XXL Fusion Engine</li> <li>Jump Jet</li> <li>ER Large Pulse Laser (Clan)</li> <li>ER Large Pulse Laser (Clan)</li> <li>ER Large Pulse Laser (Clan)</li> </ol> <p>4-6</p> <div style="border: 1px solid black; padding: 5px; margin: 10px 0;"> <p>Engine Hits ○○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p>Damage Transfer Diagram</p>	<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>ER Medium Pulse Laser (Clan)</li> <li>ER Medium Pulse Laser (Clan)</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> </ol> <p>4-6</p> <h4>Right Torso</h4> <ol style="list-style-type: none"> <li>XXL Fusion Engine</li> <li>XXL Fusion Engine</li> <li>XXL Fusion Engine</li> <li>XXL Fusion Engine</li> <li>XXL Fusion Engine</li> <li>XXL Fusion Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Jump Jet</li> <li>ER Small Pulse Laser (Clan)(R)</li> <li>Supercharger</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> </ol> <p>4-6</p> <h4>Right Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>
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### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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: Prowler PWR-1X1

Movement Points: **Tonnage:** 55  
 Walking: 7 **Tech Base:** Mixed Tech (I.S.)  
 Running: 11 (Experimental)  
 Jumping: 0 **Era:** Jihad

### Weapons & Equipment Inventory (hexes)

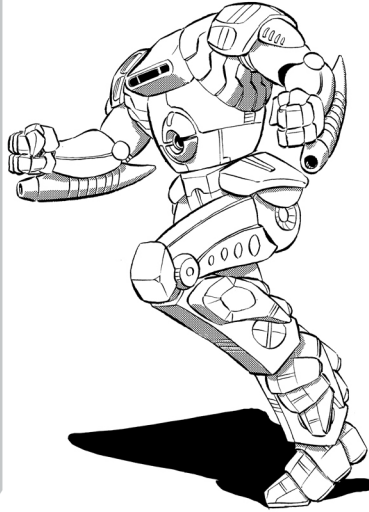
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4 (Clan)	RT	3	2/Msl [M,C]	—	3	6	9
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	SRM 4 (Clan)	LT	3	2/Msl [M,C]	—	3	6	9
1	ER Large Laser (Clan)	RA	12	10 [DE]	—	8	15	25
1	ER Large Laser (Clan)	LA	12	10 [DE]	—	8	15	25

Cost: 49,906,331 C-bills BV: 1,990

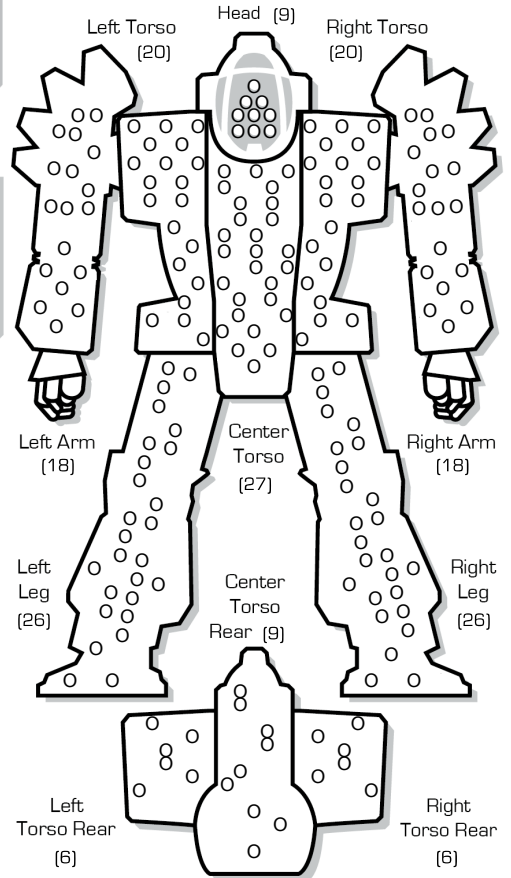
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- ER Large Laser (Clan)
- Heavy Ferro-Fibrous

#### Center Torso

- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

4-6

#### Left Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- SRM 4 (Clan)
- Ammo (SRM) 25
- Heavy Ferro-Fibrous

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser (Clan)
- Heavy Ferro-Fibrous

1-3

- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

4-6

#### Right Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

1-3

- SRM 4 (Clan)
- Targeting Computer
- Targeting Computer
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

4-6

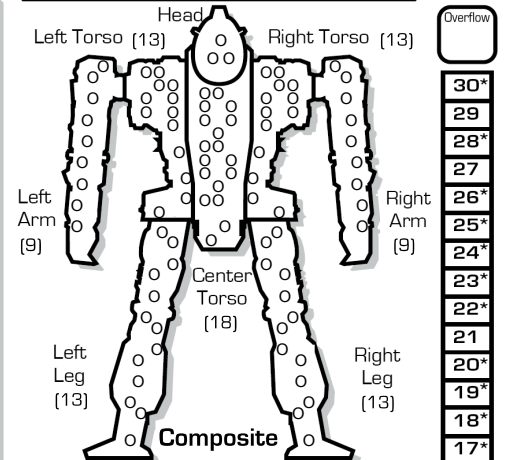
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 17 (34) Double
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: **Paladin PAL-1**

Movement Points:  
 Walking: 5  
 Running: 8  
 Jumping: 0

Tonnage: 60  
 Tech Base: Inner Sphere  
 Era: Clan Invasion

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
1	Artemis IV FCS	LT	—	[E]	—	—	—	—
2	Streak SRM 2	LT	2	2/Msl [M,C]	—	3	6	9
2	Artemis IV FCS	LT	—	[E]	—	—	—	—
1	Large Pulse Laser	RA	10	9[P]	—	3	7	10
7	Machine Gun	LA	0	2 [DB,AI]	—	1	2	3

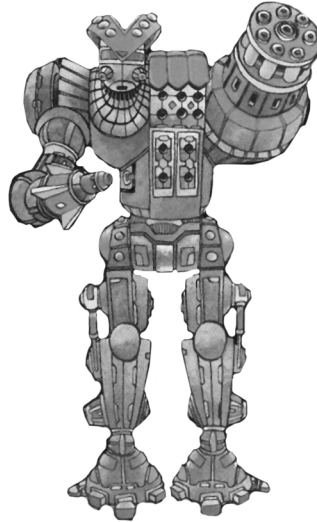
Cost: 5,588,800 C-bills

BV: 1,361

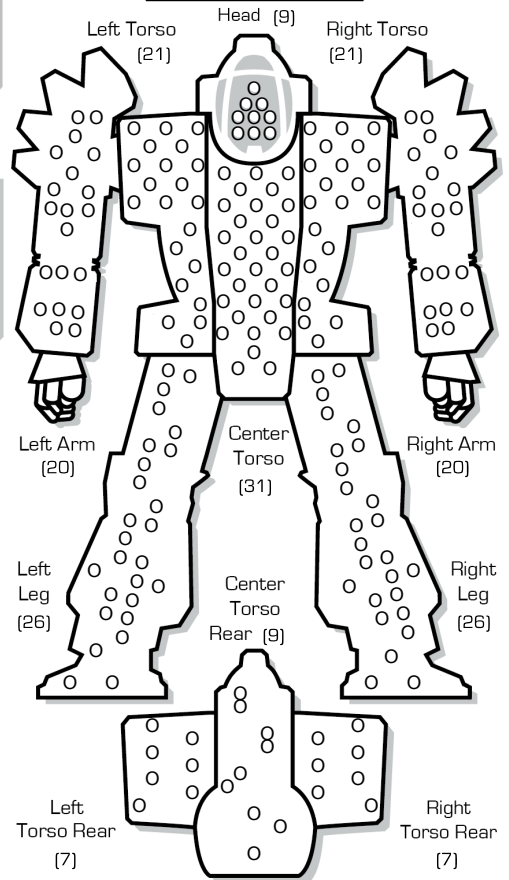
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Machine Gun
- Machine Gun
- Machine Gun
- Machine Gun

1-3

- Machine Gun
- Machine Gun
- Machine Gun
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Torso

- SRM 6
- SRM 6
- Artemis IV FCS
- Streak SRM 2
- Streak SRM 2
- Ammo [SRM Artemis] 15

1-3

- Ammo [Streak] 50
- Ammo [Machine Gun] 200
- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

#### Center Torso

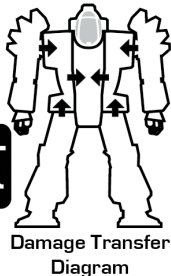
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Endo Steel
- Endo Steel

4-6

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Torso

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

1-3

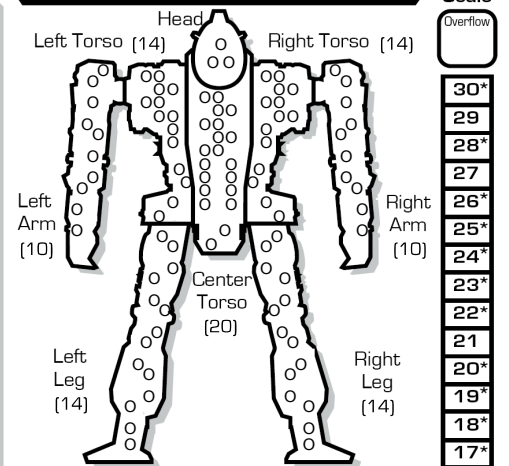
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: **Paladin PAL-2**

Movement Points:

Walking: 6 [7]

Running: 9 [11]

Jumping: 6

Tonnage: 60

Tech Base: Inner Sphere  
(Experimental)

Era: Civil War

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

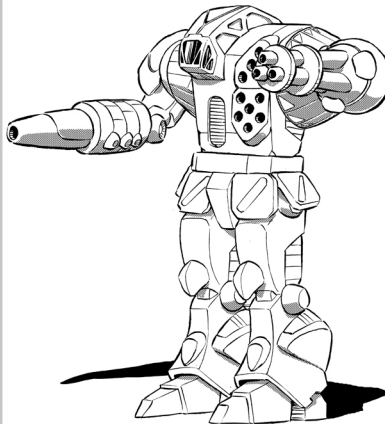
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

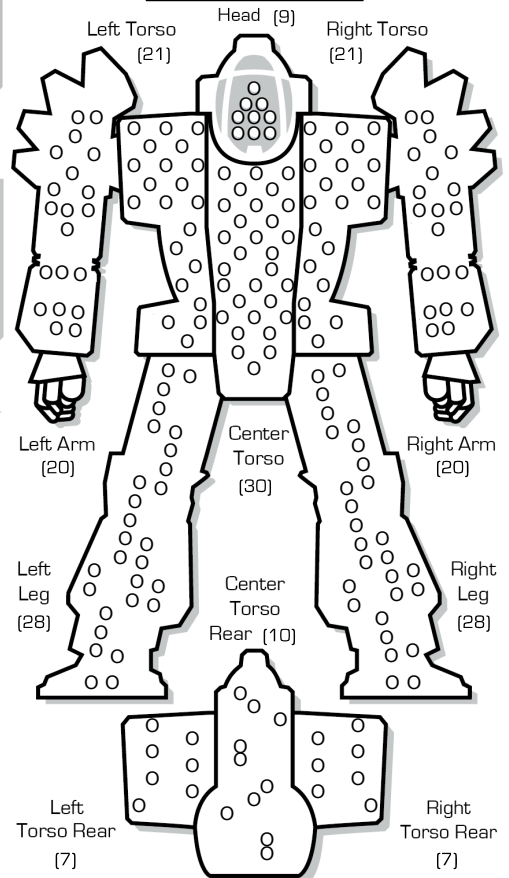
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 4	LT	3	2/Msl [M,C]	—	3	6	9
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
1	Medium X-Pulse Laser	RA	6	6[P]	—	3	6	9
1	Rotary AC/2	LA	1	2/Sht [D,B,R,C]	—	6	12	18

Cost: 52,443,201 C-bills

BV: 1,691



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Rotary AC/2
- Rotary AC/2
- Rotary AC/2
- Light Ferro-Fibrous

1-3

- Light Ferro-Fibrous
- Triple-Strength Myomer
- Triple-Strength Myomer
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

1-3

- Jump Jet
- Jump Jet
- Streak SRM 6
- Streak SRM 6
- Streak SRM 4
- Light Ferro-Fibrous

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Triple-Strength Myomer

#### Head

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Roll Again
- Roll Again

1-3

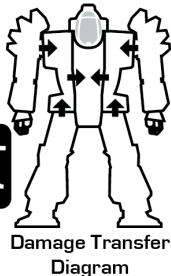
#### Center Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Light Ferro-Fibrous
- Light Ferro-Fibrous

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium X-Pulse Laser
- Light Ferro-Fibrous
- Light Ferro-Fibrous

1-3

- Triple-Strength Myomer
- Triple-Strength Myomer
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

1-3

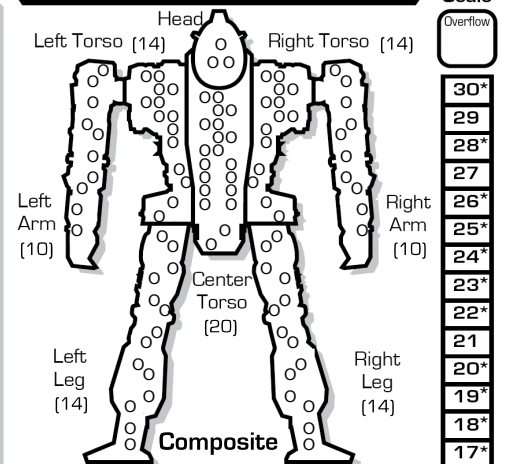
- Jump Jet
- Jump Jet
- Ammo (Rotary AC) 45
- Ammo (Streak) 25
- Ammo (Streak) 15
- CASE

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Triple-Strength Myomer

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	11 (22)
28	Ammo Exp. avoid on 8+	Double
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: **Paladin PAL-3**

**Movement Points:**  
 Walking: 6  
 Running: 9  
 Jumping: 0

**Tonnage:** 60  
**Tech Base:** Inner Sphere  
 (Experimental)  
**Era:** Civil War

### Weapons & Equipment Inventory (hexes)

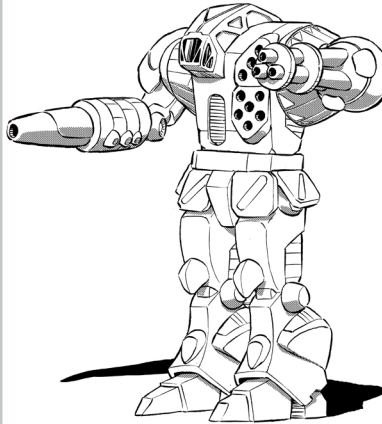
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	Machine Gun	LT	0	2	—	1	2	3
1	Medium X-Pulse Laser	RA	6	6 [P]	—	3	6	9
1	Ultra AC/20	LA	8	20/Sht	—	3	7	10

Cost: 51,417,601 C-bills    BV: 1,370

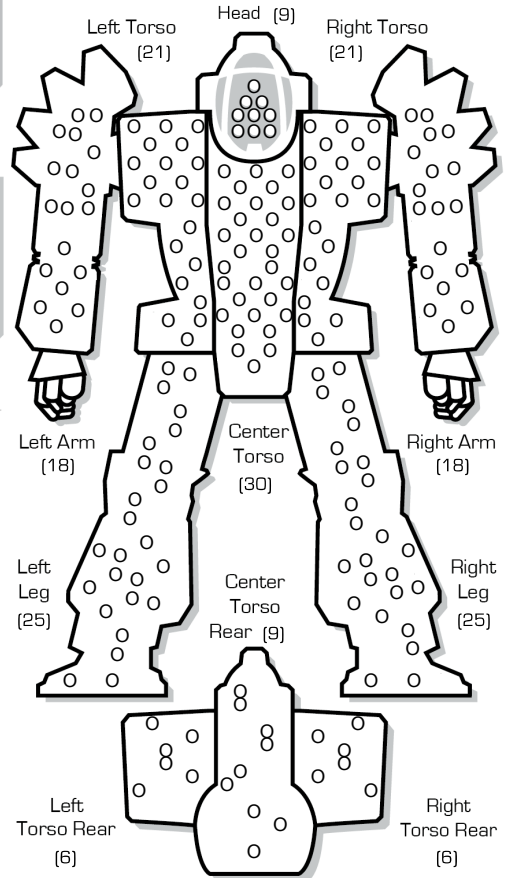
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



