

TM

# BATTLETECH

## RECORD SHEETS: OPERATION KLONDIKE



## NOTES

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.

**VEHICLES**

Flatbed Truck  
Rotunda  
Galleon  
Kanga  
Thor  
Marksman  
Burke  
Von Luckner

**BATTLEMECHS**

Locust  
Stinger  
Thorn  
Sling  
Falcon  
Firefly  
Hermes  
Sentinel  
Griffin  
Hoplite  
Shadow Hawk  
Wolverine II  
Hellhound  
Champion  
Exterminator

## TABLE OF CONTENTS

Thunderbolt  
Archer  
Warhammer  
Crockett  
Shogun  
Stalker  
Highlander  
Annihilator  
Imp

**INDUSTRIALMECHS**

Harvester Ant  
Carbine  
Crosscut  
Marco  
Powerman  
Buster  
Daedalus

**AEROSPACE FIGHTERS**

Sabre  
Zero  
Corsair  
Hellcat II  
Lightning  
Eagle  
Chippewa  
Stuka  
Thunderbird



TABLE OF CONTENTS **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* or *Historical: Operation Klondike*—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 page 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.





# VEHICLES

# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Flatbed Truck (LRM)

Movement Points: **Tonnage:** 10  
 Cruising: 5 **Tech Base:** Inner Sphere (Intro)  
 Flank: 8 **Era:** Succession Wars  
**Movement Type:** Wheeled  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

| Qty | Type   | Loc | Dmg              | Min | Sht | Med | Lng |
|-----|--------|-----|------------------|-----|-----|-----|-----|
| 1   | LRM 10 | FR  | 1/Mel<br>[M,C,S] | 6   | 7   | 14  | 21  |

Ammo: (LRM 10) 12

Cost: 131,250 C-bills

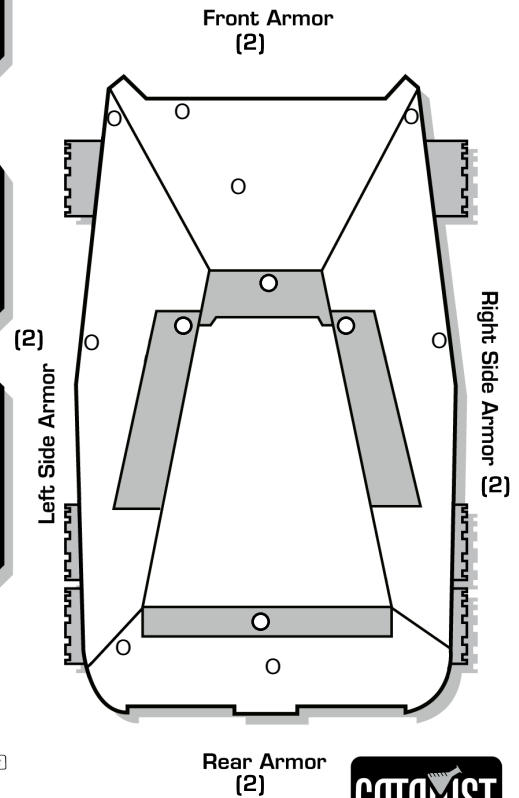
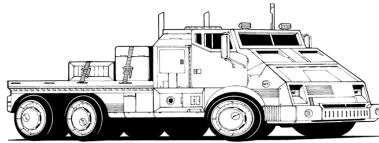
BV: 172

#### CREW DATA

Crew: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Driving Skill:** \_\_\_\_\_  
 Commander Hit **+1** Driver Hit **+2**  
Modifier to all Skill rolls Modifier to Driving Skill rolls

#### CRITICAL DAMAGE

Turret Locked  Engine Hit   
 Sensor Hits  **+1** **+2** **+3** **D**  
 Motive System Hits  **+1** **+2** **+3**  
 Stabilizers  
 Front  Left  Right   
 Rear



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

| 2D6 Roll | ATTACK DIRECTION  |                   |                   | SIDES |
|----------|-------------------|-------------------|-------------------|-------|
|          | FRONT             | REAR              | SIDES             |       |
| 2*       | Front (critical)  | Rear (critical)   | Side (critical)   |       |
| 3        | Front †           | Rear †            | Side †            |       |
| 4        | Front †           | Rear †            | Side †            |       |
| 5        | Right Side †      | Left Side †       | Front †           |       |
| 6        | Front             | Rear              | Side              |       |
| 7        | Front             | Rear              | Side              |       |
| 8        | Front             | Rear              | Side (critical)*  |       |
| 9        | Left Side †       | Right Side †      | Rear †            |       |
| 10       | Turret            | Turret            | Turret            |       |
| 11       | Turret            | Turret            | Turret            |       |
| 12*      | Turret (critical) | Turret (critical) | Turret (critical) |       |

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

| 2D6 Roll | EFFECT*  |
|----------|--|
| 2-5      | No effect.   |
| 6-7      | Minor damage; +1 modifier to all Driving Skill Rolls   |
| 8-9      | Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls                          |
| 10-11    | Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls |
| 12+      | Major damage; no movement for the rest of the game. Vehicle is immobile.                         |

| Attack Direction Modifier: | Vehicle Type Modifiers: |
|----------------------------|-------------------------|
| Hit from rear              | Tracked, Naval          |
| Hit from the sides         | Wheeled                 |
|                            | Hovercraft, Hydrofoil   |
|                            | WIGE                    |

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

| 2D6 Roll | LOCATION HIT       |                    |                    |                    |
|----------|--------------------|--------------------|--------------------|--------------------|
|          | FRONT              | SIDE               | REAR               | TURRET             |
| 2-5      | No Critical Hit    | No Critical Hit    | No Critical Hit    | No Critical Hit    |
| 6        | Driver Hit         | Cargo/Infantry Hit | Weapon Malfunction | Stabilizer         |
| 7        | Weapon Malfunction | Weapon Malfunction | Cargo/Infantry Hit | Turret Jam         |
| 8        | Stabilizer         | Crew Stunned       | Stabilizer         | Weapon Malfunction |
| 9        | Sensors            | Stabilizer         | Weapon Destroyed   | Turret Locks       |
| 10       | Commander Hit      | Weapon Destroyed   | Engine Hit         | Weapon Destroyed   |
| 11       | Weapon Destroyed   | Engine Hit         | Ammunition**       | Ammunition**       |
| 12       | Crew Killed        | Fuel Tank*         | Fuel Tank*         | Turret Blown Off   |

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

\*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Flatbed Truck (RL)

Movement Points: **Tonnage:** 10  
 Cruising: 5 **Tech Base:** Inner Sphere  
 Flank: 8 (Experimental)  
**Movement Type:** Wheeled **Era:** Succession Wars  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

| Qty | Type                    | Loc | Dmg | Min | Sht | Med | Lng |
|-----|-------------------------|-----|-----|-----|-----|-----|-----|
| 4   | Rocket Launcher 15 (PP) | FR  | 15  | —   | 4   | 9   | 15  |

#### CREW DATA

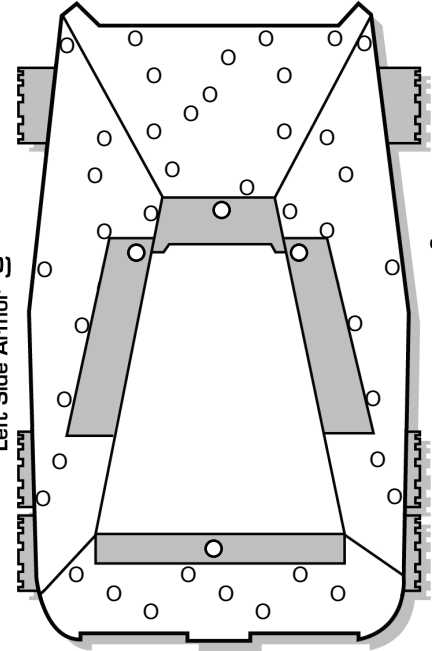
Crew: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
 Commander Hit **+1** Driver Hit **+2**  
Modifier to all Skill rolls Modifier to Driving Skill rolls

#### CRITICAL DAMAGE

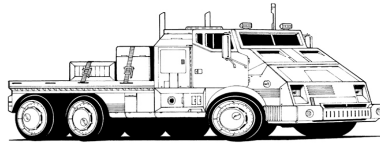
Turret Locked  Engine Hit   
 Sensor Hits  **+1**  **+2**  **+3**  **D**  
 Motive System Hits  **+1**  **+2**  **+3**  
 Stabilizers  
 Front  Left  Right   
 Rear

(10)  
Left Side Armor

Right Side Armor (10)



Rear Armor (8)



Cost: 146,997 C-bills BV: 232

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

| 2D6 Roll | ATTACK DIRECTION  |                   |                   | SIDES |
|----------|-------------------|-------------------|-------------------|-------|
|          | FRONT             | REAR              | SIDES             |       |
| 2*       | Front (critical)  | Rear (critical)   | Side (critical)   |       |
| 3        | Front†            | Rear†             | Side†             |       |
| 4        | Front†            | Rear†             | Side†             |       |
| 5        | Right Side†       | Left Side†        | Front†            |       |
| 6        | Front             | Rear              | Side              |       |
| 7        | Front             | Rear              | Side              |       |
| 8        | Front             | Rear              | Side (critical)*  |       |
| 9        | Left Side†        | Right Side†       | Rear†             |       |
| 10       | Turret            | Turret            | Turret            |       |
| 11       | Turret            | Turret            | Turret            |       |
| 12*      | Turret (critical) | Turret (critical) | Turret (critical) |       |

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

| 2D6 Roll | EFFECT*  |
|----------|--|
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| 10-11    | Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls |
| 12+      | Major damage; no movement for the rest of the game. Vehicle is immobile.                         |

| Attack Direction Modifier: | Vehicle Type Modifiers: |
|----------------------------|-------------------------|
| Hit from rear              | Tracked, Naval          |
| Hit from the sides         | Wheeled                 |
|                            | Hovercraft, Hydrofoil   |
|                            | WIGE                    |

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

| 2D6 Roll | LOCATION HIT       |                    |                    |                    |
|----------|--------------------|--------------------|--------------------|--------------------|
|          | FRONT              | SIDE               | REAR               | TURRET             |
| 2-5      | No Critical Hit    | No Critical Hit    | No Critical Hit    | No Critical Hit    |
| 6        | Driver Hit         | Cargo/Infantry Hit | Weapon Malfunction | Stabilizer         |
| 7        | Weapon Malfunction | Weapon Malfunction | Cargo/Infantry Hit | Turret Jam         |
| 8        | Stabilizer         | Crew Stunned       | Stabilizer         | Weapon Malfunction |
| 9        | Sensors            | Stabilizer         | Weapon Destroyed   | Turret Locks       |
| 10       | Commander Hit      | Weapon Destroyed   | Engine Hit         | Weapon Destroyed   |
| 11       | Weapon Destroyed   | Engine Hit         | Ammunition**       | Ammunition**       |
| 12       | Crew Killed        | Fuel Tank*         | Fuel Tank*         | Turret Blown Off   |

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Rotunda (LRM)

Movement Points: **Tonnage:** 20  
 Cruising: 8 **Tech Base:** Inner Sphere (Intro)  
 Flank: 12 **Era:** Succession Wars  
**Movement Type:** Wheeled  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

| Qty | Type  | Loc | Dmg              | Min | Sht | Med | Lng |
|-----|-------|-----|------------------|-----|-----|-----|-----|
| 2   | LRM 5 | FR  | 1/Mel<br>[M,C,S] | 6   | 7   | 14  | 21  |

Ammo: (LRM 5) 24

Cost: 172,333 C-bills

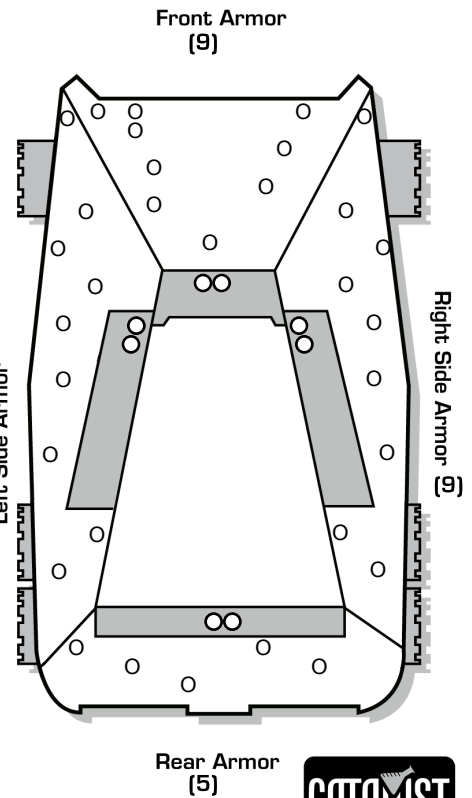
BV: 303

#### CREW DATA

Crew: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Driving Skill:** \_\_\_\_\_  
 Commander Hit **+1** Driver Hit **+2**  
Modifier to all Skill rolls Modifier to Driving Skill rolls

#### CRITICAL DAMAGE

Turret Locked  Engine Hit   
 Sensor Hits  **+1** **+2** **+3** **D**  
 Motive System Hits  **+1** **+2** **+3**  
 Stabilizers  
 Front  Left  Right   
 Rear



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|----------|-------------------|-------------------|-------------------|-------|
|          | FRONT             | REAR              |                   |       |
| 2*       | Front (critical)  | Rear (critical)   | Side (critical)   |       |
| 3        | Front †           | Rear †            | Side †            |       |
| 4        | Front †           | Rear †            | Side †            |       |
| 5        | Right Side †      | Left Side †       | Front †           |       |
| 6        | Front             | Rear              | Side              |       |
| 7        | Front             | Rear              | Side              |       |
| 8        | Front             | Rear              | Side (critical)*  |       |
| 9        | Left Side †       | Right Side †      | Rear †            |       |
| 10       | Turret            | Turret            | Turret            |       |
| 11       | Turret            | Turret            | Turret            |       |
| 12*      | Turret (critical) | Turret (critical) | Turret (critical) |       |

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| 2D6 Roll | EFFECT*  |
|----------|--|
| 2-5      | No effect.   |
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| 10-11    | Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls |
| 12+      | Major damage; no movement for the rest of the game. Vehicle is immobile.                         |

| Attack Direction Modifier: | Vehicle Type Modifiers: |
|----------------------------|-------------------------|
| Hit from rear              | Tracked, Naval          |
| Hit from the sides         | Wheeled                 |
|                            | Hovercraft, Hydrofoil   |
|                            | WIGE                    |
|                            |                         |

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

| 2D6 Roll | LOCATION HIT       |                    |                    |                    |
|----------|--------------------|--------------------|--------------------|--------------------|
|          | FRONT              | SIDE               | REAR               | TURRET             |
| 2-5      | No Critical Hit    | No Critical Hit    | No Critical Hit    | No Critical Hit    |
| 6        | Driver Hit         | Cargo/Infantry Hit | Weapon Malfunction | Stabilizer         |
| 7        | Weapon Malfunction | Weapon Malfunction | Cargo/Infantry Hit | Turret Jam         |
| 8        | Stabilizer         | Crew Stunned       | Stabilizer         | Weapon Malfunction |
| 9        | Sensors            | Stabilizer         | Weapon Destroyed   | Turret Locks       |
| 10       | Commander Hit      | Weapon Destroyed   | Engine Hit         | Weapon Destroyed   |
| 11       | Weapon Destroyed   | Engine Hit         | Ammunition**       | Ammunition**       |
| 12       | Crew Killed        | Fuel Tank*         | Fuel Tank*         | Turret Blown Off   |

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

\*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Rotunda (RL)

Movement Points: **Tonnage:** 20  
 Cruising: 8 **Tech Base:** Inner Sphere  
 Flank: 12 (Experimental)  
**Movement Type:** Wheeled **Era:** Succession Wars  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

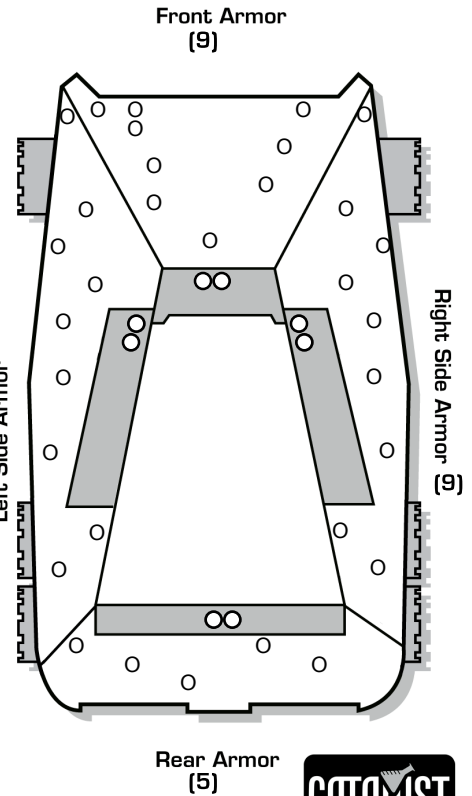
| Qty | Type                    | Loc | Dmg | Min | Sht | Med | Lng |
|-----|-------------------------|-----|-----|-----|-----|-----|-----|
| 5   | Rocket Launcher 15 (PP) | FR  | 15  | —   | 4   | 9   | 15  |

#### CREW DATA

Crew: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
 Commander Hit **+1** Driver Hit **+2**  
Modifier to all Skill rolls Modifier to Driving Skill rolls

#### CRITICAL DAMAGE

Turret Locked  Engine Hit   
 Sensor Hits  **+1** **+2** **+3** **D**  
 Motive System Hits  **+1** **+2** **+3**  
 Stabilizers  
 Front  Left  Right   
 Rear



Cost: 271,333 C-bills

BV: 320



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

| 2D6 Roll | ATTACK DIRECTION  |                   |                   | SIDES |
|----------|-------------------|-------------------|-------------------|-------|
|          | FRONT             | REAR              | SIDES             |       |
| 2*       | Front (critical)  | Rear (critical)   | Side (critical)   |       |
| 3        | Front †           | Rear †            | Side †            |       |
| 4        | Front †           | Rear †            | Side †            |       |
| 5        | Right Side †      | Left Side †       | Front †           |       |
| 6        | Front             | Rear              | Side              |       |
| 7        | Front             | Rear              | Side              |       |
| 8        | Front             | Rear              | Side (critical)*  |       |
| 9        | Left Side †       | Right Side †      | Rear †            |       |
| 10       | Turret            | Turret            | Turret            |       |
| 11       | Turret            | Turret            | Turret            |       |
| 12*      | Turret (critical) | Turret (critical) | Turret (critical) |       |

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

| 2D6 Roll | EFFECT*  |
|----------|--|
| 2-5      | No effect.   |
| 6-7      | Minor damage; +1 modifier to all Driving Skill Rolls   |
| 8-9      | Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls                          |
| 10-11    | Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls |
| 12+      | Major damage; no movement for the rest of the game. Vehicle is immobile.                         |

| Attack Direction Modifier: | Vehicle Type Modifiers: |
|----------------------------|-------------------------|
| Hit from rear              | Tracked, Naval          |
| Hit from the sides         | Wheeled                 |
|                            | Hovercraft, Hydrofoil   |
|                            | WIGE                    |

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

| 2D6 Roll | LOCATION HIT       |                    |                    |                    |
|----------|--------------------|--------------------|--------------------|--------------------|
|          | FRONT              | SIDE               | REAR               | TURRET             |
| 2-5      | No Critical Hit    | No Critical Hit    | No Critical Hit    | No Critical Hit    |
| 6        | Driver Hit         | Cargo/Infantry Hit | Weapon Malfunction | Stabilizer         |
| 7        | Weapon Malfunction | Weapon Malfunction | Cargo/Infantry Hit | Turret Jam         |
| 8        | Stabilizer         | Crew Stunned       | Stabilizer         | Weapon Malfunction |
| 9        | Sensors            | Stabilizer         | Weapon Destroyed   | Turret Locks       |
| 10       | Commander Hit      | Weapon Destroyed   | Engine Hit         | Weapon Destroyed   |
| 11       | Weapon Destroyed   | Engine Hit         | Ammunition**       | Ammunition**       |
| 12       | Crew Killed        | Fuel Tank*         | Fuel Tank*         | Turret Blown Off   |

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.  
 \*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Rotunda (SRM)

Movement Points: **Tonnage:** 20  
 Cruising: 8 **Tech Base:** Inner Sphere (Intro)  
 Flank: 12 **Era:** Succession Wars  
**Movement Type:** Wheeled  
**Engine Type:** I.C.E.

#### Weapons & Equipment Inventory (hexes)

| Qty | Type  | Loc | Dmg            | Min | Sht | Med | Lng |
|-----|-------|-----|----------------|-----|-----|-----|-----|
| 4   | SRM 2 | FR  | 2/Msl<br>[M,C] | —   | 3   | 6   | 9   |

Ammo: (SRM 2) 50

Cost: 150,333 C-bills

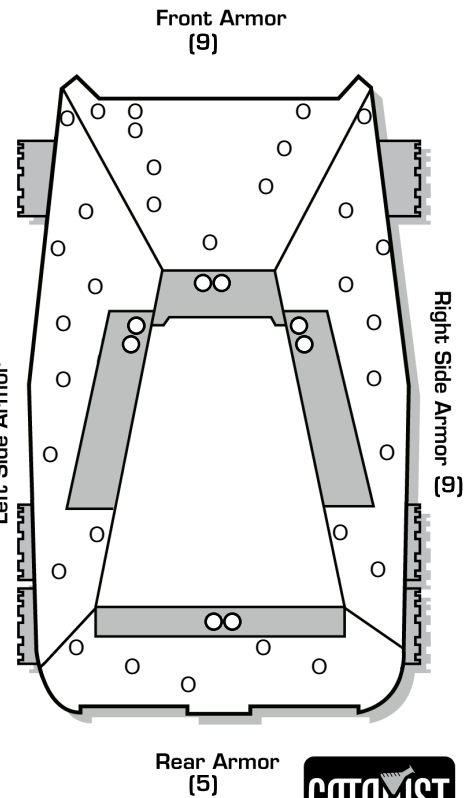
BV: 286

#### CREW DATA

Crew: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Driving Skill:** \_\_\_\_\_  
 Commander Hit **+1** Driver Hit **+2**  
Modifier to all Skill rolls Modifier to Driving Skill rolls

#### CRITICAL DAMAGE

Turret Locked  Engine Hit   
 Sensor Hits  **+1** **+2** **+3** **D**  
 Motive System Hits  **+1** **+2** **+3**  
 Stabilizers  
 Front  Left  Right   
 Rear



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

| 2D6 Roll | ATTACK DIRECTION  |                   |                   | SIDES |
|----------|-------------------|-------------------|-------------------|-------|
|          | FRONT             | REAR              | SIDES             |       |
| 2*       | Front (critical)  | Rear (critical)   | Side (critical)   |       |
| 3        | Front †           | Rear †            | Side †            |       |
| 4        | Front †           | Rear †            | Side †            |       |
| 5        | Right Side †      | Left Side †       | Front †           |       |
| 6        | Front             | Rear              | Side              |       |
| 7        | Front             | Rear              | Side              |       |
| 8        | Front             | Rear              | Side (critical)*  |       |
| 9        | Left Side †       | Right Side †      | Rear †            |       |
| 10       | Turret            | Turret            | Turret            |       |
| 11       | Turret            | Turret            | Turret            |       |
| 12*      | Turret (critical) | Turret (critical) | Turret (critical) |       |

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

| 2D6 Roll | EFFECT*  |
|----------|--|
| 2-5      | No effect.   |
| 6-7      | Minor damage; +1 modifier to all Driving Skill Rolls   |
| 8-9      | Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls                          |
| 10-11    | Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls |
| 12+      | Major damage; no movement for the rest of the game. Vehicle is immobile.                         |

| Attack Direction Modifier: | Vehicle Type Modifiers: |
|----------------------------|-------------------------|
| Hit from rear              | Tracked, Naval          |
| Hit from the sides         | Wheeled                 |
|                            | Hovercraft, Hydrofoil   |
|                            | WIGE                    |

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

| 2D6 Roll | LOCATION HIT       |                    |                    |                    |
|----------|--------------------|--------------------|--------------------|--------------------|
|          | FRONT              | SIDE               | REAR               | TURRET             |
| 2-5      | No Critical Hit    | No Critical Hit    | No Critical Hit    | No Critical Hit    |
| 6        | Driver Hit         | Cargo/Infantry Hit | Weapon Malfunction | Stabilizer         |
| 7        | Weapon Malfunction | Weapon Malfunction | Cargo/Infantry Hit | Turret Jam         |
| 8        | Stabilizer         | Crew Stunned       | Stabilizer         | Weapon Malfunction |
| 9        | Sensors            | Stabilizer         | Weapon Destroyed   | Turret Locks       |
| 10       | Commander Hit      | Weapon Destroyed   | Engine Hit         | Weapon Destroyed   |
| 11       | Weapon Destroyed   | Engine Hit         | Ammunition**       | Ammunition**       |
| 12       | Crew Killed        | Fuel Tank*         | Fuel Tank*         | Turret Blown Off   |

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

\*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Galleon Light Tank GAL-200 (RL)  
 Movement Points: **Cruising:** 6 **Flank:** 9 **Movement Type:** Tracked **Engine Type:** I.C.E.  
**Tonnage:** 30 **Tech Base:** Inner Sphere **Era:** Succession Wars

#### Weapons & Equipment Inventory (hexes)

| Qty | Type                    | Loc | Dmg      | Min | Sht | Med | Lng |
|-----|-------------------------|-----|----------|-----|-----|-----|-----|
| 4   | Rocket Launcher 10 (PP) | FR  | 10       | —   | 5   | 11  | 18  |
| 2   | Machine Gun             | T   | 2        | —   | 1   | 2   | 3   |
|     |                         |     | [DB, AI] |     |     |     |     |
| 2   | Rocket Launcher 20 (PP) | T   | 20       | —   | 3   | 7   | 12  |

Ammo: (Machine Gun) 100

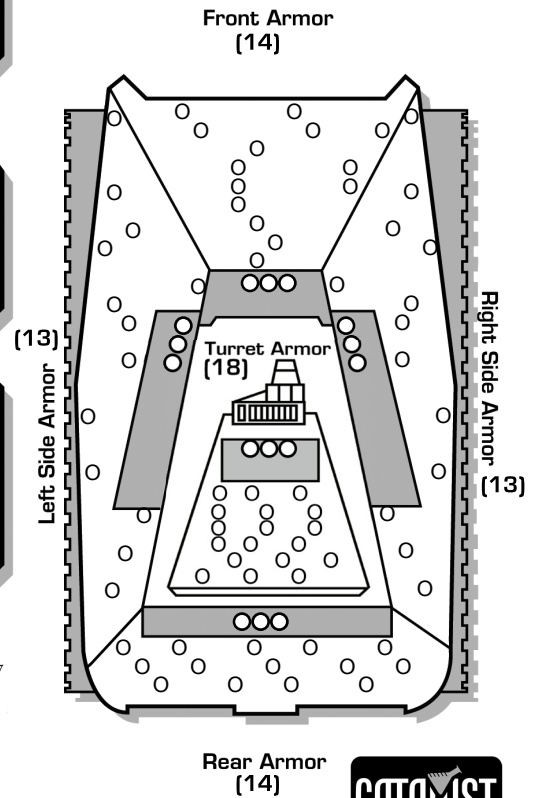
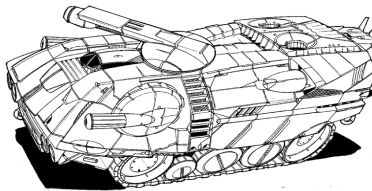
Cost: 445,250 C-bills BV: 443

#### CREW DATA

Crew: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
 Commander Hit **+1** Driver Hit **+2**  
Modifier to all Skill rolls Modifier to Driving Skill rolls

#### CRITICAL DAMAGE

Turret Locked  Engine Hit   
 Sensor Hits **+1 +2 +3** **D**  
 Motive System Hits **+1 +2 +3**  
 Stabilizers  
 Front  Left  Right   
 Rear  Turret



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

| 2D6 Roll | ATTACK DIRECTION  |                   |                   | SIDES |
|----------|-------------------|-------------------|-------------------|-------|
|          | FRONT             | REAR              | SIDES             |       |
| 2*       | Front (critical)  | Rear (critical)   | Side (critical)   |       |
| 3        | Front †           | Rear †            | Side †            |       |
| 4        | Front †           | Rear †            | Side †            |       |
| 5        | Right Side †      | Left Side †       | Front †           |       |
| 6        | Front             | Rear              | Side              |       |
| 7        | Front             | Rear              | Side              |       |
| 8        | Front             | Rear              | Side (critical)*  |       |
| 9        | Left Side †       | Right Side †      | Rear †            |       |
| 10       | Turret            | Turret            | Turret            |       |
| 11       | Turret            | Turret            | Turret            |       |
| 12*      | Turret (critical) | Turret (critical) | Turret (critical) |       |

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

| 2D6 Roll | EFFECT*  |
|----------|--|
| 2-5      | No effect.   |
| 6-7      | Minor damage; +1 modifier to all Driving Skill Rolls   |
| 8-9      | Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls                          |
| 10-11    | Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls |
| 12+      | Major damage; no movement for the rest of the game. Vehicle is immobile.                         |

| Attack Direction Modifier: | Vehicle Type Modifiers: |
|----------------------------|-------------------------|
| Hit from rear              | Tracked, Naval          |
| Hit from the sides         | Wheeled                 |
|                            | Hovercraft, Hydrofoil   |
|                            | WIGE                    |

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

| 2D6 Roll | FRONT              | SIDE               | REAR               | TURRET             |
|----------|--------------------|--------------------|--------------------|--------------------|
| 2-5      | No Critical Hit    | No Critical Hit    | No Critical Hit    | No Critical Hit    |
| 6        | Driver Hit         | Cargo/Infantry Hit | Weapon Malfunction | Stabilizer         |
| 7        | Weapon Malfunction | Weapon Malfunction | Cargo/Infantry Hit | Turret Jam         |
| 8        | Stabilizer         | Crew Stunned       | Stabilizer         | Weapon Malfunction |
| 9        | Sensors            | Stabilizer         | Weapon Destroyed   | Turret Locks       |
| 10       | Commander Hit      | Weapon Destroyed   | Engine Hit         | Weapon Destroyed   |
| 11       | Weapon Destroyed   | Engine Hit         | Ammunition**       | Ammunition**       |
| 12       | Crew Killed        | Fuel Tank*         | Fuel Tank*         | Turret Blown Off   |

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

\*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Kanga (AC)

Movement Points:

Crusing: 8

Flank: 12

Movement Type: Hover

Engine Type: I.C.E.

Tonnage: 50

Tech Base: Inner Sphere  
(Intro)

Era: Succession Wars

#### CREW DATA

Crew: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_

Commander Hit **+1**

Driver Hit **+2**

Modifier to all Skill rolls

Modifier to Driving Skill rolls

#### CRITICAL DAMAGE

Turret Locked  Engine Hit

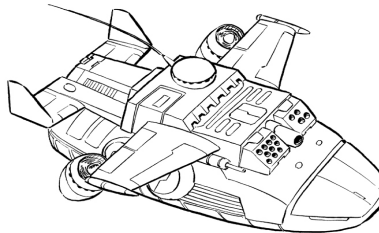
Sensor Hits  **+1**  **+2**  **+3**  **D**

Motive System Hits  **+1**  **+2**  **+3**

Stabilizers

Front  Left  Right

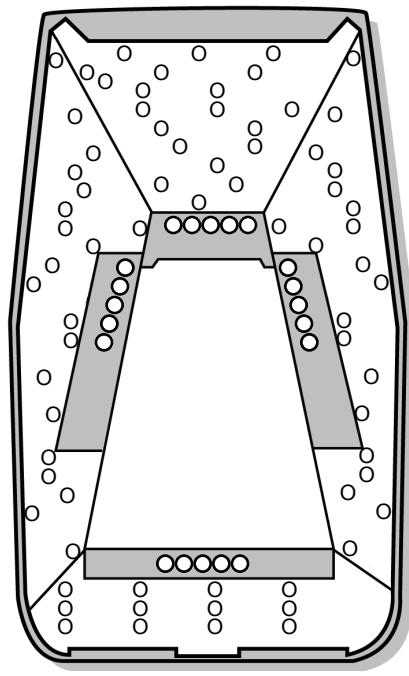
Rear



(20)

Left Side Armor

Right Side Armor (20)



Rear Armor (12)



#### Weapons & Equipment Inventory (hexes)

| Qty | Type          | Loc | Dmg              | Min | Sht | Med | Lng |
|-----|---------------|-----|------------------|-----|-----|-----|-----|
| 1   | Autocannon/10 | FR  | 10<br>[DB,S]     | —   | 5   | 10  | 15  |
| 1   | LRM 10        | FR  | 1/Msl<br>[M,C,S] | 6   | 7   | 14  | 21  |
| 1   | Machine Gun   | FR  | 2<br>[DB,AI]     | —   | 1   | 2   | 3   |

Ammo: (Machine Gun) 100, (AC/10) 20, (LRM 10) 12

Cost: 1,325,000 C-bills

BV: 744

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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

| 2D6 Roll | ATTACK DIRECTION  |                   |  | SIDES             |
|----------|-------------------|-------------------|--|-------------------|
|          | FRONT             | REAR              |  |                   |
| 2*       | Front (critical)  | Rear (critical)   |  | Side (critical)   |
| 3        | Front†            | Rear†             |  | Side†             |
| 4        | Front†            | Rear†             |  | Side†             |
| 5        | Right Side†       | Left Side†        |  | Front†            |
| 6        | Front             | Rear              |  | Side              |
| 7        | Front             | Rear              |  | Side              |
| 8        | Front             | Rear              |  | Side (critical)*  |
| 9        | Left Side†        | Right Side†       |  | Rear†             |
| 10       | Turret            | Turret            |  | Turret            |
| 11       | Turret            | Turret            |  | Turret            |
| 12*      | Turret (critical) | Turret (critical) |  | Turret (critical) |

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

| 2D6 Roll | EFFECT*  |
|----------|--|
| 2-5      | No effect.   |
| 6-7      | Minor damage; +1 modifier to all Driving Skill Rolls   |
| 8-9      | Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls                          |
| 10-11    | Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls |
| 12+      | Major damage; no movement for the rest of the game. Vehicle is immobile.                         |

| Attack Direction Modifier: | Vehicle Type Modifiers: |
|----------------------------|-------------------------|
| Hit from rear              | Tracked, Naval          |
| Hit from the sides         | Wheeled                 |
|                            | Hovercraft, Hydrofoil   |
|                            | WIGE                    |

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

| 2D6 Roll | LOCATION HIT       |                    |                    |                    |
|----------|--------------------|--------------------|--------------------|--------------------|
|          | FRONT              | SIDE               | REAR               | TURRET             |
| 2-5      | No Critical Hit    | No Critical Hit    | No Critical Hit    | No Critical Hit    |
| 6        | Driver Hit         | Cargo/Infantry Hit | Weapon Malfunction | Stabilizer         |
| 7        | Weapon Malfunction | Weapon Malfunction | Cargo/Infantry Hit | Turret Jam         |
| 8        | Stabilizer         | Crew Stunned       | Stabilizer         | Weapon Malfunction |
| 9        | Sensors            | Stabilizer         | Weapon Destroyed   | Turret Locks       |
| 10       | Commander Hit      | Weapon Destroyed   | Engine Hit         | Weapon Destroyed   |
| 11       | Weapon Destroyed   | Engine Hit         | Ammunition**       | Ammunition**       |
| 12       | Crew Killed        | Fuel Tank*         | Fuel Tank*         | Turret Blown Off   |

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

\*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH

## ARMOR DIAGRAM

## GROUND VEHICLE RECORD SHEET

### VEHICLE DATA

Type: Marksman (AC)

Movement Points: **Tonnage:** 65  
**Crusing:** 4 **Tech Base:** Inner Sphere  
**Flank:** 6 (Experimental)  
**Movement Type:** Tracked **Era:** Succession Wars  
**Engine Type:** Fusion Engine

### Weapons & Equipment Inventory (hexes)

| Qty | Type                    | Loc | Dmg          | Min | Sht | Med | Lng |
|-----|-------------------------|-----|--------------|-----|-----|-----|-----|
| 1   | Autocannon/20           | FR  | 20<br>[DB,S] | —   | 3   | 6   | 9   |
| 3   | Rocket Launcher 10 (PP) | FR  | 10           | —   | 5   | 11  | 18  |
| 2   | Rocket Launcher 15 (PP) | FR  | 15           | —   | 4   | 9   | 15  |
| 1   | Large Laser             | T   | 8 [DE]       | —   | 5   | 10  | 15  |

Ammo: (AC/20) 15

Cost: 2,861,361 C-bills

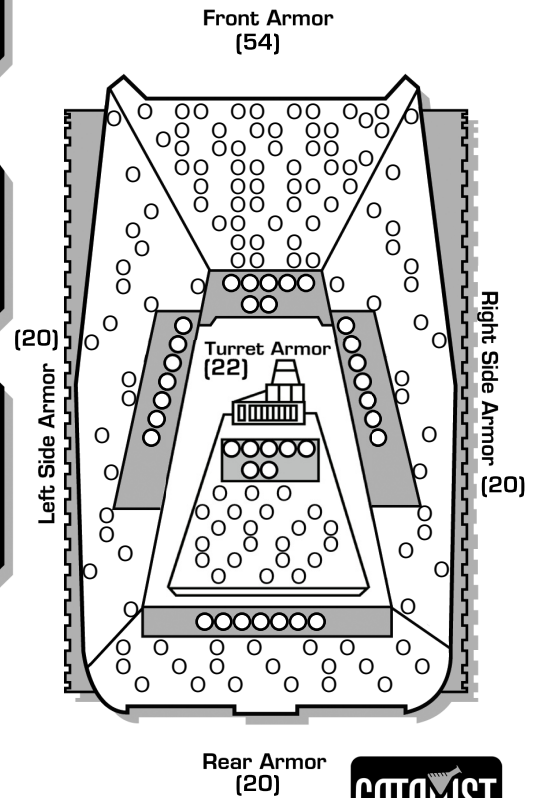
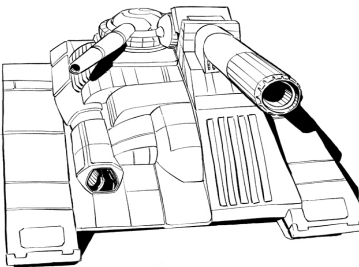
BV: 976

### CREW DATA

Crew: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Driving Skill:** \_\_\_\_\_  
 Commander Hit **+1** Driver Hit **+2**  
 Modifier to all Skill rolls Modifier to Driving Skill rolls

### CRITICAL DAMAGE

Turret Locked  Engine Hit   
 Sensor Hits  +1  +2  +3  D  
 Motive System Hits  +1  +2  +3  
 Stabilizers  
 Front  Left  Right   
 Rear  Turret



Rear Armor (20)



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## GROUND COMBAT VEHICLE HIT LOCATION TABLE

| 2D6 Roll | ATTACK DIRECTION  |                   |  | SIDES             |
|----------|-------------------|-------------------|--|-------------------|
|          | FRONT             | REAR              |  |                   |
| 2*       | Front (critical)  | Rear (critical)   |  | Side (critical)   |
| 3        | Front †           | Rear †            |  | Side †            |
| 4        | Front †           | Rear †            |  | Side †            |
| 5        | Right Side †      | Left Side †       |  | Front †           |
| 6        | Front             | Rear              |  | Side              |
| 7        | Front             | Rear              |  | Side              |
| 8        | Front             | Rear              |  | Side (critical)*  |
| 9        | Left Side †       | Right Side †      |  | Rear †            |
| 10       | Turret            | Turret            |  | Turret            |
| 11       | Turret            | Turret            |  | Turret            |
| 12*      | Turret (critical) | Turret (critical) |  | Turret (critical) |

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

## MOTIVE SYSTEM DAMAGE TABLE

| 2D6 Roll | EFFECT*  |
|----------|--|
| 2-5      | No effect.   |
| 6-7      | Minor damage; +1 modifier to all Driving Skill Rolls   |
| 8-9      | Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls                          |
| 10-11    | Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls |
| 12+      | Major damage; no movement for the rest of the game. Vehicle is immobile.                         |

| Attack Direction Modifier: | Vehicle Type Modifiers: |    |
|----------------------------|-------------------------|----|
| Hit from rear              | Tracked, Naval          | +0 |
| Hit from the sides         | Wheeled                 | +2 |
|                            | Hovercraft, Hydrofoil   | +3 |
|                            | WIGE                    | +4 |

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

## GROUND COMBAT VEHICLE CRITICAL HITS TABLE

| 2D6 Roll | LOCATION HIT       |                    |                    |                    |
|----------|--------------------|--------------------|--------------------|--------------------|
|          | FRONT              | SIDE               | REAR               | TURRET             |
| 2-5      | No Critical Hit    | No Critical Hit    | No Critical Hit    | No Critical Hit    |
| 6        | Driver Hit         | Cargo/Infantry Hit | Weapon Malfunction | Stabilizer         |
| 7        | Weapon Malfunction | Weapon Malfunction | Cargo/Infantry Hit | Turret Jam         |
| 8        | Stabilizer         | Crew Stunned       | Stabilizer         | Weapon Malfunction |
| 9        | Sensors            | Stabilizer         | Weapon Destroyed   | Turret Locks       |
| 10       | Commander Hit      | Weapon Destroyed   | Engine Hit         | Weapon Destroyed   |
| 11       | Weapon Destroyed   | Engine Hit         | Ammunition**       | Ammunition**       |
| 12       | Crew Killed        | Fuel Tank*         | Fuel Tank*         | Turret Blown Off   |

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

\*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: **Burke (Royal)**

**Movement Points:** \_\_\_\_\_ **Tonnage:** 75  
**Crusing:** 3 **Tech Base:** Inner Sphere  
**Flank:** 5 **Era:** Star League  
**Movement Type:** Tracked  
**Engine Type:** XL Fusion Engine

#### Weapons & Equipment Inventory (hexes)

| Qty | Type         | Loc | Dmg           | Min | Sht | Med | Lng |
|-----|--------------|-----|---------------|-----|-----|-----|-----|
| 2   | Streak SRM 2 | FR  | 2/Msl<br>[MC] | —   | 3   | 6   | 9   |
| 3   | PPC          | T   | 10 [DE]       | 3   | 6   | 12  | 18  |

Ammo: [Streak SRM 2] 50

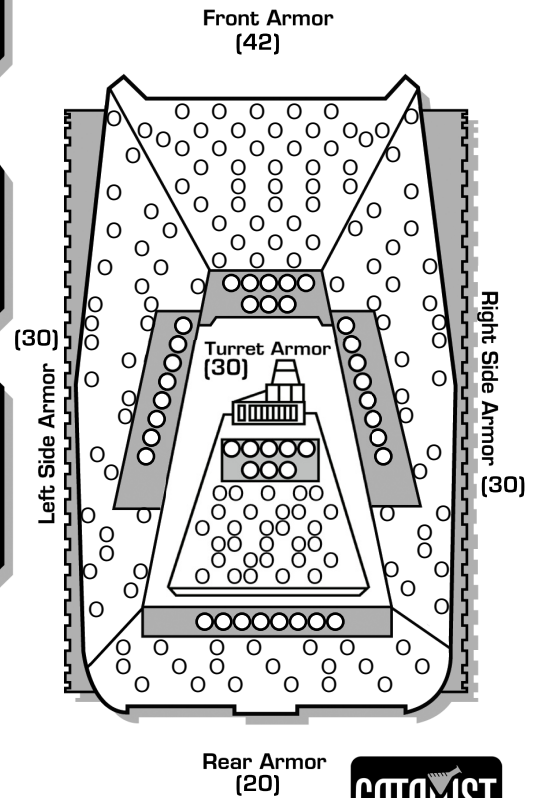
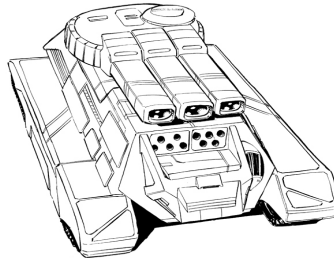
**Cost:** 9,568,125 C-bills **BV:** 1,105

#### CREW DATA

**Crew:** \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Driving Skill:** \_\_\_\_\_  
**Commander Hit** [+1] **Driver Hit** [+2]  
Modifier to all Skill rolls Modifier to Driving Skill rolls

#### CRITICAL DAMAGE

Turret Locked  Engine Hit   
**Sensor Hits** [ +1 +2 +3 ] **D**  
**Motive System Hits** [ +1 +2 +3 ]  
**Stabilizers**  
**Front**  **Left**  **Right**   
**Rear**  **Turret**



Rear Armor (20)



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

| 2D6 Roll | ATTACK DIRECTION  |                   |  | SIDES             |
|----------|-------------------|-------------------|--|-------------------|
|          | FRONT             | REAR              |  |                   |
| 2*       | Front (critical)  | Rear (critical)   |  | Side (critical)   |
| 3        | Front †           | Rear †            |  | Side †            |
| 4        | Front †           | Rear †            |  | Side †            |
| 5        | Right Side †      | Left Side †       |  | Front †           |
| 6        | Front             | Rear              |  | Side              |
| 7        | Front             | Rear              |  | Side              |
| 8        | Front             | Rear              |  | Side (critical)*  |
| 9        | Left Side †       | Right Side †      |  | Rear †            |
| 10       | Turret            | Turret            |  | Turret            |
| 11       | Turret            | Turret            |  | Turret            |
| 12*      | Turret (critical) | Turret (critical) |  | Turret (critical) |

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.  
†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

| 2D6 Roll | EFFECT*  |
|----------|--|
| 2-5      | No effect.   |
| 6-7      | Minor damage; +1 modifier to all Driving Skill Rolls   |
| 8-9      | Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls                          |
| 10-11    | Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls |
| 12+      | Major damage; no movement for the rest of the game. Vehicle is immobile.                         |

| Attack Direction Modifier: | Vehicle Type Modifiers: |    |
|----------------------------|-------------------------|----|
| Hit from rear              | Tracked, Naval          | +0 |
| Hit from the sides         | Wheeled                 | +2 |
|                            | Hovercraft, Hydrofoil   | +3 |
|                            | WIGE                    | +4 |

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

| 2D6 Roll | LOCATION HIT       |                    |                    |                    |
|----------|--------------------|--------------------|--------------------|--------------------|
|          | FRONT              | SIDE               | REAR               | TURRET             |
| 2-5      | No Critical Hit    | No Critical Hit    | No Critical Hit    | No Critical Hit    |
| 6        | Driver Hit         | Cargo/Infantry Hit | Weapon Malfunction | Stabilizer         |
| 7        | Weapon Malfunction | Weapon Malfunction | Cargo/Infantry Hit | Turret Jam         |
| 8        | Stabilizer         | Crew Stunned       | Stabilizer         | Weapon Malfunction |
| 9        | Sensors            | Stabilizer         | Weapon Destroyed   | Turret Locks       |
| 10       | Commander Hit      | Weapon Destroyed   | Engine Hit         | Weapon Destroyed   |
| 11       | Weapon Destroyed   | Engine Hit         | Ammunition**       | Ammunition**       |
| 12       | Crew Killed        | Fuel Tank*         | Fuel Tank*         | Turret Blown Off   |

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

\*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Von Luckner Heavy Tank (Royal)

Movement Points: **Tonnage:** 75  
 Cruising: 3 **Tech Base:** Inner Sphere  
 Flank: 5 **Era:** Star League  
 Movement Type: Tracked  
 Engine Type: XL Fusion Engine

#### Weapons & Equipment Inventory (hexes)

| Qty | Type                    | Loc | Dmg           | Min | Sht | Med | Lng |
|-----|-------------------------|-----|---------------|-----|-----|-----|-----|
| 1   | LRM 10 w/Artemis IV FCS | FR  | 1/Msl [M,C,S] | 6   | 7   | 14  | 21  |
| 2   | LB 10-X AC              | T   | 10 [DB,C/F/S] | —   | 6   | 12  | 18  |
| 1   | Small Pulse Laser       | T   | 3 [P]         | —   | 1   | 2   | 3   |
| 4   | Streak SRM 2            | T   | 2/Msl [M,C]   | —   | 3   | 6   | 9   |

Ammo: (Streak SRM 2) 50, (LB 10-X Cluster) 20  
 (LB 10-X) 20, (LRM 10 Artemis) 12

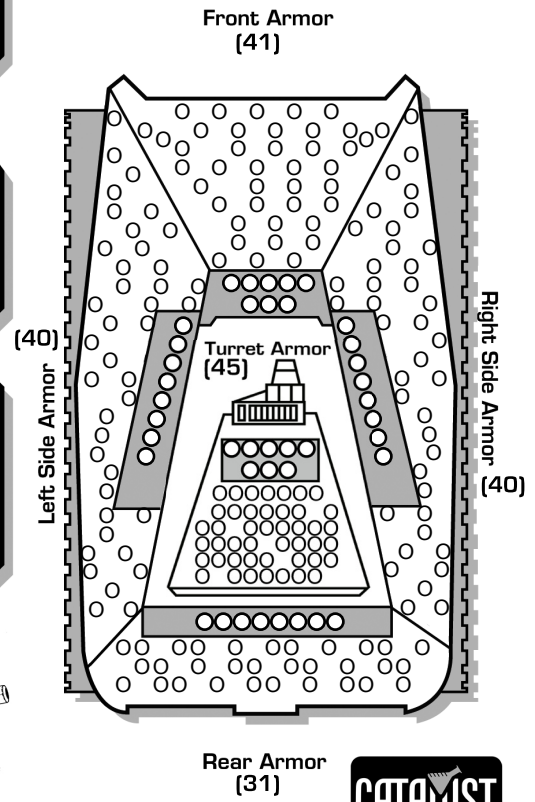
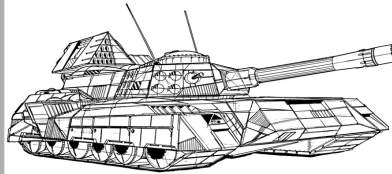
Cost: 10,370,500 C-bills **BV:** 1,261

#### CREW DATA

Crew: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
 Commander Hit **+1** Driver Hit **+2**  
 Modifier to all Skill rolls Modifier to Driving Skill rolls

#### CRITICAL DAMAGE

Turret Locked  Engine Hit   
 Sensor Hits  **+1**  **+2**  **+3**  **D**  
 Motive System Hits  **+1**  **+2**  **+3**  
 Stabilizers  
 Front  Left  Right   
 Rear  Turret



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

| 2D6 Roll | ATTACK DIRECTION  |                   |                   |
|----------|-------------------|-------------------|-------------------|
|          | FRONT             | REAR              | SIDES             |
| 2*       | Front (critical)  | Rear (critical)   | Side (critical)   |
| 3        | Front†            | Rear†             | Side†             |
| 4        | Front†            | Rear†             | Side†             |
| 5        | Right Side†       | Left Side†        | Front†            |
| 6        | Front             | Rear              | Side              |
| 7        | Front             | Rear              | Side              |
| 8        | Front             | Rear              | Side (critical)*  |
| 9        | Left Side†        | Right Side†       | Rear†             |
| 10       | Turret            | Turret            | Turret            |
| 11       | Turret            | Turret            | Turret            |
| 12*      | Turret (critical) | Turret (critical) | Turret (critical) |

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.

†The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.

§Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

| 2D6 Roll | EFFECT*  |
|----------|--|
| 2-5      | No effect.   |
| 6-7      | Minor damage; +1 modifier to all Driving Skill Rolls   |
| 8-9      | Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls                          |
| 10-11    | Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls |
| 12+      | Major damage; no movement for the rest of the game. Vehicle is immobile.                         |

| Attack Direction Modifier: | Vehicle Type Modifiers: |
|----------------------------|-------------------------|
| Hit from rear              | Tracked, Naval          |
| Hit from the sides         | Wheeled                 |
|                            | Hovercraft, Hydrofoil   |
|                            | WIGE                    |

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

| 2D6 Roll | LOCATION HIT       |                    |                    |                    |
|----------|--------------------|--------------------|--------------------|--------------------|
|          | FRONT              | SIDE               | REAR               | TURRET             |
| 2-5      | No Critical Hit    | No Critical Hit    | No Critical Hit    | No Critical Hit    |
| 6        | Driver Hit         | Cargo/Infantry Hit | Weapon Malfunction | Stabilizer         |
| 7        | Weapon Malfunction | Weapon Malfunction | Cargo/Infantry Hit | Turret Jam         |
| 8        | Stabilizer         | Crew Stunned       | Stabilizer         | Weapon Malfunction |
| 9        | Sensors            | Stabilizer         | Weapon Destroyed   | Turret Locks       |
| 10       | Commander Hit      | Weapon Destroyed   | Engine Hit         | Weapon Destroyed   |
| 11       | Weapon Destroyed   | Engine Hit         | Ammunition**       | Ammunition**       |
| 12       | Crew Killed        | Fuel Tank*         | Fuel Tank*         | Turret Blown Off   |

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

\*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLETECH™

## ARMOR DIAGRAM

### GROUND VEHICLE RECORD SHEET

#### VEHICLE DATA

Type: Von Luckner Heavy Tank (Star League)

Movement Points: **Tonnage:** 75  
**Crusing:** 3 **Tech Base:** Inner Sphere  
**Flank:** 5 **Era:** Star League  
**Movement Type:** Tracked  
**Engine Type:** XL Fusion Engine

#### Weapons & Equipment Inventory (hexes)

| Qty | Type                    | Loc | Dmg           | Min | Sht | Med | Lng |
|-----|-------------------------|-----|---------------|-----|-----|-----|-----|
| 1   | LRM 10 w/Artemis IV FCS | FR  | 1/Msl [M,C,S] | 6   | 7   | 14  | 21  |
| 2   | LB 10-X AC              | T   | 10 [DB,C/F/S] | —   | 6   | 12  | 18  |
| 1   | Small Pulse Laser       | T   | 3 [P]         | —   | 1   | 2   | 3   |
| 4   | Streak SRM 2            | T   | 2/Msl [M,C]   | —   | 3   | 6   | 9   |

Ammo: (Streak SRM 2) 50, (LB 10-X Cluster) 20  
 (LB 10-X) 20, (LRM 10 Artemis) 12

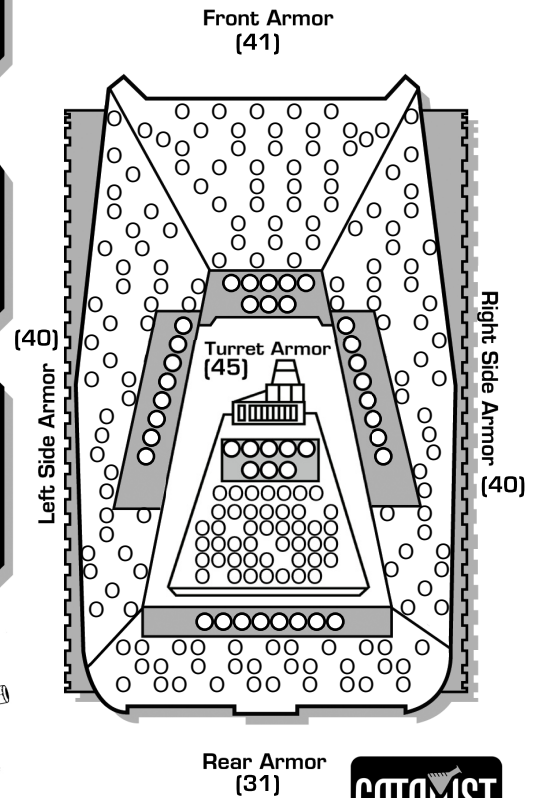
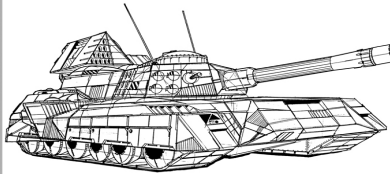
Cost: 10,370,500 C-bills BV: 1,261

#### CREW DATA

Crew: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Driving Skill: \_\_\_\_\_  
 Commander Hit **+1** Driver Hit **+2**  
 Modifier to all Skill rolls Modifier to Driving Skill rolls

#### CRITICAL DAMAGE

Turret Locked  Engine Hit   
 Sensor Hits  **+1**  **+2**  **+3**  **D**  
 Motive System Hits  **+1**  **+2**  **+3**  
 Stabilizers  
 Front  Left  Right   
 Rear  Turret



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### GROUND COMBAT VEHICLE HIT LOCATION TABLE

| 2D6 Roll | ATTACK DIRECTION  |                   |                   |
|----------|-------------------|-------------------|-------------------|
|          | FRONT             | REAR              | SIDES             |
| 2*       | Front (critical)  | Rear (critical)   | Side (critical)   |
| 3        | Front†            | Rear†             | Side†             |
| 4        | Front†            | Rear†             | Side†             |
| 5        | Right Side†       | Left Side†        | Front†            |
| 6        | Front             | Rear              | Side              |
| 7        | Front             | Rear              | Side              |
| 8        | Front             | Rear              | Side (critical)*  |
| 9        | Left Side†        | Right Side†       | Rear†             |
| 10       | Turret            | Turret            | Turret            |
| 11       | Turret            | Turret            | Turret            |
| 12*      | Turret (critical) | Turret (critical) | Turret (critical) |

\*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the rear corresponding to the attack direction.  
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.  
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

### MOTIVE SYSTEM DAMAGE TABLE

| 2D6 Roll | EFFECT*  |
|----------|--|
| 2-5      | No effect.   |
| 6-7      | Minor damage; +1 modifier to all Driving Skill Rolls   |
| 8-9      | Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls                          |
| 10-11    | Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls |
| 12+      | Major damage; no movement for the rest of the game. Vehicle is immobile.                         |

| Attack Direction Modifier: | Vehicle Type Modifiers: |
|----------------------------|-------------------------|
| Hit from rear              | Tracked, Naval          |
| Hit from the sides         | Wheeled                 |
|                            | Hovercraft, Hydrofoil   |
|                            | WIGE                    |

\*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

### GROUND COMBAT VEHICLE CRITICAL HITS TABLE

| 2D6 Roll | LOCATION HIT       |                    |                    |                    |
|----------|--------------------|--------------------|--------------------|--------------------|
|          | FRONT              | SIDE               | REAR               | TURRET             |
| 2-5      | No Critical Hit    | No Critical Hit    | No Critical Hit    | No Critical Hit    |
| 6        | Driver Hit         | Cargo/Infantry Hit | Weapon Malfunction | Stabilizer         |
| 7        | Weapon Malfunction | Weapon Malfunction | Cargo/Infantry Hit | Turret Jam         |
| 8        | Stabilizer         | Crew Stunned       | Stabilizer         | Weapon Malfunction |
| 9        | Sensors            | Stabilizer         | Weapon Destroyed   | Turret Locks       |
| 10       | Commander Hit      | Weapon Destroyed   | Engine Hit         | Weapon Destroyed   |
| 11       | Weapon Destroyed   | Engine Hit         | Ammunition**       | Ammunition**       |
| 12       | Crew Killed        | Fuel Tank*         | Fuel Tank*         | Turret Blown Off   |

\*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.

\*\*If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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# BATTLEMECHS



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Locust LCT-1Vb**

Movement Points: **Tonnage:** 20  
 Walking: 8 **Tech Base:** Inner Sphere  
 Running: 12 **Era:** Star League  
 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   | Medium Pulse Laser | RA  | 4  | 6 [P]  | —   | 2   | 4   | 6   |
| 1   | Small Pulse Laser  | RA  | 2  | 3 [P]  | —   | 1   | 2   | 3   |
| 1   | Medium Pulse Laser | LA  | 4  | 6 [P]  | —   | 2   | 4   | 6   |
| 1   | Small Pulse Laser  | LA  | 2  | 3 [P]  | —   | 1   | 2   | 3   |

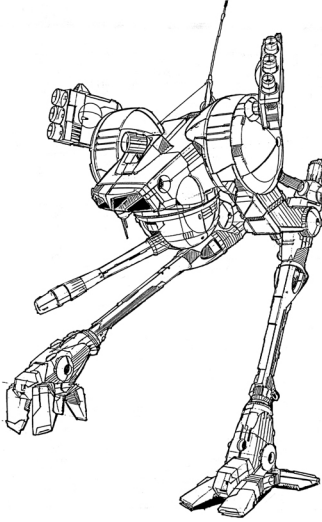
Cost: 2,598,400 C-bills

BV: 642

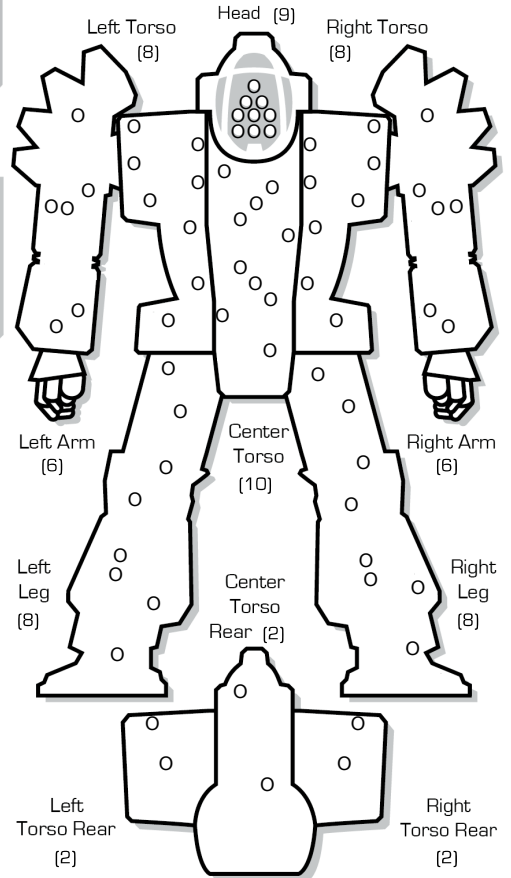
### WARRIOR DATA

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

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



### ARMOR DIAGRAM



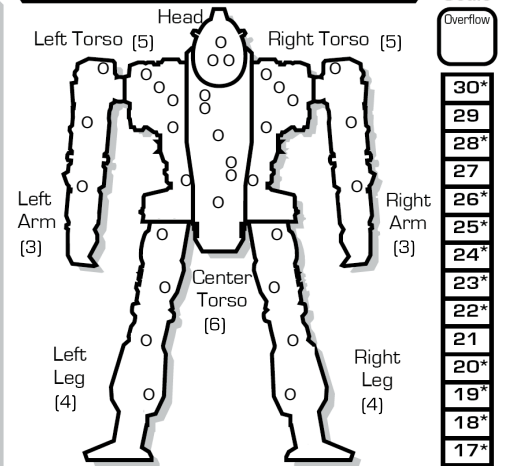
### CRITICAL HIT TABLE

| Location            | Hit 1               | Hit 2                 | Hit 3                 | Hit 4                | Hit 5               | Hit 6               |
|---------------------|---------------------|-----------------------|-----------------------|----------------------|---------------------|---------------------|
| <b>Head</b>         | 1. Life Support     | 2. Sensors            | 3. Cockpit            | 4. Endo Steel        | 5. Sensors          | 6. Life Support     |
| <b>Left Arm</b>     | 1. Shoulder         | 2. Upper Arm Actuator | 3. Medium Pulse Laser | 4. Small Pulse Laser | 5. Endo Steel       | 6. Endo Steel       |
| <b>Right Arm</b>    | 1. Shoulder         | 2. Upper Arm Actuator | 3. Medium Pulse Laser | 4. Small Pulse Laser | 5. Endo Steel       | 6. Endo Steel       |
| <b>Center Torso</b> | 1. Ferro-Fibrous    | 2. Ferro-Fibrous      | 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. 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. 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     | ○                          |

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Stinger STG-3Gb**

Movement Points:  
 Walking: 7  
 Running: 11  
 Jumping: 7

Tonnage: 20  
 Tech Base: Inner Sphere  
 Era: Star League

### Weapons & Equipment Inventory

(hexes)

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

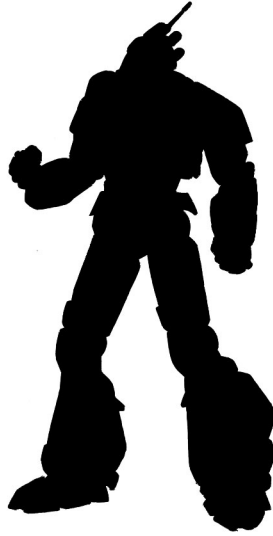
Cost: 2,596,940 C-bills

BV: 674

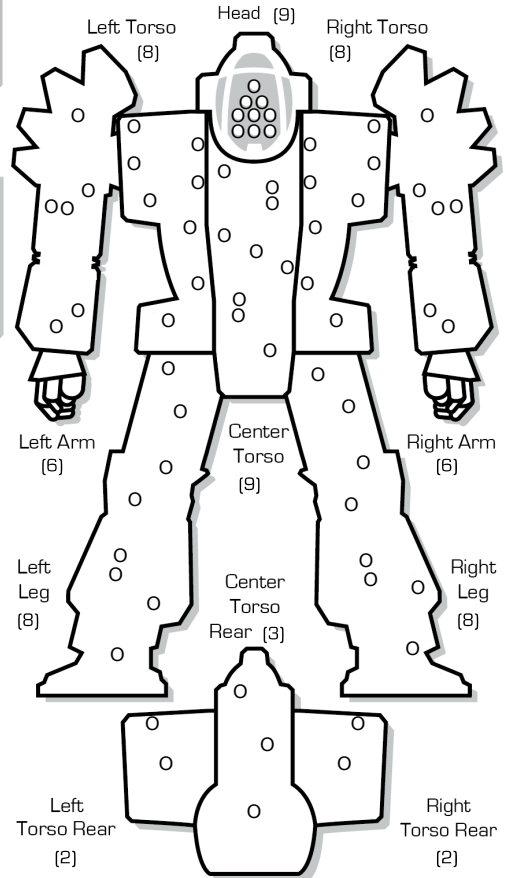
### WARRIOR DATA

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 Medium Laser
- 4-6 Endo Steel
- 4-6 Endo Steel
- 4-6 Roll Again

#### Left Torso

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

#### Left Leg

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

#### Head

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

#### Center Torso

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- 2 Double Heat Sink
- 3 Double Heat Sink
- 4-6 Double Heat Sink
- 5 Medium Laser
- 6 Endo Steel

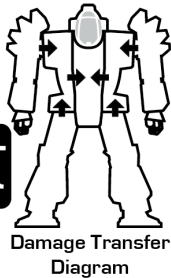
#### Right Torso

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

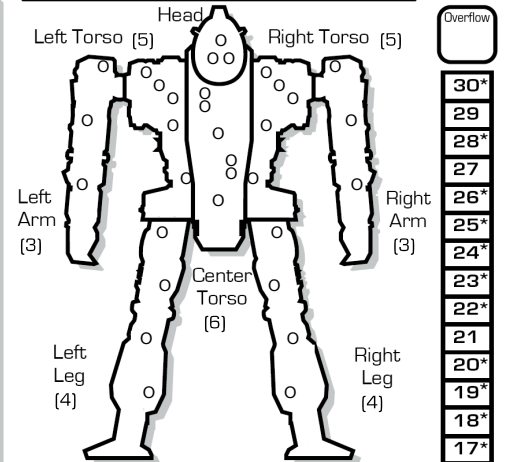
#### Right Leg

- 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: 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: Thorn THE-Nb

Movement Points: **Tonnage:** 20  
 Walking: 6 **Tech Base:** Inner Sphere  
 Running: 9 [12] **Era:** Star League  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

| Qty | Type            | Loc | Ht | Dmg    | Min | Sht | Med | Lng |
|-----|-----------------|-----|----|--------|-----|-----|-----|-----|
| 1   | Small Laser     | HD  | 1  | 3 [DE] | —   | 1   | 2   | 3   |
| 1   | ER Large Laser  | RA  | 12 | 8 [DE] | —   | 7   | 14  | 19  |
| 1   | ER Medium Laser | RA  | 5  | 5 [DE] | —   | 4   | 8   | 12  |

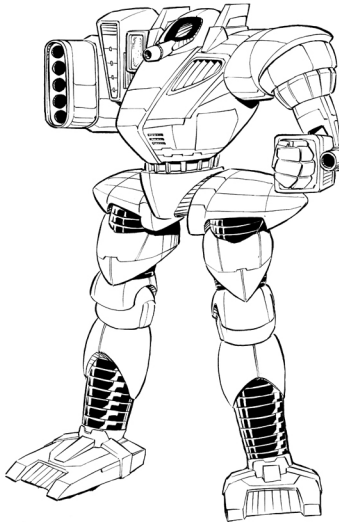
Cost: 2,566,620 C-bills

BV: 770

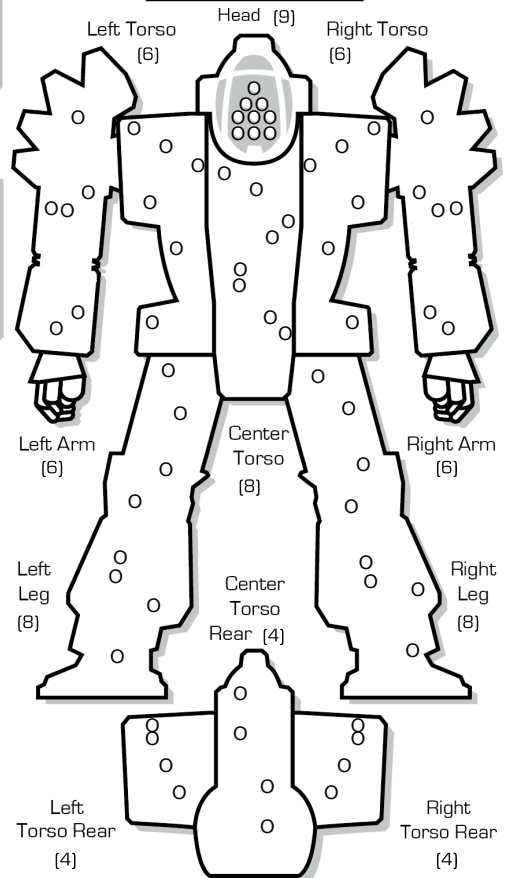
### WARRIOR DATA

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

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

#### Left Torso

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

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 MASC
- Endo Steel
- Endo Steel

#### Left Leg

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

#### Head

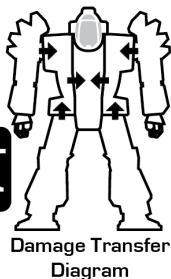
- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

#### Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- Endo Steel
- Roll Again

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- 3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- 2 ER Large Laser
- 4-6 ER Large Laser
- ER Medium Laser
- Roll Again

#### Right Torso

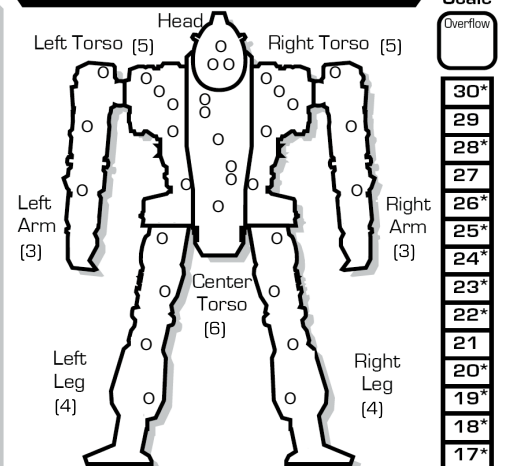
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- 4-6 Endo Steel
- Endo Steel
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 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: **Sling SL-1G**

Movement Points:

Walking: 7  
Running: 11  
Jumping: 6

Tonnage: 25

Tech Base: Inner Sphere  
Era: Star League

### Weapons & Equipment Inventory

(hexes)

| Qty | Type  | Loc | Ht | Dmg              | Min | Sht | Med | Lng |
|-----|-------|-----|----|------------------|-----|-----|-----|-----|
| 1   | TAG   | HD  | 0  | 0 [S]            | —   | 5   | 10  | 15  |
| 1   | LRM 5 | CT  | 2  | 1/Msl<br>[M,C,S] | 6   | 7   | 14  | 21  |
| 1   | LRM 5 | RA  | 2  | 1/Msl<br>[M,C,S] | 6   | 7   | 14  | 21  |
| 1   | LRM 5 | LA  | 2  | 1/Msl<br>[M,C,S] | 6   | 7   | 14  | 21  |