### ARMOR DIAGRAM



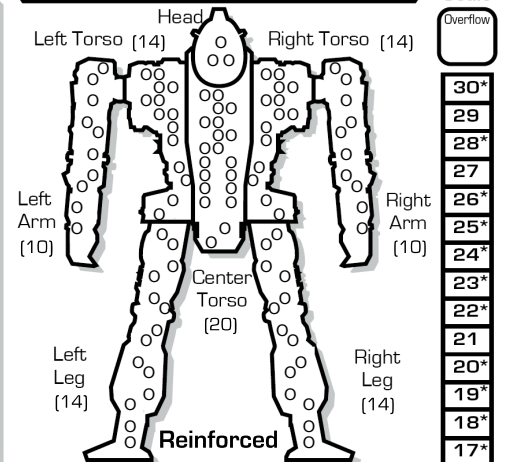
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Ultra AC/20	4. Ultra AC/20	5. Ultra AC/20	6. Ultra AC/20
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Medium X-Pulse Laser	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Center Torso</b>	1. XXL Fusion Engine	2. XXL Fusion Engine	3. XXL Fusion Engine	4. XL Gyro	5. XL Gyro	6. XL Gyro
<b>Left Torso</b>	1. XXL Fusion Engine	2. XXL Fusion Engine	3. XXL Fusion Engine	4. XXL Fusion Engine	5. XXL Fusion Engine	6. XXL Fusion Engine
<b>Right Torso</b>	1. XXL Fusion Engine	2. XXL Fusion Engine	3. XXL Fusion Engine	4. XXL Fusion Engine	5. XXL Fusion Engine	6. XXL Fusion Engine
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Ferro-Fibrous	6. Ferro-Fibrous

**Engine Hits** ○○○○  
**Gyro Hits** ○○  
**Sensor Hits** ○○  
**Life Support** ○

**Reinforced**

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10 (20)
28	Ammo Exp. avoid on 8+	Double
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: **Spatha SP1-X**

Movement Points:

Walking: 6 [7]

Running: 9 [11]

Jumping: 0

Tonnage: 60

Tech Base: Inner Sphere  
(Experimental)

Era: Civil War

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

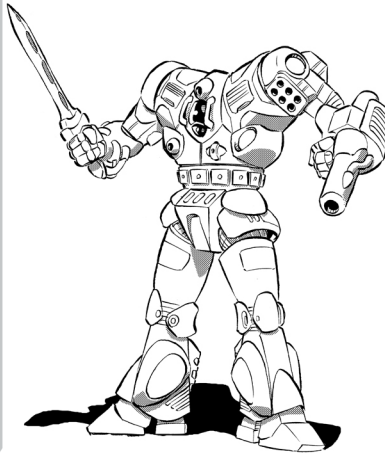
### Weapons & Equipment Inventory

(hexes)

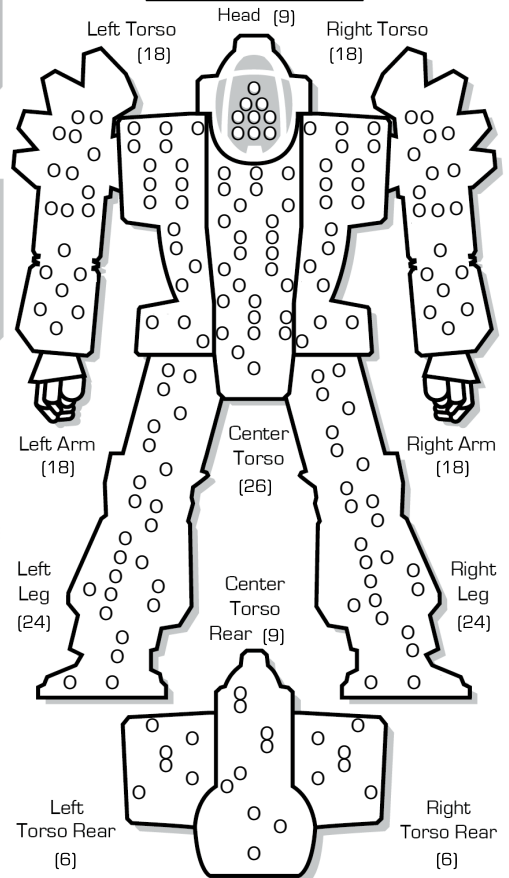
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium X-Pulse Laser	HD	6	6 [P]	—	3	6	9
1	Laser AMS	CT	7	2 [PD]	—	0	0	0
1	Medium X-Pulse Laser	RT	6	6 [P]	—	3	6	9
1	Sword	RA	—	7	—	—	—	—
1	ER PPC	LA	15	10 [DE]	—	7	14	23
1	PPC Capacitor	LA	—	[E]	—	—	—	—
1	Streak SRM 6	LA	4	2/Meat [M.C]	—	3	6	9

Cost: 52,618,561 C-bills

BV: 2,037



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - ER PPC
  - ER PPC
- 1-3
- ER PPC
  - PPC Capacitor
  - Streak SRM 6
  - Streak SRM 6
  - Ammo (Streak) 15
  - Reflective
- 4-6

#### Left Torso

- XXL Fusion Engine
  - XXL Fusion Engine
  - XXL Fusion Engine
  - XXL Fusion Engine
  - XXL Fusion Engine
  - XXL Fusion Engine
- 1-3
- Reflective
  - Reflective
  - Reflective
  - Triple-Strength Myomer
  - Triple-Strength Myomer
  - Roll Again
- 4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Reflective
- Triple-Strength Myomer

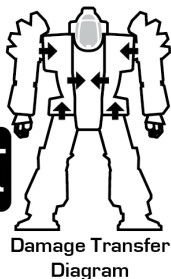
#### Head

- Life Support
- Sensors
- Cockpit
- Medium X-Pulse Laser
- Sensors
- Life Support

#### Center Torso

- XXL Fusion Engine
  - XXL Fusion Engine
  - XXL Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - XXL Fusion Engine
  - XXL Fusion Engine
  - XXL Fusion Engine
  - Laser AMS
  - Laser AMS
- 4-6

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Sword
  - Sword
- 1-3
- Sword
  - Sword
  - Reflective
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

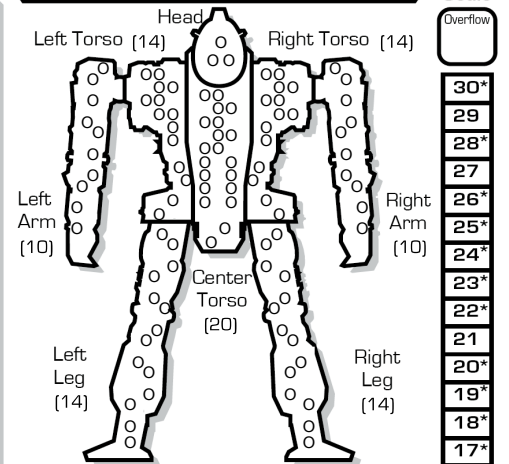
#### Right Torso

- XXL Fusion Engine
  - XXL Fusion Engine
  - XXL Fusion Engine
  - XXL Fusion Engine
  - XXL Fusion Engine
  - XXL Fusion Engine
- 1-3
- Medium X-Pulse Laser
  - Reflective
  - Reflective
  - Reflective
  - Triple-Strength Myomer
  - Triple-Strength Myomer
- 4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Reflective
- Triple-Strength Myomer

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (26) Double
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: Morpheus MR-P1

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 65

Tech Base: Inner Sphere

Era: Clan Invasion

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

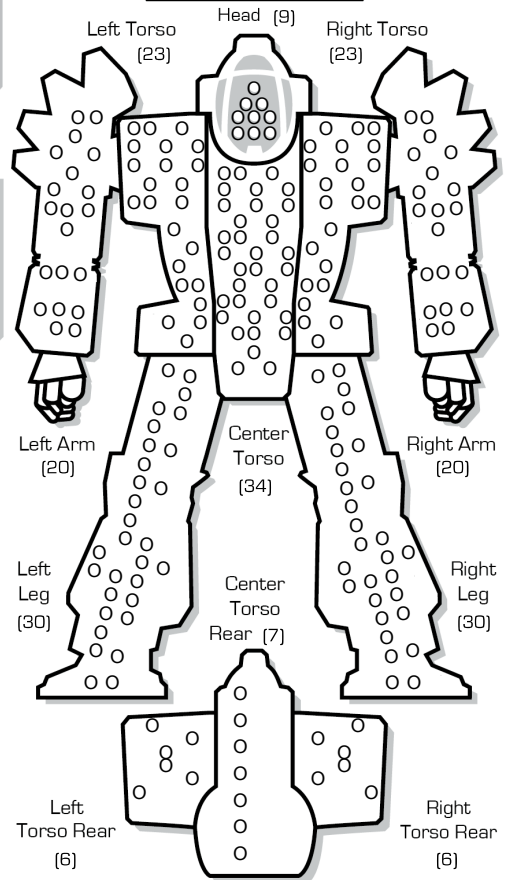
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
1	AMS	CT	1	1	—	0	0	0
				[DB,PD]				
1	Beagle Active Probe	RT	—	[E]	—	—	—	4
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6



Cost: 16,317,510 C-bills

BV: 1,340

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - Medium Pulse Laser
  - Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- Jump Jet
  - Guardian ECM Suite
  - Guardian ECM Suite

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Head

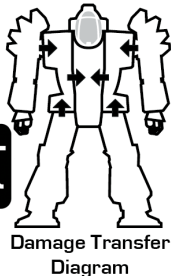
- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- Gyro
  - Gyro
  - Gyro

- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - AMS
  - Ammo [AMS] 12
- 4-6

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - Medium Pulse Laser
  - Roll Again

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

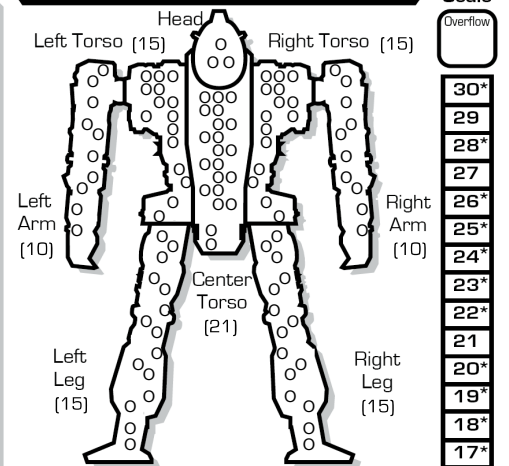
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- Jump Jet
  - Beagle Active Probe
  - Beagle Active Probe

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Morpheus MRP-3S

Movement Points: **Walking:** 6 **Running:** 9 **Jumping:** 6  
**Tonnage:** 65 **Tech Base:** Inner Sphere (Experimental)  
**Era:** Civil War

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	Magshot	CT	1	2 [DB,X]	—	3	6	9
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6
1	Claw	RA	—	10	—	—	—	—
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Spikes	RA	—	[E]	—	—	—	—
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Spikes	LA	—	[E]	—	—	—	—

Cost: 16,475,580 C-bills **BV:** 1,438

### WARRIOR DATA

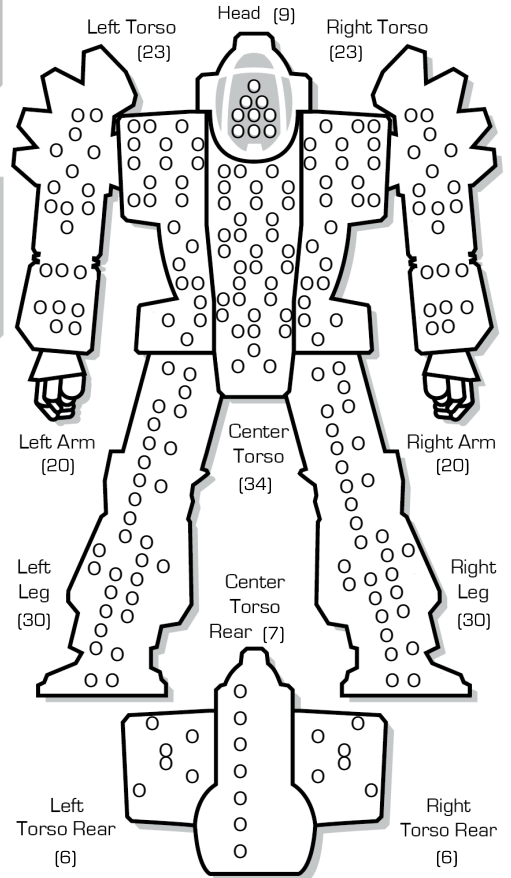
Name: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Piloting Skill:** \_\_\_\_\_  
**Hits Taken**  

1	2	3	4	5	6
3	5	7	10	11	Dead

**Consciousness#**



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Spikes

1-3

- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Ammo (Magshot) 50
- Guardian ECM Suite

1-3

- Guardian ECM Suite
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

#### Center Torso

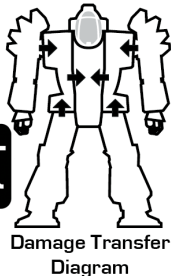
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Magshot
- Magshot

4-6

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Medium Laser
- Claw
- Claw

1-3

- Claw
- Claw
- Claw
- Spikes
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

1-3

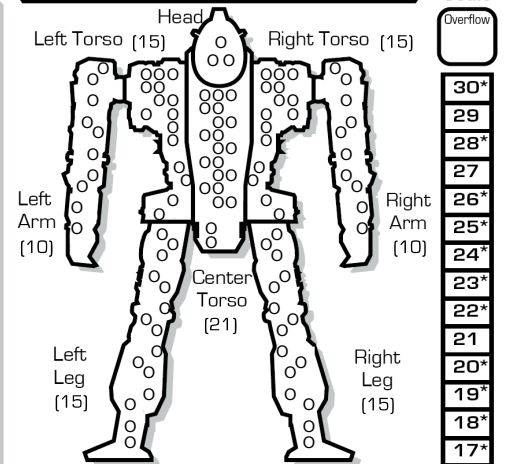
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Morpheus MRP-3T

Movement Points: **Walking:** 6 **Running:** 9 **Jumping:** 6  
 Tonnage: 65  
 Tech Base: Inner Sphere (Experimental)  
 Era: Civil War

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	Laser AMS	CT	7	2 [PD]	—	0	0	0
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

Cost: 16,718,460 C-bills BV: 1,925

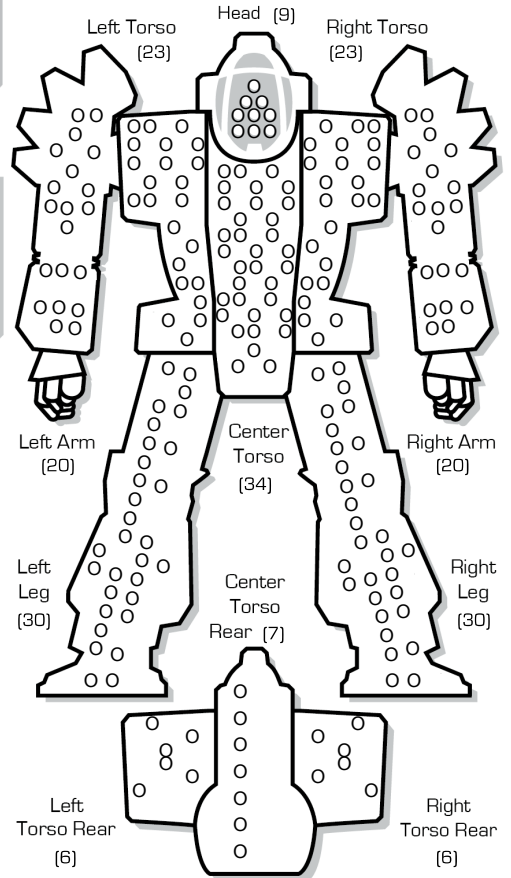
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Medium Laser	6. ER Medium Laser
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Medium Laser	6. ER Medium Laser
<b>Center Torso</b>	1. Reactive	2. Reactive	3. Reactive	4. Reactive	5. Roll Again	6. Roll Again
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Jump Jet	5. Reactive	6. Reactive
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Jump Jet	5. Reactive	6. Reactive
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet

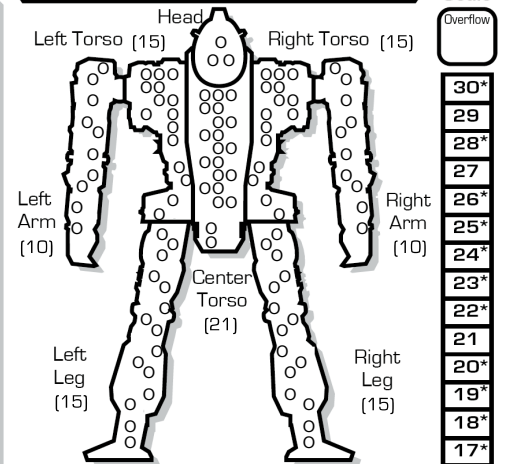
**Head**

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

**Engine Hits** ○○○○  
**Gyro Hits** ○○  
**Sensor Hits** ○○  
**Life Support** ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (26) Double
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: Morpheus MRP-3W

Movement Points: **Tonnage:** 65  
 Walking: 6 **Tech Base:** Inner Sphere  
 Running: 9 (Experimental)  
 Underwater: 6 **Era:** Civil War

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Magshot	CT	1	2	—	3	6	9
				[DE,X]				
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6
1	Claw	RA	—	10	—	—	—	—
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Spikes	RA	—	[E]	—	—	—	—
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Spikes	LA	—	[E]	—	—	—	—

Cost: 16,329,555 C-bills **BV:** 1,306

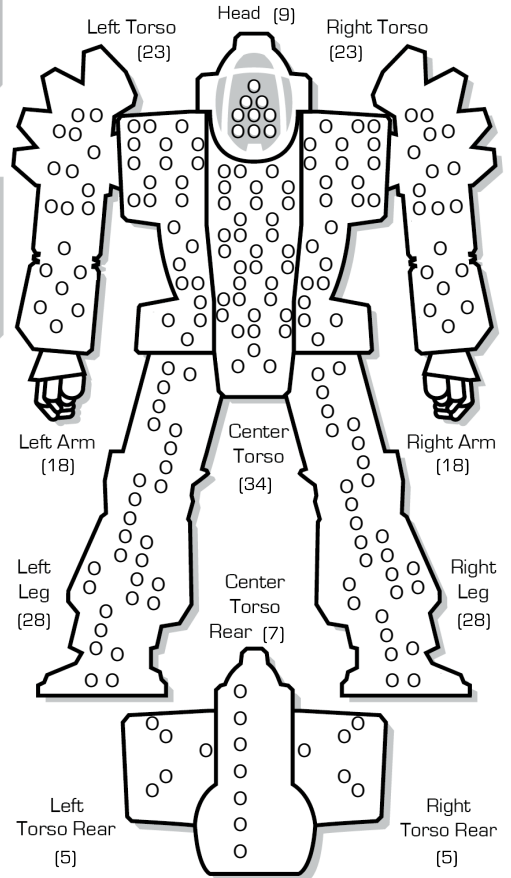
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



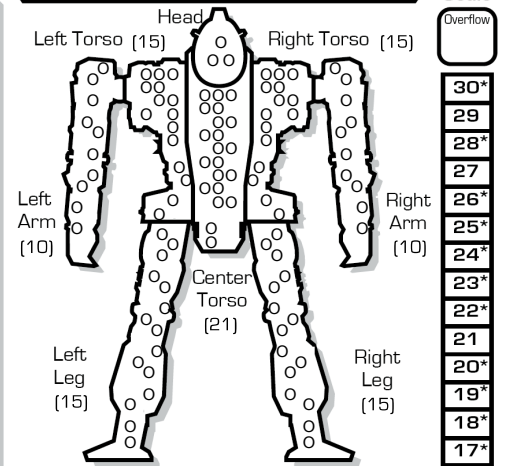
### ARMOR DIAGRAM



### 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><b>1-3</b></p> <ol style="list-style-type: none"> <li>Hand Actuator</li> <li>ER Medium Laser</li> <li>Spikes</li> </ol> <ol style="list-style-type: none"> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> </ol> <p><b>4-6</b></p> <h4>Left Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>UMU</li> <li>Ammo (Magshot) 50</li> <li>Guardian ECM Suite</li> </ol> <p><b>4-6</b></p> <h4>Left Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>UMU</li> <li>UMU</li> </ol>	<h4>Head</h4> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>MASS</li> <li>Sensors</li> <li>Life Support</li> </ol> <h4>Center Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p><b>4-6</b></p> <h4>Right Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>UMU</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> </ol> <p><b>4-6</b></p> <h4>Right Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>UMU</li> <li>UMU</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> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>ER Medium Laser</li> <li>Claw</li> <li>Claw</li> <li>Claw</li> <li>Spikes</li> <li>Heavy Ferro-Fibrous</li> </ol> <p><b>4-6</b></p> <h4>Right Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> </ol> <p><b>1-3</b></p> <ol style="list-style-type: none"> <li>UMU</li> <li>Heavy Ferro-Fibrous</li> <li>Heavy Ferro-Fibrous</li> </ol> <p><b>4-6</b></p>	<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <p><b>Engine Hits</b> ○○○</p> <p><b>Gyro Hits</b> ○○</p> <p><b>Sensor Hits</b> ○○</p> <p><b>Life Support</b> ○</p> </div> <p>Damage Transfer Diagram</p>
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### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Hachiwara HCA-3T

Movement Points: **Walking:** 5 **Running:** 8 [10] **Jumping:** 0  
**Tonnage:** 70 **Tech Base:** Inner Sphere (Experimental)  
**Era:** Civil War

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	M-Pod	CT	0	15	—	1	2	3
				[DB,X,OS]				
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	M-Pod	RT	0	15	—	1	2	3
				[DB,X,OS]				
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	M-Pod	LT	0	15	—	1	2	3
				[DB,X,OS]				
1	Large Vibroblade	RA	—	8	—	—	—	—
1	Ultra AC/10	LA	4	10/Sht	—	6	12	18
				[DB,R,C]				

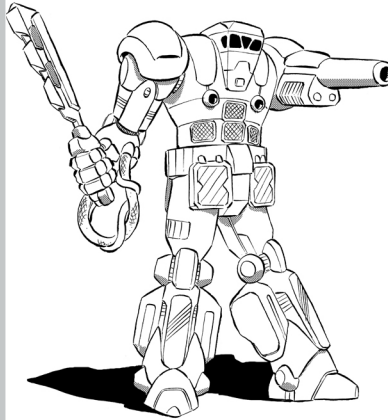
Cost: 22,852,137 C-bills **BV:** 1,572

### WARRIOR DATA

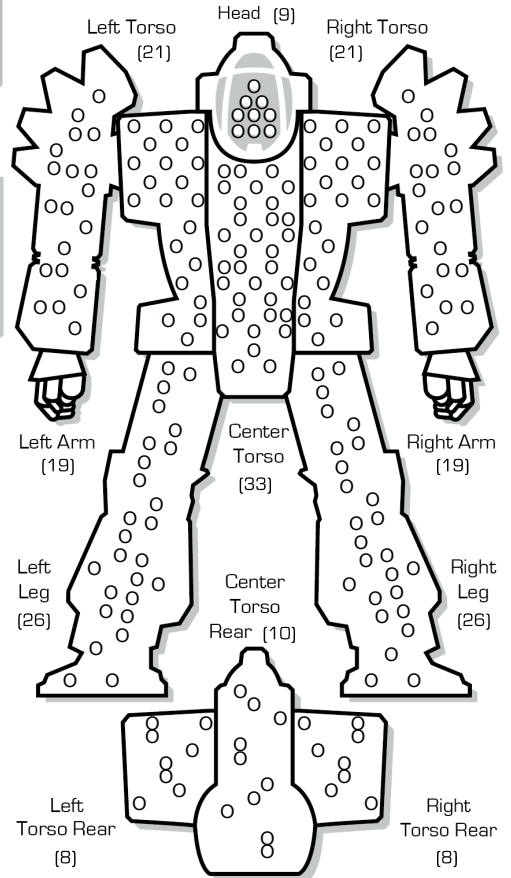
Name: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Piloting Skill:** \_\_\_\_\_  
**Hits Taken**

1	2	3	4	5	6
3	5	7	10	11	Dead

**Consciousness#**



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

- #### Left Arm
- Shoulder
  - Upper Arm Actuator
  - Ultra AC/10
  - Ultra AC/10
  - Ultra AC/10
  - Ultra AC/10
- #### Center Torso
- Ultra AC/10
  - Ultra AC/10
  - Ultra AC/10
  - 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
  - Hand Actuator
  - Large Vibroblade
  - Large Vibroblade
- #### Center Torso
- Large Vibroblade
  - Large Vibroblade
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel

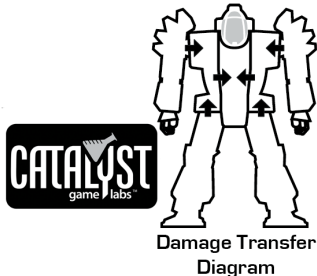
- #### Left Torso
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - ER Medium Laser
  - M-Pod
  - Ammo [Ultra AC] 10
- #### Center Torso
- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - M-Pod
  - M-Pod

- #### Right Torso
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - ER Medium Laser
  - M-Pod
  - Supercharger

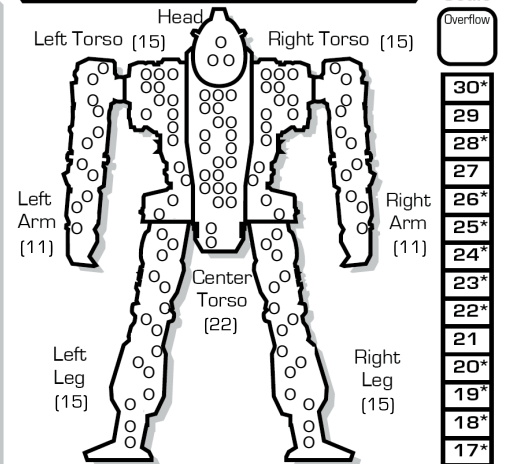
- #### Left Leg
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Endo Steel
  - Endo Steel

- #### Right Leg
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Endo Steel
  - Endo Steel

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	11 (22)
28	Ammo Exp. avoid on 8+	Double
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: Hachiwara HCA-4T

Movement Points: **Walking:** 5 **Running:** 8 [10] **Jumping:** 0  
**Tonnage:** 70 **Tech Base:** Inner Sphere (Experimental)  
**Era:** Civil War

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Spikes	HD	—	[E]	—	—	—	—
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
2	M-Pod	RT	0	15 [DB,X,OS]	—	1	2	3
1	Spikes	RT	—	[E]	—	—	—	—
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
2	M-Pod	LT	0	15 [DB,X,OS]	—	1	2	3
1	Spikes	LT	—	[E]	—	—	—	—
1	Large Vibroblade	RA	—	8	—	—	—	—
1	Ultra AC/10	LA	4	10/Sht [DB,R,C]	—	6	12	18

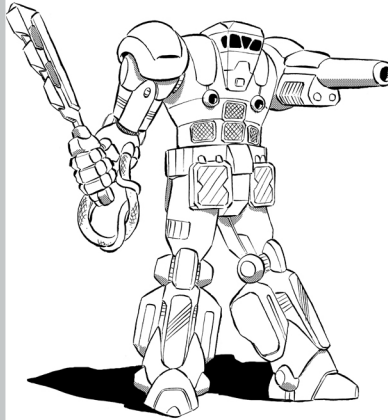
Cost: 24,033,637 C-bills **BV:** 1,691

### WARRIOR DATA

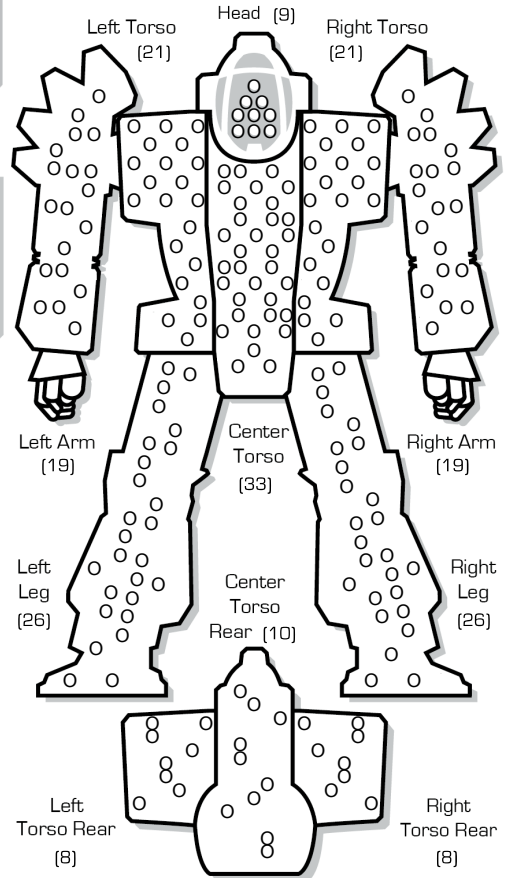
Name: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Piloting Skill:** \_\_\_\_\_  
**Hits Taken**  

1	2	3	4	5	6
3	5	7	10	11	Dead

**Consciousness#**



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Vibroblade
- Large Vibroblade

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- XL Gyro
- XL Gyro
- XL Gyro

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- M-Pod
- M-Pod

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- M-Pod
- M-Pod

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

#### Head

- Life Support
- Sensors
- Cockpit
- Spikes
- Sensors
- Life Support

#### Engine Hits

○○○

#### Gyro Hits

○○

#### Sensor Hits

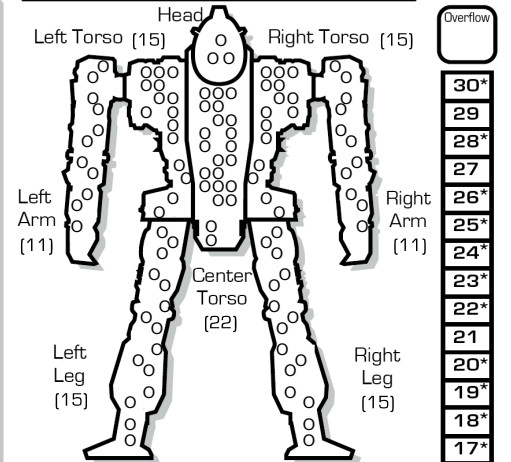
○○

#### Life Support

○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
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: Hachiwara HCA-4U

Movement Points: **Walking:** 5 **Running:** 8 [10] **Jumping:** 0  
**Tonnage:** 70 **Tech Base:** Inner Sphere (Experimental)  
**Era:** Civil War

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
2	M-Pod	RT	0	15	—	1	2	3
				[DB,X,OS]				
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
2	M-Pod	LT	0	15	—	1	2	3
				[DB,X,OS]				
1	Large Vibroblade	RA	—	8	—	—	—	—
1	Ultra AC/20	LA	8	20/Sht	—	3	7	10
				[DB,R,C]				

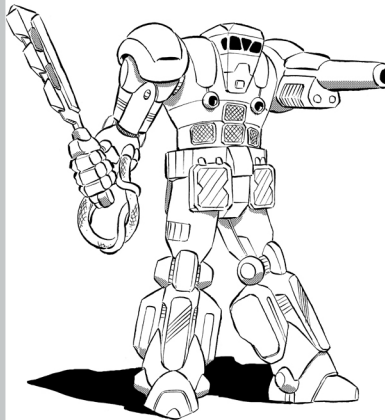
Cost: 23,634,137 C-bills **BV:** 1,731

### WARRIOR DATA

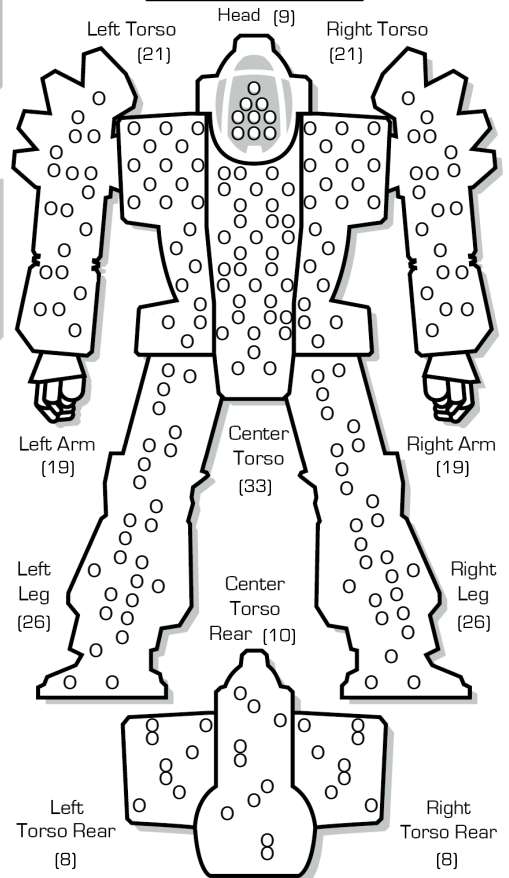
Name: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Piloting Skill:** \_\_\_\_\_  
**Hits Taken**  