Cost: 3,202,083 C-bills

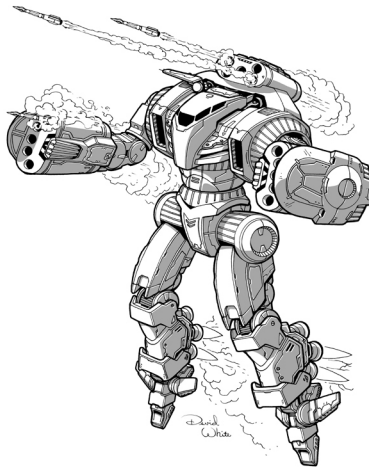
BV: 578

### WARRIOR DATA

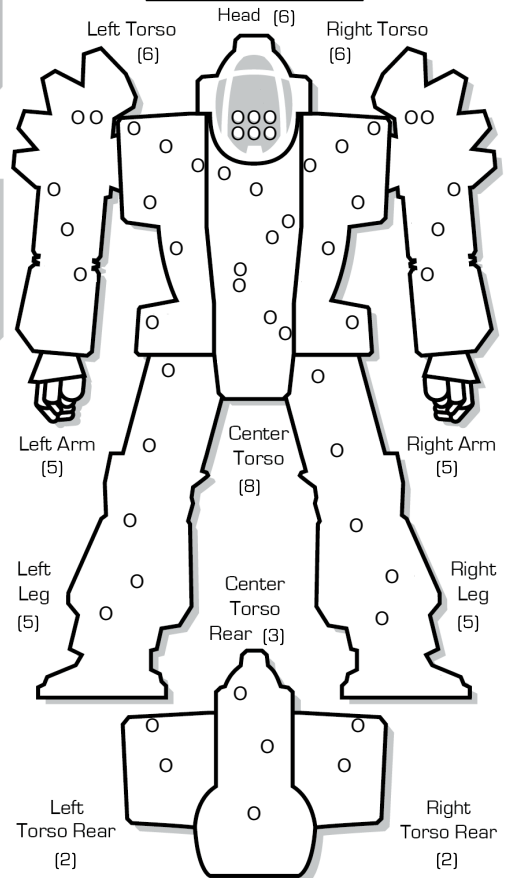
Name: \_\_\_\_\_

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
- LRM 5
- Endo Steel
- Endo Steel

1-3

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

- Ammo (LRM 5) 24
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- TAG
- 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
- Heat Sink
- LRM 5

4-6

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 5
- Endo Steel
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- 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

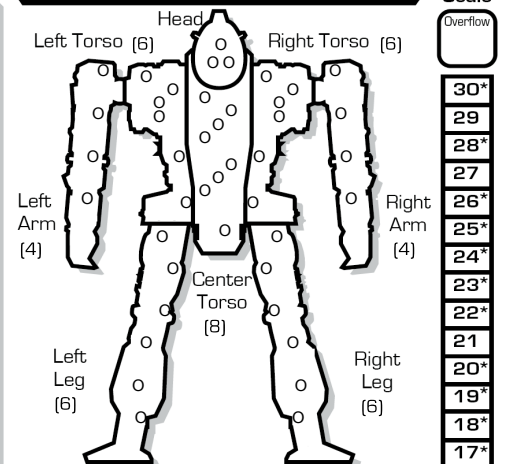
- Ammo (LRM 5) 24
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



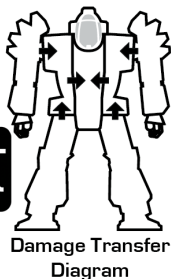
### HEAT DATA

| 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: Sling SL-1H

Movement Points:

Walking: 7  
Running: 11  
Jumping: 6

Tonnage: 25

Tech Base: Inner Sphere  
Era: Star League

### Weapons & Equipment Inventory (hexes)

| Qty | Type               | Loc | Ht | Dmg    | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|--------|-----|-----|-----|-----|
| 1   | TAG                | HD  | 0  | 0 [S]  | —   | 5   | 10  | 15  |
| 1   | Medium Pulse Laser | CT  | 4  | 6 [P]  | —   | 2   | 4   | 6   |
| 1   | Medium Laser       | RA  | 3  | 5 [DE] | —   | 3   | 6   | 9   |
| 1   | Medium Laser       | LA  | 3  | 5 [DE] | —   | 3   | 6   | 9   |

Cost: 3,319,583 C-bills

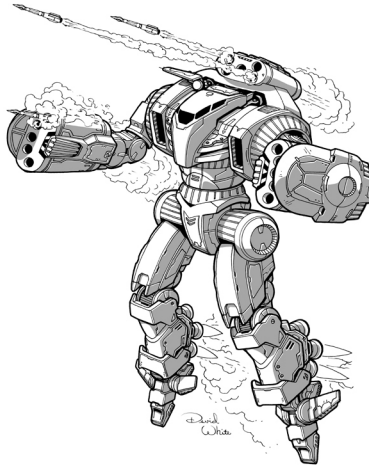
BV: 731

### WARRIOR DATA

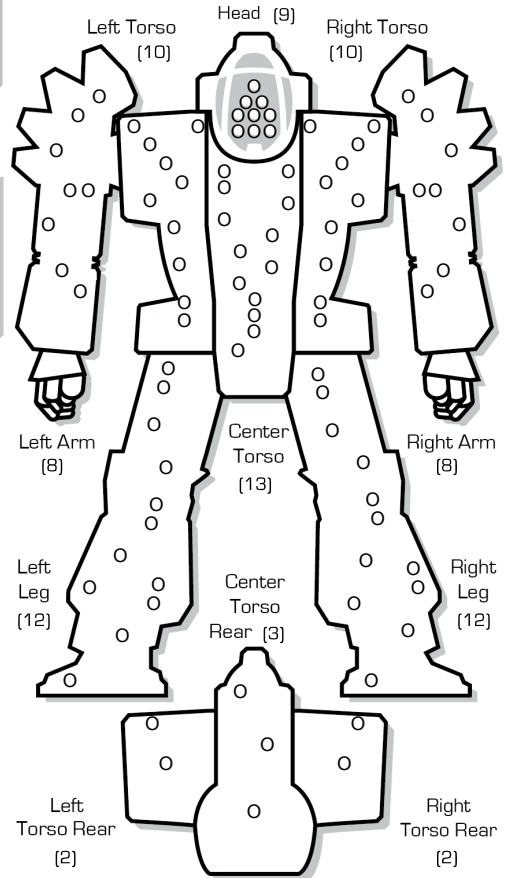
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
- Endo Steel
- Endo Steel

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
- Endo Steel
- Endo Steel

#### Center Torso

- Endo Steel
- Endo Steel
- 3 Ferro-Fibrous
- 1-3 Ferro-Fibrous
- 5 Gyro
- 6 Gyro

#### Right Arm

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

#### Left Torso

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

#### Right Torso

- 1 Gyro
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4-6 XL Fusion Engine
- Heat Sink
- 6 Medium Pulse Laser

#### Right Torso

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

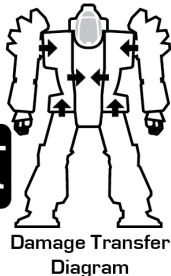
Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

#### Left Leg

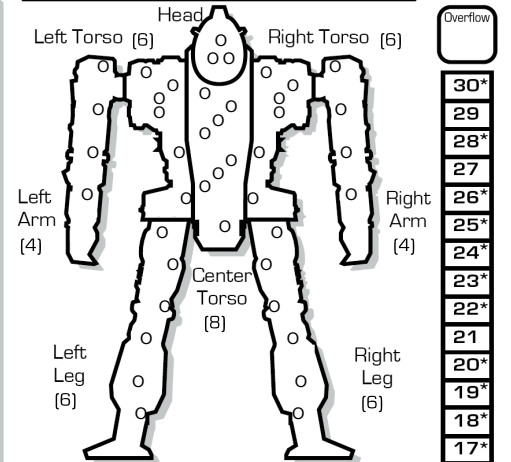
- Heat Sink
- Endo Steel
- Endo Steel
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

#### Right Leg

- 1 Heat Sink
- 2 Endo Steel
- 3 Endo Steel
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous



### 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

| 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: Falcon FLC-4Nb

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 30

Tech Base: Inner Sphere

Era: Succession Wars

### Weapons & Equipment Inventory

(hexes)

| Qty | Type          | Loc | Ht | Dmg          | Min | Sht | Med | Lng |
|-----|---------------|-----|----|--------------|-----|-----|-----|-----|
| 1   | Medium Laser  | RA  | 3  | 5 [DE]       | —   | 3   | 6   | 9   |
| 1   | Snub-Nose PPC | RA  | 10 | 10/8/5 [DEV] | —   | 9   | 13  | 15  |
| 1   | Medium Laser  | LA  | 3  | 5 [DE]       | —   | 3   | 6   | 9   |

Cost: 2,890,940 C-bills

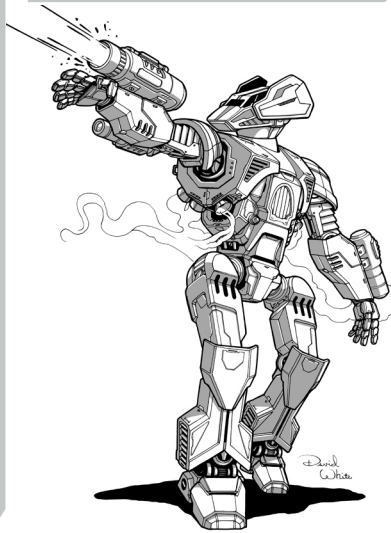
BV: 947

### WARRIOR DATA

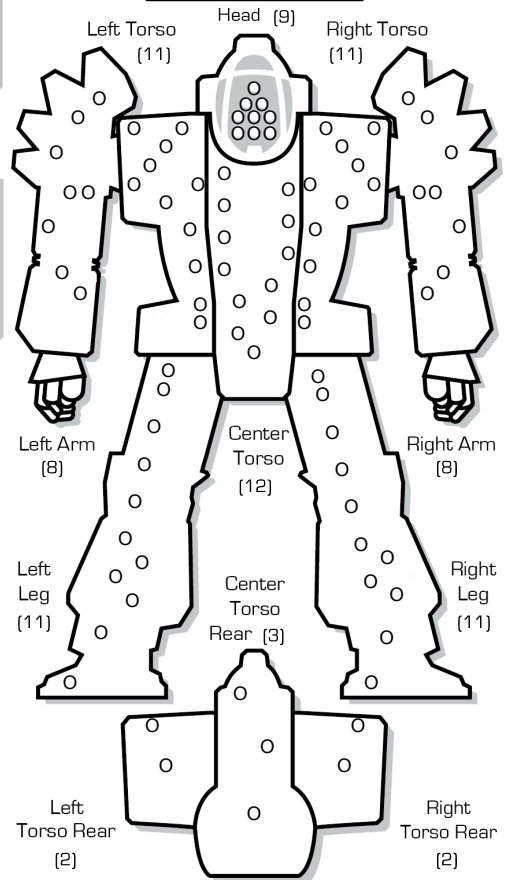
Name: \_\_\_\_\_

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
  - Endo Steel

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

#### Left Torso

- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 1-3
- Jump Jet
  - Jump Jet
  - Jump Jet

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

#### Left Leg

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

#### Head

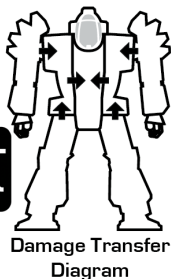
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

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

- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Endo Steel
  - 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
  - Double Heat Sink
  - Double Heat Sink

- Double Heat Sink
  - Snub-Nose PPC
  - Snub-Nose PPC
  - Medium Laser
  - Endo Steel
  - Endo Steel
- 4-6

#### Right Torso

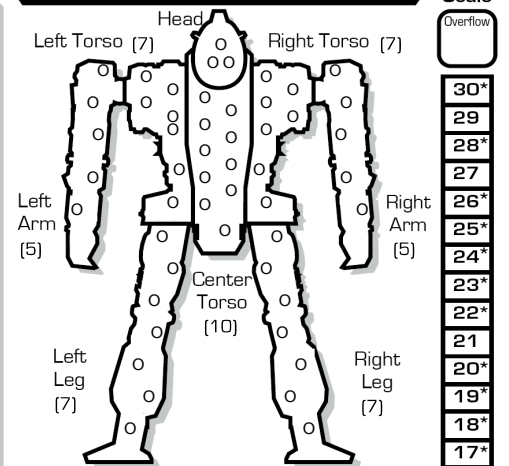
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 1-3
- Jump Jet
  - Jump Jet
  - Jump Jet

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

| 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: Falcon FLC-4Nb-PP

Movement Points:

Walking: 6  
Running: 9  
Jumping: 6

Tonnage: 30

Tech Base: Inner Sphere  
Era: Succession Wars

### Weapons & Equipment Inventory (hexes)

| Qty | Type         | Loc | Ht | Dmg     | Min | Sht | Med | Lng |
|-----|--------------|-----|----|---------|-----|-----|-----|-----|
| 1   | PPC          | RA  | 10 | 10 [DE] | 3   | 6   | 12  | 18  |
| 1   | Medium Laser | LA  | 3  | 5 [DE]  | —   | 3   | 6   | 9   |

Cost: 2,578,940 C-bills

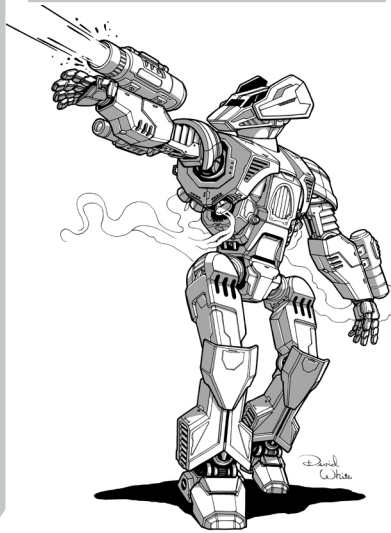
BV: 881

### WARRIOR DATA

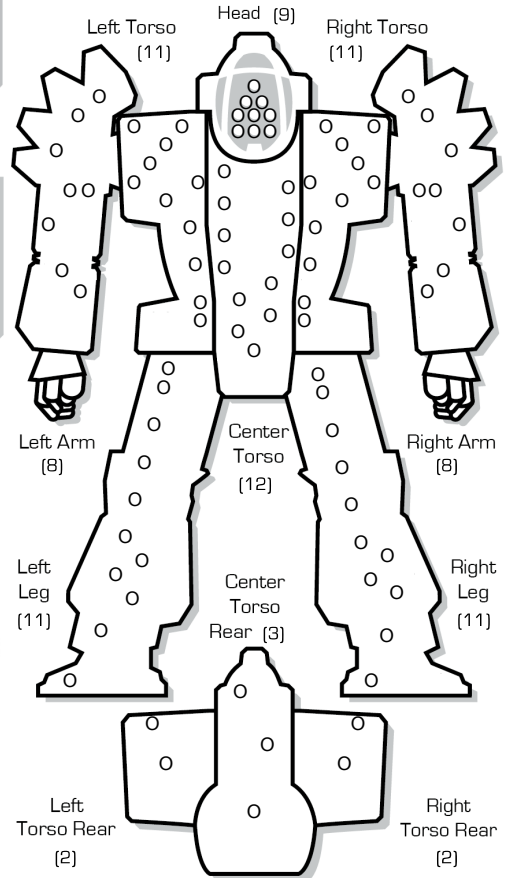
Name: \_\_\_\_\_

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
  - Endo Steel

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

#### Left Torso

- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 1-3
- Jump Jet
  - Jump Jet
  - Jump Jet

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

#### Left Leg

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

#### Head

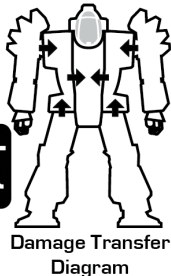
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

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

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

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

- Double Heat Sink
  - PPC
  - PPC
  - PPC
  - Endo Steel
  - Endo Steel
- 4-6

#### Right Torso

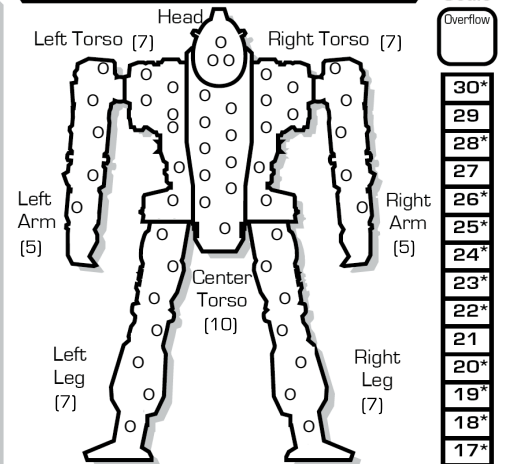
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Jump Jet
  - Jump Jet
  - Jump Jet
- 1-3

- Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - 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:<br>10 (20)<br>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: Falcon FLC-4Nb-PP2

Movement Points: **Tonnage:** 30  
 Walking: 6 **Tech Base:** Inner Sphere  
 Running: 9 **Era:** Succession Wars  
 Jumping: 6

### Weapons & Equipment Inventory (hexes)

| Qty | Type               | Loc | Ht | Dmg    | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|--------|-----|-----|-----|-----|
| 1   | ER Large Laser     | RA  | 12 | 8 [DE] | —   | 7   | 14  | 19  |
| 1   | Medium Laser       | RA  | 3  | 5 [DE] | —   | 3   | 6   | 9   |
| 1   | Medium Pulse Laser | LA  | 4  | 6 [P]  | —   | 2   | 4   | 6   |

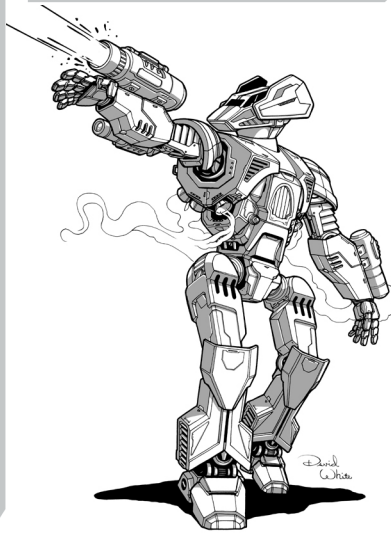
Cost: 2,656,940 C-bills

BV: 947

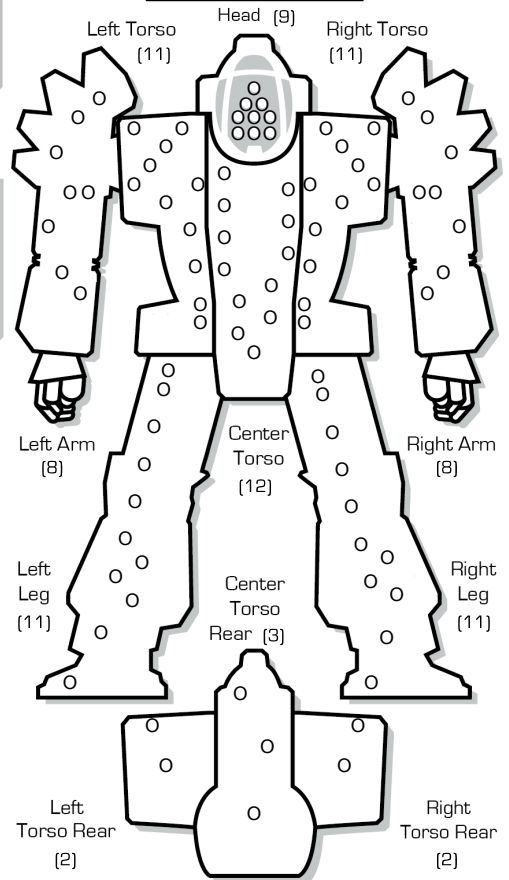
### WARRIOR DATA

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

- Endo Steel
  - 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
- Jump Jet
  - Jump Jet
  - Jump Jet

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

#### Left Leg

- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
- 1-3
- Roll Again
  - Roll Again

#### Head

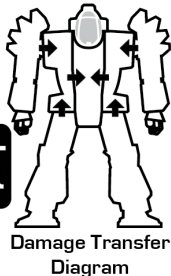
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

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

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

- Double Heat Sink
  - ER Large Laser
  - ER Large Laser
  - Medium Laser
  - Endo Steel
  - Endo Steel
- 4-6

#### Right Torso

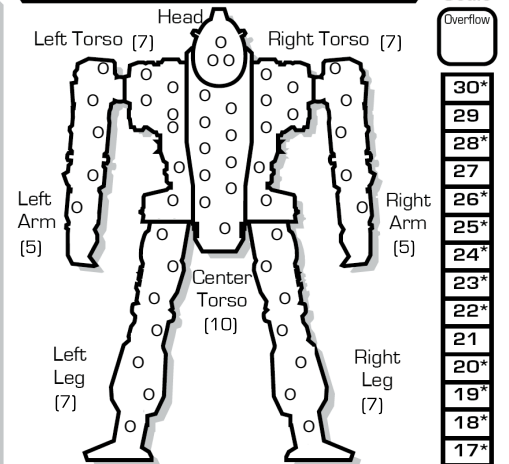
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Jump Jet
  - Jump Jet
  - Jump Jet
- 1-3

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

#### Right Leg

- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
- 1-3
- 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: Falcon FLC-4Nb Saho

Movement Points: **Tonnage:** 30  
 Walking: 6 **Tech Base:** Inner Sphere  
 Running: 9 **Era:** Succession Wars  
 Jumping: 6

### Weapons & Equipment Inventory (hexes)

| Qty | Type              | Loc | Ht | Dmg    | Min | Sht | Med | Lng |
|-----|-------------------|-----|----|--------|-----|-----|-----|-----|
| 1   | Large Pulse Laser | RA  | 10 | 9 [P]  | —   | 3   | 7   | 10  |
| 1   | Medium Laser      | LA  | 3  | 5 [DE] | —   | 3   | 6   | 9   |

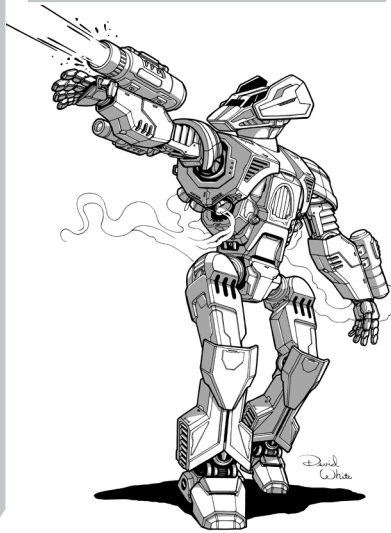
Cost: 2,546,440 C-bills

BV: 774

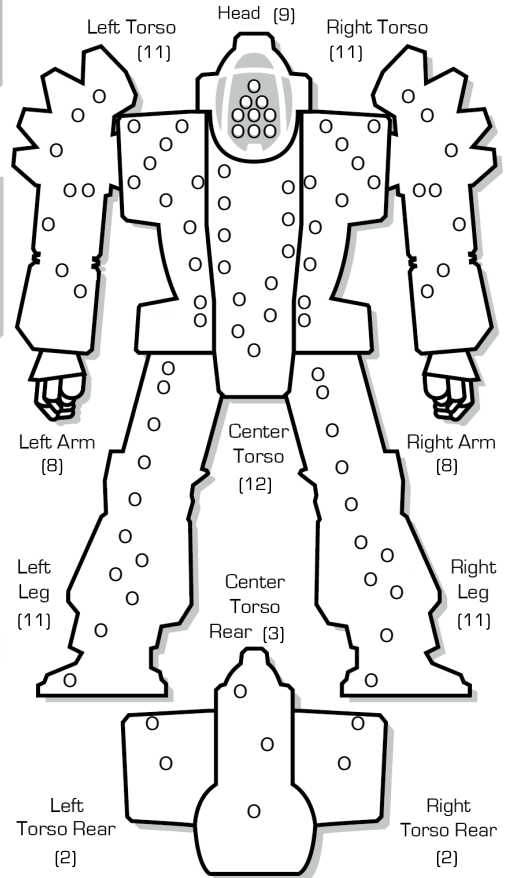
### WARRIOR DATA

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

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



### ARMOR DIAGRAM



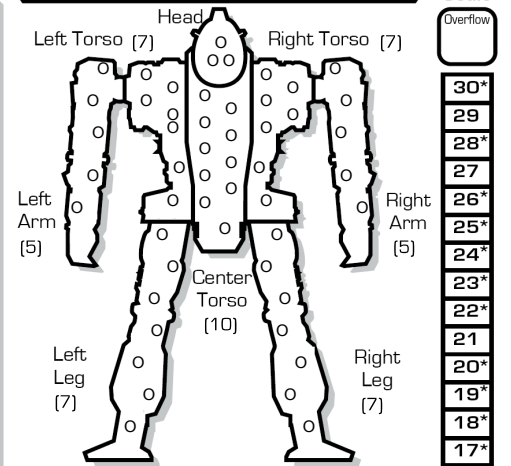
### CRITICAL HIT TABLE

| 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. Medium Laser     | 6. Endo Steel       |
| <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. Endo Steel       | 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. Jump Jet      | 5. Jump Jet         | 6. Jump Jet         |
| <b>Right Torso</b>  | 1. Double Heat Sink | 2. Double Heat Sink   | 3. Double Heat Sink   | 4. Jump Jet      | 5. Jump Jet         | 6. Jump Jet         |
| <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** ○

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: Firefly FFL-3SLE

Movement Points:

Walking: 5

Running: 8

Jumping: 4

Tonnage: 30

Tech Base: Inner Sphere

Era: Succession Wars

### WARRIOR DATA

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

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

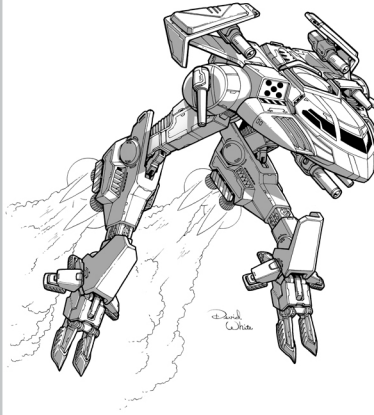
|                |   |   |   |    |    |      |
|----------------|---|---|---|----|----|------|
| Hits Taken     | 1 | 2 | 3 | 4  | 5  | 6    |
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |

### Weapons & Equipment Inventory (hexes)

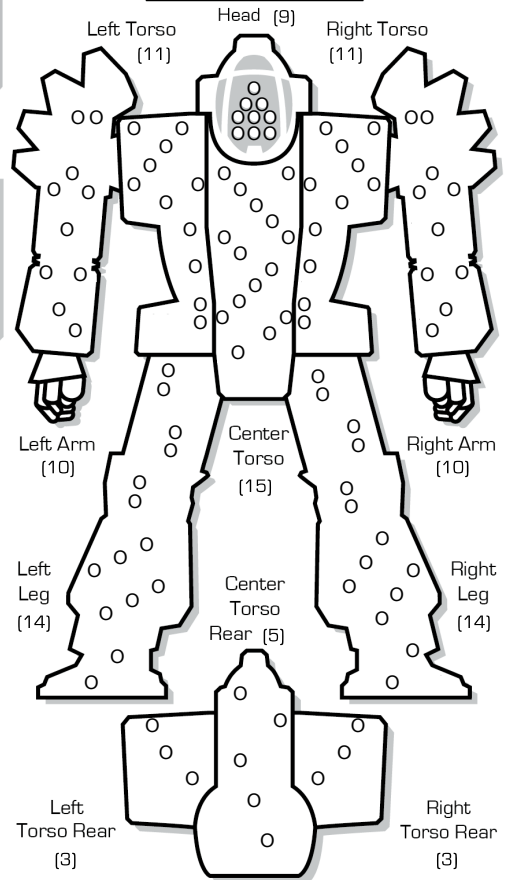
| Qty | Type               | Loc | Ht | Dmg           | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|---------------|-----|-----|-----|-----|
| 1   | Medium Laser       | CT  | 3  | 5 [DE]        | —   | 3   | 6   | 9   |
| 1   | Small Laser        | CT  | 1  | 3 [DE]        | —   | 1   | 2   | 3   |
| 1   | LRM 5              | RT  | 2  | 1/MSI [M,C,S] | 6   | 7   | 14  | 24  |
| 1   | Medium Laser       | RT  | 3  | 5 [DE]        | —   | 3   | 6   | 9   |
| 1   | Medium Laser       | LT  | 3  | 5 [DE]        | —   | 3   | 6   | 9   |
| 1   | Small Laser        | LT  | 1  | 3 [DE]        | —   | 1   | 2   | 3   |
| 1   | Small Laser        | RA  | 1  | 3 [DE]        | —   | 1   | 2   | 3   |
| 1   | Guardian ECM Suite | LA  | —  | [E]           | —   | —   | —   | —   |
| 1   | Small Laser        | LA  | 1  | 3 [DE]        | —   | 1   | 2   | 3   |

Cost: 3,809,000 C-bills

BV: 876



### 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 Small Laser

#### 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 Small Laser

#### Center Torso

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

#### Right Arm

- Ferro-Fibrous
- Ferro-Fibrous
- 3 Ferro-Fibrous
- 4 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink

Engine Hits ○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

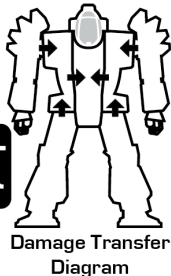
- Medium Laser
- Small Laser
- 3 Ferro-Fibrous
- 4 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous

#### Left Leg

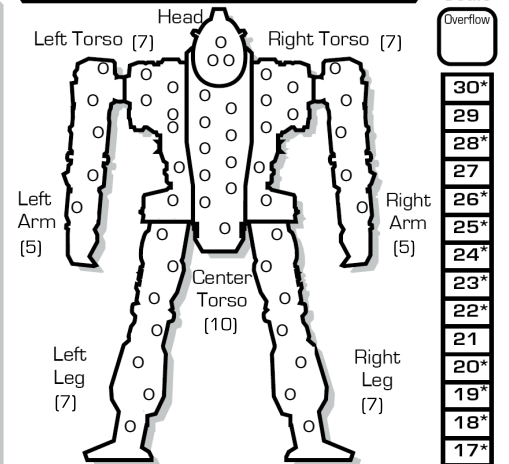
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- 6 Jump Jet

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- 6 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: Firefly FFL-3PP

Movement Points:

Walking: 5  
Running: 8  
Jumping: 4

Tonnage: 30

Tech Base: Inner Sphere  
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 |

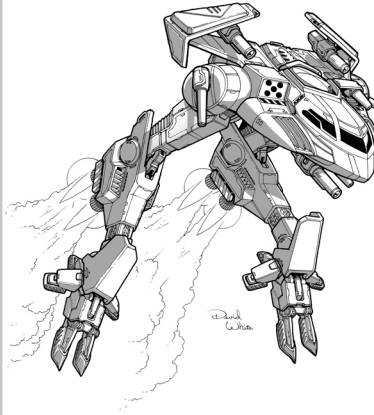
### Weapons & Equipment Inventory

(hexes)

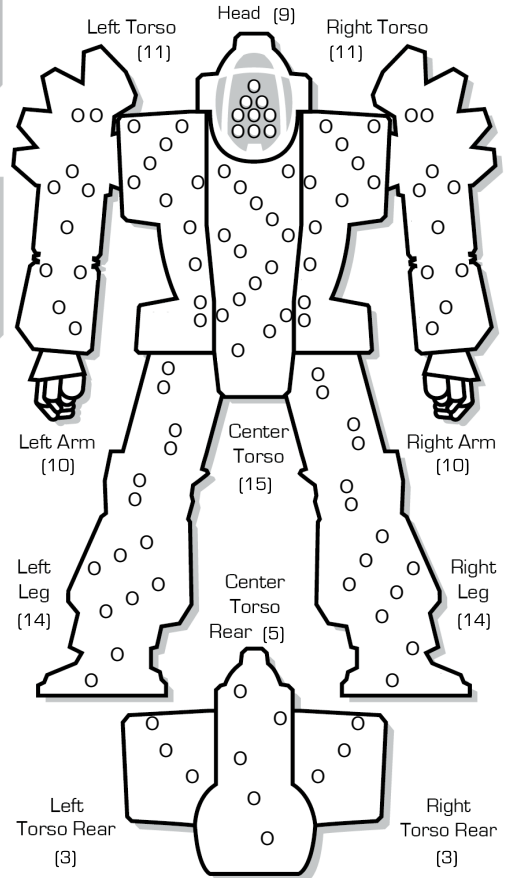
| Qty | Type         | Loc | Ht | Dmg     | Min | Sht | Med | Lng |
|-----|--------------|-----|----|---------|-----|-----|-----|-----|
| 1   | Medium Laser | CT  | 3  | 5 [DE]  | —   | 3   | 6   | 9   |
| 1   | Small Laser  | CT  | 1  | 3 [DE]  | —   | 1   | 2   | 3   |
| 1   | LRM 10       | RT  | 4  | 1 [Msl] | 6   | 7   | 14  | 21  |
|     |              |     |    | [M,C,S] |     |     |     |     |
| 1   | Medium Laser | RT  | 3  | 5 [DE]  | —   | 3   | 6   | 9   |
| 1   | Medium Laser | LT  | 3  | 5 [DE]  | —   | 3   | 6   | 9   |
| 1   | Small Laser  | LT  | 1  | 3 [DE]  | —   | 1   | 2   | 3   |
| 1   | Small Laser  | RA  | 1  | 3 [DE]  | —   | 1   | 2   | 3   |
| 1   | Small Laser  | LA  | 1  | 3 [DE]  | —   | 1   | 2   | 3   |

Cost: 3,575,000 C-bills

BV: 888



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- Small Laser

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

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink

- Medium Laser
- Small Laser
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

#### Left Leg

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

#### Head

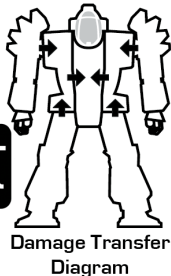
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

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

- Gyro
- XL Fusion Engine
- 4-6 XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Small Laser

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- Small Laser

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

#### Right Torso

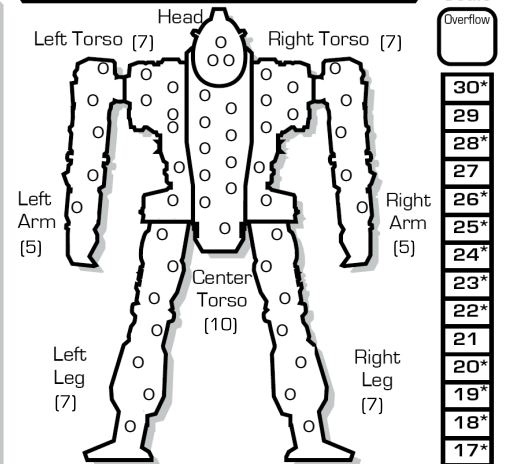
- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink

- Medium Laser
- LRM 10
- 4-6 LRM 10
- Ammo (LRM 10) 12
- 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:<br>10 (20)<br>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: Firefly FFL-3PP2

Movement Points:  
 Walking: 5  
 Running: 8  
 Jumping: 4

Tonnage: 30  
 Tech Base: Inner Sphere  
 Era: Succession Wars

### WARRIOR DATA

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

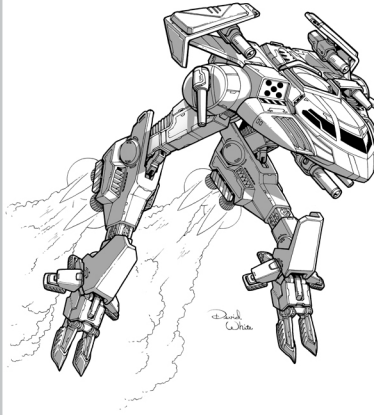
|   |   |   |    |    |      |
|---|---|---|----|----|------|
| 1 | 2 | 3 | 4  | 5  | 6    |
| 3 | 5 | 7 | 10 | 11 | Dead |