1	2	3	4	5	6
3	5	7	10	11	Dead

**Consciousness#**



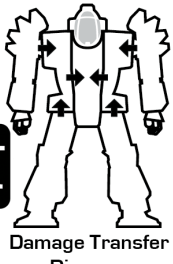
### ARMOR DIAGRAM



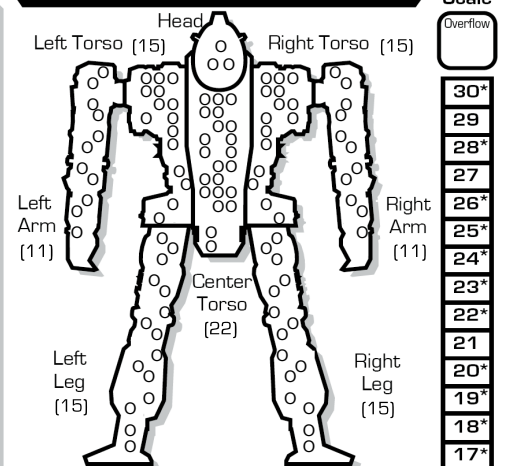
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Ultra AC/20	4. Ultra AC/20	5. Ultra AC/20	6. Ultra AC/20
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Large Vibroblade	6. Large Vibroblade
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. XL Gyro	5. XL Gyro	6. XL Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. ER Medium Laser	5. M-Pod	6. M-Pod
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. ER Medium Laser	5. M-Pod	6. M-Pod
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Roll Again	5. Sensors	6. Life Support

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
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: Hachiwara HCA-6P

Movement Points:

Walking: 5 [6]

Running: 7 [8]

Jumping: 0

Tonnage: 70

Tech Base: Inner Sphere  
(Experimental)

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

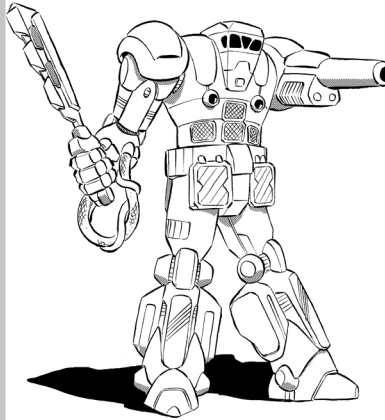
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

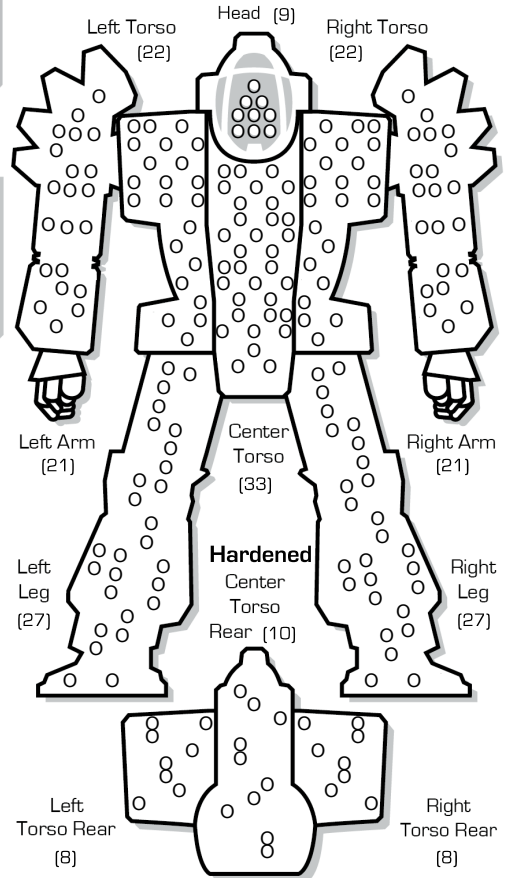
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Spikes	CT	—	[E]	—	—	—	—
2	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Spikes	RT	—	[E]	—	—	—	—
2	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Spikes	LT	—	[E]	—	—	—	—
1	Lance	RA	—	14	—	—	—	—
1	ER PPC	LA	15	10 [DE]	—	7	14	23
1	PPC Capacitor	LA	—	[E]	—	—	—	—

Cost: 18,355,637 C-bills

BV: 2,192



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- ER PPC
- PPC Capacitor

- Endo Steel
- Endo Steel
- Endo Steel

- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Medium Laser
- Spikes

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Triple-Strength Myomer
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple-Strength Myomer
- Triple-Strength Myomer

#### Head

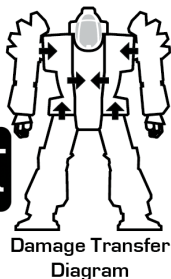
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Spikes

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Lance
- Lance

- Lance
- Lance
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

#### Right Torso

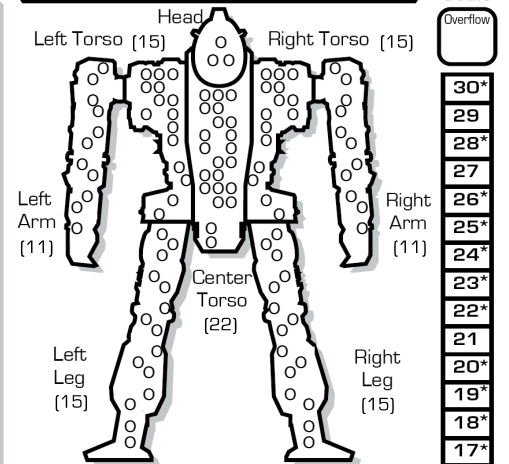
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Medium Laser
- Spikes

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Triple-Strength Myomer
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple-Strength Myomer
- Triple-Strength Myomer

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Onslaught SA-OS

Movement Points:  
 Walking: 5  
 Running: 8  
 Jumping: 5

Tonnage: 75  
 Tech Base: Inner Sphere  
 Era: Clan Invasion

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Machine Gun	RT	0	2 [DB,AI]	—	1	2	3
1	SRM 6	RT	4	2/Msl [M,C]	—	3	6	9
3	Machine Gun	LT	0	2 [DB,AI]	—	1	2	3
1	SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
1	Ultra AC/5	RA	1	5/Sht [DB,R,C]	2	6	13	20
1	Large Laser	LA	8	8 [DE]	—	5	10	15

Cost: 18,536,437 C-bills

BV: 1,562

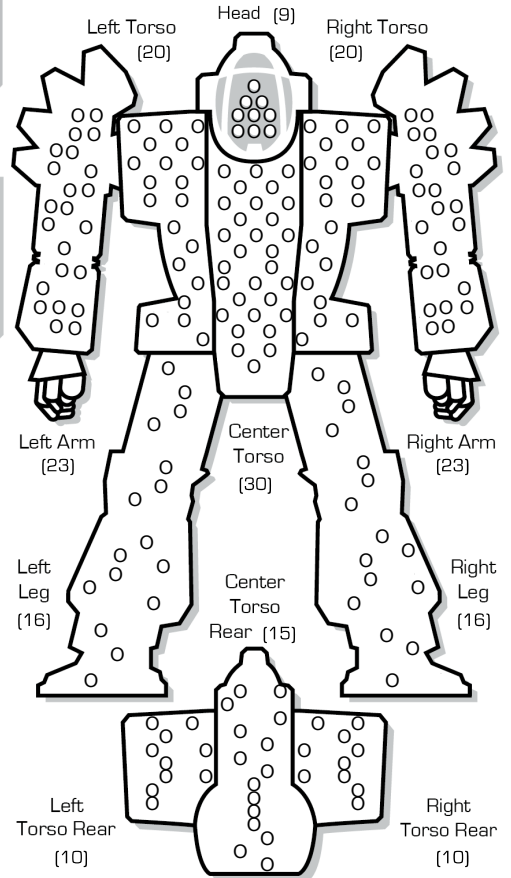
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



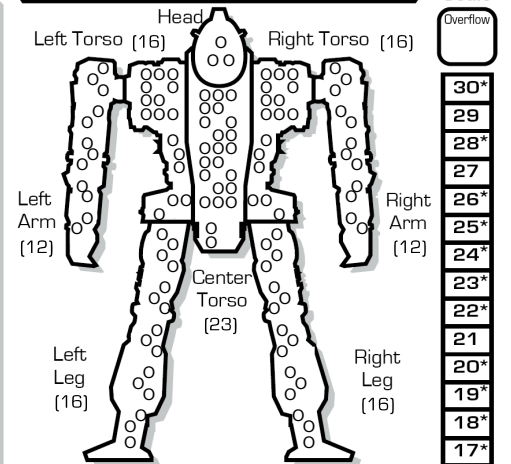
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Large Laser	4. Large Laser	5. Endo Steel	6. Endo Steel
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Ultra AC/5	6. Ultra AC/5
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Jump Jet	5. Jump Jet	6. SRM 6
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Jump Jet	5. Jump Jet	6. SRM 6
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: **Onslaught SA-OS2**

Movement Points: **Tonnage: 75**  
 Walking: 5 **Tech Base: Inner Sphere**  
 Running: 8 **(Experimental)**  
 Jumping: 5 **Era: Civil War**

### Weapons & Equipment Inventory (hexes)

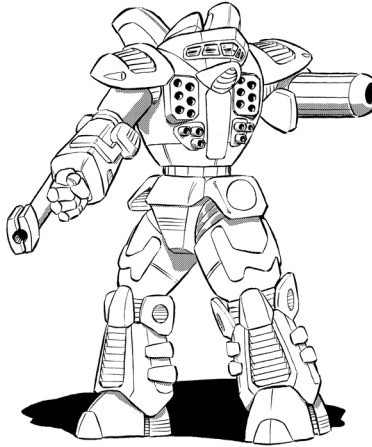
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Machine Gun	RT	0	2	—	1	2	3
				[DB, AI]				
1	SRM 6	RT	4	2	—	3	6	9
				[M, C]				
1	Angel ECM Suite	LT	—	[E]	—	—	—	6
3	Machine Gun	LT	0	2	—	1	2	3
				[DB, AI]				
1	SRM 6	LT	4	2	—	3	6	9
				[M, C]				
1	Light Auto Cannon/5	RA	1	5	—	5	10	15
				[DB, S]				
1	Large X-Pulse Laser	LA	14	9	—	5	10	15
				[P]				

Cost: 19,980,187 C-bills **BV: 1,693**

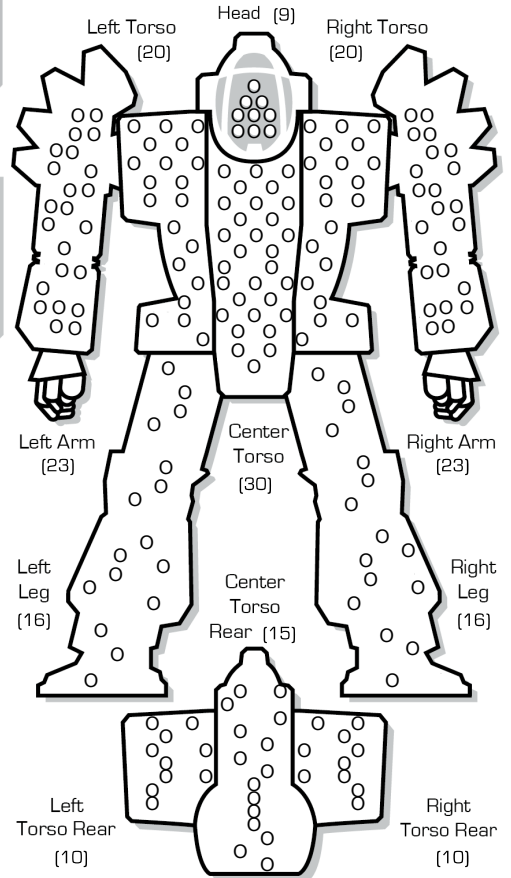
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Large X-Pulse Laser	4. Large X-Pulse Laser	5. Endo Steel	6. Endo Steel
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Light Auto Cannon/5	6. Light Auto Cannon/5
<b>Center Torso</b>	1. Endo Steel	2. Endo Steel	3. Endo Steel	4. Roll Again	5. Roll Again	6. Roll Again
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. SRM 6	5. SRM 6	6. Machine Gun
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. SRM 6	5. SRM 6	6. Machine Gun
<b>Left Leg</b>	1. Machine Gun	2. Machine Gun	3. Angel ECM Suite	4. Angel ECM Suite	5. Endo Steel	6. Endo Steel
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet

**Head**

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

**Center Torso**

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

**Right Torso**

- Ammo (Light AC) 20
- Ammo (Light AC) 20
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

**Engine Hits** ○○○○

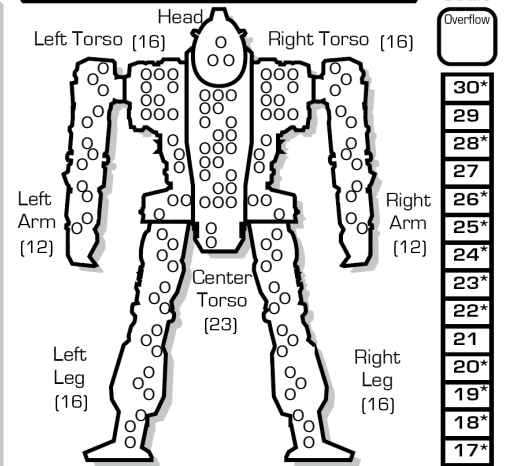
**Gyro Hits** ○○

**Sensor Hits** ○○

**Life Support** ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: **Onslaught SA-OS3**

Movement Points: **Tonnage: 75**  
 Walking: 5 Tech Base: Inner Sphere  
 Running: 8 (Experimental)  
 Jumping: 5 Era: Civil War

### Weapons & Equipment Inventory (hexes)

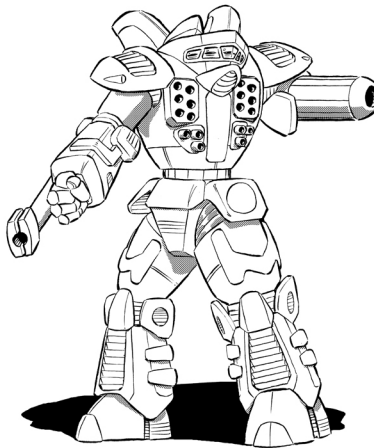
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Machine Gun	RT	0	2 [DB,AI]	—	1	2	3
1	SRM 6	RT	4	2/Msl [M,C]	—	3	6	9
3	Machine Gun	LT	0	2 [DB,AI]	—	1	2	3
1	SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
1	Ultra AC/10	RA	4	10/Sht [DB,R,C]	—	6	12	18
1	Medium X-Pulse Laser	LA	6	6 [P]	—	3	6	9

Cost: 19,050,937 C-bills BV: 1,715

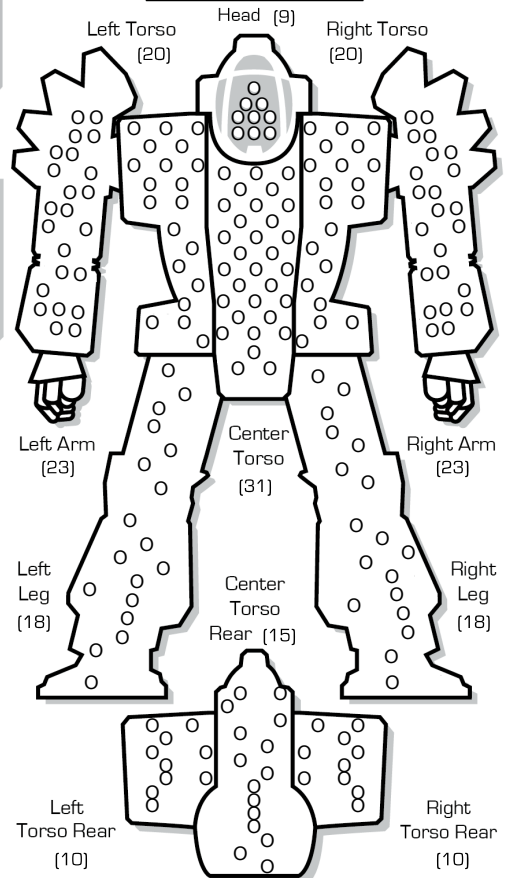
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



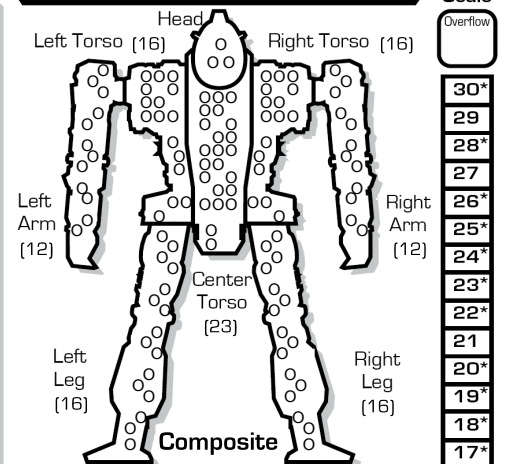
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Medium X-Pulse Laser	4. Ferro-Fibrous	5. Ferro-Fibrous	6. Ferro-Fibrous
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Ultra AC/10	5. Ultra AC/10	6. Ultra AC/10
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. SRM 6	5. SRM 6	6. Machine Gun
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. SRM 6	5. SRM 6	6. Machine Gun
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet

**Engine Hits** ○○○○  
**Gyro Hits** ○○  
**Sensor Hits** ○○  
**Life Support** ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: **Cudgel CDG-1B**

Movement Points: **Tonnage: 80**  
 Walking: 5 **Tech Base: Inner Sphere**  
 Running: 8 [10] **(Advanced)**  
 Jumping: 0 **Era: Clan Invasion**

### Weapons & Equipment Inventory (hexes)

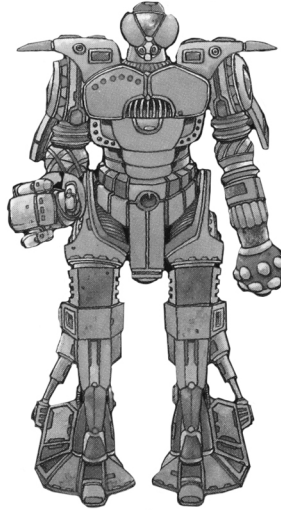
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	Machine Gun	RT	0	2	—	1	2	3
				[DB,AI]				
1	Small Pulse Laser	RT	2	3 [P]	—	1	2	3
6	Machine Gun	LT	0	2	—	1	2	3
				[DB,AI]				
1	Small Pulse Laser	LT	2	3 [P]	—	1	2	3
1	SRM 6	LT	4	2/Meat [M.C]	—	3	6	9
1	Mace	LA	—	20	—	—	—	—

Cost: 22,749,719 C-bills **BV: 1,347**

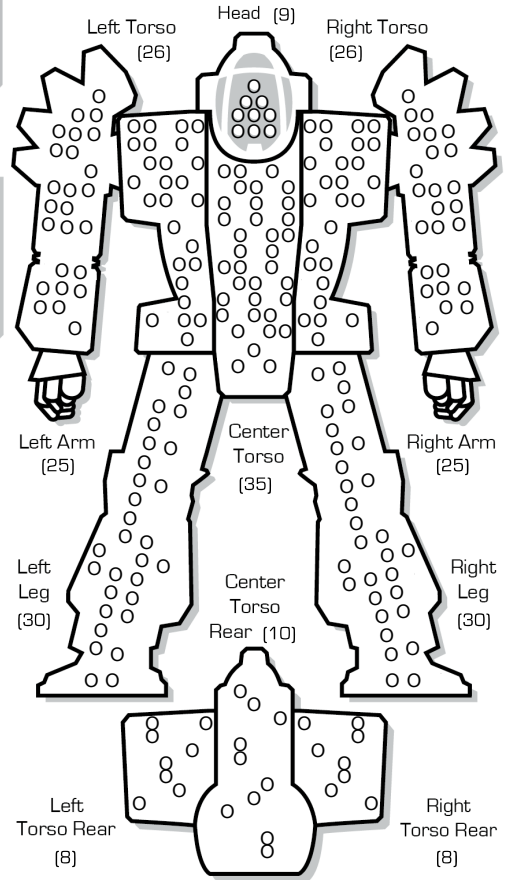
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



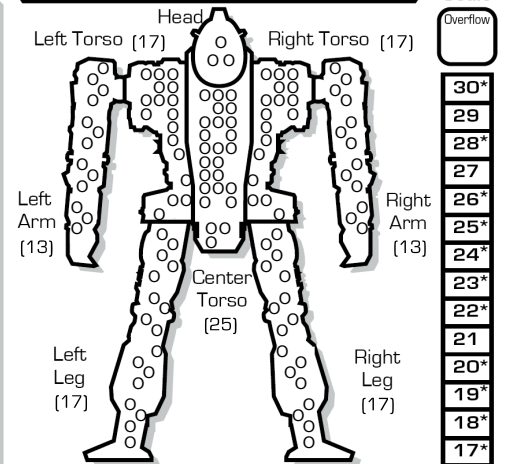
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Mace	6. Mace
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Endo Steel	5. Endo Steel	6. Endo Steel
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. SRM 6	5. SRM 6	6. Small Pulse Laser
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Small Pulse Laser	5. Machine Gun	6. Machine Gun
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo Steel	6. Endo Steel

Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (28) Double
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: **Cudgel CDG-2A**

Movement Points: **Tonnage: 80**  
 Walking: 5 [6] **Tech Base: Inner Sphere**  
 Running: 8 [9] **(Advanced)**  
 Jumping: 0 **Era: Civil War**

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
1	Small Laser(R)	CT	1	3 [DE]	—	1	2	3
2	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser(R)	RT	3	5 [DE]	—	3	6	9
2	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser(R)	LT	3	5 [DE]	—	3	6	9
1	Claw	RA	—	12	—	—	—	—
1	Mace	LA	—	20	—	—	—	—

Cost: 22,444,169 C-bills **BV: 1,700**

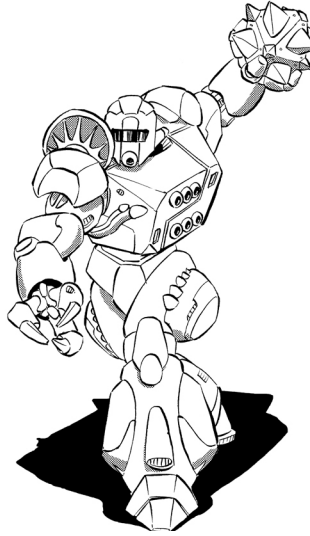
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken 

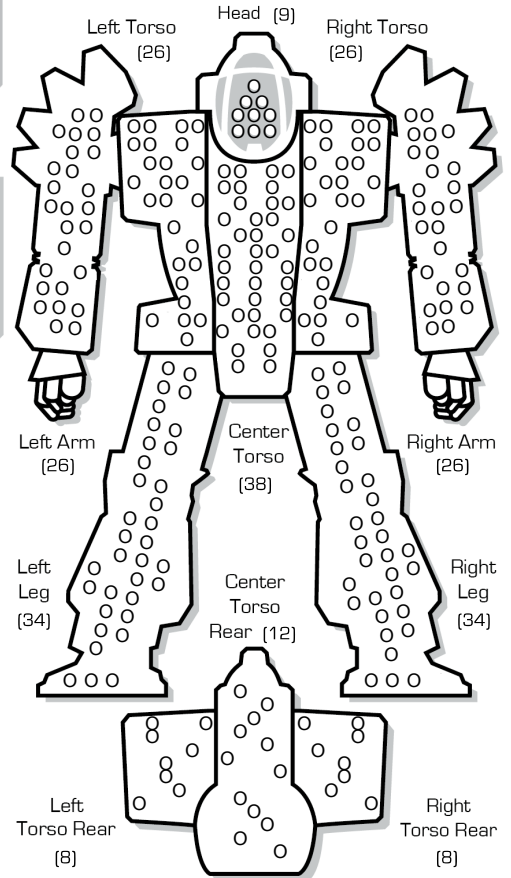
1	2	3	4	5	6
---	---	---	---	---	---

  
 Consciousness# 

3	5	7	10	11	Dead
---	---	---	----	----	------



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Mace	6. Mace
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Claw	5. Claw	6. Claw
<b>Center Torso</b>	1. Mace	2. Mace	3. Mace	4. Mace	5. Mace	6. Mace
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. ER Medium Laser	5. ER Medium Laser	6. Medium Laser
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. ER Medium Laser	5. ER Medium Laser	6. Medium Laser
<b>Left Leg</b>	1. Medium Laser(R)	2. Light Ferro-Fibrous	3. Light Ferro-Fibrous	4. Triple-Strength Myomer	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Triple-Strength Myomer	6. Triple-Strength Myomer

**Head**

- Life Support
- Sensors
- Small Cockpit
- Sensors
- Medium Laser
- Light Ferro-Fibrous

**Center Torso**

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

**Right Torso**

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- ER Medium Laser
- Medium Laser

**Engine Hits** ○○○

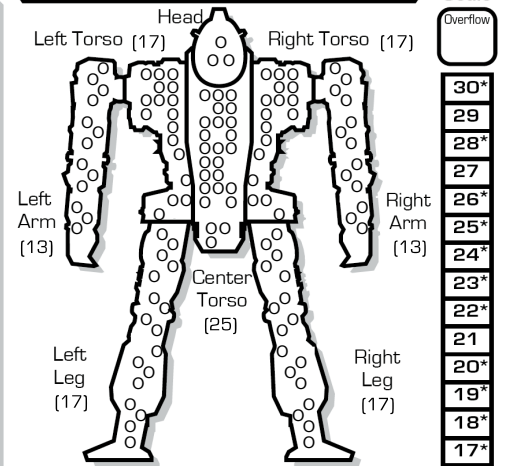
**Gyro Hits** ○○

**Sensor Hits** ○○

**Life Support** ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
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 8+	○ ○
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: **Cudgel CDG-2B**

Movement Points:

Walking: 5 [6]

Running: 8 [9]

Jumping: 0

Tonnage: 80

Tech Base: Inner Sphere  
(Advanced)

Era: Jihad

### WARRIOR DATA

Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

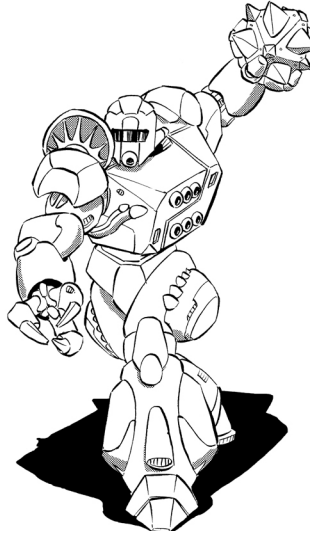
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### Weapons & Equipment Inventory (hexes)

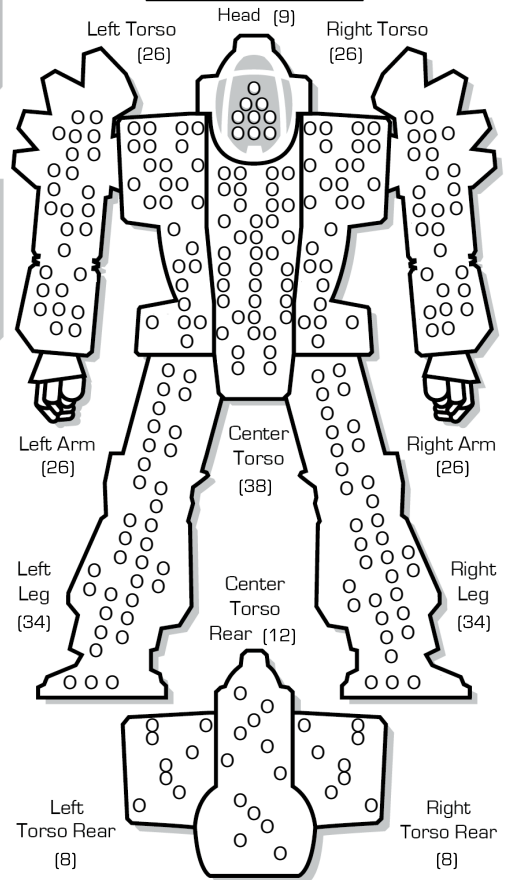
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
3	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
1	Claw	RA	—	12	—	—	—	—
1	Mace	LA	—	20	—	—	—	—

Cost: 22,413,119 C-bills

BV: 1,712



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
5. Mace
6. Mace
1. Mace
2. Mace
3. Mace
- 4-6 4. Mace
5. Mace
6. Mace

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
3. XL Fusion Engine
- 1-3 4. ER Medium Laser
5. Streak SRM 6
6. Streak SRM 6
1. Ammo [Streak] 15
2. Light Ferro-Fibrous
3. Light Ferro-Fibrous
- 4-6 4. Triple-Strength Myomer
5. Roll Again
6. Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
4. Foot Actuator
5. Triple-Strength Myomer
6. Triple-Strength Myomer

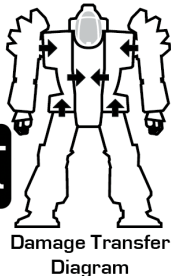
#### Head

- Life Support
- Sensors
3. Small Cockpit
4. Sensors
5. Light Ferro-Fibrous
6. Roll Again

#### Center Torso

- XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
- 1-3 4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
- 4-6 4. XL Fusion Engine
5. ER Medium Laser
6. Light Ferro-Fibrous

Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. Claw
5. Claw
6. Claw
1. Claw
2. Claw
3. Claw
- 4-6 4. Light Ferro-Fibrous
5. Roll Again
6. Roll Again

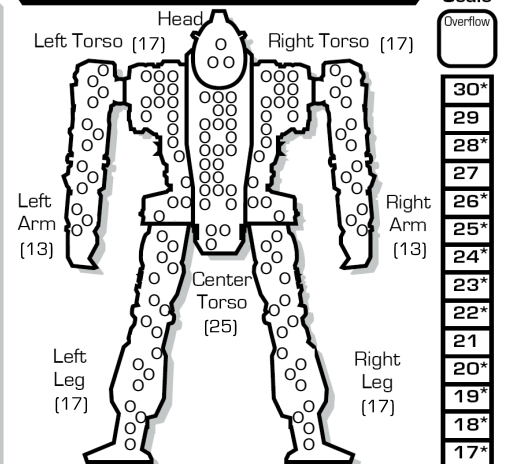
#### Right Torso

- XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
- 1-3 4. ER Medium Laser
5. ER Medium Laser
6. ER Medium Laser
1. Light Ferro-Fibrous
2. Light Ferro-Fibrous
3. Triple-Strength Myomer
4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
4. Foot Actuator
5. Triple-Strength Myomer
6. Triple-Strength Myomer

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Sasquatch SGS-TH-001

Movement Points: **Tonnage:** 85  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Era:** Clan Invasion  
 Jumping: 4

### Weapons & Equipment Inventory (hexes)

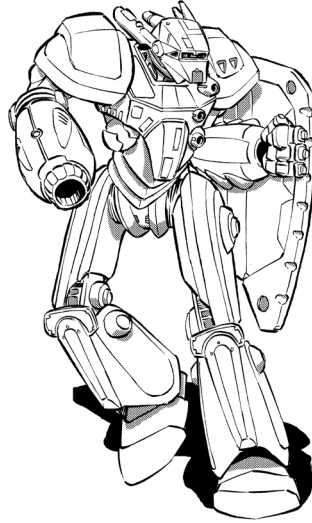
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser(R)	HD	1	3 [DE]	—	1	2	3
1	AMS	RT	1	1 [DB,PD]	—	0	0	0
1	Machine Gun	RT	0	2 [DB,AI]	—	1	2	3
1	SRM 6	RT	4	2/Msl [M,C]	—	3	6	9
1	Machine Gun	LT	0	2 [DB,AI]	—	1	2	3
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
4	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