### Weapons & Equipment Inventory (hexes)

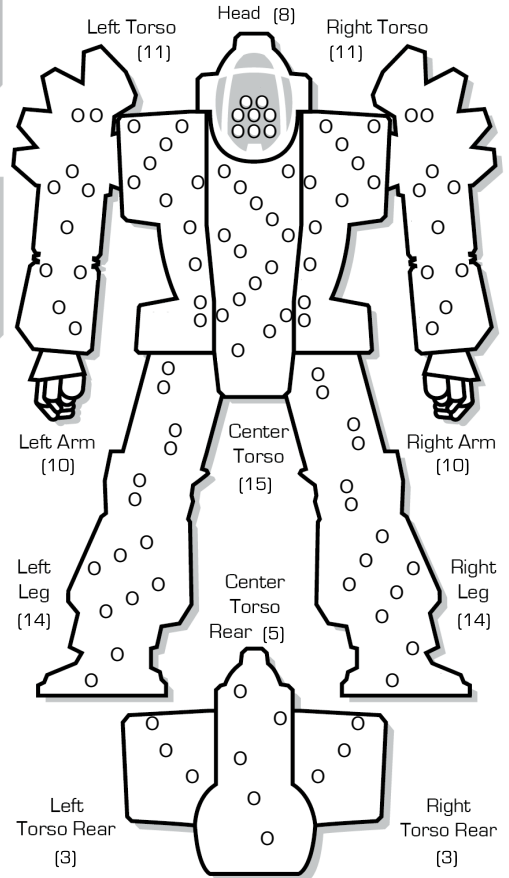
| Qty | Type               | Loc | Ht | Dmg           | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|---------------|-----|-----|-----|-----|
| 1   | Medium Laser       | CT  | 3  | 5 [DE]        | —   | 3   | 6   | 9   |
| 1   | Small Laser        | CT  | 1  | 3 [DE]        | —   | 1   | 2   | 3   |
| 1   | LRM 5              | RT  | 2  | 1/MSI [M,C,S] | 6   | 7   | 14  | 24  |
| 1   | Medium Laser       | RT  | 3  | 5 [DE]        | —   | 3   | 6   | 9   |
| 1   | Medium Laser       | LT  | 3  | 5 [DE]        | —   | 3   | 6   | 9   |
| 1   | Small Laser        | LT  | 1  | 3 [DE]        | —   | 1   | 2   | 3   |
| 1   | Small Laser        | RA  | 1  | 3 [DE]        | —   | 1   | 2   | 3   |
| 1   | Guardian ECM Suite | LA  | —  | [E]           | —   | —   | —   | —   |
| 1   | Small Laser        | LA  | 1  | 3 [DE]        | —   | 1   | 2   | 3   |

Cost: 3,672,500 C-bills

BV: 873



### 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. Double Heat Sink   | 4. Double Heat Sink | 5. Double Heat Sink | 6. Small Laser      |
| <b>Right Arm</b>    | 1. Shoulder         | 2. Upper Arm Actuator | 3. Double Heat Sink   | 4. Double Heat Sink | 5. Double Heat Sink | 6. Small 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. 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. 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** ○○○○

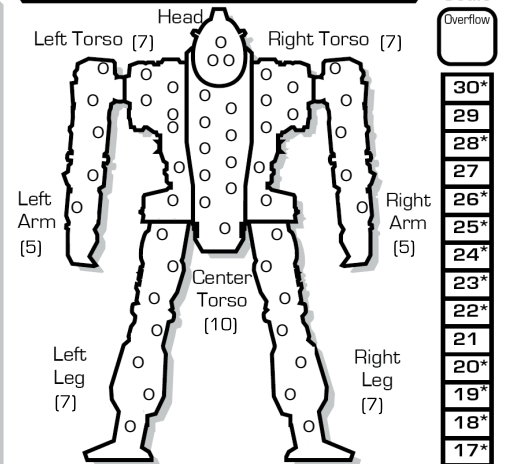
**Gyro Hits** ○○

**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: Firefly FFL-3PP3

Movement Points:  
 Walking: 5  
 Running: 8  
 Jumping: 4

Tonnage: 30  
 Tech Base: Inner Sphere  
 Era: Succession Wars

### Weapons & Equipment Inventory

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

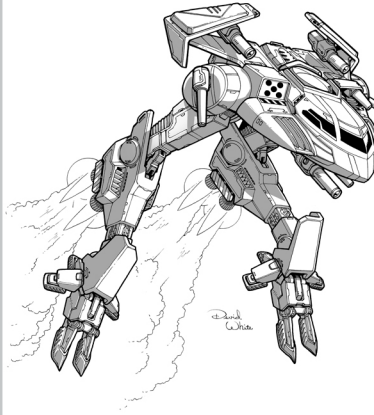
Cost: 3,607,500 C-bills

BV: 808

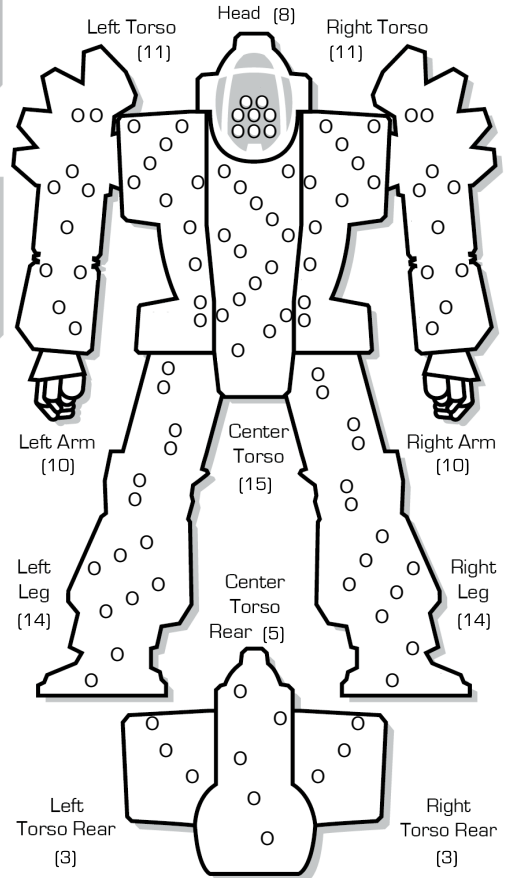
### WARRIOR DATA

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
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Small Laser

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

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink

- Medium Laser
- Small Laser
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

#### Left Leg

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

#### Head

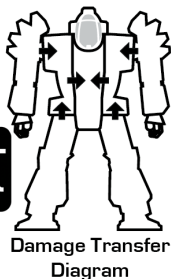
- Life Support
- Sensors
- Cockpit
- 4 Roll Again
- Sensors
- 6 Life Support

#### Center Torso

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

- Gyro
- XL Fusion Engine
- 4-6 XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- 6 Small Laser

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Small Laser

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

#### Right Torso

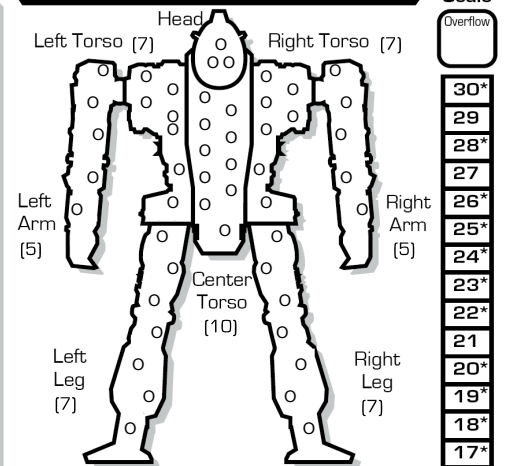
- XL Fusion Engine
- XL Fusion Engine
- 1-3 XL Fusion Engine
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink

- Medium Laser
- LRM 5
- Artemis IV FCS
- 4-6 Ammo (LRM 5 Artemis) 24
- Ammo (LRM 5 Artemis) 24
- CASE

#### 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:<br>10 (20)<br>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: Firefly FFL-4A

Movement Points: **Walking:** 5 **Running:** 8 **Jumping:** 4  
**Tonnage:** 30 **Tech Base:** Inner Sphere (Intro) **Era:** Succession Wars

### 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  | CT  | 1  | 3 [DE]        | —   | 1   | 2   | 3   |
| 1   | LRM 5        | RT  | 2  | 1/MSI [M,C,S] | 6   | 7   | 14  | 24  |
| 1   | Medium Laser | RT  | 3  | 5 [DE]        | —   | 3   | 6   | 9   |
| 1   | Medium Laser | LT  | 3  | 5 [DE]        | —   | 3   | 6   | 9   |
| 1   | Small Laser  | LT  | 1  | 3 [DE]        | —   | 1   | 2   | 3   |
| 1   | Small Laser  | RA  | 1  | 3 [DE]        | —   | 1   | 2   | 3   |
| 1   | Small Laser  | LA  | 1  | 3 [DE]        | —   | 1   | 2   | 3   |

Cost: 2,164,500 C-bills

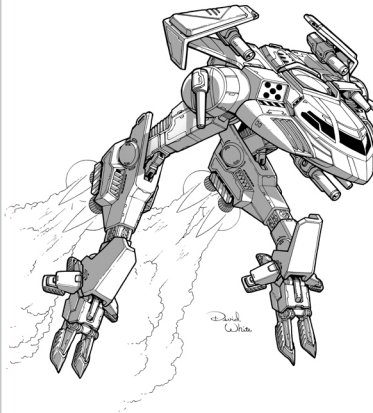
BV: 831

### WARRIOR DATA

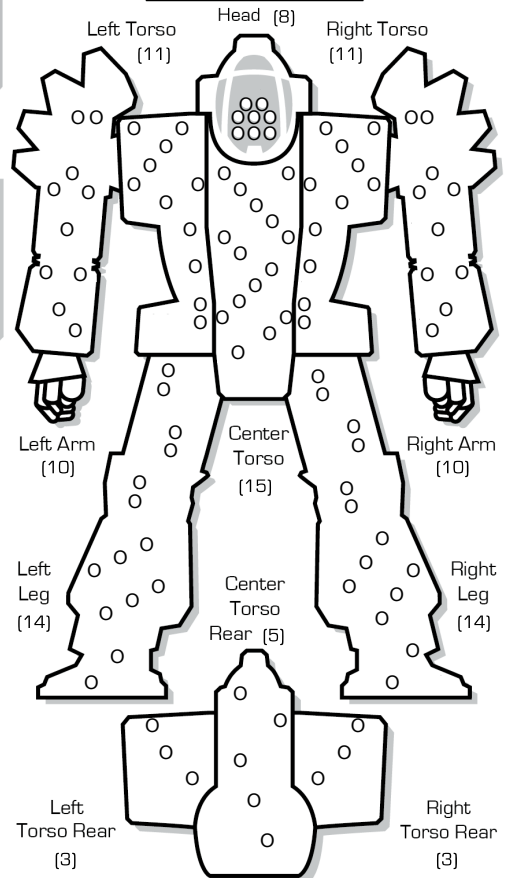
Name: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Piloting Skill:** \_\_\_\_\_  
**Hits Taken**  

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

**Consciousness#**



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Small Laser
- 1-3  
  - Roll Again
  - Roll Again

#### Head

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

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Small Laser
- 1-3  
  - Roll Again
  - Roll Again

#### Center Torso

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

#### Right Arm

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

#### Left Torso

- Heat Sink
  - Heat Sink
  - Medium Laser
  - Small Laser
  - Roll Again
  - Roll Again
- 1-3  
  - Roll Again
  - Roll Again

- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Medium Laser
  - Small Laser
- 4-6

#### Right Torso

- Heat Sink
  - Heat Sink
  - Medium Laser
  - LRM 5
  - Ammo (LRM 5) 24
  - Roll Again
- 1-3  
  - Roll Again
  - Roll Again

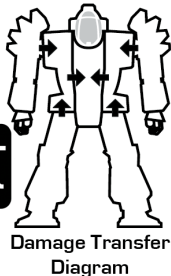
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

#### Left Leg

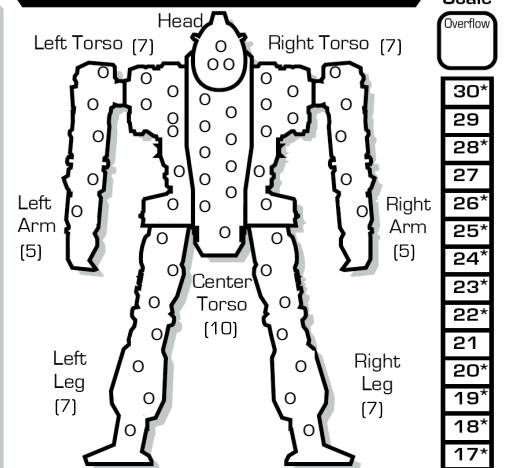
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### 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 (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: **Firefly C**

Movement Points:

Walking: 5

Running: 8

Jumping: 4

Tonnage: 30

Tech Base: **Clan**

Era: Succession Wars

### WARRIOR DATA

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

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

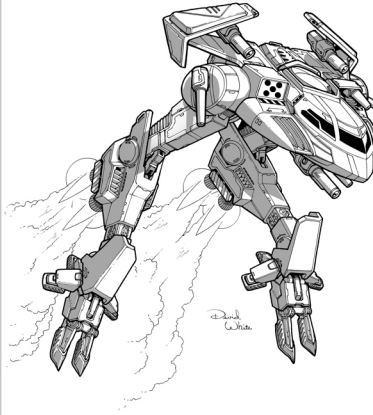
|                |   |   |   |    |    |      |
|----------------|---|---|---|----|----|------|
| Hits Taken     | 1 | 2 | 3 | 4  | 5  | 6    |
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |

### Weapons & Equipment Inventory (hexes)

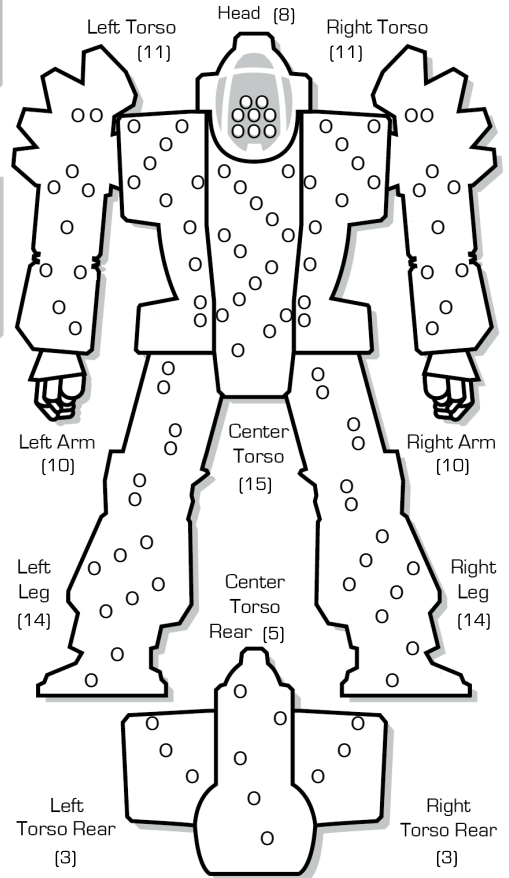
| Qty | Type               | Loc | Ht | Dmg           | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|---------------|-----|-----|-----|-----|
| 1   | ER Small Laser     | CT  | 2  | 5 [DE]        | —   | 2   | 4   | 6   |
| 1   | Medium Pulse Laser | CT  | 4  | 7 [P]         | —   | 4   | 8   | 12  |
| 1   | Medium Pulse Laser | RT  | 4  | 7 [P]         | —   | 4   | 8   | 12  |
| 1   | SRM 2              | RT  | 2  | 2 [Mst] [M,C] | —   | 3   | 6   | 9   |
| 1   | ER Small Laser     | LT  | 2  | 5 [DE]        | —   | 2   | 4   | 6   |
| 1   | Medium Pulse Laser | LT  | 4  | 7 [P]         | —   | 4   | 8   | 12  |
| 1   | ER Small Laser     | RA  | 2  | 5 [DE]        | —   | 2   | 4   | 6   |
| 1   | ER Small Laser     | LA  | 2  | 5 [DE]        | —   | 2   | 4   | 6   |

Cost: 2,406,300 C-bills

BV: 1,290



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- ER Small Laser
- Endo Steel

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

#### Left Torso

- 1 Double Heat Sink
- 2 Double Heat Sink
- 1-3 Medium Pulse Laser
- 4 ER Small Laser
- Endo Steel
- Roll Again

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

#### Left Leg

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

#### Head

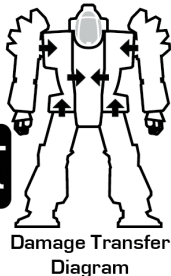
- Life Support
- Sensors
- Cockpit
- 4 Endo Steel
- Sensors
- Life Support

#### Center Torso

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

- Gyro
- 2 Fusion Engine
- 3 Fusion Engine
- 4-6 Fusion Engine
- 5 Medium Pulse Laser
- 6 ER Small Laser

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- ER Small Laser
- Endo Steel

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

#### Right Torso (CASE)

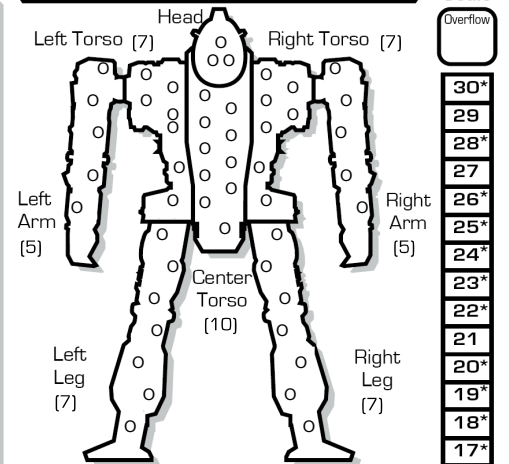
- 1 Double Heat Sink
- 2 Double Heat Sink
- 1-3 Medium Pulse Laser
- 4 SRM 2
- 5 Ammo (SRM 2) 50
- 6 Endo Steel

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

#### Right Leg

- Hip
- Upper Leg Actuator
- 2 Lower Leg Actuator
- 4 Foot Actuator
- Jump Jet
- 6 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: **Hermes HER-1Sb**

Movement Points: **Tonnage: 30**  
 Walking: 9 **Tech Base: Inner Sphere**  
 Running: 14 [18] **Era: Star League**  
 Jumping: 0

### 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   |
| 2   | Medium Laser        | LT  | 3  | 5 [DE]   | —   | 3   | 6   | 9   |
| 2   | Medium Laser        | RA  | 3  | 5 [DE]   | —   | 3   | 6   | 9   |
| 1   | Flamer              | LA  | 3  | 2        | —   | 1   | 2   | 3   |
|     |                     |     |    | [DE,H,A] |     |     |     |     |

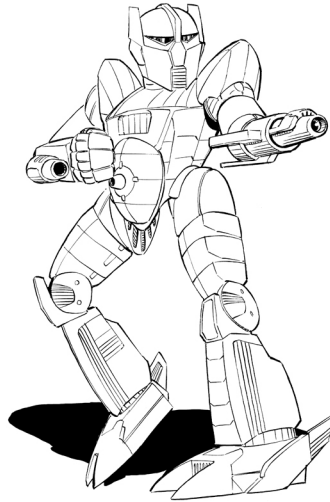
Cost: 5,995,015 C-bills

BV: 1,112

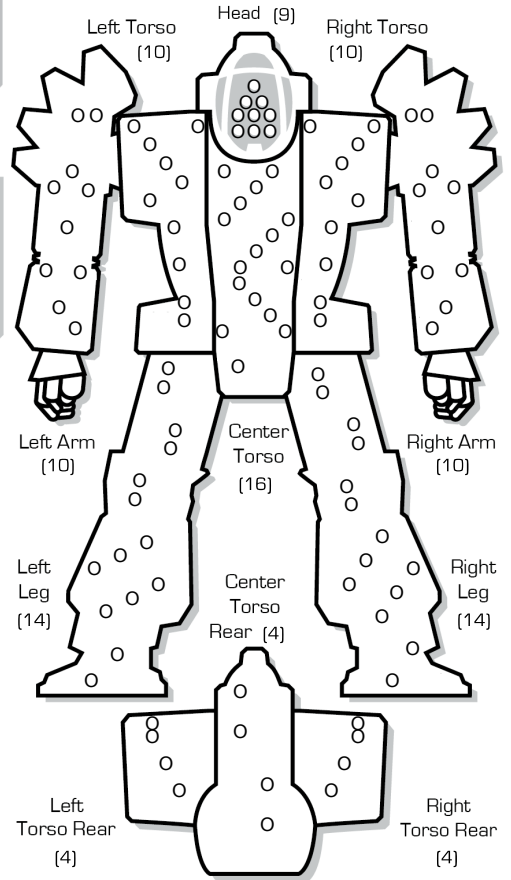
### WARRIOR DATA

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

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



### ARMOR DIAGRAM



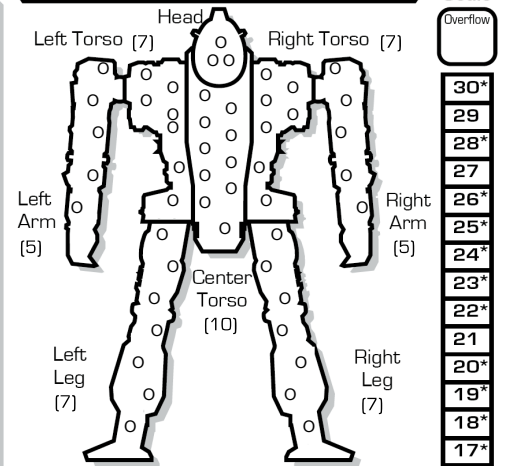
### CRITICAL HIT TABLE

| 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. Flamer        | 6. Ferro-Fibrous |
| <b>Right Arm</b>    | 1. Shoulder         | 2. Upper Arm Actuator | 3. Lower Arm Actuator | 4. Hand Actuator | 5. Medium 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. Medium Laser  | 5. Medium Laser  | 6. Ferro-Fibrous |
| <b>Right Torso</b>  | 1. XL Fusion Engine | 2. XL Fusion Engine   | 3. XL Fusion Engine   | 4. MASC          | 5. MASC          | 6. Endo Steel    |
| <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. 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: Sentinel STN-3Lb

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 40

Tech Base: Inner Sphere

Era: Star League

### WARRIOR DATA

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

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

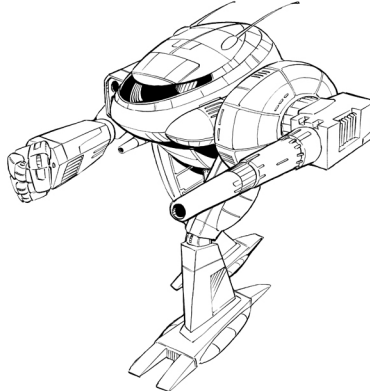
|                |   |   |   |    |    |      |
|----------------|---|---|---|----|----|------|
| Hits Taken     | 1 | 2 | 3 | 4  | 5  | 6    |
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |

### Weapons & Equipment Inventory (hexes)

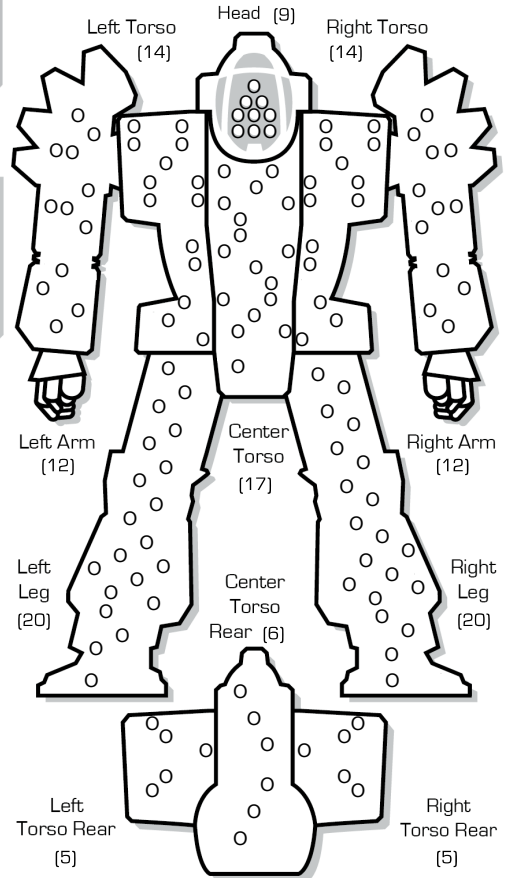
| Qty | Type         | Loc | Ht | Dmg       | Min | Sht | Med | Lng |
|-----|--------------|-----|----|-----------|-----|-----|-----|-----|
| 1   | Medium Laser | RT  | 3  | 5 [DE]    | —   | 3   | 6   | 9   |
| 1   | Small Laser  | RT  | 1  | 3 [DE]    | —   | 1   | 2   | 3   |
| 1   | Gauss Rifle  | LA  | 1  | 15 [DB,X] | 2   | 7   | 15  | 22  |

Cost: 6,267,030 C-bills

BV: 1,260



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

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

4-6

#### Left Torso

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

1-3

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

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
- Ferro-Fibrous
- Ferro-Fibrous

1-3

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

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Heat Sink
- Medium Laser
- Small Laser

1-3

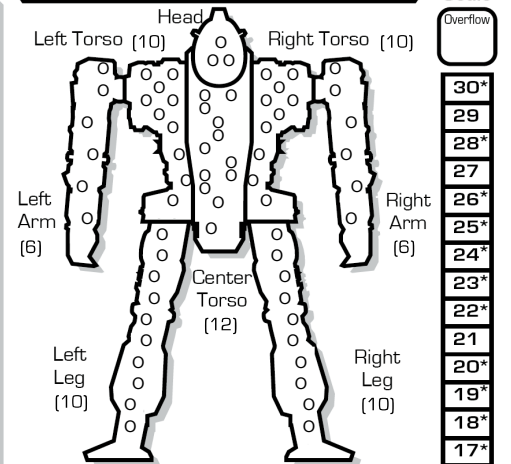
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



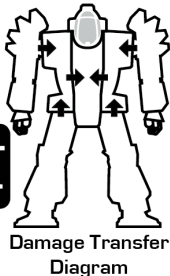
### HEAT DATA

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

Heat Scale

Overflow

|     |
|-----|
| 30* |
| 29  |
| 28* |
| 27  |
| 26* |
| 25* |
| 24* |
| 23* |
| 22* |
| 21  |
| 20* |
| 19* |
| 18* |
| 17* |
| 16  |
| 15* |
| 14* |
| 13* |
| 12  |
| 11  |
| 10* |
| 9   |
| 8*  |
| 7   |
| 6   |
| 5*  |
| 4   |
| 3   |
| 2   |
| 1   |
| 0   |



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Griffin GRF-4N

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

Tonnage: 55  
 Tech Base: Inner Sphere  
 Era: Star League

### Weapons & Equipment Inventory

(hexes)

| Qty | Type               | Loc | Ht | Dmg            | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|----------------|-----|-----|-----|-----|
| 1   | SRM 6              | RT  | 4  | 2/Msl<br>[M,C] | —   | 3   | 6   | 9   |
| 1   | Guardian ECM Suite | LT  | —  | [E]            | —   | —   | —   | 6   |
| 1   | SRM 6              | LT  | 4  | 2/Msl<br>[M,C] | —   | 3   | 6   | 9   |
| 1   | ER PPC             | RA  | 15 | 10 [DE]        | —   | 7   | 14  | 23  |

Cost: 5,860,756 C-bills

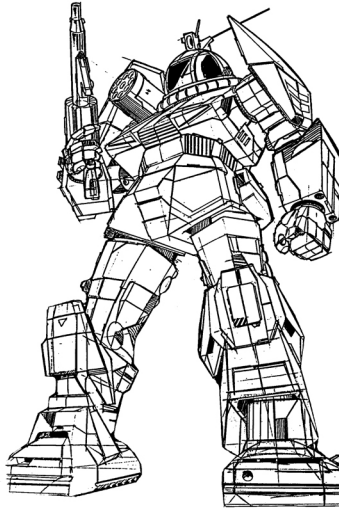
BV: 1,606

### WARRIOR DATA

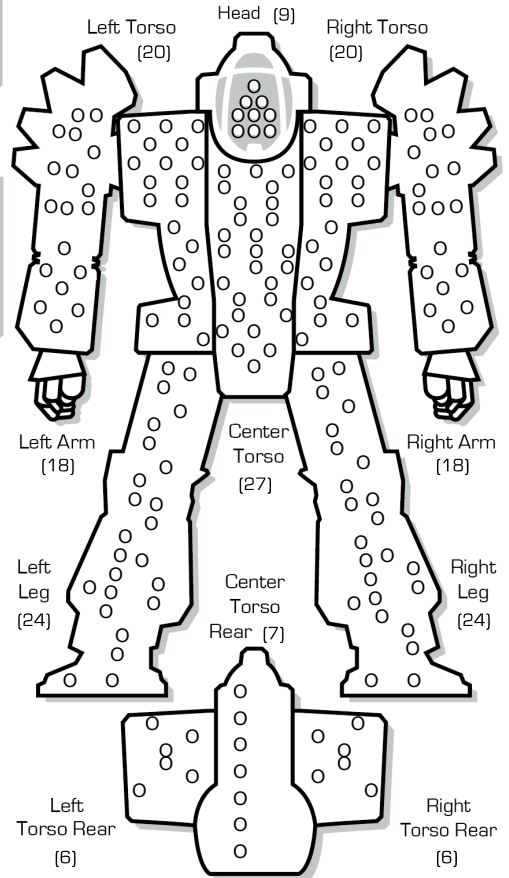
Name: \_\_\_\_\_

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

- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6  
 4. Ferro-Fibrous  
 5. Roll Again  
 6. Roll Again

#### Left Torso

- Jump Jet
  - Jump Jet
  - SRM 6
  - SRM 6
  - Guardian ECM Suite
  - Guardian ECM Suite
- 1-3  
 4. SRM 6  
 5. Guardian ECM Suite

- Ferro-Fibrous
  - Ferro-Fibrous
  - 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
- Endo Steel
- Sensors
- Life Support

#### Center Torso

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

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

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - ER PPC
  - ER PPC
- 1-3  
 4. Hand Actuator  
 5. ER PPC  
 6. ER PPC

- ER PPC
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
- 4-6  
 4. Endo Steel  
 5. Endo Steel  
 6. Endo Steel

#### Right Torso

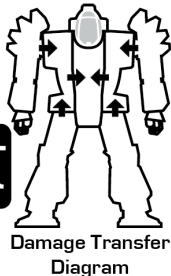
- Jump Jet
  - Jump Jet
  - SRM 6
  - SRM 6
  - Ammo (SRM 6) 15
  - Ammo (SRM 6) 15
- 1-3  
 4. SRM 6  
 5. Ammo (SRM 6) 15  
 6. Ammo (SRM 6) 15

- CASE
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
- 4-6  
 4. Endo Steel  
 5. Endo Steel  
 6. Endo Steel

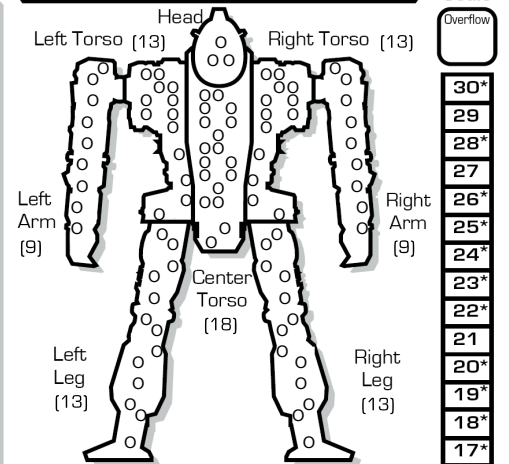
#### Right Leg

- 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:<br>11 (22)<br>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: **Hoplite HOP-4Bb**

Movement Points:  
 Walking: 4  
 Running: 6  
 Jumping: 0

Tonnage: 55  
 Tech Base: Inner Sphere  
 Era: Succession Wars

### WARRIOR DATA

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

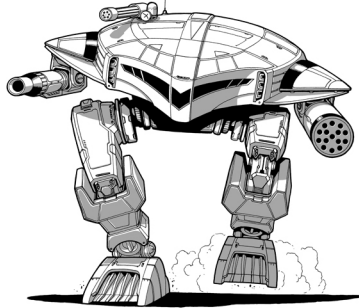
|   |   |   |    |    |      |
|---|---|---|----|----|------|
| 1 | 2 | 3 | 4  | 5  | 6    |
| 3 | 5 | 7 | 10 | 11 | Dead |

### Weapons & Equipment Inventory (hexes)

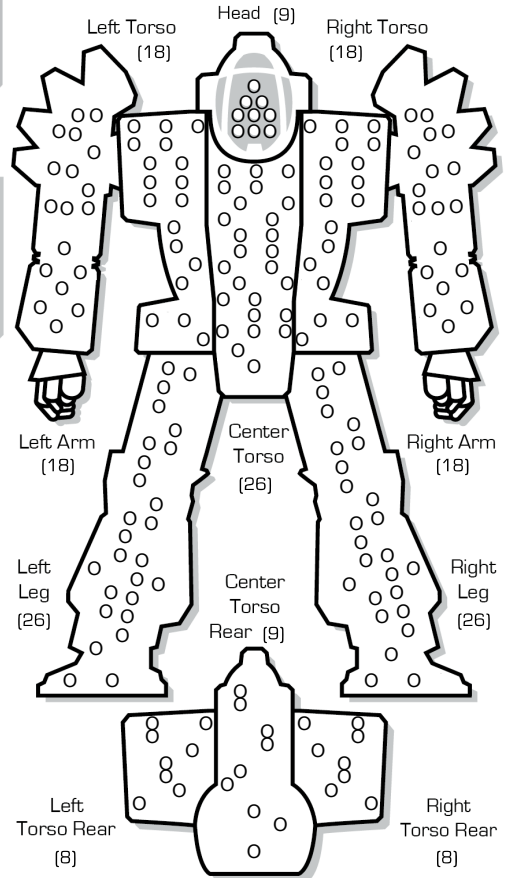
| Qty | Type                    | Loc | Ht | Dmg           | Min | Sht | Med | Lng |
|-----|-------------------------|-----|----|---------------|-----|-----|-----|-----|
| 1   | Guardian ECM Suite      | CT  | —  | [E]           | —   | —   | —   | 6   |
| 1   | AMS                     | RT  | 1  | —             | 0   | 0   | 0   | 0   |
| 1   | ER PPC                  | RA  | 15 | 10 [DE]       | —   | 7   | 14  | 23  |
| 1   | LRM 15 w/Artemis IV FCS | LA  | 5  | 1/Msl [M.C.S] | 6   | 7   | 14  | 21  |

Cost: 5,276,458 C-bills

BV: 1,413



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 LRM 15
- LRM 15
- LRM 15
- Artemis IV FCS

- 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
- 4 Ammo (LRM 15 Artemis) 8
- 5 Ammo (LRM 15 Artemis) 8
- 6 CASE

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

#### Left Leg

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

#### Head

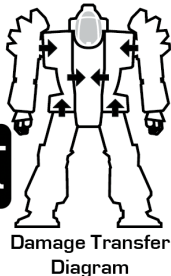
- Life Support
- Sensors
- Cockpit
- Roll Again
- 5 Sensors
- 6 Life Support

#### Center Torso

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

- Gyro
- Fusion Engine
- 4-6 Fusion Engine
- Fusion Engine
- Guardian ECM Suite
- 6 Guardian ECM Suite

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 ER PPC

- ER PPC
- 2 ER PPC
- 3 Roll Again
- 4-6 Roll Again
- Roll Again
- 6 Roll Again

#### Right Torso

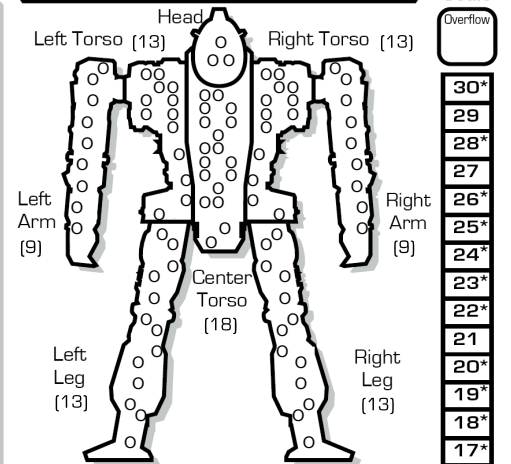
- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- 4 AMS
- 5 Ammo (AMS) 12
- 6 CASE

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

#### Right Leg

- Hip
- Upper Leg Actuator
- 2 Lower Leg Actuator
- 4 Foot Actuator
- Roll Again
- 6 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: **Hoplite HOP-4Cb**

**Movement Points:**  
 Walking: 4  
 Running: 6  
 Jumping: 0

**Tonnage:** 55  
**Tech Base:** Inner Sphere  
**Era:** Succession Wars

### Weapons & Equipment Inventory (hexes)

| Qty | Type        | Loc | Ht | Dmg            | Min | Sht | Med | Lng |
|-----|-------------|-----|----|----------------|-----|-----|-----|-----|
| 1   | Gauss Rifle | RA  | 1  | 15<br>[DB,X]   | 2   | 7   | 15  | 22  |
| 1   | SRM 6       | LA  | 4  | 2/Msl<br>[M,C] | —   | 3   | 6   | 9   |

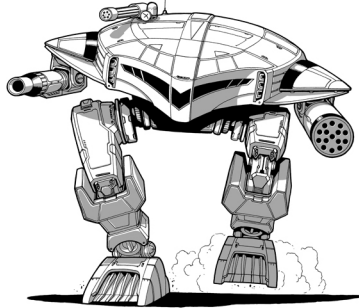
Cost: 4,647,158 C-bills

BV: 1,377

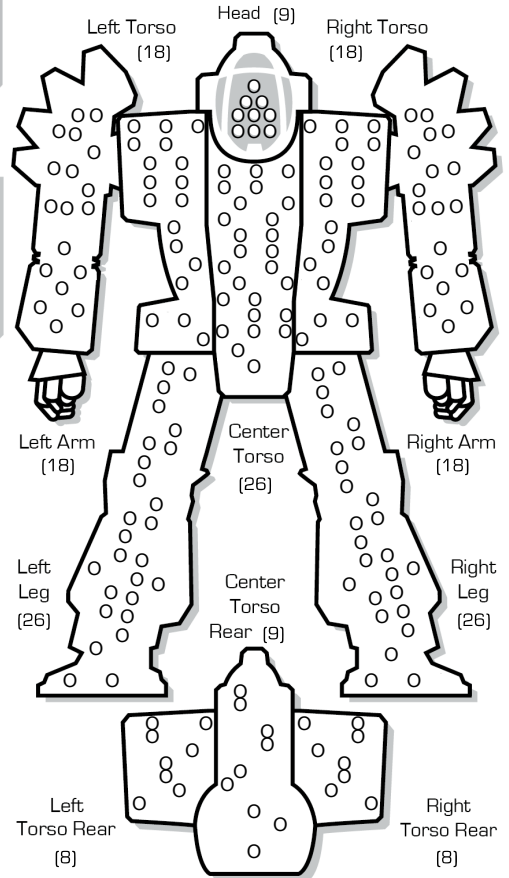
### WARRIOR DATA

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

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



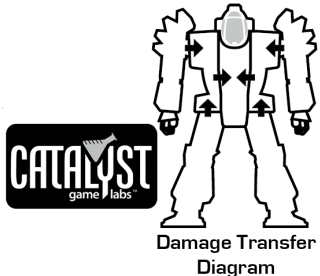
### ARMOR DIAGRAM



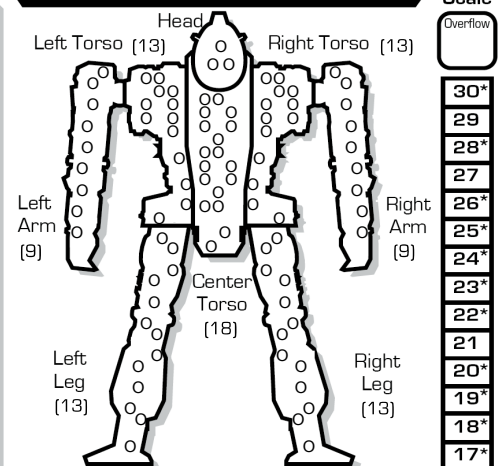
### CRITICAL HIT TABLE

| Location            | Hit 1               | Hit 2                 | Hit 3                 | Hit 4              | Hit 5            | Hit 6            |
|---------------------|---------------------|-----------------------|-----------------------|--------------------|------------------|------------------|
| <b>Left Arm</b>     | 1. Shoulder         | 2. Upper Arm Actuator | 3. SRM 6              | 4. SRM 6           | 5. Ferro-Fibrous | 6. Ferro-Fibrous |
| <b>Right Arm</b>    | 1. Shoulder         | 2. Upper Arm Actuator | 3. Gauss Rifle        | 4. Gauss Rifle     | 5. Gauss Rifle   | 6. Gauss Rifle   |
| <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. Ammo (SRM 6) 15 | 5. CASE          | 6. Ferro-Fibrous |
| <b>Right Torso</b>  | 1. Double Heat Sink | 2. Double Heat Sink   | 3. Double Heat Sink   | 4. CASE            | 5. Ferro-Fibrous | 6. Ferro-Fibrous |
| <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: 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: **Hoplite C**

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 55

Tech Base: **Clan**

Era: Succession Wars

### WARRIOR DATA

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

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

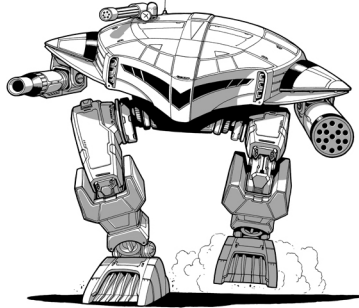
|                |   |   |   |    |    |      |
|----------------|---|---|---|----|----|------|
| Hits Taken     | 1 | 2 | 3 | 4  | 5  | 6    |
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |

### Weapons & Equipment Inventory (hexes)

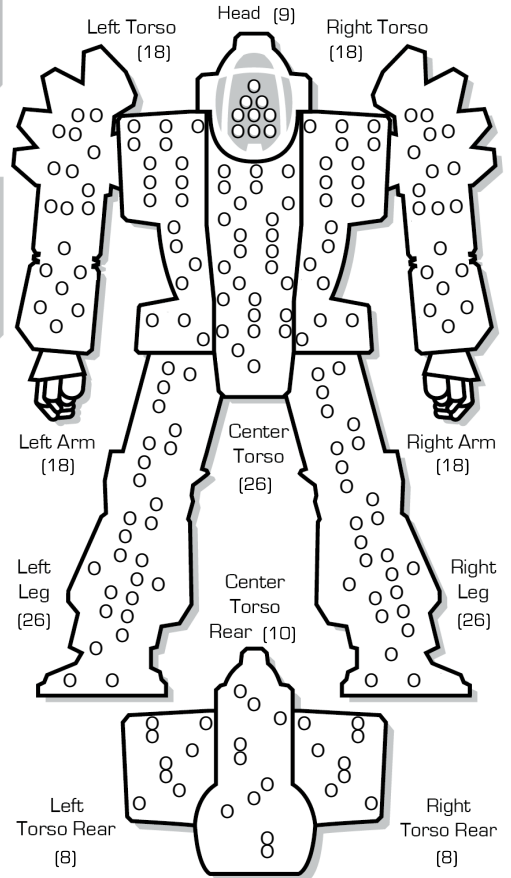
| Qty | Type               | Loc | Ht | Dmg             | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|-----------------|-----|-----|-----|-----|
| 1   | ER Medium Laser    | CT  | 5  | 7 [DE]          | —   | 5   | 10  | 15  |
| 2   | Medium Pulse Laser | LT  | 4  | 7 [P]           | —   | 4   | 8   | 12  |
| 1   | Ultra AC/10        | RA  | 3  | 10/Sht [DB,R,C] | —   | 6   | 12  | 18  |
| 1   | LRM 15             | LA  | 5  | 1/Msl [M.C.S.]  | —   | 7   | 14  | 21  |

Cost: 4,596,008 C-bills

BV: 1,736



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- LRM 15
- LRM 15
- Ferro-Fibrous
- Ferro-Fibrous

1-3

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

4-6

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser
- Medium Pulse Laser
- Ferro-Fibrous
- 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
- Roll Again
- Roll Again

#### Head

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

1-3

#### Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- ER Medium Laser
- Roll Again

4-6

#### Right Arm

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

1-3

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

4-6

#### Right Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Ammo (Ultra AC/10) 10
- Ammo (Ultra AC/10) 10
- Ammo (Ultra AC/10) 10
- Ammo (LRM 15) 8

1-3

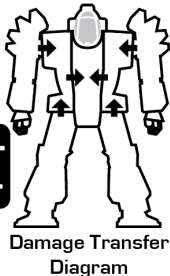
- Ammo (LRM 15) 8
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

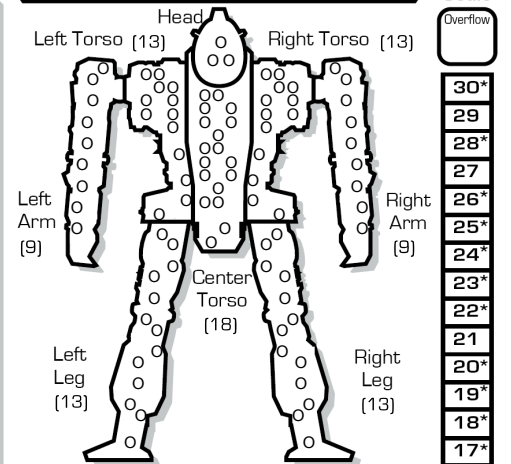
#### Right Leg

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

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: Shadow Hawk SHD-2Hb

Movement Points: **Tonnage:** 55  
 Walking: 5 **Tech Base:** Inner Sphere  
 Running: 8 **Era:** Star League  
 Jumping: 3

### Weapons & Equipment Inventory (hexes)

| Qty | Type         | Loc | Ht | Dmg              | Min | Sht | Med | Lng |
|-----|--------------|-----|----|------------------|-----|-----|-----|-----|
| 1   | Streak SRM 2 | HD  | 2  | 2/Msl<br>[M,C]   | —   | 3   | 6   | 9   |
| 1   | Streak SRM 2 | RT  | 2  | 2/Msl<br>[M,C]   | —   | 3   | 6   | 9   |
| 1   | LB 10-X AC   | LT  | 2  | 10<br>[DB,C/F/S] | —   | 6   | 12  | 18  |
| 1   | Medium Laser | RA  | 3  | 5 [DE]           | —   | 3   | 6   | 9   |
| 1   | Medium Laser | LA  | 3  | 5 [DE]           | —   | 3   | 6   | 9   |

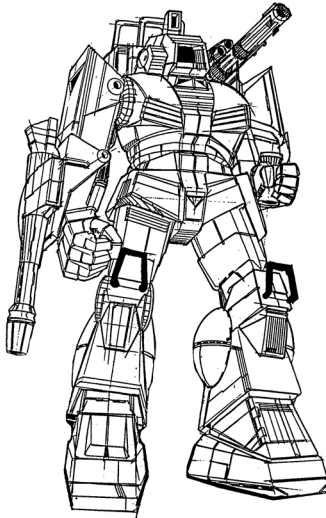
Cost: 5,308,957 C-bills

BV: 1,354

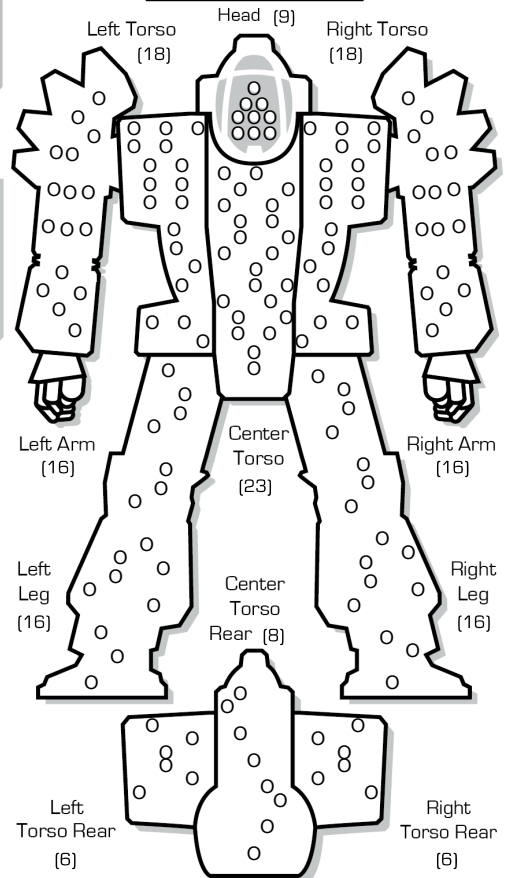
### WARRIOR DATA

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
- Hand Actuator
- Medium Laser
- Endo Steel

1-3

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

4-6

#### Left Torso

- Jump Jet
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

- LB 10-X AC
- 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
- Streak SRM 2
- 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
- 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
- Endo Steel

1-3

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

4-6

#### Right Torso

- Jump Jet
- Streak SRM 2
- Ammo (Streak SRM 2) 50
- Ammo (LB 10-X) 10
- Ammo (LB 10-X Cluster) 10
- CASE

1-3

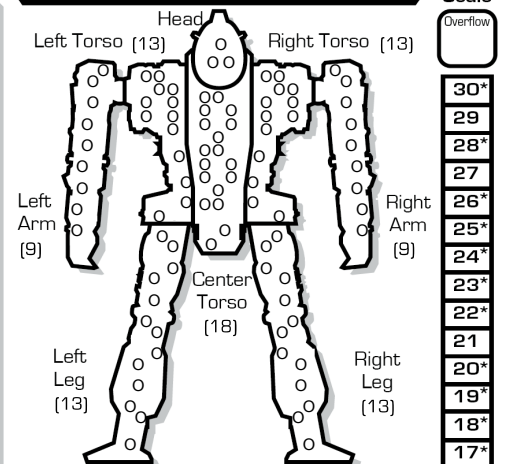
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

#### Right Leg

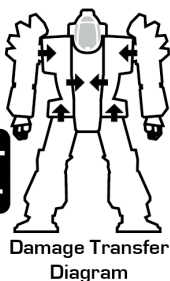
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks:<br>11 (22)<br>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: Wolverine II WVR-7H

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

### Weapons & Equipment Inventory (hexes)

| Qty | Type               | Loc | Ht | Dmg      | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|----------|-----|-----|-----|-----|
| 1   | Medium Pulse Laser | HD  | 4  | 6 [P]    | —   | 2   | 4   | 6   |
| 1   | SRM 6              | LT  | 4  | 2/Msl    | —   | 3   | 6   | 9   |
|     | w/Artemis IV FCS   |     |    | [M,C]    |     |     |     |     |
| 1   | Ultra AC/5         | RA  | 1  | 5/Sht    | 2   | 6   | 13  | 20  |
|     |                    |     |    | [DB,R,C] |     |     |     |     |

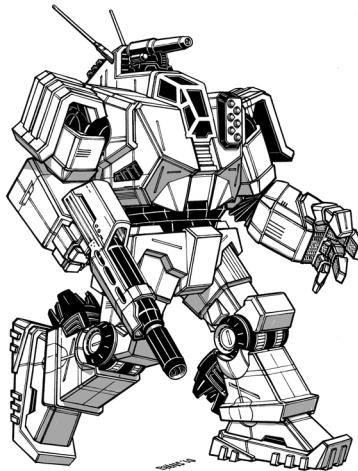
Cost: 5,556,956 C-bills

BV: 1,301

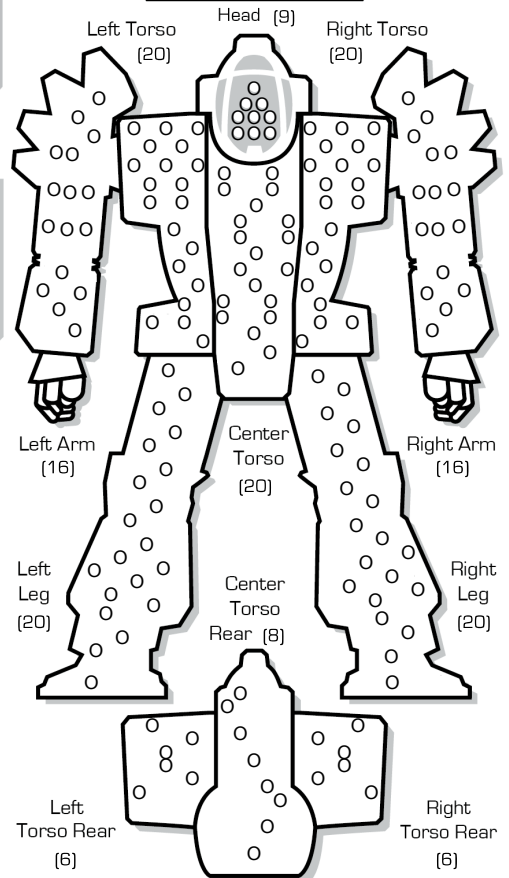
### WARRIOR DATA

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
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Torso

- SRM 6
- SRM 6
- Artemis IV FCS
- Ammo (SRM 6 Artemis) 15
- CASE
- Endo Steel

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
- Jump Jet
- Jump Jet

#### Head

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

#### Center Torso

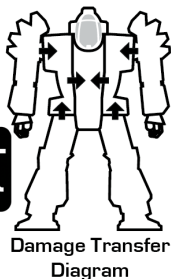
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

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

4-6

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ultra AC/5
- Ultra AC/5

1-3

- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ammo (Ultra AC/5) 20
- Ammo (Ultra AC/5) 20
- Endo Steel

4-6

#### Right Torso

- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

1-3

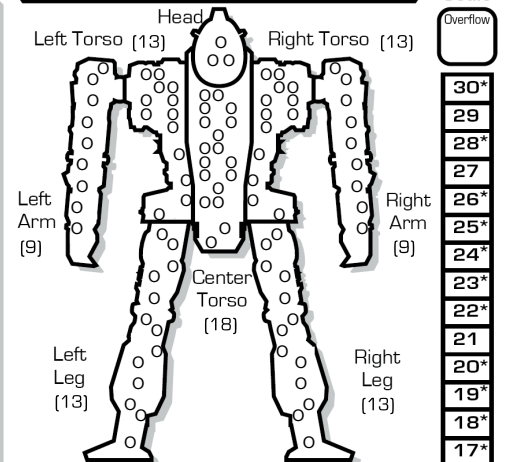
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

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:<br>10 (20)<br>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: Hellhound

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 50

Tech Base: Clan

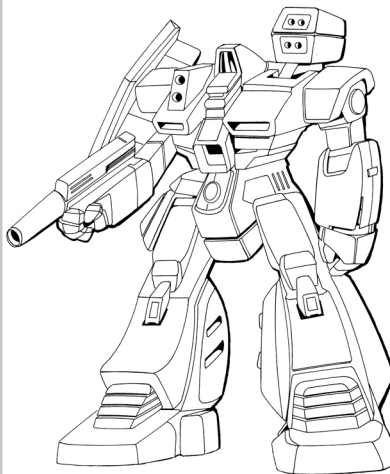
Era: Succession Wars

### WARRIOR DATA

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

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

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



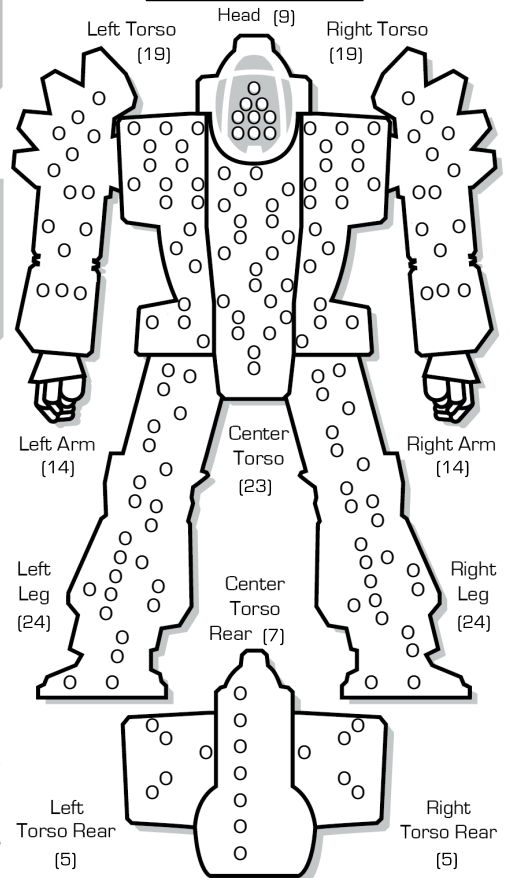
### Weapons & Equipment Inventory (hexes)

| Qty | Type              | Loc | Ht | Dmg     | Min | Sht | Med | Lng |
|-----|-------------------|-----|----|---------|-----|-----|-----|-----|
| 2   | 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: 5,164,500 C-bills

BV: 1,813

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - Ferro-Fibrous
  - Ferro-Fibrous

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

#### Left Torso (CASE)

- Jump Jet
  - Jump Jet
  - Streak SRM 2
  - Streak SRM 2
  - Ammo (Streak SRM 2) 50
  - Endo Steel
- 1-3

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

#### Left Leg

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

#### Head

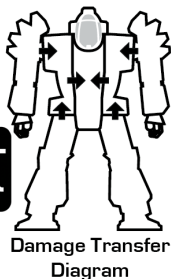
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

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

- Gyro
  - Fusion Engine
  - Fusion Engine
  - 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
- Hand Actuator
  - Large Pulse Laser
  - Large Pulse Laser

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

#### Right Torso

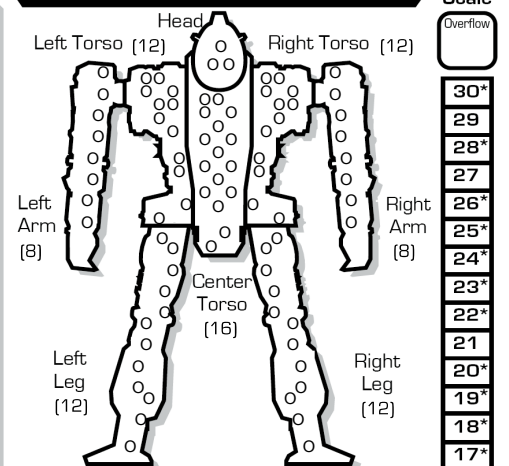
- Jump Jet
  - Jump Jet
  - ER Medium Laser
  - ER Medium Laser
  - Endo Steel
  - Endo Steel
- 1-3

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

#### 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:<br>10 (20)<br>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: **Champion CHP-1Nb**

Movement Points: **Tonnage:** 60  
 Walking: 5 **Tech Base:** Inner Sphere  
 Running: 8 **Era:** Star League  
 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  |
| 1   | ER PPC      | LT  | 15 | 10 [DB,X] | —   | 7   | 14  | 23  |

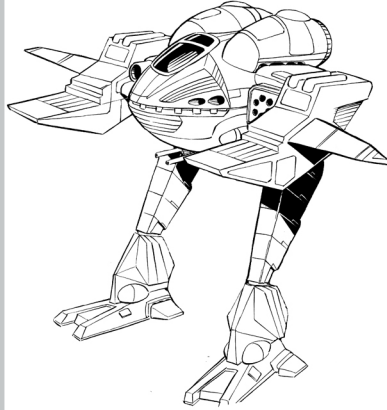
Cost: 5,696,000 C-bills

BV: 1,632

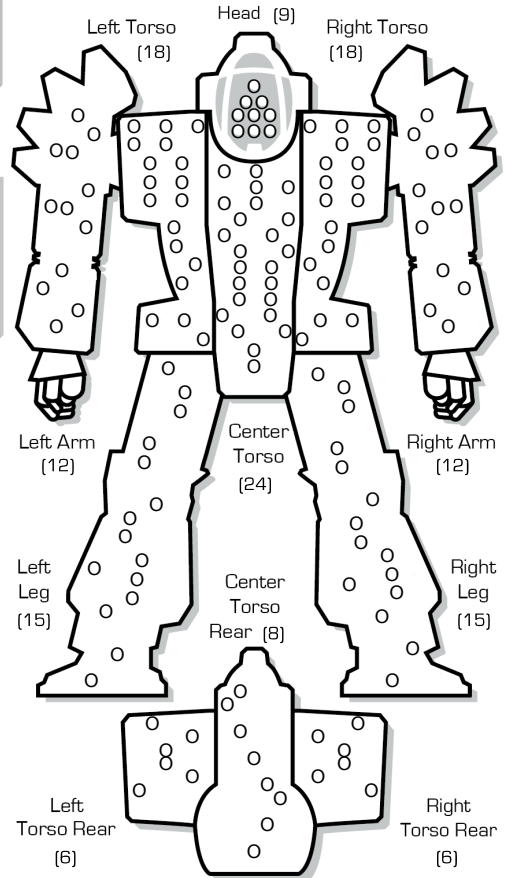
### WARRIOR DATA

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

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



### ARMOR DIAGRAM



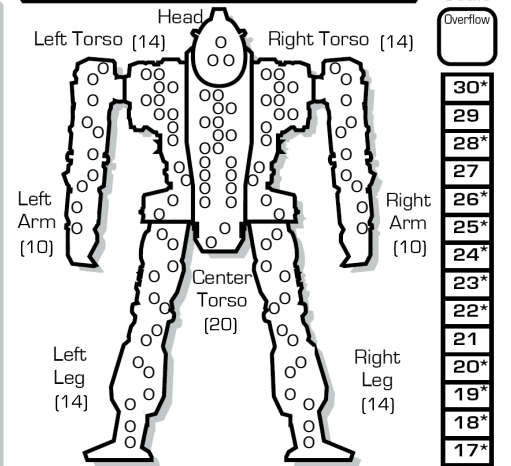
### CRITICAL HIT TABLE

| Location            | Hit 1            | Hit 2                 | Hit 3                 | Hit 4            | Hit 5            | Hit 6            |
|---------------------|------------------|-----------------------|-----------------------|------------------|------------------|------------------|
| <b>Left Arm</b>     | 1. Shoulder      | 2. Upper Arm Actuator | 3. Endo Steel         | 4. Endo Steel    | 5. Endo Steel    | 6. Endo Steel    |
| <b>Right Arm</b>    | 1. Shoulder      | 2. Upper Arm Actuator | 3. Ferro-Fibrous      | 4. Ferro-Fibrous | 5. Ferro-Fibrous | 6. Ferro-Fibrous |
| <b>Center Torso</b> | 1. Fusion Engine | 2. Fusion Engine      | 3. Fusion Engine      | 4. Gyro          | 5. Gyro          | 6. Gyro          |
| <b>Left Torso</b>   | 1. ER PPC        | 2. ER PPC             | 3. ER PPC             | 4. Endo Steel    | 5. Endo Steel    | 6. Endo Steel    |
| <b>Right Torso</b>  | 1. Gauss Rifle   | 2. Gauss Rifle        | 3. Gauss Rifle        | 4. Gauss Rifle   | 5. Gauss Rifle   | 6. Ferro-Fibrous |
| <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:<br>10 (20)<br>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: Exterminator EXT-4Db

Movement Points: **Tonnage:** 65  
 Walking: 6 **Tech Base:** Inner Sphere  
 Running: 9 **Era:** Star League  
 Jumping: 6

### Weapons & Equipment Inventory (hexes)

| Qty | Type           | Loc | Ht | Dmg    | Min | Sht | Med | Lng |
|-----|----------------|-----|----|--------|-----|-----|-----|-----|
| 1   | Small Laser    | HD  | 1  | 3 [DE] | —   | 1   | 2   | 3   |
| 2   | Medium Laser   | CT  | 3  | 5 [DE] | —   | 3   | 6   | 9   |
| 2   | Medium Laser   | RT  | 3  | 5 [DE] | —   | 3   | 6   | 9   |
| 2   | Medium Laser   | LT  | 3  | 5 [DE] | —   | 3   | 6   | 9   |
| 1   | ER Large Laser | RA  | 12 | 8 [DE] | —   | 7   | 14  | 19  |

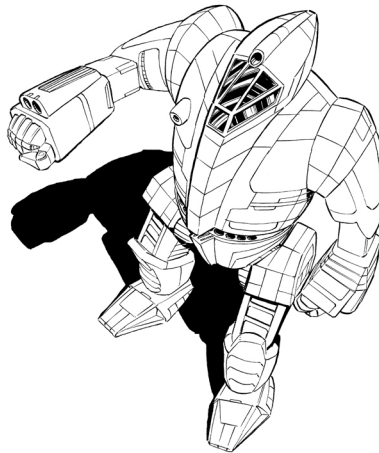
Cost: 16,111,672 C-bills **BV:** 1,694

### WARRIOR DATA

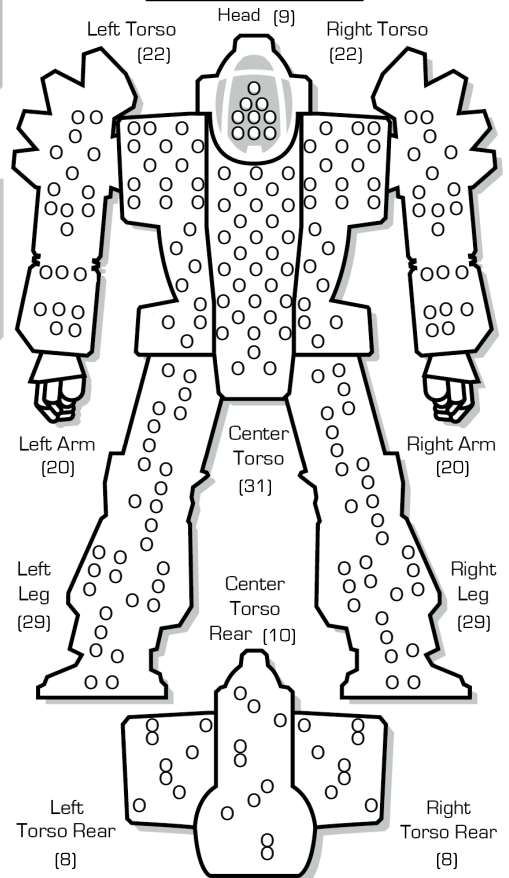
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken 

|   |   |   |    |    |      |
|---|---|---|----|----|------|
| 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 Hand Actuator
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- 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

- Medium Laser
- Medium Laser
- 4-6 Endo Steel
- Endo Steel
- Roll Again
- Roll Again

#### Left Leg

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

#### Head

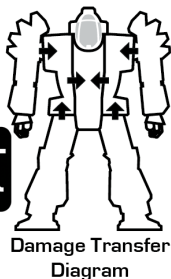
- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

#### Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 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 Hand Actuator
- ER Large Laser
- ER Large Laser

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

#### Right Torso

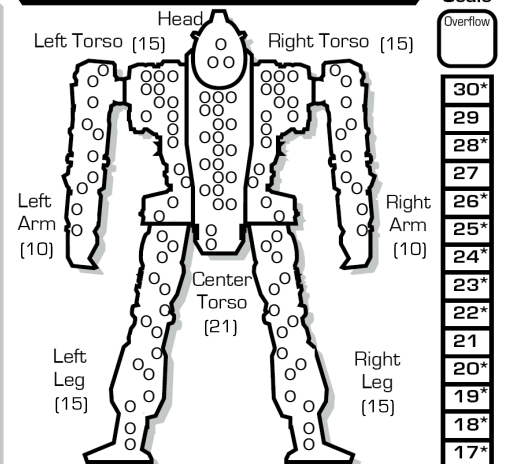
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Jump Jet
- Jump Jet
- Jump Jet

- Medium Laser
- Medium Laser
- 4-6 Endo Steel
- Endo Steel
- 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: 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: Thunderbolt TDR-55b

Movement Points: **Tonnage:** 65  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Era:** Star League  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

| Qty | Type                       | Loc | Ht | Dmg              | Min | Sht | Med | Lng |
|-----|----------------------------|-----|----|------------------|-----|-----|-----|-----|
| 1   | Small Laser                | HD  | 1  | 3 [DE]           | —   | 1   | 2   | 3   |
| 1   | LRM 15<br>w/Artemis IV FCS | RT  | 5  | 1/Msl<br>[M,C,S] | 6   | 7   | 14  | 21  |
| 1   | Streak SRM 2               | RT  | 2  | 2/Msl<br>[M,C]   | —   | 3   | 6   | 9   |
| 3   | Medium Laser               | LT  | 3  | 5 [DE]           | —   | 3   | 6   | 9   |
| 1   | ER PPC                     | RA  | 15 | 10 [DE]          | —   | 7   | 14  | 23  |
| 2   | Small Pulse Laser          | LA  | 2  | 3 [P]            | —   | 1   | 2   | 3   |

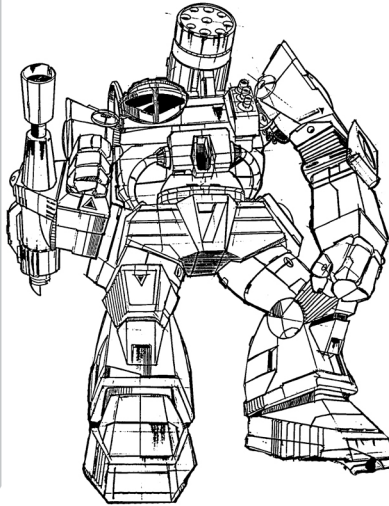
Cost: 6,159,972 C-bills

BV: 1,618

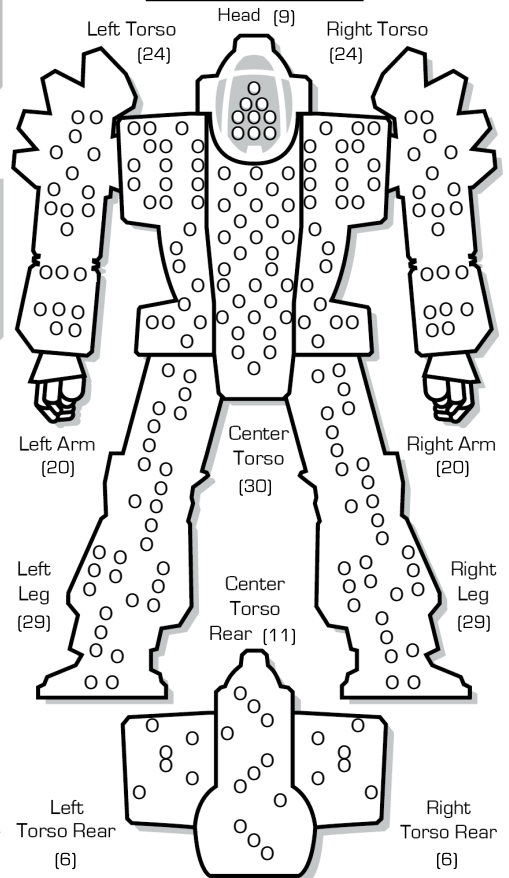
### WARRIOR DATA

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
  - Small Pulse Laser
  - Small Pulse Laser

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

- Medium Laser
  - Medium Laser
  - Medium Laser
- 4-6
- Endo Steel
  - Endo Steel
  - Roll Again

#### Left Leg

- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
5. Endo Steel  
6. Endo Steel

#### Head

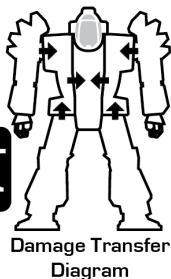
- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

#### Center Torso

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

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

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



#### Right Arm

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

- Double Heat Sink
  - ER PPC
  - ER PPC
- 4-6
- ER PPC
  - Endo Steel
  - Endo Steel

#### Right Torso

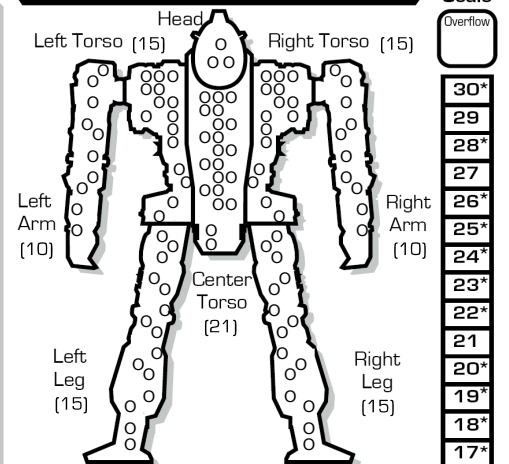
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 1-3
- LRM 15
  - LRM 15
  - LRM 15

- Artemis IV FCS
  - Streak SRM 2
  - Ammo (Streak SRM 2) 50
- 4-6
- Ammo (LRM 15 Artemis) 8
  - Ammo (LRM 15 Artemis) 8
  - CASE

#### Right Leg

- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
5. Endo Steel  
6. 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: Archer ARC-2Rb

Movement Points:

Walking: 4  
Running: 6  
Jumping: 0

Tonnage: 70

Tech Base: Inner Sphere  
Era: Star League

### Weapons & Equipment Inventory

(hexes)

| Qty | Type                       | Loc | Ht | Dmg              | Min | Sht | Med | Lng |
|-----|----------------------------|-----|----|------------------|-----|-----|-----|-----|
| 1   | Medium Laser(R)            | CT  | 3  | 5 [DE]           | —   | 3   | 6   | 9   |
| 1   | LRM 20<br>w/Artemis IV FCS | RT  | 6  | 1/Msl<br>[M.C.S] | 6   | 7   | 14  | 21  |
| 1   | LRM 20<br>w/Artemis IV FCS | LT  | 6  | 1/Msl<br>[M.C.S] | 6   | 7   | 14  | 21  |
| 1   | Medium Laser               | RA  | 3  | 5 [DE]           | —   | 3   | 6   | 9   |
| 1   | Medium Laser               | LA  | 3  | 5 [DE]           | —   | 3   | 6   | 9   |