Cost: 20,118,226 C-bills BV: 1,940

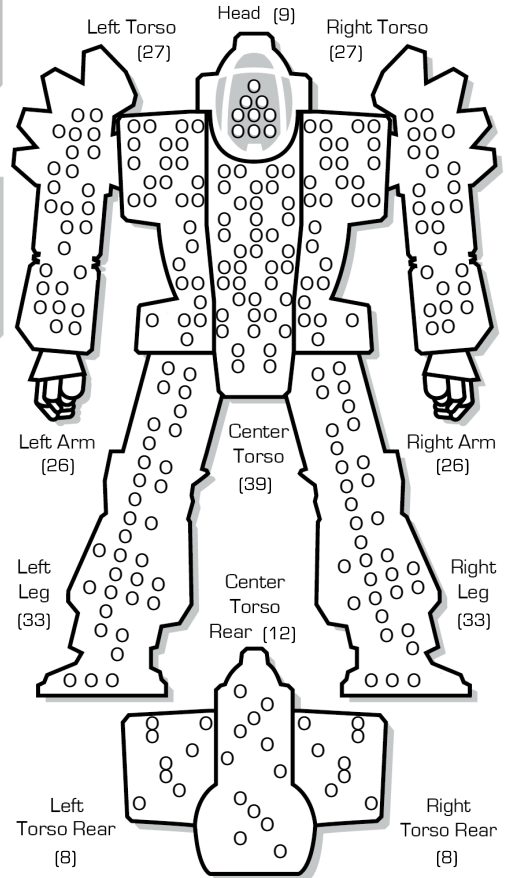
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Medium Pulse Laser

1-3

- Medium Pulse Laser
- Medium Pulse Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Machine Gun
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser(R)
- Sensors
- Life Support

#### Center Torso

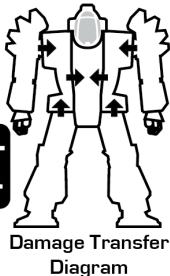
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Roll Again
- Roll Again

4-6

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- SRM 6
- SRM 6
- Machine Gun

1-3

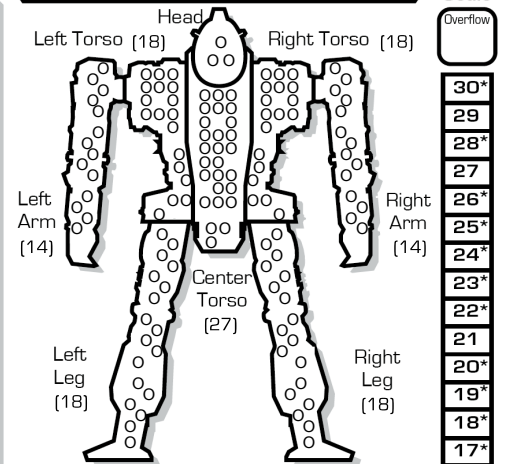
- AMS
- Ammo (Machine Gun) 100
- Ammo (SRM) 15
- Ammo (AMS) 12
- Roll Again
- Roll Again

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (28) Double
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: Sasquatch SGS-TH-002

Movement Points: **Tonnage:** 85  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 (Experimental)  
 Jumping: 0 **Era:** Civil War

### Weapons & Equipment Inventory (hexes)

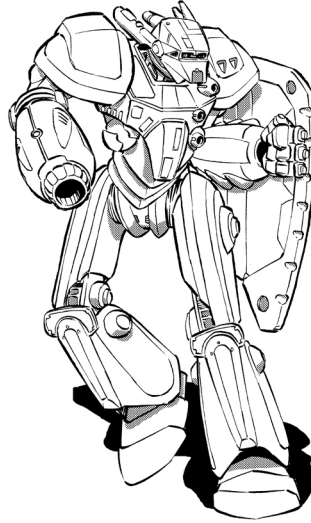
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser(R)	HD	1	3 [DE]	—	1	2	3
3	Medium X-Pulse Laser	LT	6	6 [P]	—	3	6	9
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Large Shield	LA	—	7	—	—	—	—

Cost: 184,662,160 C-bills **BV:** 2,030

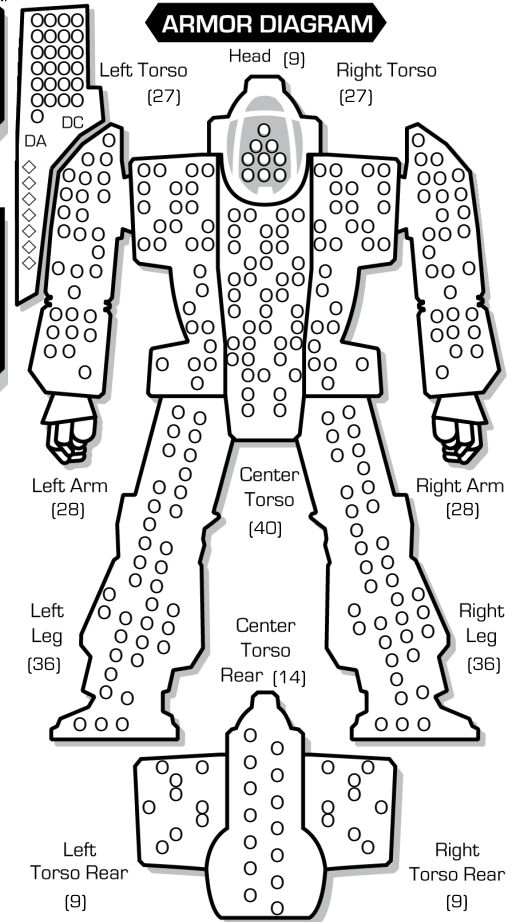
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM

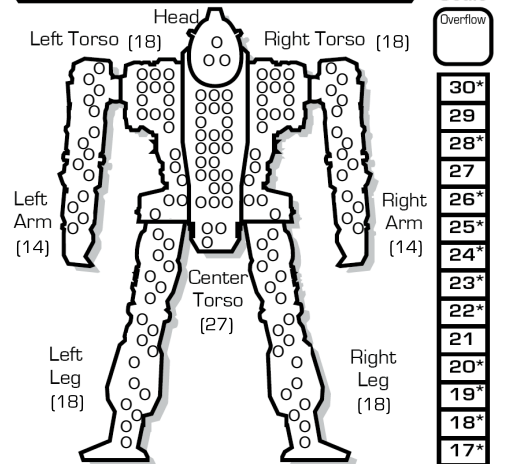


### CRITICAL HIT TABLE

<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>Large Shield</li> <li>Large Shield</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Large Shield</li> <li>Large Shield</li> <li>Large Shield</li> <li>Large Shield</li> <li>Large Shield</li> <li>Endo Steel</li> </ol>	<h4>Head</h4> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Small Laser(R)</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> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gauss Rifle</li> <li>Gauss Rifle</li> <li>Gauss Rifle</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Gauss Rifle</li> <li>Gauss Rifle</li> <li>Gauss Rifle</li> <li>Gauss Rifle</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>
<h4>Left Torso</h4> <ol style="list-style-type: none"> <li>XXL Fusion Engine</li> <li>XXL Fusion Engine</li> <li>XXL Fusion Engine</li> <li>XXL Fusion Engine</li> <li>XXL Fusion Engine</li> <li>XXL Fusion Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Medium X-Pulse Laser</li> <li>Medium X-Pulse Laser</li> <li>Medium X-Pulse Laser</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>	<h4>Center Torso</h4> <ol style="list-style-type: none"> <li>XXL Fusion Engine</li> <li>XXL Fusion Engine</li> <li>XXL Fusion Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>XXL Fusion Engine</li> <li>XXL Fusion Engine</li> <li>XXL Fusion Engine</li> <li>XXL Fusion Engine</li> <li>XXL Fusion Engine</li> </ol>	<h4>Right Torso</h4> <ol style="list-style-type: none"> <li>XXL Fusion Engine</li> <li>XXL Fusion Engine</li> <li>XXL Fusion Engine</li> <li>XXL Fusion Engine</li> <li>XXL Fusion Engine</li> <li>XXL Fusion Engine</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Ammo (Gauss) 8</li> <li>Ammo (Gauss) 8</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol> <p>4-6</p>
<h4>Left Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>	<div style="border: 1px solid black; padding: 5px; text-align: center;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div>	<h4>Right Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Endo Steel</li> <li>Endo Steel</li> </ol>

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
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: Sasquatch SGS-TH-003

Movement Points: **Tonnage:** 85  
 Walking: 5 **Tech Base:** Inner Sphere  
 Running: 8 (Experimental)  
 Jumping: 8 **Era:** Jihad

### Weapons & Equipment Inventory (hexes)

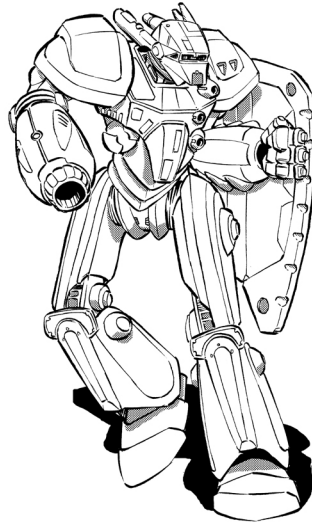
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser(R)	HD	1	3 [DE]	—	1	2	3
1	Large Pulse Laser	RA	10	9 [P]	—	3	7	10
2	Medium X-Pulse Laser	LA	6	6 [P]	—	3	6	9

Cost: 188,711,348 C-bills BV: 1,735

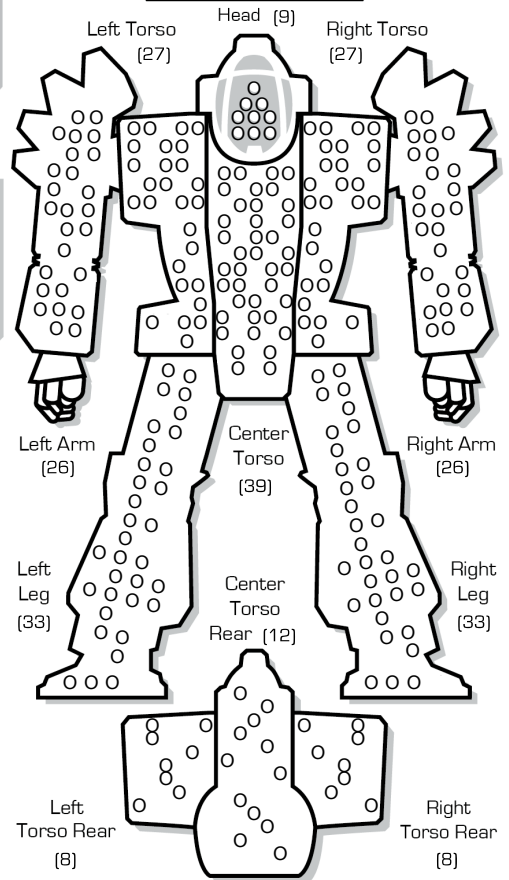
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium X-Pulse Laser
- Medium X-Pulse Laser

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Left Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

1-3

- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet

#### Head

- Life Support
- Sensors
- Cockpit
- Small Laser(R)
- Sensors
- Life Support

#### Center Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Right Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

1-3

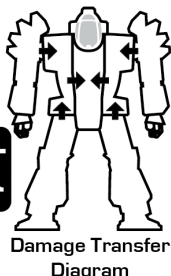
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet

4-6

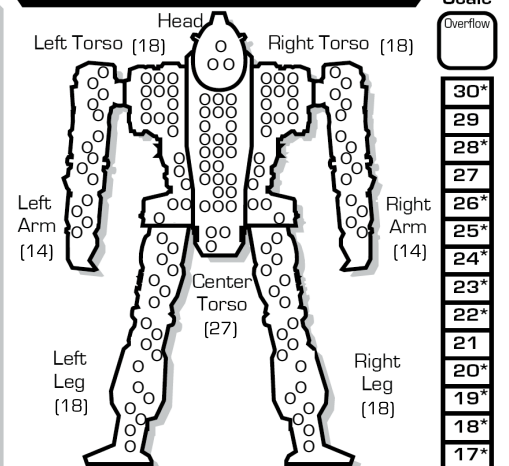
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved Jump Jet

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (26) Double
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: Juggernaut JG-R9T1

Movement Points: **Walking:** 3 **Running:** 5 **Jumping:** 0  
**Tonnage:** 90 **Tech Base:** Inner Sphere **Era:** Clan Invasion

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	CT	10	9 [P]	—	3	7	10
8	Machine Gun	RT	0	2 [DB,AI]	—	1	2	3
2	Small Pulse Laser	RT	2	3 [P]	—	1	2	3
8	Machine Gun	LT	0	2 [DB,AI]	—	1	2	3
2	Small Pulse Laser	LT	2	3 [P]	—	1	2	3
1	Large Pulse Laser	RA	10	9 [P]	—	3	7	10
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	Large Pulse Laser	LA	10	9 [P]	—	3	7	10
2	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

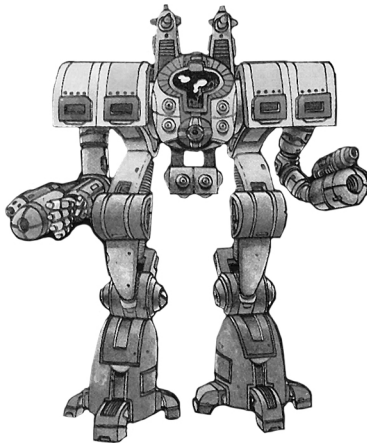
Cost: 8,453,480 C-bills

BV: 1,719

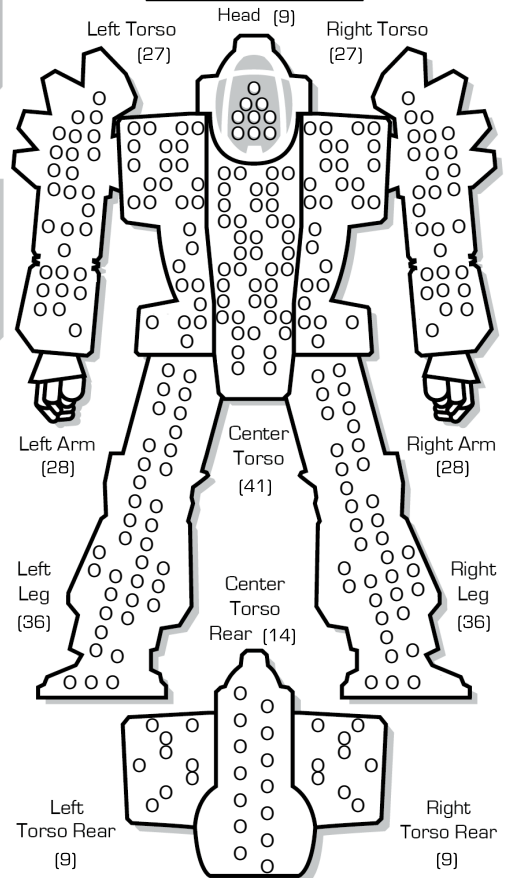
### WARRIOR DATA

Name: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Piloting Skill:** \_\_\_\_\_  
**Hits Taken**  
**Consciousness#**

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



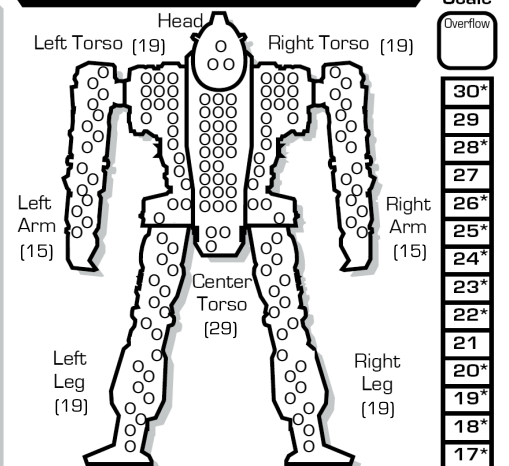
### CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>1-3 Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <h4>Center Torso</h4> <ol style="list-style-type: none"> <li>1-3 Large Pulse Laser</li> <li>Large Pulse Laser</li> <li>Medium Pulse Laser</li> <li>4-6 Medium Pulse Laser</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <h4>Left Torso</h4> <ol style="list-style-type: none"> <li>Small Pulse Laser</li> <li>Small Pulse Laser</li> <li>1-3 Machine Gun</li> <li>Machine Gun</li> <li>Machine Gun</li> <li>Machine Gun</li> </ol> <h4>Right Torso</h4> <ol style="list-style-type: none"> <li>Small Pulse Laser</li> <li>Small Pulse Laser</li> <li>1-3 Machine Gun</li> <li>Machine Gun</li> <li>Machine Gun</li> <li>Machine Gun</li> </ol> <h4>Left Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>4-6 Foot Actuator</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>Roll Again</li> <li>Sensors</li> <li>Life Support</li> </ol> <h4>Center Torso</h4> <ol style="list-style-type: none"> <li>1-3 Fusion Engine</li> <li>Fusion Engine</li> <li>Fusion Engine</li> <li>4-6 Gyro</li> <li>Gyro</li> <li>Gyro</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>1-3 Hand Actuator</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <h4>Right Torso</h4> <ol style="list-style-type: none"> <li>1-3 Double Heat Sink</li> <li>Large Pulse Laser</li> <li>Large Pulse Laser</li> <li>4-6 Medium Pulse Laser</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <h4>Right Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>4-6 Foot Actuator</li> <li>Roll Again</li> <li>Roll Again</li> </ol>
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Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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: Juggernaut JG-R9T2