Cost: 6,876,274 C-bills

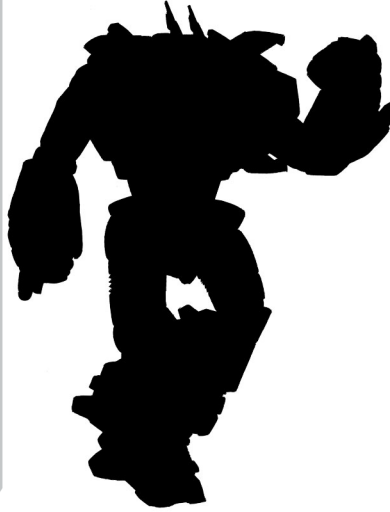
BV: 1,705

### WARRIOR DATA

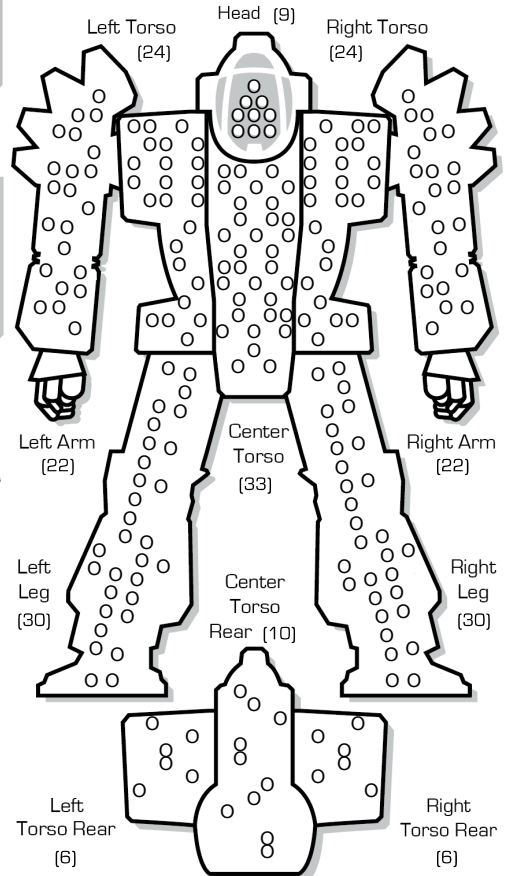
Name: \_\_\_\_\_

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
  - Endo Steel

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

#### Left Torso

- LRM 20
  - LRM 20
  - LRM 20
  - LRM 20
  - LRM 20
  - Artemis IV FCS
- 1-3

- Ammo (LRM 20 Artemis) 6
  - Ammo (LRM 20 Artemis) 6
  - Ammo (LRM 20 Artemis) 6
  - CASE
  - Roll Again
  - Roll Again
- 4-6

#### Left Leg

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

#### Head

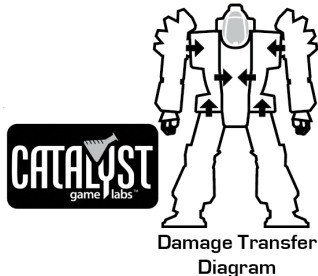
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

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

- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Medium Laser(R)
  - 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
  - Endo Steel
- 1-3

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

#### Right Torso

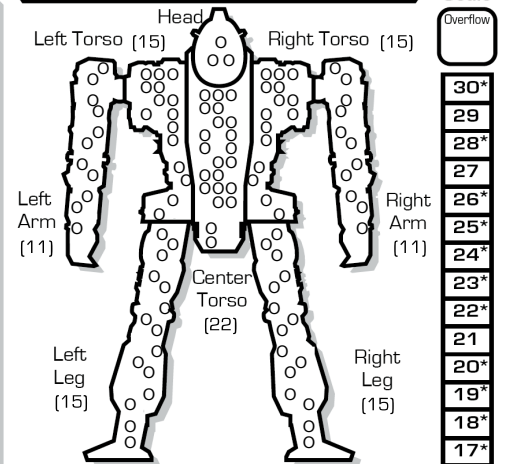
- LRM 20
  - LRM 20
  - LRM 20
  - LRM 20
  - LRM 20
  - Artemis IV FCS
- 1-3

- Ammo (LRM 20 Artemis) 6
  - Ammo (LRM 20 Artemis) 6
  - CASE
  - 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:<br>10 (20)<br>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: Warhammer WHM-7A

Movement Points: **Tonnage:** 70  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Era:** Star League  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

| Qty | Type              | Loc | Ht | Dmg         | Min | Sht | Med | Lng |
|-----|-------------------|-----|----|-------------|-----|-----|-----|-----|
| 2   | Medium Laser      | CT  | 3  | 5 [DE]      | —   | 3   | 6   | 9   |
| 1   | Medium Laser      | RT  | 3  | 5 [DE]      | —   | 3   | 6   | 9   |
| 1   | Small Pulse Laser | RT  | 2  | 3 [P]       | —   | 1   | 2   | 3   |
| 1   | SRM 6             | RT  | 4  | 2/Msl [M,C] | —   | 3   | 6   | 9   |
| 1   | w/Artemis IV FCS  |     |    |             |     |     |     |     |
| 1   | Medium Laser      | LT  | 3  | 5 [DE]      | —   | 3   | 6   | 9   |
| 1   | Small Pulse Laser | LT  | 2  | 3 [P]       | —   | 1   | 2   | 3   |
| 1   | ER PPC            | RA  | 15 | 10 [DE]     | —   | 7   | 14  | 23  |
| 1   | ER PPC            | LA  | 15 | 10 [DE]     | —   | 7   | 14  | 23  |

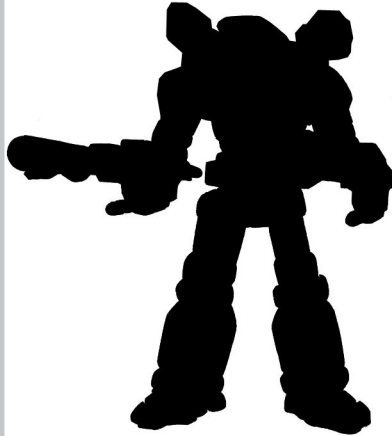
Cost: 7,083,334 C-bills

BV: 1,679

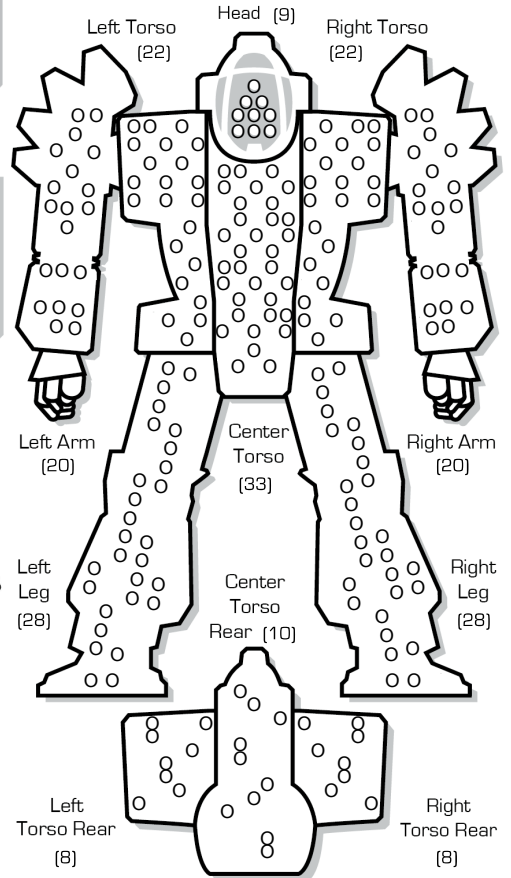
### WARRIOR DATA

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. ER PPC           | 2. ER PPC             | 3. ER PPC             | 4. Endo Steel       | 5. Endo Steel       | 6. Endo Steel       |
| <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. 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. 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       |

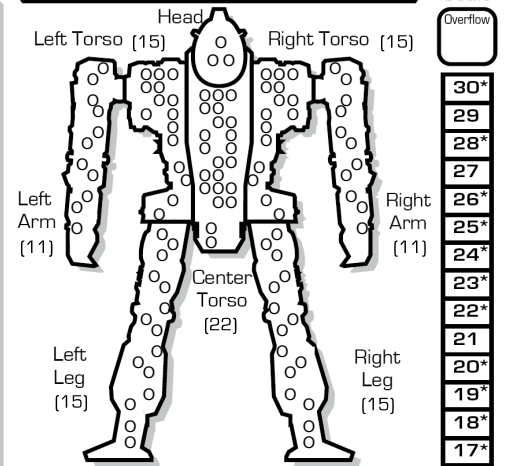
**Head**

- 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: 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: **Crockett CRK-5003-1b**

Movement Points: **Tonnage: 85**  
 Walking: 3 **Tech Base: Inner Sphere**  
 Running: 5 **Era: Star League**  
 Jumping: 3

### Weapons & Equipment Inventory (hexes)

| Qty | Type               | Loc | Ht | Dmg       | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|-----------|-----|-----|-----|-----|
| 1   | Medium Pulse Laser | HD  | 4  | 6 [P]     | —   | 2   | 4   | 6   |
| 1   | Medium Pulse Laser | CT  | 4  | 6 [P]     | —   | 2   | 4   | 6   |
| 1   | Gauss Rifle        | LT  | 1  | 15 [DB,X] | 2   | 7   | 15  | 22  |
| 1   | ER Large Laser     | RA  | 12 | 8 [DE]    | —   | 7   | 14  | 19  |
| 1   | Medium Laser       | RA  | 3  | 5 [DE]    | —   | 3   | 6   | 9   |
| 1   | Medium Pulse Laser | RA  | 4  | 6 [P]     | —   | 2   | 4   | 6   |
| 1   | ER Large Laser     | LA  | 12 | 8 [DE]    | —   | 7   | 14  | 19  |
| 1   | Medium Laser       | LA  | 3  | 5 [DE]    | —   | 3   | 6   | 9   |
| 1   | Medium Pulse Laser | LA  | 4  | 6 [P]     | —   | 2   | 4   | 6   |

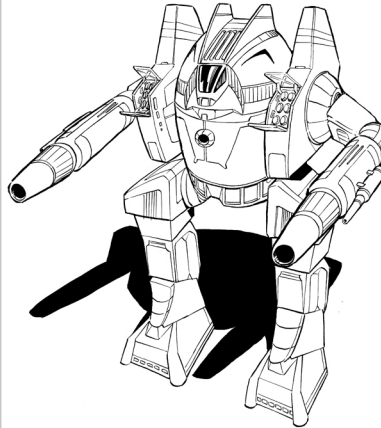
Cost: 8,464,675 C-bills

BV: 2,307

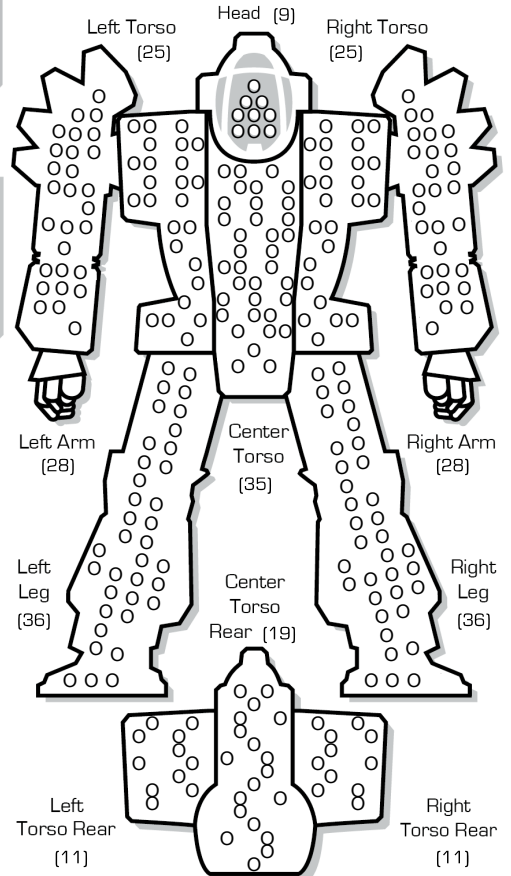
### WARRIOR DATA

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

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



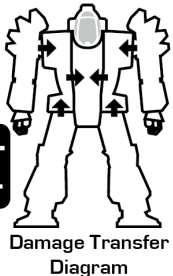
### ARMOR DIAGRAM



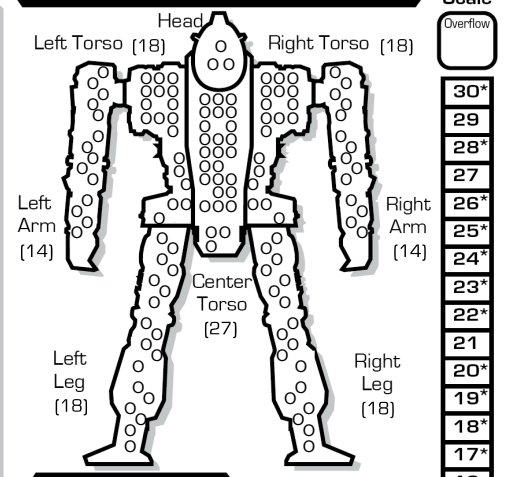
### CRITICAL HIT TABLE

| Location            | Hit 1               | Hit 2                 | Hit 3                 | Hit 4               | Hit 5               | Hit 6               |
|---------------------|---------------------|-----------------------|-----------------------|---------------------|---------------------|---------------------|
| <b>Left Arm</b>     | 1. Shoulder         | 2. Upper Arm Actuator | 1-3 Double Heat Sink  | 4. Double Heat Sink | 5. Double Heat Sink | 6. ER Large Laser   |
| <b>Right Arm</b>    | 1. Shoulder         | 2. Upper Arm Actuator | 1-3 Double Heat Sink  | 4. Double Heat Sink | 5. Double Heat Sink | 6. ER Large Laser   |
| <b>Center Torso</b> | 1. Fusion Engine    | 2. Fusion Engine      | 1-3 Fusion Engine     | 4. Gyro             | 5. Gyro             | 6. Gyro             |
| <b>Left Torso</b>   | 1. Double Heat Sink | 2. Double Heat Sink   | 1-3 Double Heat Sink  | 4. Gauss Rifle      | 5. Gauss Rifle      | 6. Gauss Rifle      |
| <b>Right Torso</b>  | 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 |
| <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: 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: **Shogun SHG-2H**

Movement Points:

Walking: 3  
Running: 5  
Jumping: 3

Tonnage: 85

Tech Base: Inner Sphere  
Era: Star League

### Weapons & Equipment Inventory

(hexes)

| Qty | Type                    | Loc | Ht | Dmg           | Min | Sht | Med | Lng |
|-----|-------------------------|-----|----|---------------|-----|-----|-----|-----|
| 1   | Medium Pulse Laser      | HD  | 4  | 6 [P]         | —   | 2   | 4   | 6   |
| 1   | Medium Laser            | CT  | 3  | 5 [DE]        | —   | 3   | 6   | 9   |
| 1   | ER PPC                  | RT  | 15 | 10 [DE]       | —   | 7   | 14  | 23  |
| 2   | Streak SRM 2            | RT  | 2  | 2/Msl [M,C]   | —   | 3   | 6   | 9   |
| 2   | Streak SRM 2            | LT  | 2  | 2/Msl [M,C]   | —   | 3   | 6   | 9   |
| 1   | LRM 15 w/Artemis IV FCS | RA  | 5  | 1/Msl [M,C,S] | 6   | 7   | 14  | 21  |
| 1   | LRM 15 w/Artemis IV FCS | LA  | 5  | 1/Msl [M,C,S] | 6   | 7   | 14  | 21  |

Cost: 8,667,250 C-bills

BV: 2,087

### WARRIOR DATA

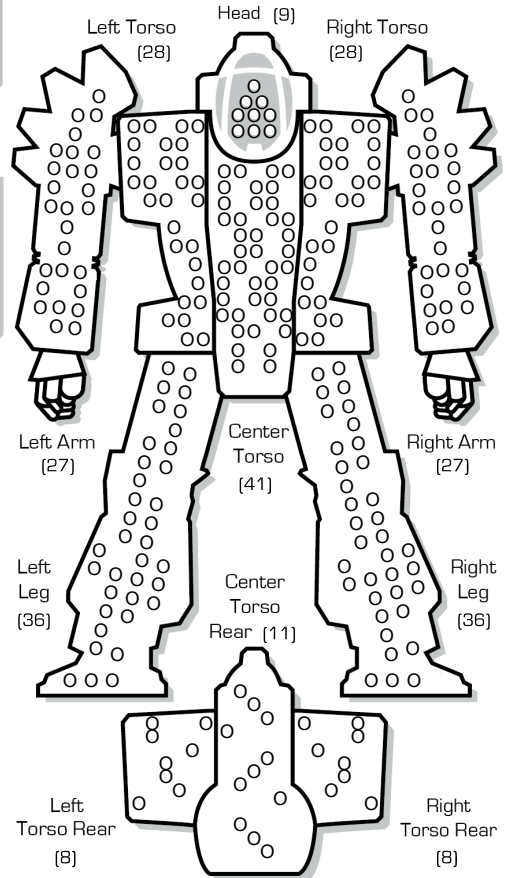
Name: \_\_\_\_\_

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 LRM 15
- LRM 15
- LRM 15

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 LRM 15
- LRM 15
- LRM 15

#### Center Torso

- Artemis IV FCS
- Ferro-Fibrous
- Ferro-Fibrous
- 1-3 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Gyro
- Gyro

#### Left Torso

- Artemis IV FCS
- Ferro-Fibrous
- Ferro-Fibrous
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

#### Right Torso

- Artemis IV FCS
- Ferro-Fibrous
- Ferro-Fibrous
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

#### 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
- Fusion Engine
- Medium Laser

#### Right Torso

- Double Heat Sink
- Double Heat Sink
- 1-3 Double Heat Sink
- ER PPC
- ER PPC
- ER PPC

- Streak SRM 2
- Streak SRM 2
- 4-6 Ammo (LRM 15 Artemis) 8
- Ammo (LRM 15 Artemis) 8
- CASE
- Ferro-Fibrous

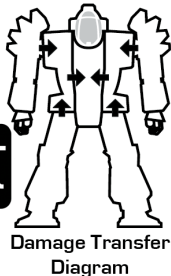
Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

#### Left Leg

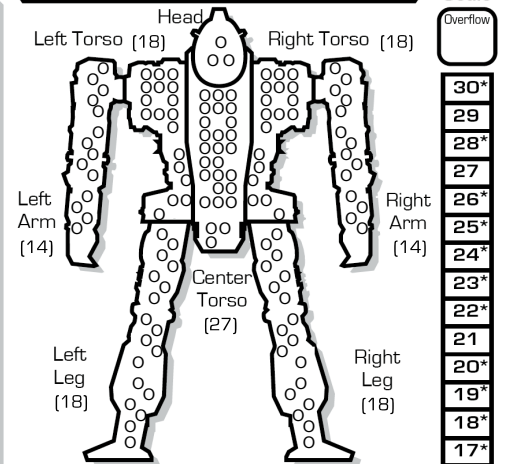
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Ferro-Fibrous

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- 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: **Shogun C**

Movement Points:

Walking: 3

Running: 5

Jumping: 3

Tonnage: 85

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)

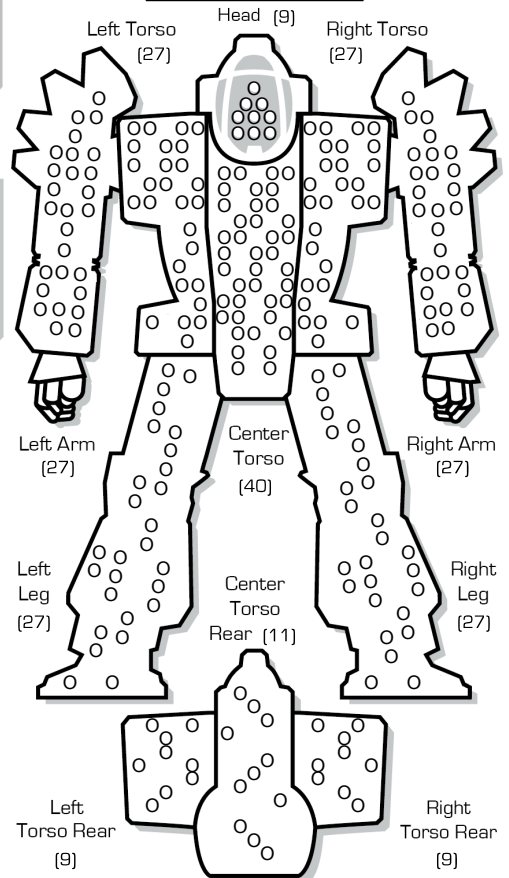
| Qty | Type                    | Loc | Ht | Dmg           | Min | Sht | Med | Lng |
|-----|-------------------------|-----|----|---------------|-----|-----|-----|-----|
| 1   | ER PPC                  | RT  | 15 | 15 [DE]       | —   | 7   | 14  | 23  |
| 2   | Streak SRM 6            | RT  | 4  | 2/Msl [M,C]   | —   | 4   | 8   | 12  |
| 2   | Streak SRM 6            | LT  | 4  | 2/Msl [M,C]   | —   | 4   | 8   | 12  |
| 1   | LRM 20 w/Artemis IV FCS | RA  | 6  | 1/Msl [M,C,S] | —   | 7   | 14  | 21  |
| 1   | LRM 20 w/Artemis IV FCS | LA  | 6  | 1/Msl [M,C,S] | —   | 7   | 14  | 21  |

Cost: 9,496,050 C-bills

BV: 3,032



### 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

1-3

- Double Heat Sink
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Artemis IV FCS

4-6

#### Left Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Streak SRM 6
- Streak SRM 6
- Streak SRM 6
- Streak SRM 6

1-3

- Ammo (Streak SRM 6) 15
- Ammo (LRM 20 Artemis) 6
- Ammo (LRM 20 Artemis) 6
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Leg

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

#### 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
- Ferro-Fibrous

4-6

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

1-3

- Double Heat Sink
- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Artemis IV FCS

4-6

#### Right Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- ER PPC
- ER PPC
- Streak SRM 6
- Streak SRM 6

1-3

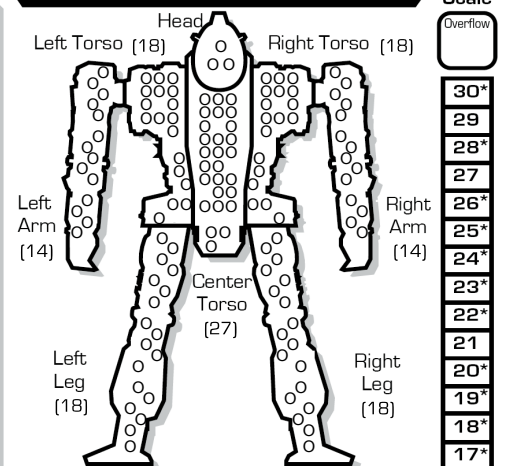
- Streak SRM 6
- Streak SRM 6
- Ammo (Streak SRM 6) 15
- Ammo (LRM 20 Artemis) 6
- Ammo (LRM 20 Artemis) 6
- Ferro-Fibrous

4-6

#### Right Leg

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

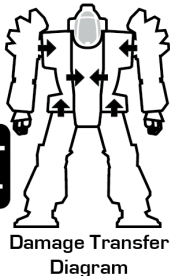
### INTERNAL STRUCTURE DIAGRAM



### 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: **Stalker STK-3Fb**

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Tonnage: 85

Tech Base: Inner Sphere

Era: Star League

### WARRIOR DATA

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

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

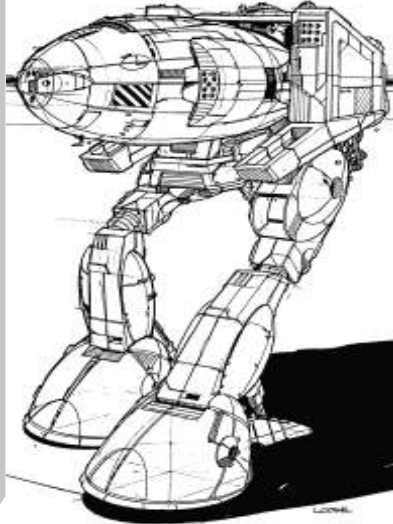
|                |   |   |   |    |    |      |
|----------------|---|---|---|----|----|------|
| Hits Taken     | 1 | 2 | 3 | 4  | 5  | 6    |
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |

### Weapons & Equipment Inventory (hexes)

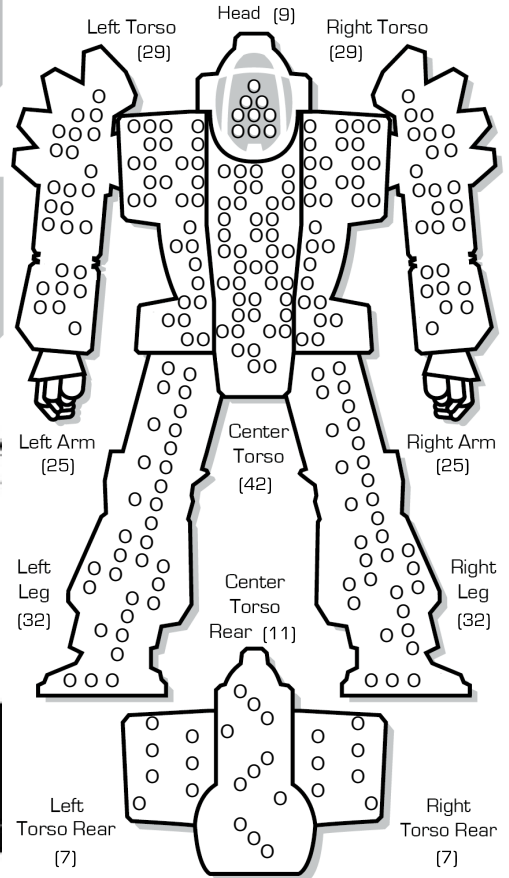
| Qty | Type               | Loc | Ht | Dmg           | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|---------------|-----|-----|-----|-----|
| 1   | Guardian ECM Suite | CT  | —  | [E]           | —   | —   | —   | 6   |
| 1   | ER Large Laser     | RT  | 12 | 8 [DE]        | —   | 7   | 14  | 19  |
| 1   | ER Large Laser     | LT  | 12 | 8 [DE]        | —   | 7   | 14  | 19  |
| 1   | LRM 15             | RA  | 5  | 1/Msl [M.C.S] | 6   | 7   | 14  | 21  |
| 2   | Medium Laser       | RA  | 3  | 5 [DE]        | —   | 3   | 6   | 9   |
| 1   | LRM 15             | LA  | 5  | 1/Msl [M.C.S] | 6   | 7   | 14  | 21  |
| 2   | Medium Laser       | LA  | 3  | 5 [DE]        | —   | 3   | 6   | 9   |

Cost: 8,625,625 C-bills

BV: 2,029



### 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 LRM 15

- LRM 15
- LRM 15
- Artemis IV FCS
- 4-6 Medium Laser
- 5 Medium Laser
- 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 ER Large Laser
- 2 ER Large Laser
- 4-6 Ammo [LRM 15 Artemis] 8
- 4-6 Ammo [LRM 15 Artemis] 8
- 5 Ammo [LRM 15 Artemis] 8
- 6 CASE

#### Left Leg

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

#### Head

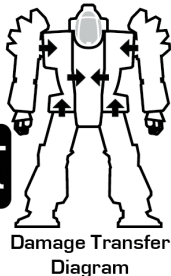
- Life Support
- Sensors
- Cockpit
- 4 Roll Again
- 5 Sensors
- 6 Life Support

#### Center Torso

- 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 Guardian ECM Suite
- 6 Guardian ECM Suite

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 LRM 15

- LRM 15
- 2 LRM 15
- 3 Artemis IV FCS
- 4-6 Medium Laser
- 5 Medium Laser
- 6 Roll Again

#### Right Torso

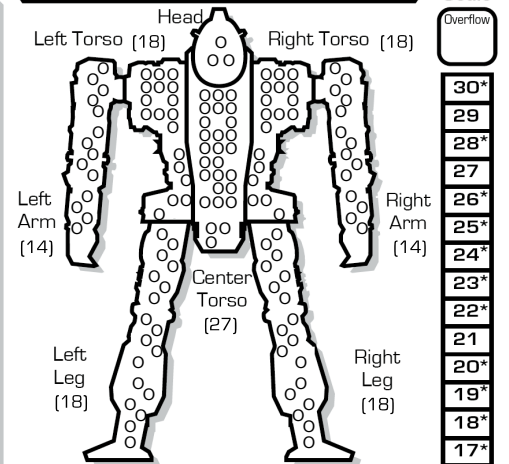
- 1 Double Heat Sink
- 2 Double Heat Sink
- 3 Double Heat Sink
- 1-3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink

- 1 Double Heat Sink
- 2 Double Heat Sink
- 3 Double Heat Sink
- 4-6 ER Large Laser
- 5 ER Large Laser
- 6 Roll Again

#### Right Leg

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

### 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: Highlander HGN-732 Colleen

Movement Points: **Walking:** 3 **Running:** 5 **Jumping:** 3  
 Tonnage: 90  
 Tech Base: Inner Sphere (Experimental)  
 Era: Succession Wars

### 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   | LRM 15             | LT  | 5  | 1/Msl [M,C,S] | 6   | 7   | 14  | 21  |
| 1   | ER PPC             | RA  | 15 | 10 [DE]       | —   | 7   | 14  | 23  |
| 1   | Streak SRM 6 (PP)  | LA  | 4  | 2/Msl [M,C]   | —   | 3   | 6   | 9   |

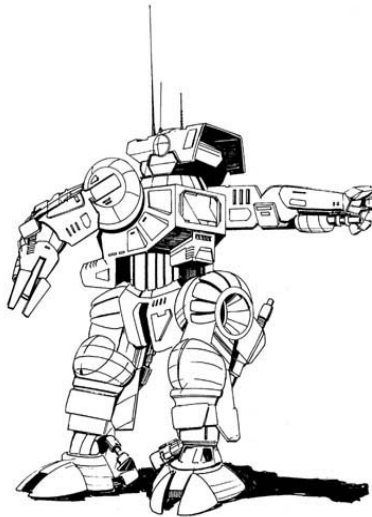
Cost: 8,966,480 C-bills

BV: 2,127

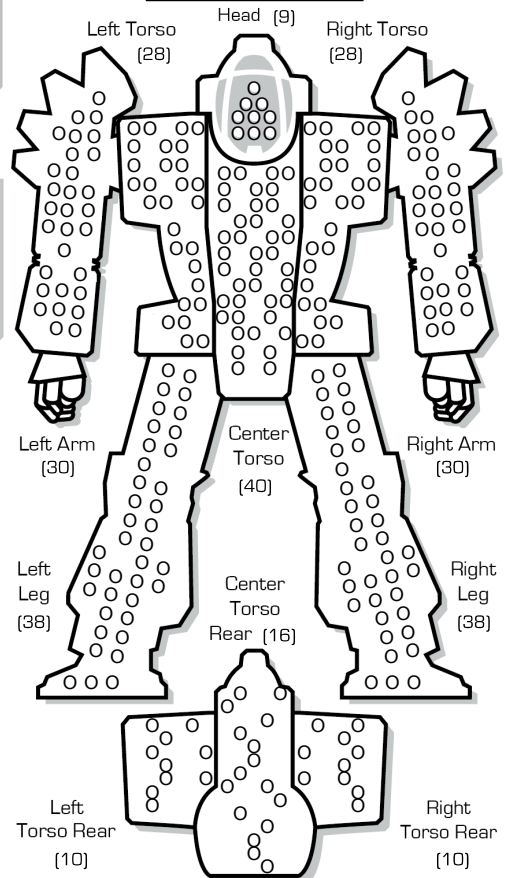
### WARRIOR DATA

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


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

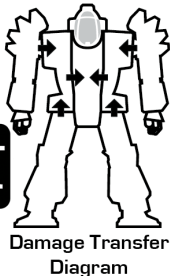


### ARMOR DIAGRAM

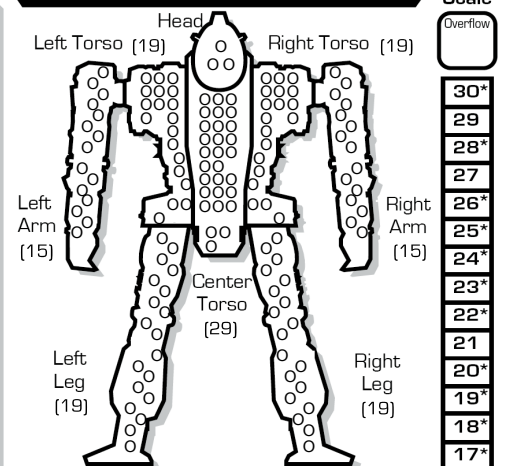


### CRITICAL HIT TABLE

|   |   |   |
|---|---|---|
| <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 6 (PP)</li> <li>Streak SRM 6 (PP)</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>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>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol>       |
| <p>1. Ammo (Streak SRM 6) 15</p> <p>2. Ferro-Fibrous</p> <p>3. Ferro-Fibrous</p> <p>4. Ferro-Fibrous</p> <p>5. Ferro-Fibrous</p> <p>6. Ferro-Fibrous</p>  | <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>1. ER PPC</p> <p>2. ER PPC</p> <p>3. ER PPC</p> <p>4. Ferro-Fibrous</p> <p>5. Ferro-Fibrous</p> <p>6. Ferro-Fibrous</p>  |
| <h4>Left Torso</h4> <ol style="list-style-type: none"> <li>Jump Jet</li> <li>LRM 15</li> <li>LRM 15</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>LRM 15</li> <li>LRM 15</li> <li>LRM 15</li> </ol>  | <ol style="list-style-type: none"> <li>Gyro</li> <li>Fusion Engine</li> <li>Fusion Engine</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Fusion Engine</li> <li>Jump Jet</li> <li>Ferro-Fibrous</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>1. LRM 15</p> <p>2. Ammo (LRM 15) 8</p> <p>3. Ammo (LRM 15) 8</p> <p>4. Ammo (LRM 15) 8</p> <p>5. Ammo (LRM 15) 8</p> <p>6. CASE</p>   | <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>1. Double Heat Sink</p> <p>2. Double Heat Sink</p> <p>3. Double Heat Sink</p> <p>4. Jump Jet</p> <p>5. Medium Pulse Laser</p> <p>6. Medium Pulse Laser</p>   |
| <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>Ferro-Fibrous</li> <li>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> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Foot Actuator</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol>                     |



### 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: Annihilator ANH-1X

Movement Points: **Walking:** 2 **Running:** 3 **Jumping:** 0  
**Tonnage:** 100 **Tech Base:** Inner Sphere **Era:** Succession Wars

### Weapons & Equipment Inventory (hexes)

| Qty | Type              | Loc | Ht | Dmg           | Min | Sht | Med | Lng |
|-----|-------------------|-----|----|---------------|-----|-----|-----|-----|
| 1   | Small Laser       | HD  | 1  | 3 [DE]        | —   | 1   | 2   | 3   |
| 2   | Medium Laser      | CT  | 3  | 5 [DE]        | —   | 3   | 6   | 9   |
| 1   | LB 10-X AC        | RT  | 2  | 10 [DB,C/F/S] | —   | 6   | 12  | 18  |
| 1   | LB 10-X AC        | LT  | 2  | 10 [DB,C/F/S] | —   | 6   | 12  | 18  |
| 1   | LB 10-X AC        | RA  | 2  | 10 [DB,C/F/S] | —   | 6   | 12  | 18  |
| 1   | Medium Laser      | RA  | 3  | 5 [DE]        | —   | 3   | 6   | 9   |
| 1   | Small Pulse Laser | RA  | 2  | 3 [P]         | —   | 1   | 2   | 3   |
| 1   | LB 10-X AC        | LA  | 2  | 10 [DB,C/F/S] | —   | 6   | 12  | 18  |
| 1   | Medium Laser      | LA  | 3  | 5 [DE]        | —   | 3   | 6   | 9   |
| 1   | Small Pulse Laser | LA  | 2  | 3 [P]         | —   | 1   | 2   | 3   |

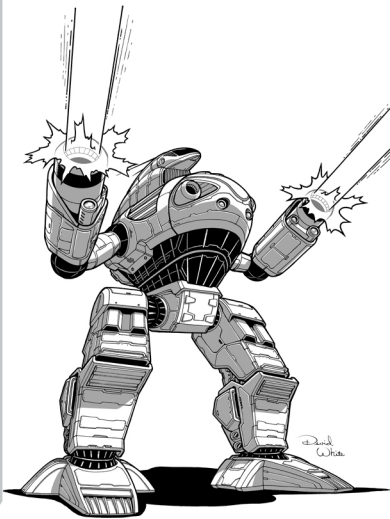
Cost: 9,753,167 C-bills

BV: 1,926

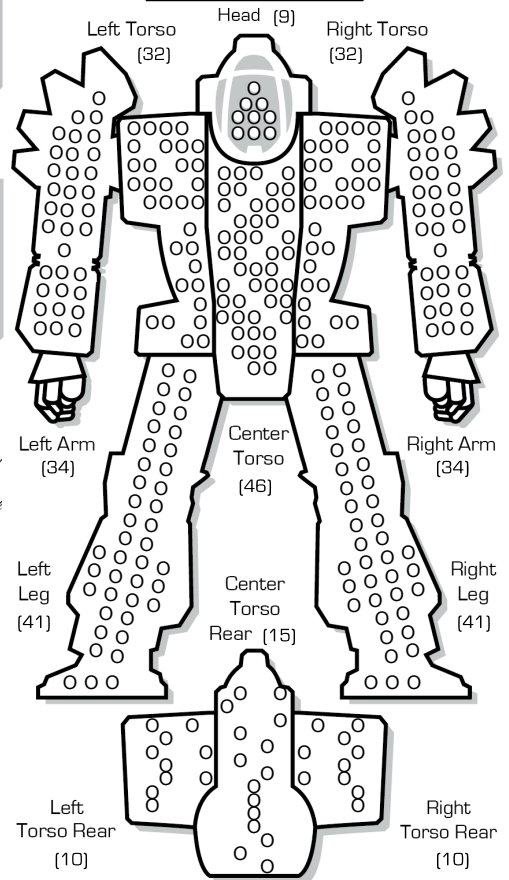
### WARRIOR DATA

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

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



### ARMOR DIAGRAM



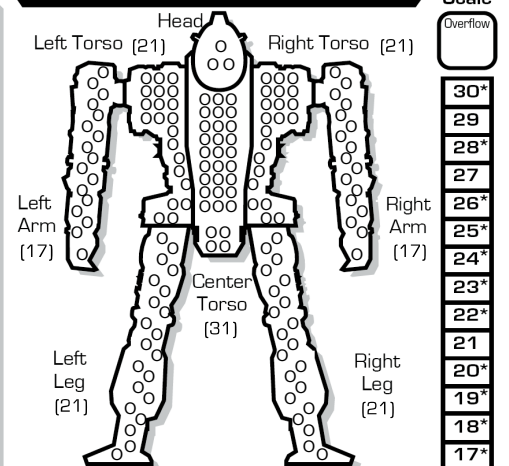
### CRITICAL HIT TABLE

| 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. 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. LB 10-X AC    | 5. LB 10-X AC | 6. LB 10-X AC |
| <b>Right Torso</b>  | 1. Double Heat Sink | 2. Double Heat Sink   | 3. Double Heat Sink   | 4. LB 10-X AC    | 5. LB 10-X AC | 6. LB 10-X AC |
| <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: Annihilator ANH-1G

Movement Points: **Walking:** 2 **Running:** 3 **Jumping:** 0  
**Tonnage:** 100 **Tech Base:** Inner Sphere **Era:** Succession Wars

### Weapons & Equipment Inventory (hexes)

| Qty | Type        | Loc | Ht | Dmg       | Min | Sht | Med | Lng |
|-----|-------------|-----|----|-----------|-----|-----|-----|-----|
| 1   | ER PPC      | RT  | 15 | 10 [DE]   | —   | 7   | 14  | 23  |
| 1   | Gauss Rifle | LT  | 1  | 15 [DB,X] | 2   | 7   | 15  | 22  |
| 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: 8,336,667 C-bills

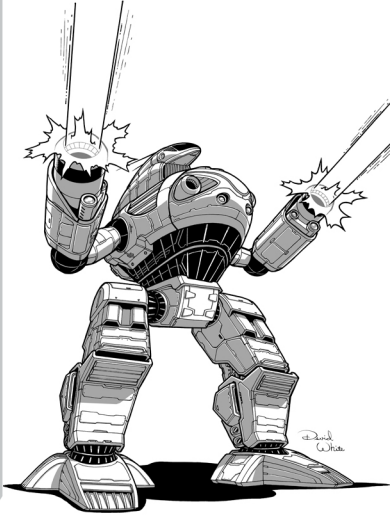
BV: 2,274

### WARRIOR DATA

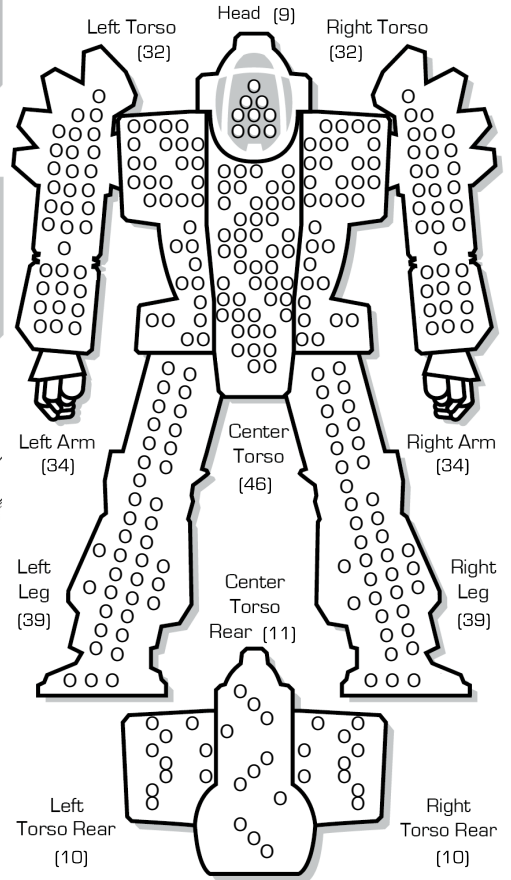
Name: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Piloting Skill:** \_\_\_\_\_  
**Hits Taken**  

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

**Consciousness#**



### ARMOR DIAGRAM



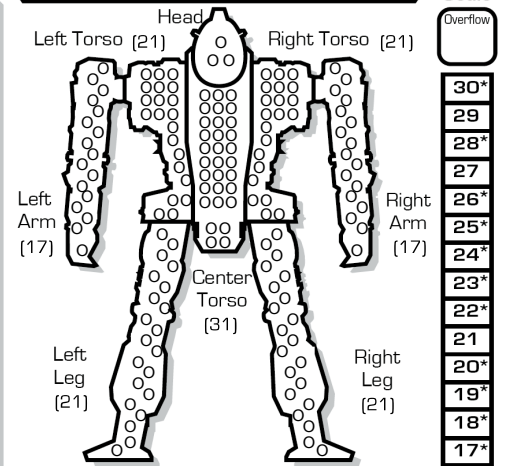
### CRITICAL HIT TABLE

| 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. 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. 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. 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. ER PPC        | 5. ER PPC      | 6. ER PPC      |
| <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:    |
|-------------|------------------------|----------------|
| 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: **Annihilator C**

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Tonnage: 100

Tech Base: **Clan**

Era: Succession Wars

### WARRIOR DATA

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

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

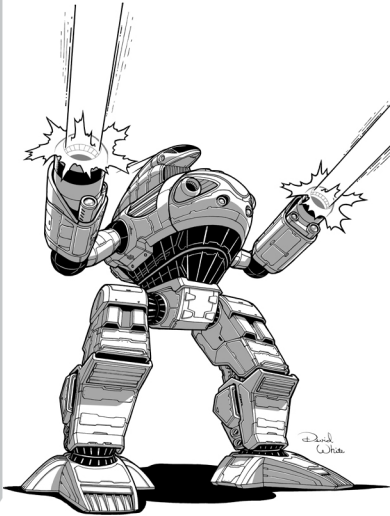
|                |   |   |   |    |    |      |
|----------------|---|---|---|----|----|------|
| Hits Taken     | 1 | 2 | 3 | 4  | 5  | 6    |
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |

### Weapons & Equipment Inventory (hexes)

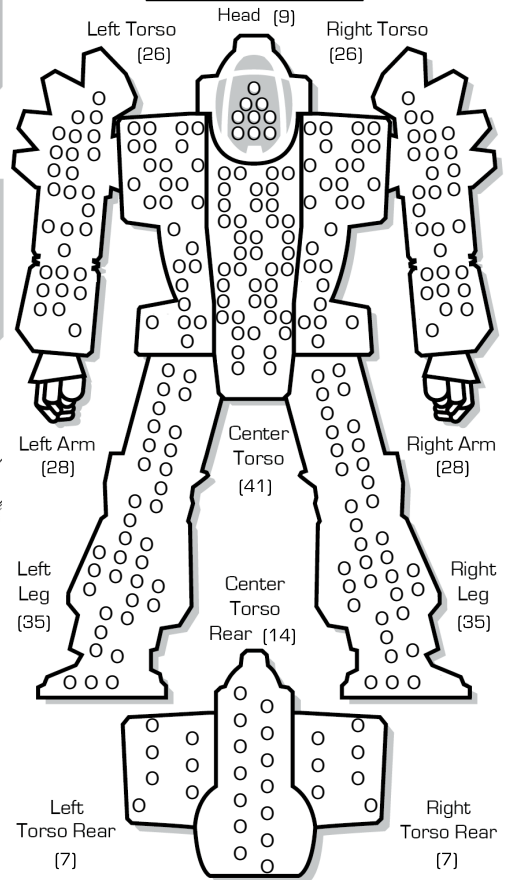
| Qty | Type            | Loc | Ht | Dmg             | Min | Sht | Med | Lng |
|-----|-----------------|-----|----|-----------------|-----|-----|-----|-----|
| 2   | ER Medium Laser | CT  | 5  | 7 [DE]          | —   | 5   | 10  | 15  |
| 1   | Ultra AC/10     | RT  | 3  | 10/Sht [DB,R,C] | —   | 6   | 12  | 18  |
| 1   | Ultra AC/10     | LT  | 3  | 10/Sht [DB,R,C] | —   | 6   | 12  | 18  |
| 1   | ER Medium Laser | RA  | 5  | 7 [DE]          | —   | 5   | 10  | 15  |
| 1   | Ultra AC/10     | RA  | 3  | 10/Sht [DB,R,C] | —   | 6   | 12  | 18  |
| 1   | ER Medium Laser | LA  | 5  | 7 [DE]          | —   | 5   | 10  | 15  |
| 1   | Ultra AC/10     | LA  | 3  | 10/Sht [DB,R,C] | —   | 6   | 12  | 18  |

Cost: 8,980,000 C-bills

BV: 2,520



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Ultra AC/10
- 5 Ultra AC/10
- 6 Ultra AC/10

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Ultra AC/10
- 5 Ultra AC/10
- 6 Ultra AC/10

#### Center Torso

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

#### Left Torso (CASE)

- 1 Ultra AC/10
- 2 ER Medium Laser
- 3 Endo Steel
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

- 1 Ultra AC/10
- 2 ER Medium Laser
- 3 Endo Steel
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

#### Right Torso (CASE)

- 1 Ultra AC/10
- 2 Ultra AC/10
- 3 Ultra AC/10
- 1-3 Ultra AC/10
- 5 Ammo (Ultra AC/10) 10
- 6 Ammo (Ultra AC/10) 10

- 1 Ultra AC/10
- 2 Ultra AC/10
- 3 Ultra AC/10
- 1-3 Ultra AC/10
- 5 Ammo (Ultra AC/10) 10
- 6 Ammo (Ultra AC/10) 10

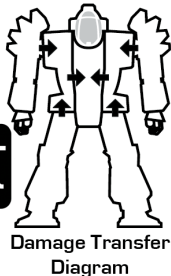
Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

#### Left Leg

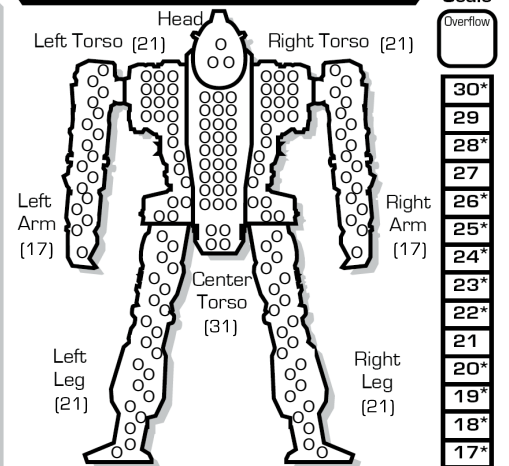
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- 5 Endo Steel
- 6 Endo Steel

#### Right Leg

- 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: 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: Annihilator C 2

Movement Points:

Walking: 2

Running: 3

Jumping: 0

Tonnage: 100

Tech Base: Clan

Era: Succession Wars

### WARRIOR DATA

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

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

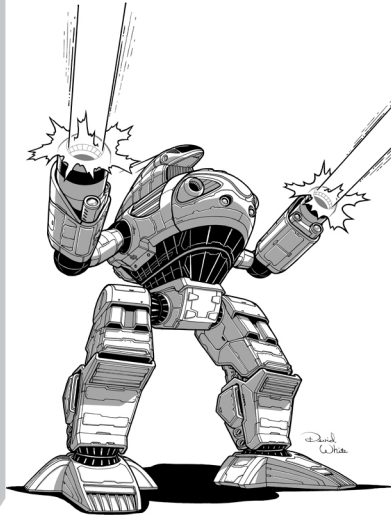
|                |   |   |   |    |    |      |
|----------------|---|---|---|----|----|------|
| Hits Taken     | 1 | 2 | 3 | 4  | 5  | 6    |
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |

### Weapons & Equipment Inventory (hexes)

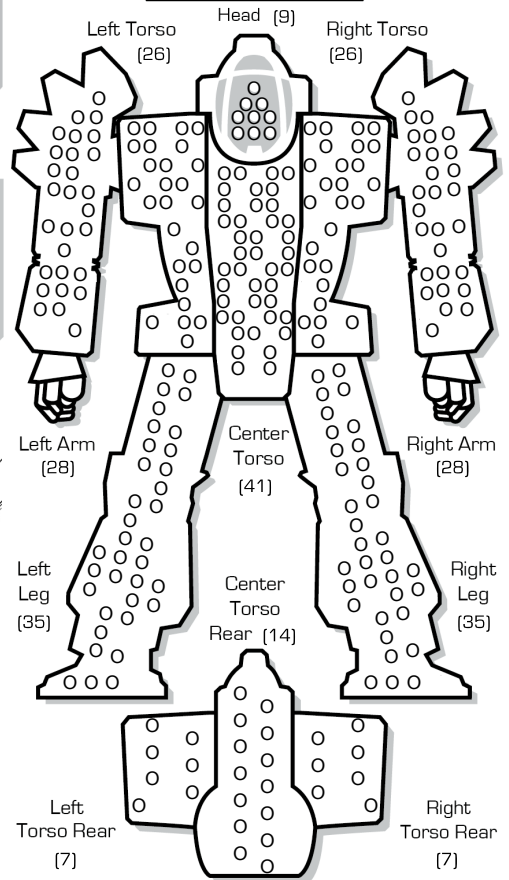
| Qty | Type           | Loc | Ht | Dmg       | Min | Sht | Med | Lng |
|-----|----------------|-----|----|-----------|-----|-----|-----|-----|
| 1   | ER Small Laser | HD  | 2  | 5 [DE]    | —   | 2   | 4   | 6   |
| 1   | ER PPC         | CT  | 15 | 15 [DE]   | —   | 7   | 14  | 23  |
| 1   | Gauss Rifle    | RT  | 1  | 15 [DB,X] | 2   | 7   | 15  | 22  |
| 1   | Gauss Rifle    | LT  | 1  | 15 [DB,X] | 2   | 7   | 15  | 22  |
| 1   | Gauss Rifle    | RA  | 1  | 15 [DB,X] | 2   | 7   | 15  | 22  |
| 1   | Gauss Rifle    | LA  | 1  | 15 [DB,X] | 2   | 7   | 15  | 22  |

Cost: 9,541,167 C-bills

BV: 2,722



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Endo Steel

4-6

#### Left Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- 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
- 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
- ER PPC
- ER PPC

4-6

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

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Endo Steel

4-6

#### Right Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Gauss Rifle
- Gauss Rifle

1-3

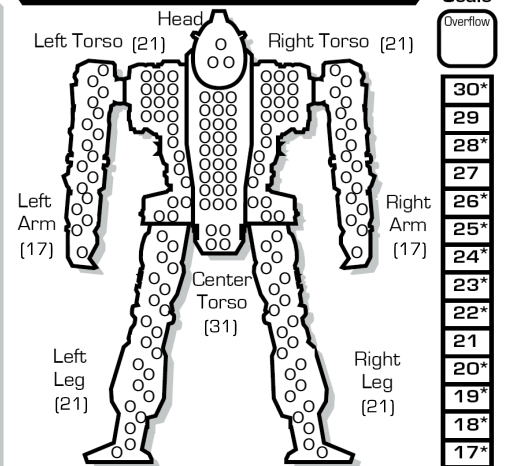
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8

4-6

#### Right Leg

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

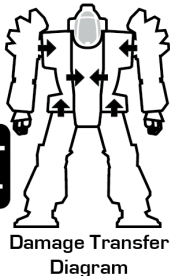
### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: 11 (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: Annihilator Bryan "Gausszilla"

Movement Points: **Tonnage:** 100  
 Walking: 2 **Tech Base:** Clan  
 Running: 3 **Era:** Succession Wars  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

| Qty | Type        | Loc | Ht | Dmg          | Min | Sht | Med | Lng |
|-----|-------------|-----|----|--------------|-----|-----|-----|-----|
| 2   | Gauss Rifle | RT  | 1  | 15<br>[DB,X] | 2   | 7   | 15  | 22  |
| 1   | Gauss Rifle | LT  | 1  | 15<br>[DB,X] | 2   | 7   | 15  | 22  |
| 1   | Gauss Rifle | RA  | 1  | 15<br>[DB,X] | 2   | 7   | 15  | 22  |
| 1   | Gauss Rifle | LA  | 1  | 15<br>[DB,X] | 2   | 7   | 15  | 22  |

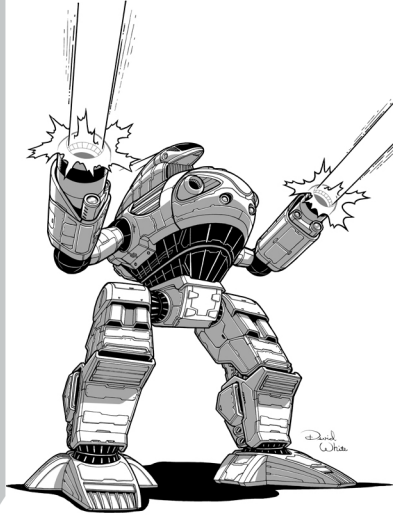
Cost: 9,456,667 C-bills

BV: 2,455

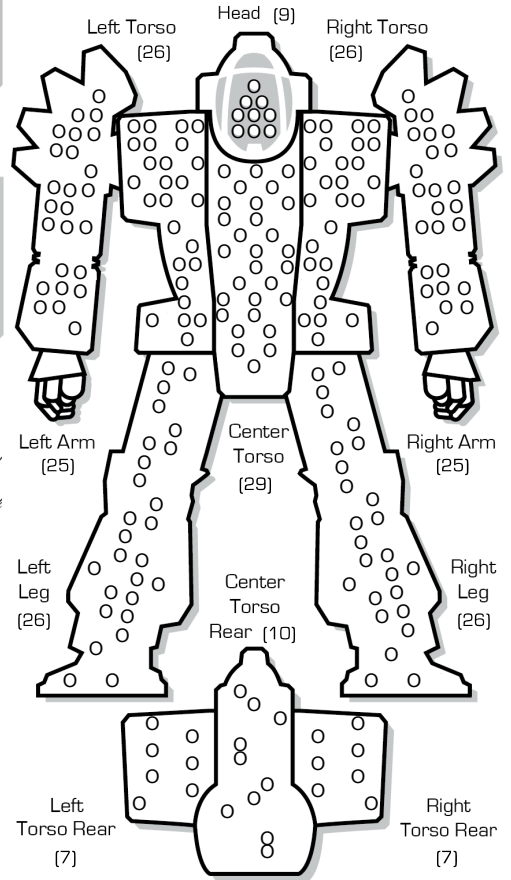
### WARRIOR DATA

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

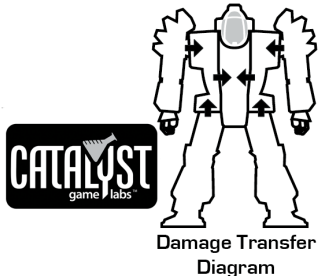
| Location                  | Hit 1             | Hit 2                 | Hit 3                 | Hit 4             | Hit 5               | Hit 6               |
|---------------------------|-------------------|-----------------------|-----------------------|-------------------|---------------------|---------------------|
| <b>Left Arm (CASE)</b>    | 1. Shoulder       | 2. Upper Arm Actuator | 3. Gauss Rifle        | 4. Gauss Rifle    | 5. Gauss Rifle      | 6. Gauss Rifle      |
| <b>Right Arm (CASE)</b>   | 1. Shoulder       | 2. Upper Arm Actuator | 3. Gauss Rifle        | 4. Gauss Rifle    | 5. Gauss Rifle      | 6. Gauss Rifle      |
| <b>Center Torso</b>       | 1. Gauss Rifle    | 2. Gauss Rifle        | 3. Ammo (Gauss) 8     | 4. Ammo (Gauss) 8 | 5. Endo Steel       | 6. Endo Steel       |
| <b>Left Torso (CASE)</b>  | 1. Gauss Rifle    | 2. Gauss Rifle        | 3. Gauss Rifle        | 4. Gauss Rifle    | 5. Gauss Rifle      | 6. Gauss Rifle      |
| <b>Right Torso (CASE)</b> | 1. Gauss Rifle    | 2. Gauss Rifle        | 3. Gauss Rifle        | 4. Gauss Rifle    | 5. Gauss Rifle      | 6. Gauss Rifle      |
| <b>Left Leg</b>           | 1. Ammo (Gauss) 8 | 2. Ammo (Gauss) 8     | 3. Ammo (Gauss) 8     | 4. Ammo (Gauss) 8 | 5. Endo Steel       | 6. Roll Again       |
| <b>Right Leg</b>          | 1. Hip            | 2. Upper Leg Actuator | 3. Lower Leg Actuator | 4. Foot Actuator  | 5. Double Heat Sink | 6. Double Heat Sink |

**Head**  
 1. Life Support  
 2. Sensors  
 3. Cockpit  
 4. Roll Again  
 5. Sensors  
 6. Life Support

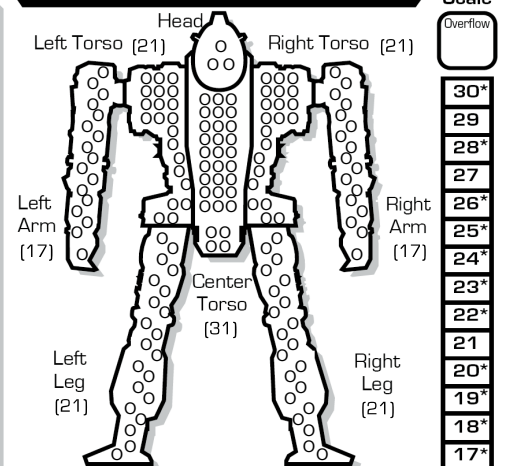
**Center Torso**  
 1. Fusion Engine  
 2. Fusion Engine  
 3. Fusion Engine  
 4. Gyro  
 5. Gyro  
 6. Gyro

**Left Torso**  
 1. Gyro  
 2. Fusion Engine  
 3. Fusion Engine  
 4. Fusion Engine  
 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: Imp IMP-1A

Movement Points:

Walking: 3  
Running: 5  
Jumping: 0

Tonnage: 100

Tech Base: Inner Sphere  
Era: Succession Wars

### Weapons & Equipment Inventory (hexes)

| Qty | Type                    | Loc | Ht | Dmg            | Min | Sht | Med | Lng |
|-----|-------------------------|-----|----|----------------|-----|-----|-----|-----|
| 1   | Small Laser             | HD  | 1  | 3 [DE]         | —   | 1   | 2   | 3   |
| 2   | Medium Pulse Laser      | CT  | 4  | 6 [P]          | —   | 2   | 4   | 6   |
| 1   | ER PPC                  | RT  | 15 | 10 [DE]        | —   | 7   | 14  | 23  |
| 1   | Medium Pulse Laser      | RT  | 4  | 6 [P]          | —   | 2   | 4   | 6   |
| 1   | ER PPC                  | LT  | 15 | 10 [DE]        | —   | 7   | 14  | 23  |
| 1   | Medium Pulse Laser      | LT  | 4  | 6 [P]          | —   | 2   | 4   | 6   |
| 1   | LRM 20 w/Artemis IV FCS | RA  | 6  | 1/Meat [M.C.S] | 6   | 7   | 14  | 21  |
| 1   | Medium Pulse Laser      | LA  | 4  | 6 [P]          | —   | 2   | 4   | 6   |

Cost: 10,588,500 C-bills

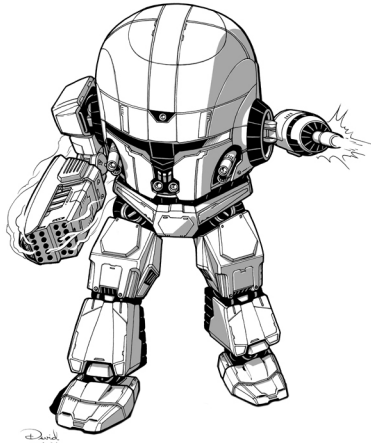
BV: 2,215

### WARRIOR DATA

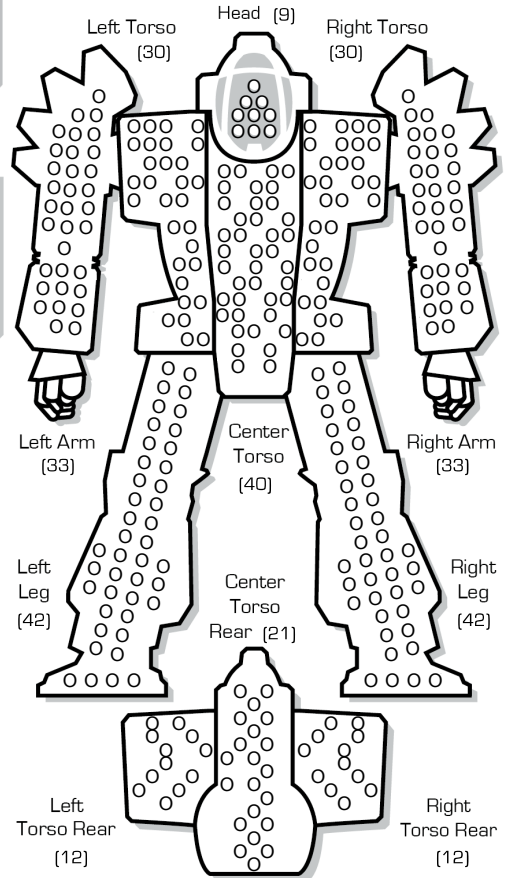
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



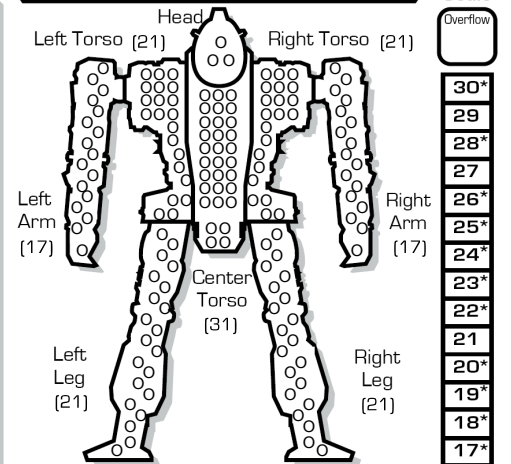
### CRITICAL HIT TABLE

| Location            | Hit 1               | Hit 2                 | Hit 3                 | Hit 4               | Hit 5               | Hit 6               |
|---------------------|---------------------|-----------------------|-----------------------|---------------------|---------------------|---------------------|
| <b>Left Arm</b>     | 1. Shoulder         | 2. Upper Arm Actuator | 3. Double Heat Sink   | 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. ER PPC           | 5. ER PPC           | 6. ER PPC           |
| <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. 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: 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: Imp IMP-1B

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Tonnage: 100

Tech Base: Inner Sphere

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 |

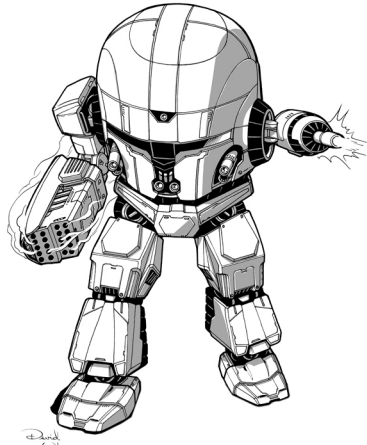
### Weapons & Equipment Inventory

(hexes)

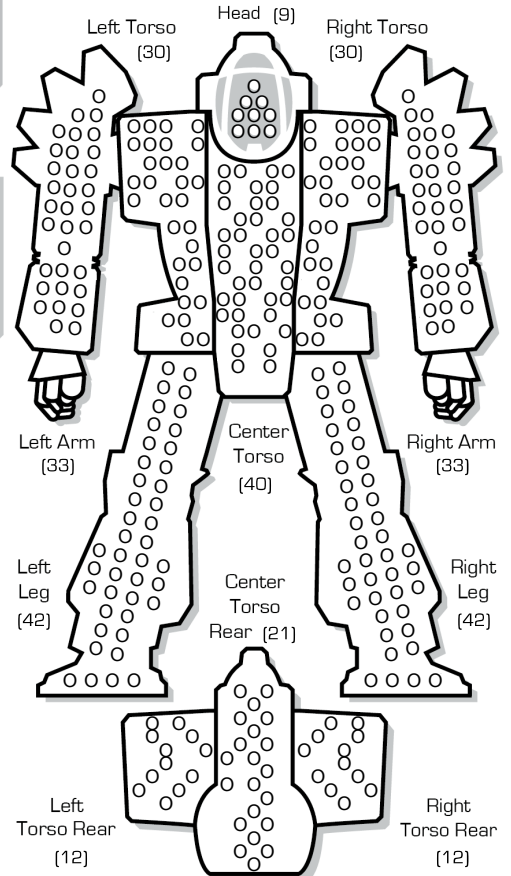
| Qty | Type               | Loc | Ht | Dmg     | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|---------|-----|-----|-----|-----|
| 1   | Medium Pulse Laser | HD  | 4  | 6 [P]   | —   | 2   | 4   | 6   |
| 2   | Medium Laser       | CT  | 3  | 5 [DE]  | —   | 3   | 6   | 9   |
| 1   | ER PPC             | RT  | 15 | 10 [DE] | —   | 7   | 14  | 23  |
| 1   | Guardian ECM Suite | RT  | —  | [E]     | —   | —   | —   | 6   |
| 1   | Medium Laser       | RT  | 3  | 5 [DE]  | —   | 3   | 6   | 9   |
| 1   | ER PPC             | LT  | 15 | 10 [DE] | —   | 7   | 14  | 23  |
| 1   | Medium Laser       | LT  | 3  | 5 [DE]  | —   | 3   | 6   | 9   |
| 1   | LRM 20             | RA  | 6  | 1/Msl   | 6   | 7   | 14  | 21  |
| 1   | w/Artemis IV FCS   |     |    | [M,C,S] |     |     |     |     |
| 1   | Medium Laser       | LA  | 3  | 5 [DE]  | —   | 3   | 6   | 9   |

Cost: 10,898,000 C-bills

BV: 2,349



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- 1. Shoulder
  - 2. Upper Arm Actuator
  - 3. Double Heat Sink
  - 4. Double Heat Sink
  - 5. Double Heat Sink
  - 6. Double Heat Sink
- 1-3
- 1. Double Heat Sink
  - 2. Double Heat Sink
  - 3. Double Heat Sink
  - 4. Double Heat Sink
  - 5. Double Heat Sink
  - 6. Medium Laser
- 4-6

#### Left Torso

- 1. Double Heat Sink
  - 2. Double Heat Sink
  - 3. Double Heat Sink
  - 4. ER PPC
  - 5. ER PPC
  - 6. ER PPC
- 1-3
- 1. Medium Laser
  - 2. Ammo (LRM 20 Artemis) 6
  - 3. Ammo (LRM 20 Artemis) 6
  - 4. Ammo (LRM 20 Artemis) 6
  - 5. CASE
  - 6. Roll Again
- 4-6

#### Left Leg

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

#### Head

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

#### Center Torso

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

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

#### Right Arm

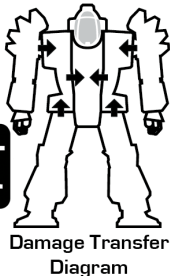
- 1. Shoulder
  - 2. Upper Arm Actuator
  - 3. Lower Arm Actuator
  - 4. Double Heat Sink
  - 5. Double Heat Sink
  - 6. Double Heat Sink
- 1-3
- 1. LRM 20
  - 2. LRM 20
  - 3. LRM 20
  - 4. LRM 20
  - 5. LRM 20
  - 6. Artemis IV FCS
- 4-6

#### Right Torso

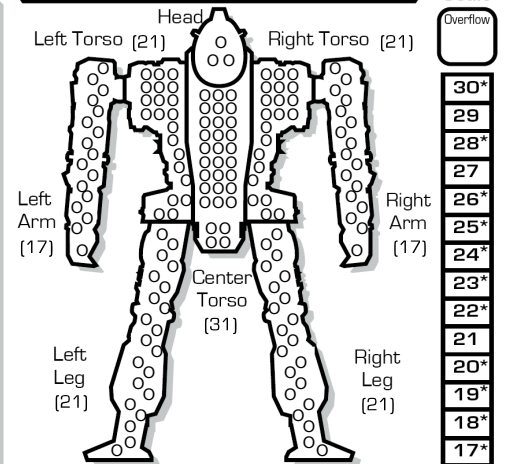
- 1. Double Heat Sink
  - 2. Double Heat Sink
  - 3. Double Heat Sink
  - 4. Double Heat Sink
  - 5. Double Heat Sink
  - 6. Double Heat Sink
- 1-3
- 1. ER PPC
  - 2. ER PPC
  - 3. ER PPC
  - 4. Medium Laser
  - 5. Guardian ECM Suite
  - 6. Guardian ECM Suite
- 4-6

#### Right Leg

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



### 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: Imp IMP-1C

Movement Points:  
 Walking: 3  
 Running: 5  
 Jumping: 0

Tonnage: 100  
 Tech Base: Inner Sphere  
 Era: Succession Wars

### Weapons & Equipment Inventory

(hexes)

| Qty | Type               | Loc | Ht | Dmg       | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|-----------|-----|-----|-----|-----|
| 1   | Small Laser        | HD  | 1  | 3 [DE]    | —   | 1   | 2   | 3   |
| 2   | Medium Laser       | CT  | 3  | 5 [DE]    | —   | 3   | 6   | 9   |
| 1   | ER PPC             | RT  | 15 | 10 [DE]   | —   | 7   | 14  | 23  |
| 1   | Guardian ECM Suite | RT  | —  | [E]       | —   | —   | —   | 6   |
| 1   | Medium Laser       | RT  | 3  | 5 [DE]    | —   | 3   | 6   | 9   |
| 1   | ER PPC             | LT  | 15 | 10 [DE]   | —   | 7   | 14  | 23  |
| 1   | Medium Laser       | LT  | 3  | 5 [DE]    | —   | 3   | 6   | 9   |
| 1   | Gauss Rifle        | RA  | 1  | 15 [DB,X] | 2   | 7   | 15  | 22  |
| 2   | Medium Laser       | LA  | 3  | 5 [DE]    | —   | 3   | 6   | 9   |