Movement Points: **Walking:** 3 **Running:** 5 **Jumping:** 0  
 Tonnage: 90  
 Tech Base: Inner Sphere (Experimental)  
 Era: Civil War

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium X-Pulse Laser	HD	6	6 [P]	—	3	6	9
1	Large X-Pulse Laser	CT	14	9 [P]	—	5	10	15
6	Machine Gun	RT	0	2 [DB,AI]	—	1	2	3
6	Machine Gun	LT	0	2 [DB,AI]	—	1	2	3
1	Large X-Pulse Laser	RA	14	9 [P]	—	5	10	15
1	Medium X-Pulse Laser	RA	6	6 [P]	—	3	6	9
1	Large X-Pulse Laser	LA	14	9 [P]	—	5	10	15
1	Medium X-Pulse Laser	LA	6	6 [P]	—	3	6	9

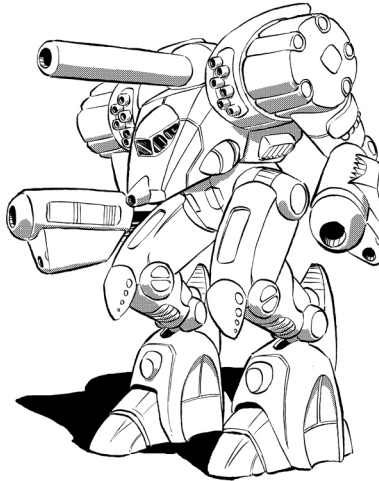
Cost: 8,990,800 C-bills

BV: 1,916

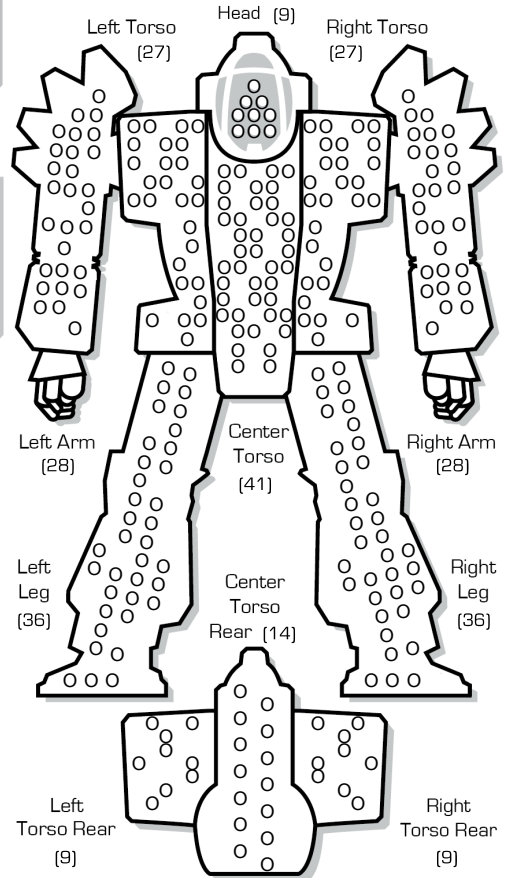
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



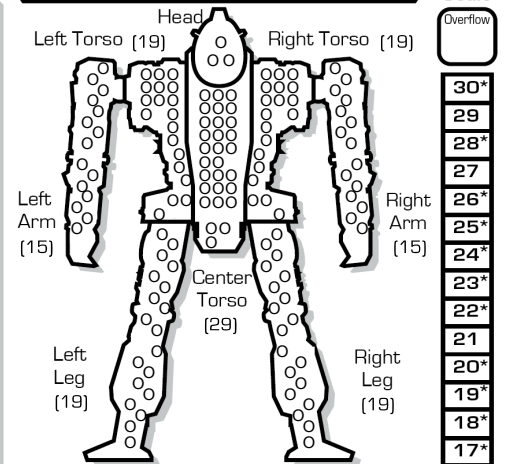
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Center Torso</b>	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. Machine Gun	5. Machine Gun	6. Machine Gun
<b>Right Torso</b>	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. Machine Gun	5. Machine Gun	6. Machine Gun
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

**Engine Hits** ○○○○  
**Gyro Hits** ○○  
**Sensor Hits** ○○  
**Life Support** ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 (32) Double
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: Juggernaut JG-R9T3

Movement Points: **Walking:** 3 **Running:** 5 **Jumping:** 0  
**Tonnage:** 90 **Tech Base:** Inner Sphere (Experimental)  
**Era:** Civil War

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium X-Pulse Laser	HD	6	6 [P]	—	3	6	9
1	Large X-Pulse Laser	CT	14	9 [P]	—	5	10	15
3	Magshot	RT	1	2 [DB,X]	—	3	6	9
3	Magshot	LT	1	2 [DB,X]	—	3	6	9
1	Large X-Pulse Laser	RA	14	9 [P]	—	5	10	15
1	Medium X-Pulse Laser	RA	6	6 [P]	—	3	6	9
1	Large X-Pulse Laser	LA	14	9 [P]	—	5	10	15
1	Medium X-Pulse Laser	LA	6	6 [P]	—	3	6	9

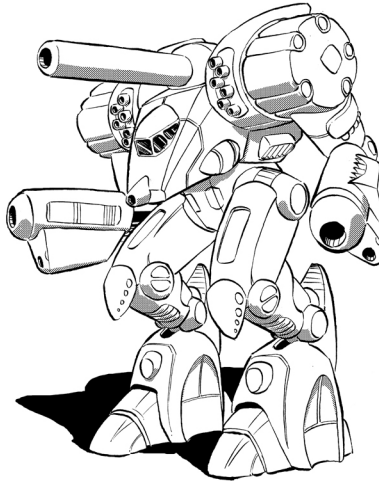
Cost: 8,973,700 C-bills

BV: 1,959

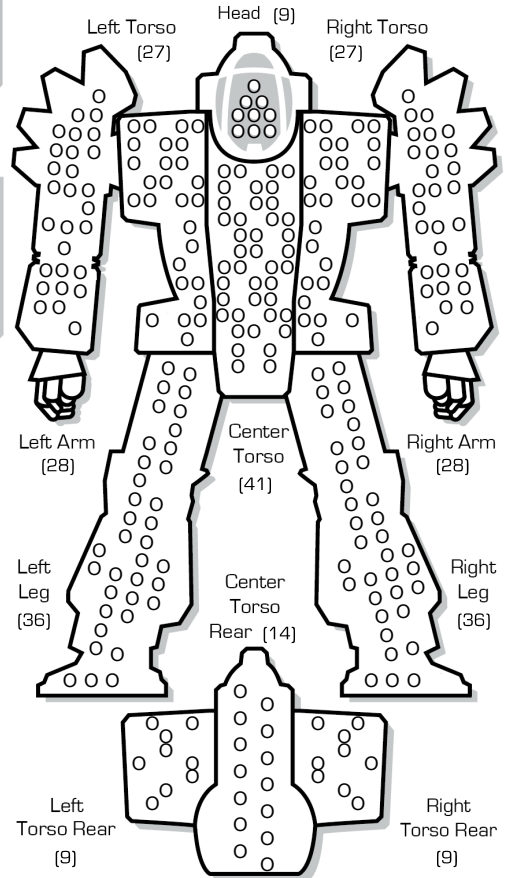
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



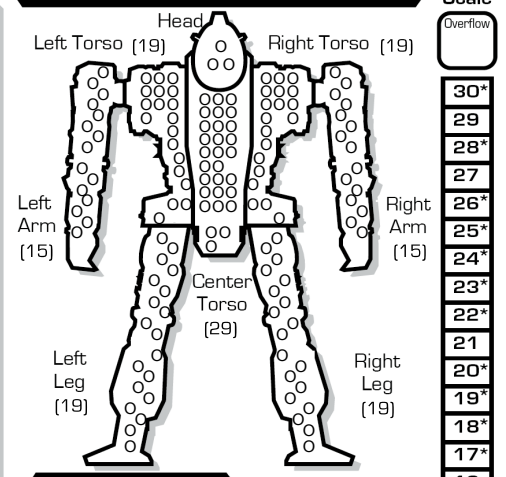
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	Shoulder	Upper Arm Actuator	Lower Arm Actuator	Double Heat Sink	Double Heat Sink	Double Heat Sink
<b>Head</b>	Life Support	Sensors	Cockpit	Medium X-Pulse Laser	Sensors	Life Support
<b>Right Arm</b>	Shoulder	Upper Arm Actuator	Lower Arm Actuator	Double Heat Sink	Double Heat Sink	Double Heat Sink
<b>Center Torso</b>	Fusion Engine	Fusion Engine	Fusion Engine	Gyro	Gyro	Gyro
<b>Left Torso</b>	Double Heat Sink	Double Heat Sink	Double Heat Sink	Magshot	Magshot	Magshot
<b>Right Torso</b>	Double Heat Sink	Double Heat Sink	Double Heat Sink	Magshot	Magshot	Magshot
<b>Left Leg</b>	Hip	Upper Leg Actuator	Lower Leg Actuator	Foot Actuator	Coolant Pod	Roll Again
<b>Right Leg</b>	Hip	Upper Leg Actuator	Lower Leg Actuator	Foot Actuator	Coolant Pod	Roll Again

Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 (32) Double
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: **Colossus CL-P3**

Movement Points: **Tonnage: 95**  
 Walking: 3 **Tech Base: Inner Sphere**  
 Running: 5 **(Experimental)**  
 Jumping: 3 **Era: Clan Invasion**

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	CT/LT	7	20 [DB,S]	—	3	6	9
1	Large Pulse Laser	RA	10	9 [P]	—	3	7	10
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	Large Pulse Laser	LA	10	9 [P]	—	3	7	10
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

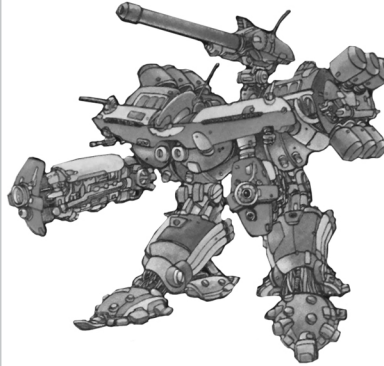
Cost: 9,401,925 C-bills

BV: 1,986

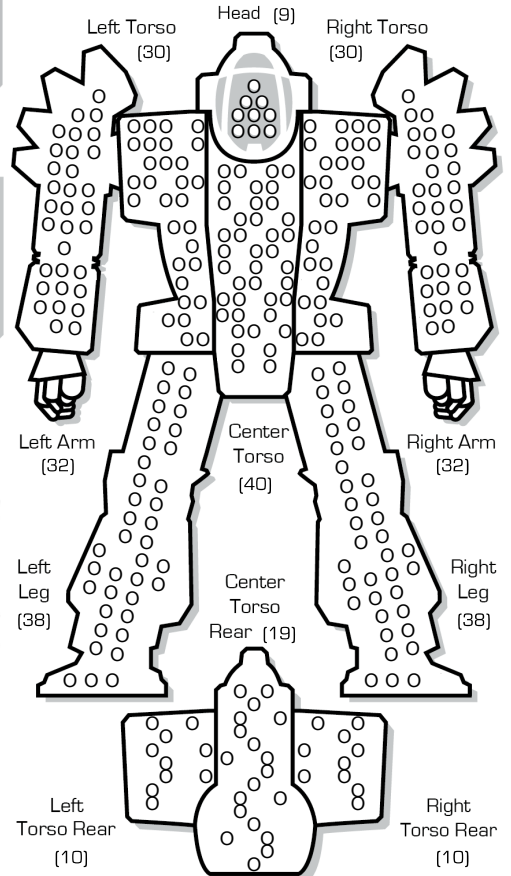
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



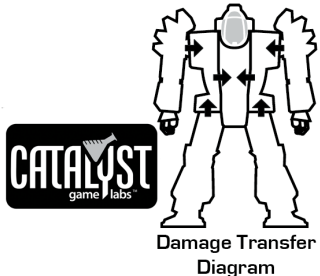
### ARMOR DIAGRAM



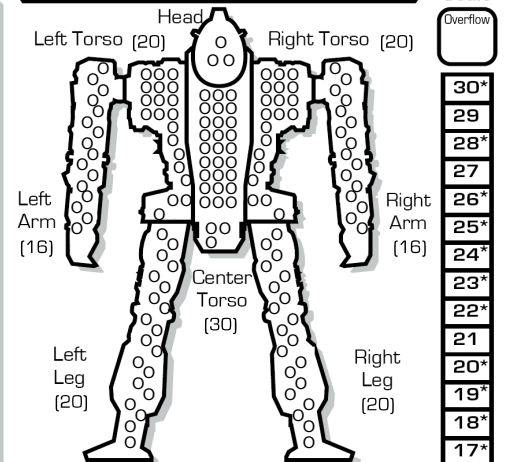
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Large Pulse Laser	4. Large Pulse Laser	5. Medium Pulse Laser	6. Endo Steel
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Large Pulse Laser	4. Large Pulse Laser	5. Medium Pulse Laser	6. Endo Steel
<b>Center Torso</b>	1. Endo Steel	2. Endo Steel	3. Endo Steel	4. Endo Steel	5. Endo Steel	6. Endo Steel
<b>Left Torso</b>	1. Jump Jet	2. Autocannon/20	3. Autocannon/20	4. Autocannon/20	5. Autocannon/20	6. Autocannon/20
<b>Right Torso</b>	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Roll Again

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (26) Double
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: **Colossus CLS-4S**

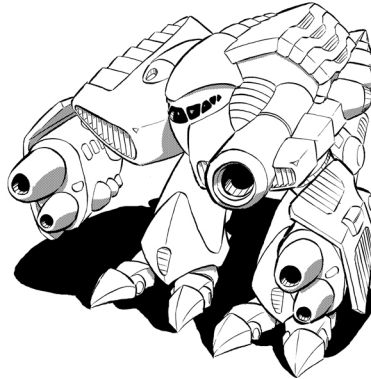
Movement Points:  
 Walking: 3  
 Running: 5  
 Jumping: 3

Tonnage: 95  
 Tech Base: Inner Sphere  
 (Experimental)  
 Era: Civil War

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

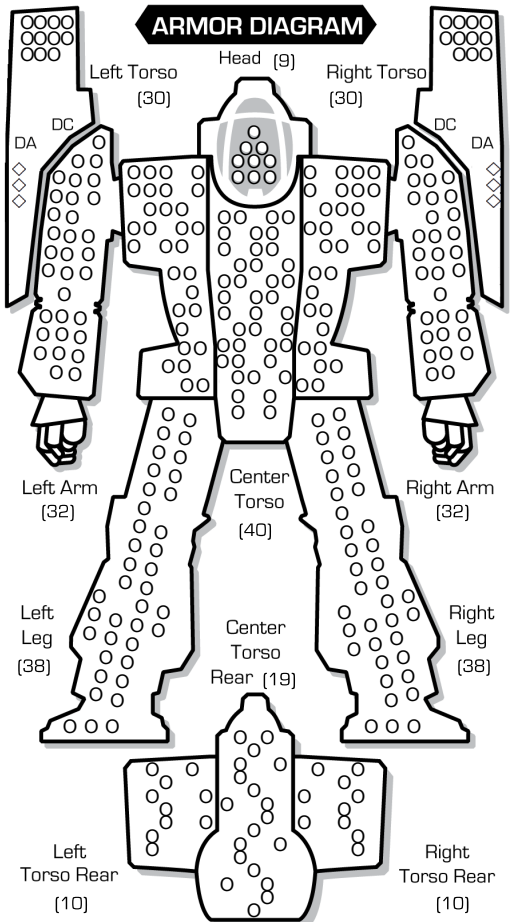


### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 20-X AC	LT	6	20	—	4	8	12
[DB,C/F/S]								
1	Large X-Pulse Laser	RA	14	9 [P]	—	5	10	15
1	Medium X-Pulse Laser	RA	6	6 [P]	—	3	6	9
1	Small Shield	RA	—	3	—	—	—	—
1	Large X-Pulse Laser	LA	14	9 [P]	—	5	10	15
1	Medium X-Pulse Laser	LA	6	6 [P]	—	3	6	9
1	Small Shield	LA	—	3	—	—	—	—

Cost: 10,766,925 C-bills

BV: 2,396



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Large X-Pulse Laser
- 1-3 Large X-Pulse Laser
- Medium X-Pulse Laser
- Small Shield

#### Head

- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Large X-Pulse Laser
- 1-3 Large X-Pulse Laser
- Medium X-Pulse Laser
- Small Shield

#### Center Torso

- Fusion Engine
- Fusion Engine
- 1-3 Fusion Engine
- 4-6 Gyro
- 4-6 Gyro
- 4-6 Gyro

#### Left Torso

- 1-3 LB 20-X AC
- 1-3 LB 20-X AC
- 1-3 LB 20-X AC
- 4-6 LB 20-X AC
- 4-6 LB 20-X AC
- 4-6 LB 20-X AC

#### Right Torso

- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- 4-6 Double Heat Sink
- 4-6 Double Heat Sink
- 4-6 Double Heat Sink

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Endo Steel

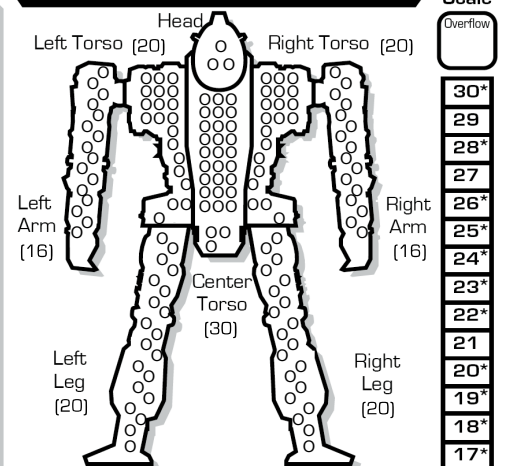
#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Endo Steel

Engine Hits ○○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (26) Double
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: **Colossus CLS-5S**

Movement Points: **Tonnage: 95**  
 Walking: 3 **Tech Base: Inner Sphere**  
 Running: 5 **(Experimental)**  
 Jumping: 3 **Era: Civil War**

### Weapons & Equipment Inventory (hexes)

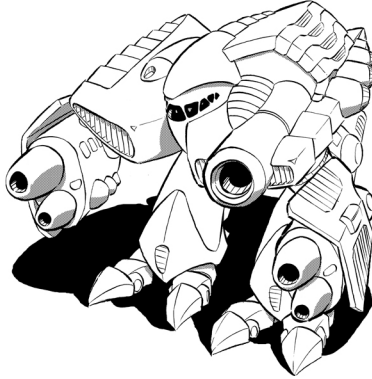
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LT	1	15	2	7	15	22
				[DB,X]				
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Particle Cannon	RA	10	10 [DE]	3	6	12	18
1	PPC Capacitor	RA	—	[E]	—	—	—	—
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Particle Cannon	LA	10	10 [DE]	3	6	12	18
1	PPC Capacitor	LA	—	[E]	—	—	—	—

Cost: 10,162,425 C-bills **BV: 2,415**

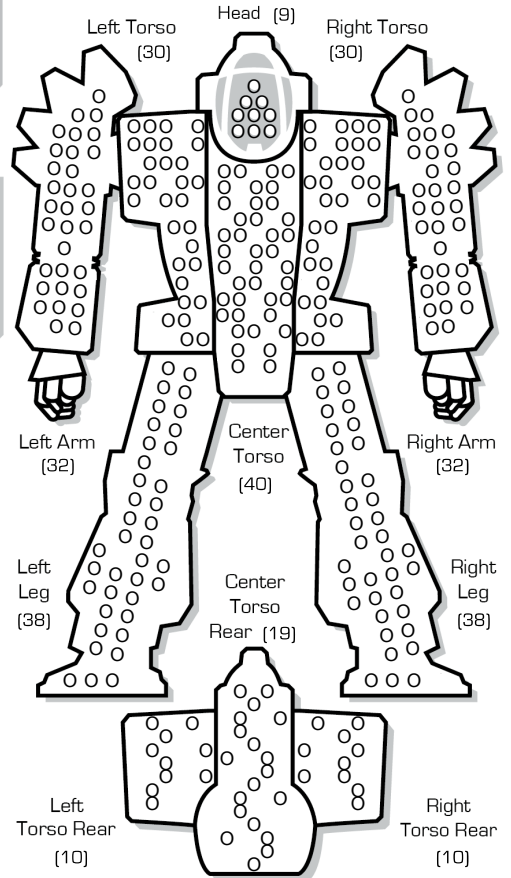
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



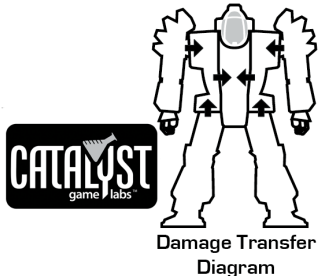
### ARMOR DIAGRAM



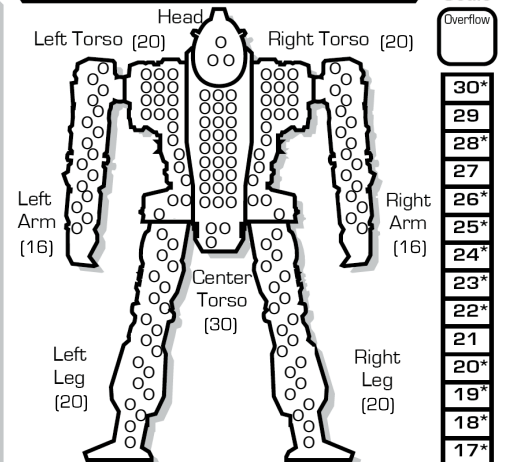
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Particle Cannon	4. Particle Cannon	5. Particle Cannon	6. PPC Capacitor
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Particle Cannon	4. Particle Cannon	5. Particle Cannon	6. PPC Capacitor
<b>Center Torso</b>	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. Gauss Rifle	2. Gauss Rifle	3. Gauss Rifle	4. Gauss Rifle	5. Gauss Rifle	6. Gauss Rifle
<b>Right Torso</b>	1. Double Heat Sink	2. Double Heat Sink	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Endo Steel
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Endo Steel

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (26) Double
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

## FOUR-LEGGED 'MECH RECORD SHEET

### 'MECH DATA

Type: Great Turtle GTR-1

Movement Points: **Tonnage:** 100  
 Walking: 3 **Tech Base:** Inner Sphere  
 Running: 4 (Experimental)  
 Jumping: 3 **Era:** Civil War

### Weapons & Equipment Inventory (hexes)

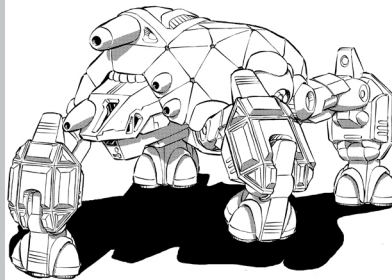
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium X-Pulse Laser	HD	6	6 [P]	—	3	6	9
1	Large X-Pulse Laser	RT	14	9 [P]	—	5	10	15
1	Targeting Computer	RT	—	[E]	—	—	—	—
2	Medium X-Pulse Laser	LT	6	6 [P]	—	3	6	9

Cost: 13,633,000 C-bills **BV:** 3,152

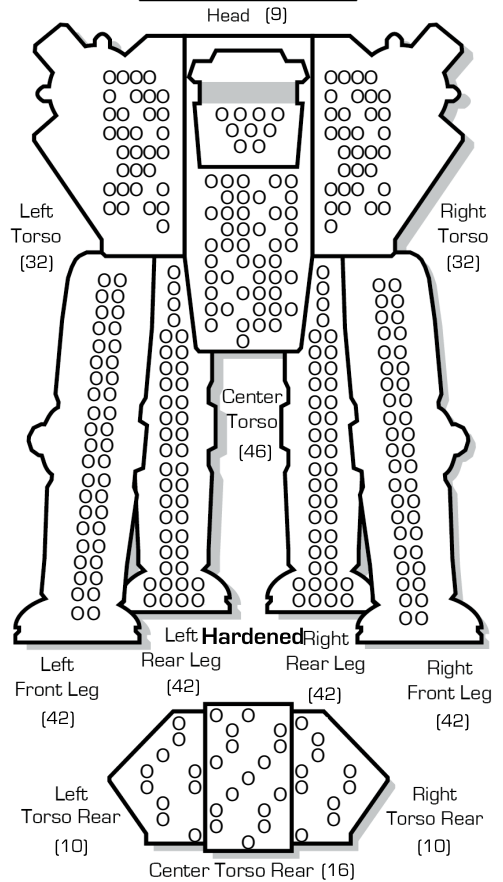
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Head

- Sensors
- Sensors
- Medium X-Pulse Laser
- Endo Steel
- Endo Steel
- Roll Again

#### Left Front Leg

- Hip
- Upper Leg
- Lower Leg
- Foot
- Endo Steel
- Endo Steel

#### Right Front Leg

- Hip
- Upper Leg
- Lower Leg
- Foot
- Endo Steel
- Endo Steel

#### Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- 1-3 Compact Gyro
- 5 Compact Gyro
- Fusion Engine
- 1 Fusion Engine
- 2 Fusion Engine
- 4-6 Torso-Mounted Cockpit
- 4 Sensors
- 5 Jump Jet
- 6 Roll Again

#### Left Torso

- Life Support
- 2 Double Heat Sink
- 3 Double Heat Sink
- 4-6 Double Heat Sink
- Jump Jet
- Medium X-Pulse Laser
- 1 Medium X-Pulse Laser
- 2 Endo Steel
- 3 Endo Steel
- 4-6 Endo Steel
- 5 Endo Steel
- 6 Roll Again

#### Right Torso

- Life Support
- 2 Double Heat Sink
- 3 Double Heat Sink
- 4-6 Double Heat Sink
- Jump Jet
- Large X-Pulse Laser
- 1 Large X-Pulse Laser
- 2 Targeting Computer
- 3 Targeting Computer
- 4-6 Targeting Computer
- 5 Targeting Computer
- 6 Roll Again

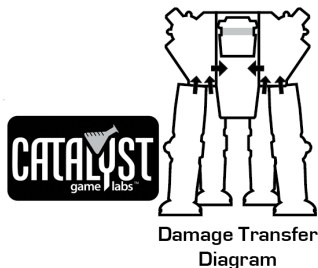
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

#### Left Rear Leg

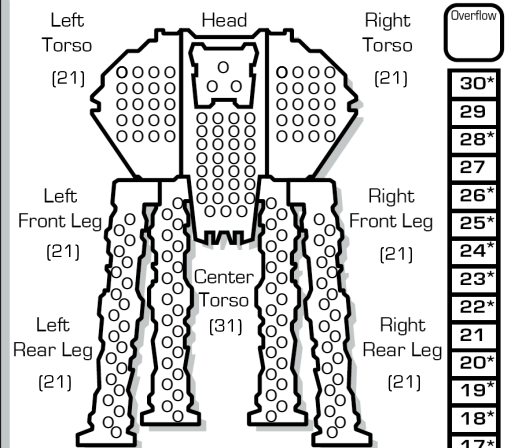
- Hip
- Upper Leg
- Lower Leg
- Foot
- Endo Steel
- Endo Steel

#### Right Rear Leg

- Hip
- Upper Leg
- Lower Leg
- Foot
- Endo Steel
- Endo Steel



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (28) Double
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

## FOUR-LEGGED 'MECH RECORD SHEET

### 'MECH DATA

Type: Great Turtle GTR-2

Movement Points: **Walking:** 3 **Running:** 5 **Jumping:** 3  
 Tonnage: 100  
 Tech Base: Inner Sphere (Experimental)  
 Era: Jihad

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium X-Pulse Laser	HD	6	6 [P]	—	3	6	9
1	ER PPC	RT	15	10 [DE]	—	7	14	23
1	PPC Capacitor	RT	—	[E]	—	—	—	—
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Medium X-Pulse Laser	LT	6	6 [P]	—	3	6	9

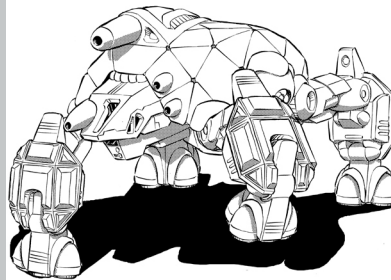
Cost: 19,174,000 C-bills **BV:** 2,164

### WARRIOR DATA

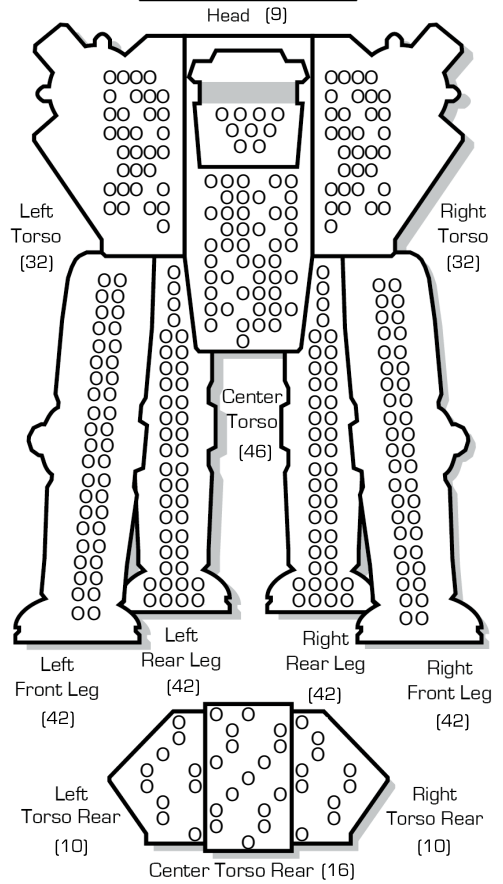
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Head

1. O Sensors
2. O Sensors
3. [Double Heat Sink
4. [Double Heat Sink
5. [Double Heat Sink
6. O Medium X-Pulse Laser

#### Left Front Leg

1. O Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Endo Steel
6. Endo Steel

#### Right Front Leg

1. O Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Endo Steel
6. Endo Steel

#### Center Torso

1. O Compact Fusion Engine
2. O Compact Fusion Engine
3. O Compact Fusion Engine
- 1-3 4. O Compact Gyro
5. O Compact Gyro
6. O Torso-Mounted Cockpit

#### Left Torso

1. O Life Support
2. [Double Heat Sink
3. [Double Heat Sink
- 1-3 4. [Double Heat Sink
5. [Double Heat Sink
6. [Double Heat Sink
1. [Double Heat Sink
2. Jump Jet
3. O Medium X-Pulse Laser
- 4-6 4. O ER Medium Laser
5. Endo Steel
6. Endo Steel

#### Right Torso

1. O Life Support
2. [Double Heat Sink
3. [Double Heat Sink
- 1-3 4. [Double Heat Sink
5. Jump Jet
6. [O ER PPC
1. O ER PPC
2. O ER PPC
3. O PPC Capacitor
- 4-6 4. Endo Steel
5. Endo Steel
6. Endo Steel

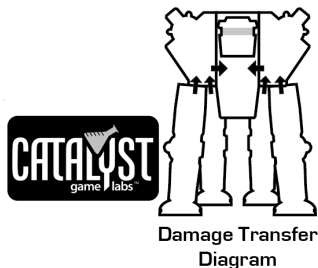
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

#### Left Rear Leg

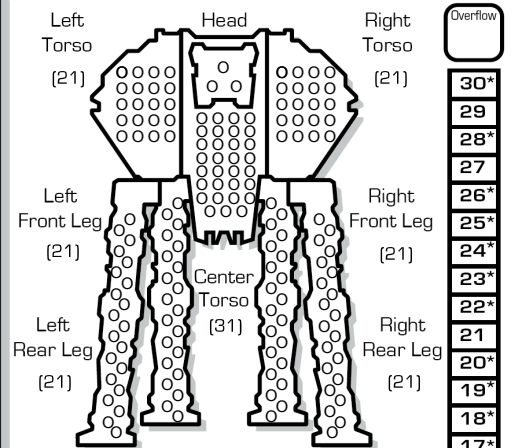
1. O Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Endo Steel
6. Endo Steel

#### Right Rear Leg

1. O Hip
2. Upper Leg
3. Lower Leg
4. Foot
5. Endo Steel
6. Endo Steel



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 17 (34) Double
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*	
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28*	
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