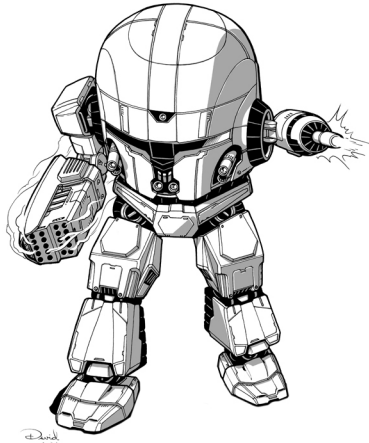
Cost: 10,656,500 C-bills

BV: 2,480

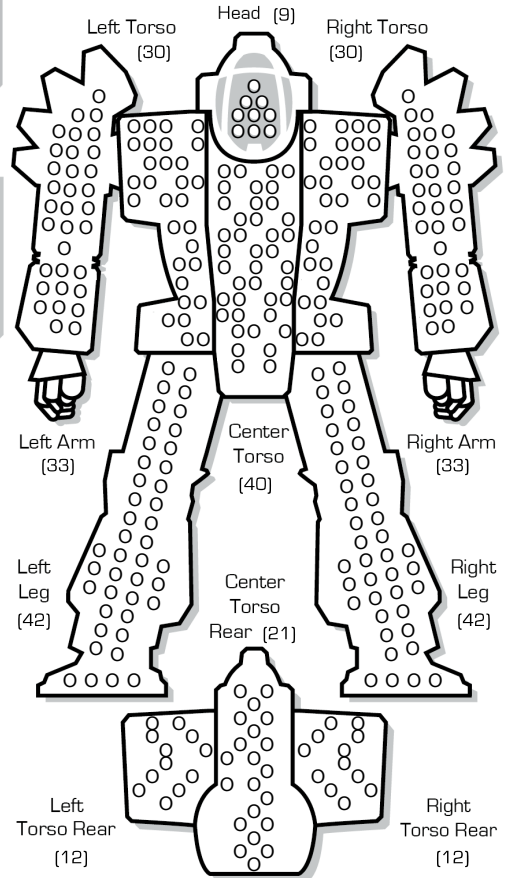
### WARRIOR DATA

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

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Gauss Rifle
- 4 Gauss Rifle
- 5 Gauss Rifle
- 6 Gauss Rifle
- 1 Gauss Rifle
- 2 Gauss Rifle
- 3 Gauss Rifle
- 4 Gauss Rifle
- 5 Ammo (Gauss) 8
- 6 Ammo (Gauss) 8

#### Center Torso

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

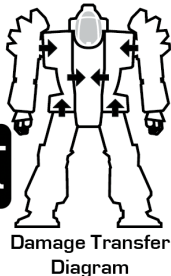
#### Right Torso

- 1 Double Heat Sink
- 2 Double Heat Sink
- 3 Double Heat Sink
- 4 Double Heat Sink
- 5 Double Heat Sink
- 6 Double Heat Sink
- 1 ER PPC
- 2 ER PPC
- 3 ER PPC
- 4 Medium Laser
- 5 Guardian ECM Suite
- 6 Guardian ECM Suite

#### Left Torso

- 1 Double Heat Sink
- 2 Double Heat Sink
- 3 Double Heat Sink
- 1-3 ER PPC
- 4 ER PPC
- 5 ER PPC
- 6 ER PPC
- 1 Medium Laser
- 2 Roll Again
- 3 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

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



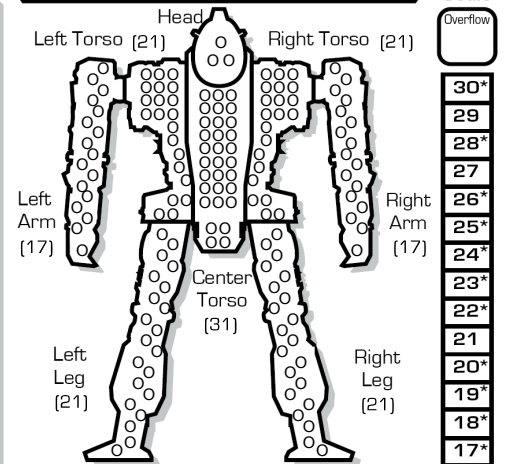
#### Left Leg

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

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | 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: Imp C

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Tonnage: 100

Tech Base: Clan

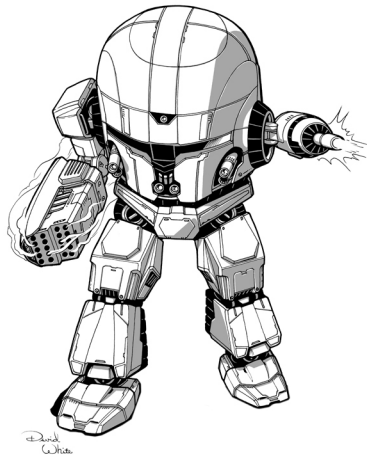
Era: Succession Wars

### WARRIOR DATA

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

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

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



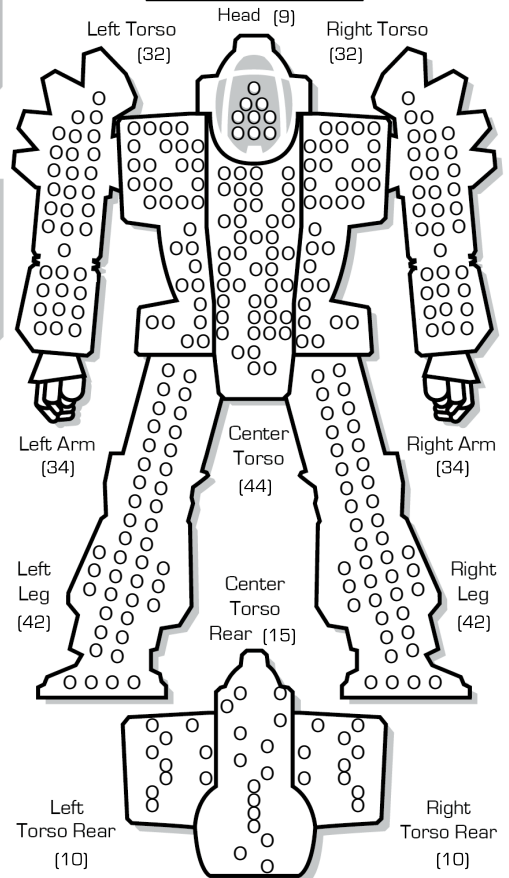
### Weapons & Equipment Inventory (hexes)

| Qty | Type               | Loc | Ht | Dmg           | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|---------------|-----|-----|-----|-----|
| 2   | Medium Pulse Laser | CT  | 4  | 7 [P]         | —   | 4   | 8   | 12  |
| 1   | ER PPC             | RT  | 15 | 15 [DE]       | —   | 7   | 14  | 23  |
| 1   | Medium Pulse Laser | RT  | 4  | 7 [P]         | —   | 4   | 8   | 12  |
| 1   | ER PPC             | LT  | 15 | 15 [DE]       | —   | 7   | 14  | 23  |
| 1   | Medium Pulse Laser | LT  | 4  | 7 [P]         | —   | 4   | 8   | 12  |
| 1   | LRM 20             | RA  | 6  | 1/MSI [M.C.S] | —   | 7   | 14  | 21  |
| 1   | Medium Pulse Laser | LA  | 4  | 7 [P]         | —   | 4   | 8   | 12  |

Cost: 10,540,000 C-bills

BV: 3,070

### 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

- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- 4-6 Medium Pulse Laser
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

#### Left Torso (CASE)

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

- 4-6 ER PPC
- 4-6 ER PPC
- 4-6 Medium Pulse Laser
- 4-6 Ammo (LRM 20 Artemis) 6
- 4-6 Ammo (LRM 20 Artemis) 6
- 4-6 Ammo (LRM 20 Artemis) 6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 5 Double Heat Sink
- 6 Double Heat Sink

#### Head

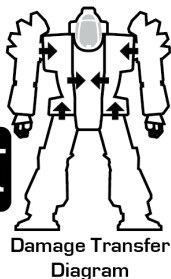
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

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

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

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- 1-3 LRM 20
- 1-3 LRM 20

- 1-3 LRM 20
- 1-3 LRM 20
- 4-6 Artemis IV FCS
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

#### Right Torso

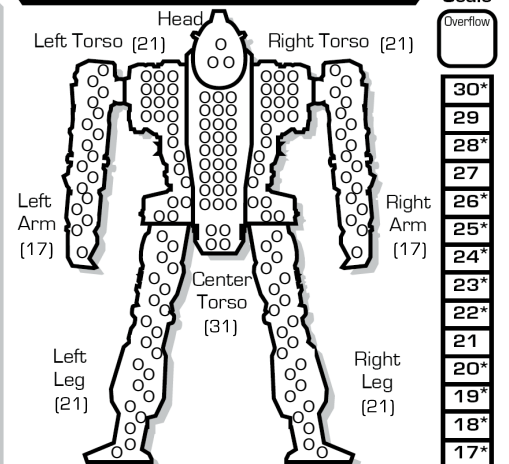
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- 1-3 Double Heat Sink

- 1-3 Double Heat Sink
- 1-3 Double Heat Sink
- 4-6 ER PPC
- 4-6 ER PPC
- 4-6 Medium Pulse Laser
- 4-6 Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 5 Double Heat Sink
- 6 Double Heat Sink

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks:    |
|-------------|------------------------|----------------|
| 30          | Shutdown               | 25 (50) 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          |          |



# INDUSTRIALMECHS

# BATTLETECH

## FOUR-LEGGED 'MECH RECORD SHEET

(Industrial)

### 'MECH DATA

Type: **Harvester Ant KIC-3 (MG)**

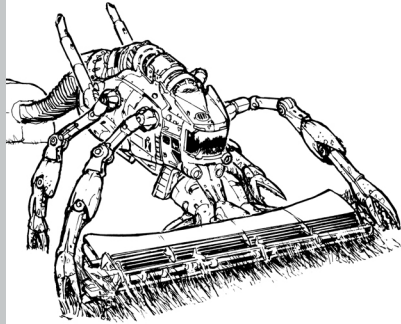
**Movement Points:** Walking: 3 Running: 5 Jumping: 0  
**Tonnage:** 20  
**Tech Base:** Inner Sphere  
**Era:** Succession Wars

### Weapons & Equipment Inventory (hexes)

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

Cost: 844,800 C-bills

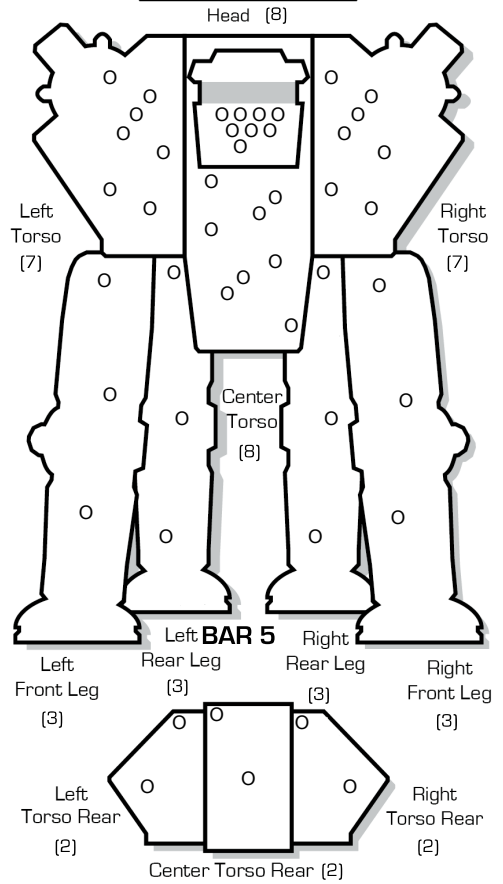
BV: 127



### 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

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

#### Left Front Leg

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

#### Right Front Leg

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

#### Center Torso

- I.C.E.
  - I.C.E.
  - I.C.E.
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - I.C.E.
  - I.C.E.
  - I.C.E.
  - SRM 2
  - Ammo [SRM 2] 50
- 4-6

#### Left Torso

- Machine Gun
  - Machine Gun
  - Ammo [Machine Gun] 100
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Right Torso

- Machine Gun
  - Machine Gun
  - Ammo [Machine Gun] 100
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

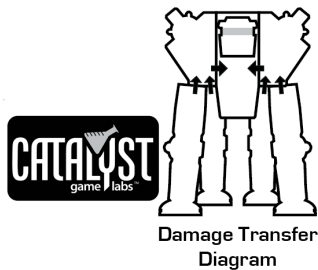
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

#### Left Rear Leg

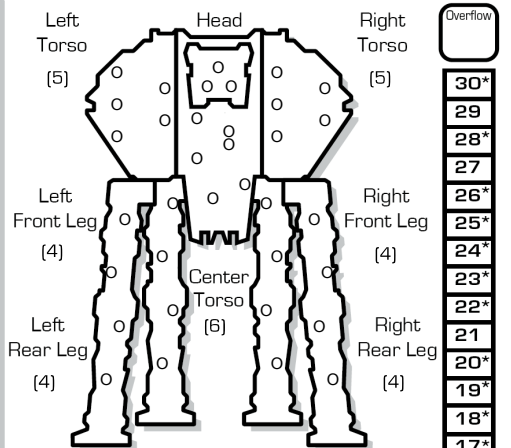
- Hip
- Upper Leg
- Lower Leg
- Foot
- Roll Again
- Roll Again

#### Right Rear Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks:<br>2 (2)<br>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™

## FOUR-LEGGED 'MECH RECORD SHEET

(Industrial)

### 'MECH DATA

Type: **Harvester Ant KIC-3 (LRM)**

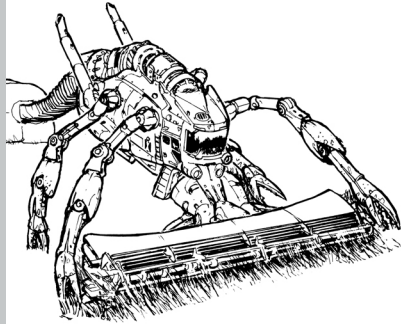
Movement Points: **Tonnage: 20**  
 Walking: 3 **Tech Base: Inner Sphere**  
 Running: 5 **Era: Succession Wars**  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

| Qty | Type  | Loc | Ht | Dmg              | Min | Sht | Med | Lng |
|-----|-------|-----|----|------------------|-----|-----|-----|-----|
| 1   | LRM 5 | RT  | 2  | 1/Mel<br>[M,C,S] | 6   | 7   | 14  | 21  |
| 1   | LRM 5 | LT  | 2  | 1/Mel<br>[M,C,S] | 6   | 7   | 14  | 21  |

Cost: 880,800 C-bills

BV: 214

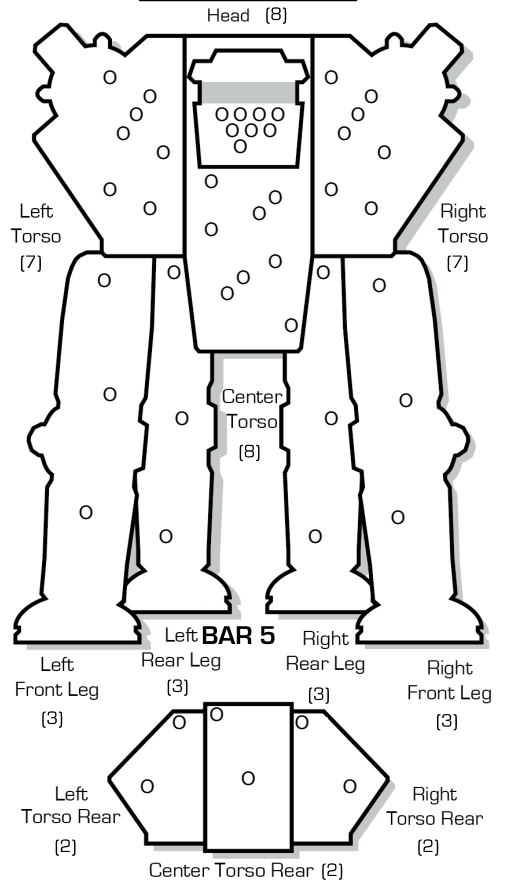


### WARRIOR DATA

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

#### Head

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

#### Left Front Leg

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

#### Right Front Leg

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

#### Center Torso

- I.C.E.
  - I.C.E.
  - I.C.E.
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - I.C.E.
  - I.C.E.
  - I.C.E.
  - Ammo (LRM 5) 24
  - Roll Again
- 4-6

#### Left Torso

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

#### Right Torso

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

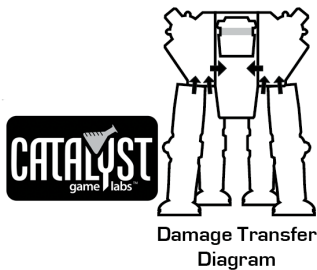
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

#### Left Rear Leg

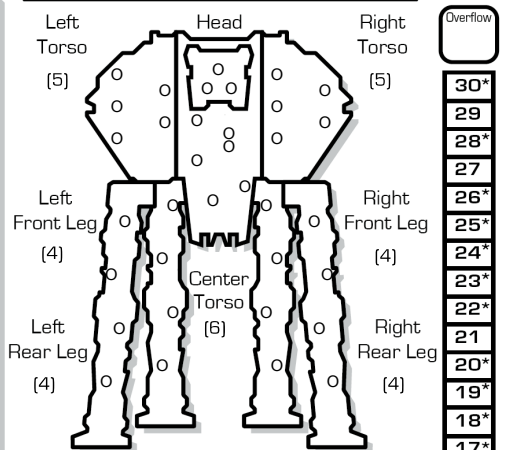
- Hip
- Upper Leg
- Lower Leg
- Foot
- Roll Again
- Roll Again

#### Right Rear Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks:<br>2 (2)<br>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

(Industrial)

### 'MECH DATA

Type: Carbine ConstructionMech CON-1

Movement Points: Tonnage: 30  
 Walking: 4 Tech Base: Inner Sphere  
 Running: 6 Era: Star League  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

| Qty | Type       | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|------------|-----|----|-----|-----|-----|-----|-----|
| 1   | Backhoe    | RA  | —  | 6   | —   | —   | —   | —   |
| 1   | Lift Hoist | LA  | —  | [E] | —   | —   | —   | —   |

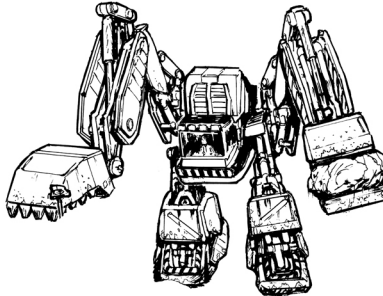
Cost: 1,383,200 C-bills

BV: 198

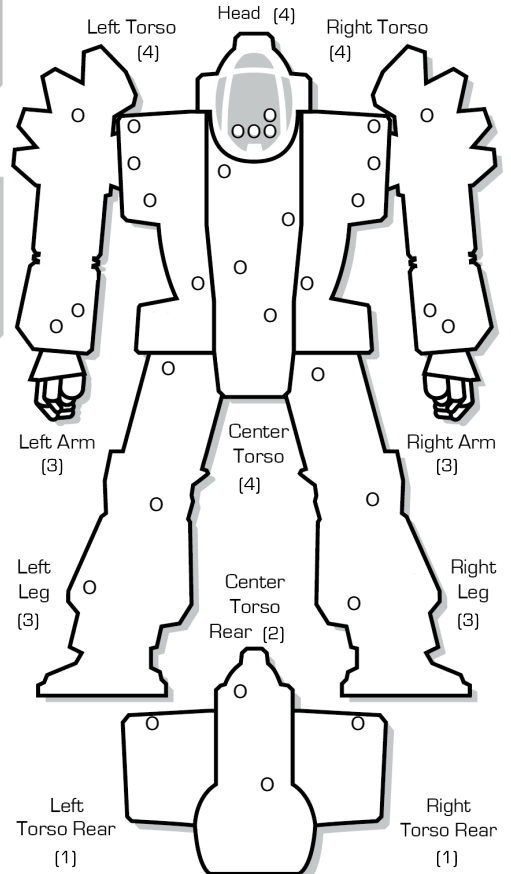
### WARRIOR DATA

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 Lift Hoist
- Lift Hoist
- Lift Hoist

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Backhoe
- Backhoe
- Backhoe

#### Center Torso

- I.C.E.
- I.C.E.
- I.C.E.
- 1-3 Gyro
- Gyro
- Gyro

#### Left Torso

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

#### Right Torso

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

#### Left Torso

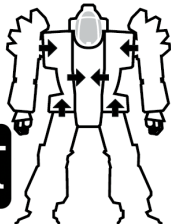
- Roll Again
- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again

- Gyro
- I.C.E.
- I.C.E.
- 4-6 I.C.E.
- Roll Again
- Roll Again

#### Right Torso

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

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



Damage Transfer Diagram

#### Left Leg

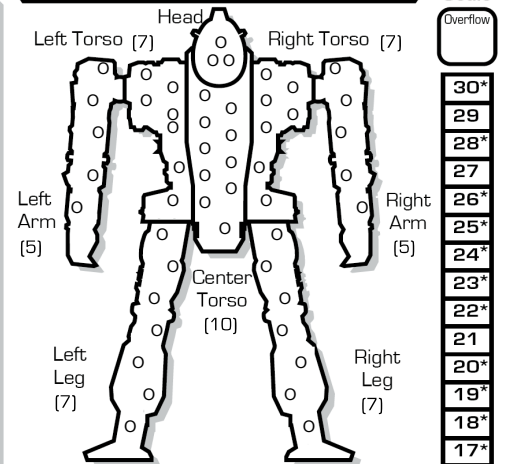
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4-6 Foot Actuator
- Roll Again
- Roll Again

#### 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: 0 (0) 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

(Industrial)

### 'MECH DATA

Type: ConstructionMech CON-1 "Carbine" (RL)

Movement Points: **Tonnage:** 30  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 (Experimental)  
 Jumping: 0 **Era:** Succession Wars

### Weapons & Equipment Inventory (hexes)

| Qty | Type                    | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|-------------------------|-----|----|-----|-----|-----|-----|-----|
| 1   | Rocket Launcher 15 (PP) | CT  | 5  | 15  | —   | 4   | 9   | 15  |
| 2   | Rocket Launcher 15 (PP) | RT  | 5  | 15  | —   | 4   | 9   | 15  |
| 2   | Rocket Launcher 15 (PP) | LT  | 5  | 15  | —   | 4   | 9   | 15  |

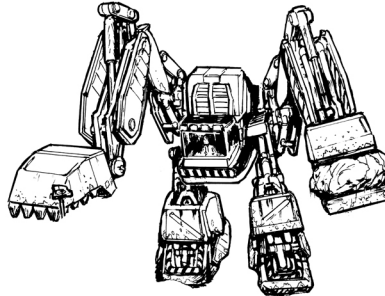
Cost: 1,456,000 C-bills

BV: 296

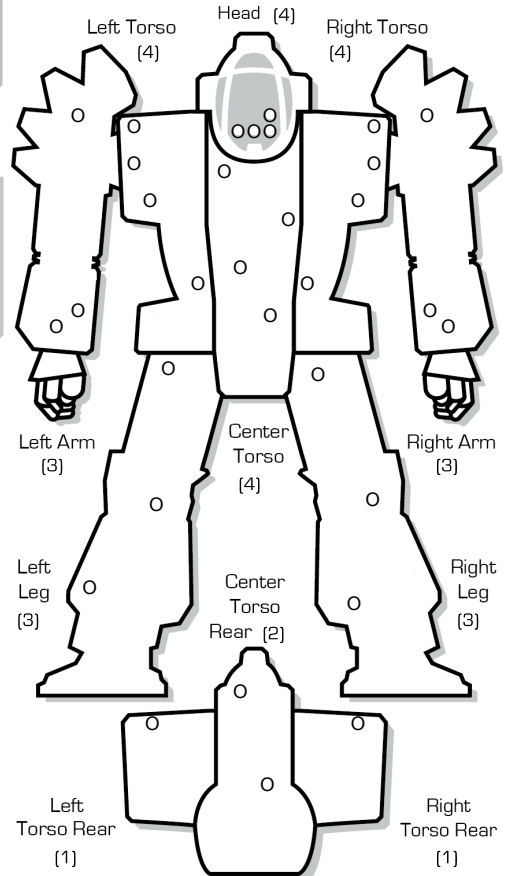
### WARRIOR DATA

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 Roll Again
- Roll Again
- Roll Again

#### Head

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

#### Right Arm

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

#### Center Torso

- Roll Again
- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again
1. Gyro
2. I.C.E.
3. I.C.E.
4. I.C.E.
5. [Rocket Launcher 15 (PP)]
6. [Rocket Launcher 15 (PP)]

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

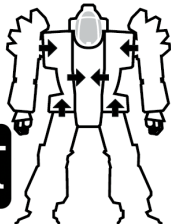
#### Left Torso

- [Rocket Launcher 15 (PP)]
- [Rocket Launcher 15 (PP)]
- 1-3 [Rocket Launcher 15 (PP)]
- [Rocket Launcher 15 (PP)]
- Roll Again
- Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Right Torso

- [Rocket Launcher 15 (PP)]
- [Rocket Launcher 15 (PP)]
- [Rocket Launcher 15 (PP)]
- 1-3 [Rocket Launcher 15 (PP)]
- Roll Again
- Roll Again
1. Roll Again
2. Roll Again
3. Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

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



Damage Transfer Diagram

#### Left Leg

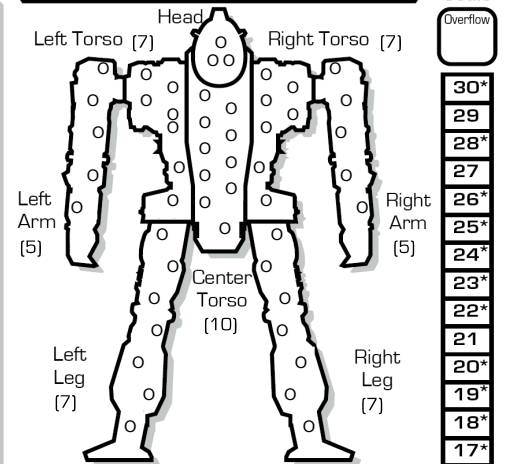
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: 3 (3) 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

(Industrial)

### 'MECH DATA

Type: **Crosscut LoggerMech ED-X2**

Movement Points: **Tonnage: 30**  
 Walking: 3 **Tech Base: Inner Sphere**  
 Running: 5 **Era: Star League**  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

| Qty | Type          | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|---------------|-----|----|-----|-----|-----|-----|-----|
| 2   | Cargo (1 ton) | CT  | —  | [E] | —   | —   | —   | —   |
| 1   | Lift Hoist    | RT  | —  | [E] | —   | —   | —   | —   |
| 1   | Chainsaw      | RA  | —  | 5   | —   | —   | —   | —   |

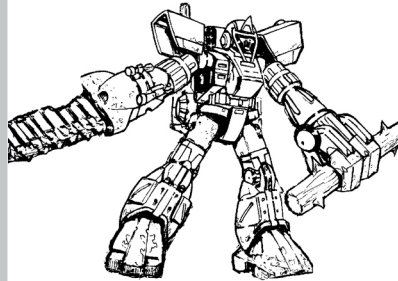
Cost: 1,048,320 C-bills

BV: 223

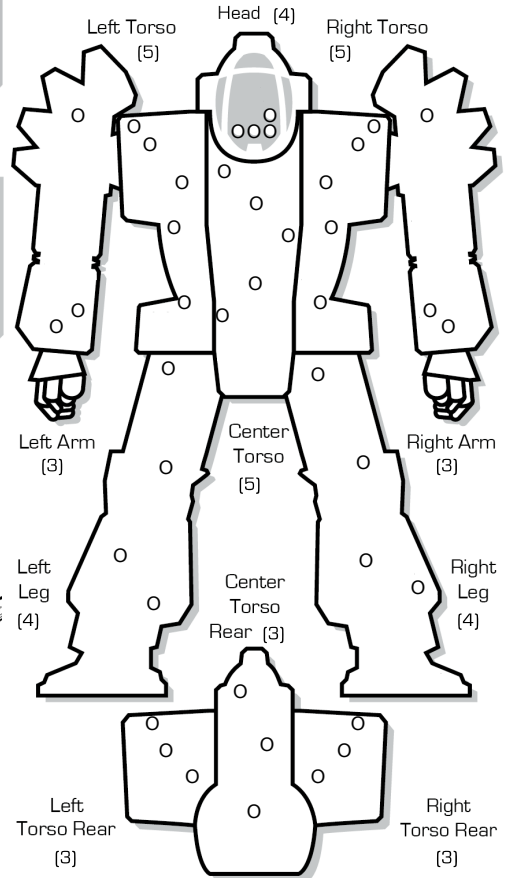
### WARRIOR DATA

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
- Industrial Cockpit
- Roll Again
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Chainsaw
- Chainsaw
- Chainsaw

#### Center Torso

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

- 1-3 I.C.E.
- I.C.E.
- I.C.E.
- Gyro
- Gyro
- Gyro

- 1-3 Chainsaw
- Chainsaw
- 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

- 1-3 Gyro
- I.C.E.
- I.C.E.
- 4-6 I.C.E.
- Cargo [1 ton]
- Cargo [1 ton]

#### Right Torso

- 1-3 Lift Hoist
- Lift Hoist
- Lift Hoist
- Roll Again
- Roll Again
- Roll Again

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

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

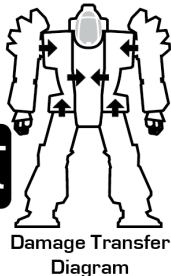
- 1-3 Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

#### Left Leg

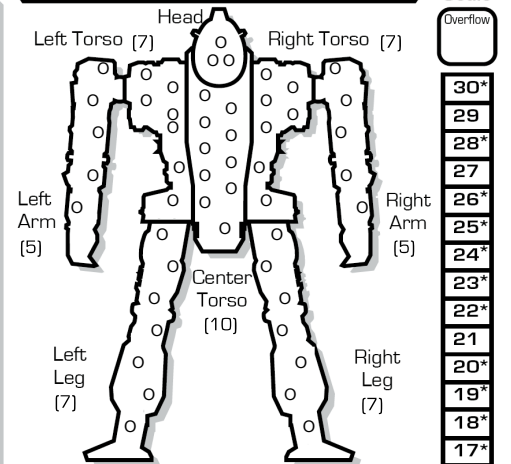
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- Roll Again
- Roll Again

#### 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: 0 (0) 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

(Industrial)

### 'MECH DATA

Type: **Crosscut LoggerMech ED-X2 (Flamer)**

Movement Points: **Tonnage: 30**  
 Walking: 3 **Tech Base: Inner Sphere**  
 Running: 5 **Era: Succession Wars**  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

| Qty | Type             | Loc | Ht | Dmg   | Min | Sht | Med | Lng |
|-----|------------------|-----|----|-------|-----|-----|-----|-----|
| 1   | Cargo (0.5 tons) | CT  | —  | [E]   | —   | —   | —   | —   |
| 1   | Cargo (1 ton)    | CT  | —  | [E]   | —   | —   | —   | —   |
| 1   | Chainsaw         | RA  | —  | 5     | —   | —   | —   | —   |
| 1   | Vehicle Flamer   | LA  | 3  | 2 [S] | —   | 1   | 2   | 3   |

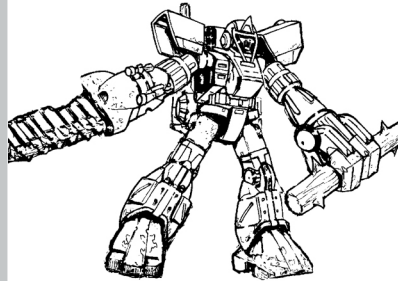
Cost: 1,129,050 C-bills

BV: 247

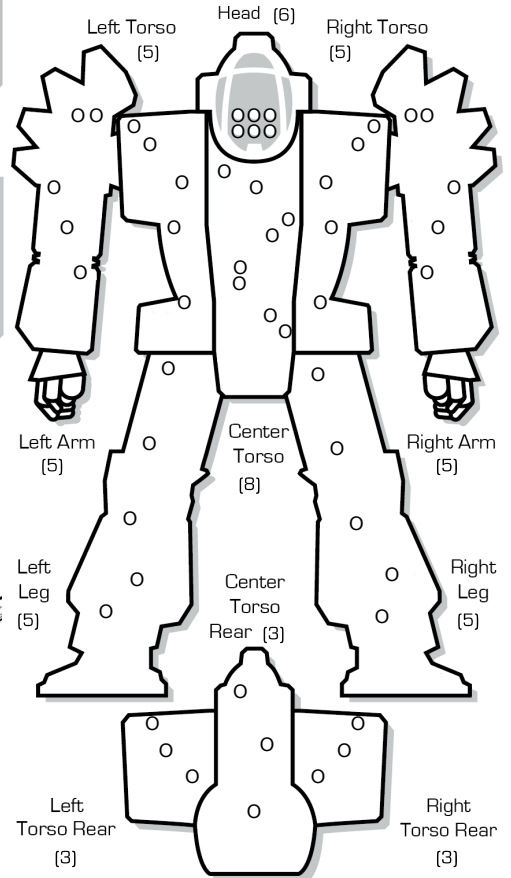
### WARRIOR DATA

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 Vehicle Flamer
- 5 Ammo (Flamer) 20
- Roll Again

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Chainsaw
- 5 Chainsaw
- Roll Again

#### Center Torso

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

1. I.C.E.
2. I.C.E.
3. I.C.E.
- 1-3 4. Gyro
5. Gyro
6. Gyro

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

#### Left Torso

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

1. Gyro
2. I.C.E.
3. I.C.E.
- 4-6 4. I.C.E.
5. Cargo (1 ton)
6. Cargo (0.5 tons)

#### Right Torso

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

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

- Roll Again
- Roll Again
- 4-6 3. Roll Again
- Roll Again
- Roll Again
- Roll Again

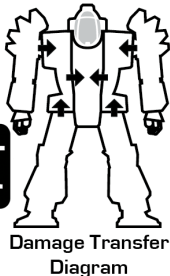
- Roll Again
- Roll Again
- Roll Again
- 4-6 4. Roll Again
5. Roll Again
- Roll Again

#### Left Leg

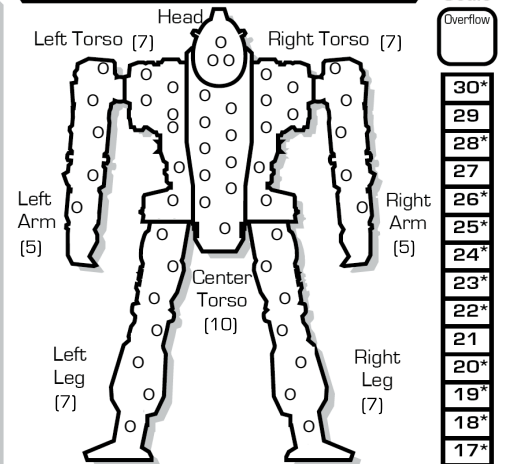
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
4. Foot Actuator
- Roll Again
- Roll Again

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks:<br>1 (1)<br>Single<br>○ |
|-------------|------------------------|-------------------------------------|
| 30          | Shutdown               |                                     |
| 28          | Ammo Exp. avoid on 8+  |                                     |
| 26          | Shutdown, avoid on 10+ |                                     |
| 25          | -5 Movement Points     |                                     |
| 24          | +4 Modifier to Fire    |                                     |
| 23          | Ammo Exp. avoid on 6+  |                                     |
| 22          | Shutdown, avoid on 8+  |                                     |
| 20          | -4 Movement Points     |                                     |
| 19          | Ammo Exp. avoid on 4+  |                                     |
| 18          | Shutdown, avoid on 6+  |                                     |
| 17          | +3 Modifier to Fire    |                                     |
| 15          | -3 Movement 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

(Industrial)

### 'MECH DATA

Type: **Crosscut LoggerMech ED-X2 (RL)**

Movement Points: **Tonnage: 30**  
 Walking: 3 Tech Base: Inner Sphere  
 Running: 5 (Experimental)  
 Jumping: 0 Era: Succession Wars

### Weapons & Equipment Inventory (hexes)

| Qty | Type                    | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|-------------------------|-----|----|-----|-----|-----|-----|-----|
| 1   | Lift Hoist              | RT  | —  | [E] | —   | —   | —   | —   |
| 4   | Rocket Launcher 10 (PP) | RA  | 3  | 10  | —   | 5   | 11  | 18  |
| 4   | Rocket Launcher 10 (PP) | LA  | 3  | 10  | —   | 5   | 11  | 18  |

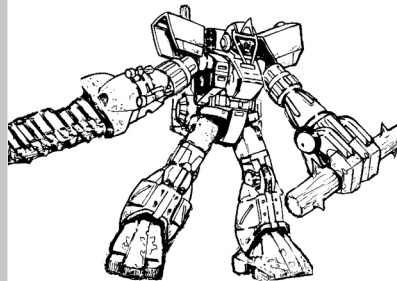
Cost: 1,231,100 C-bills

BV: 422

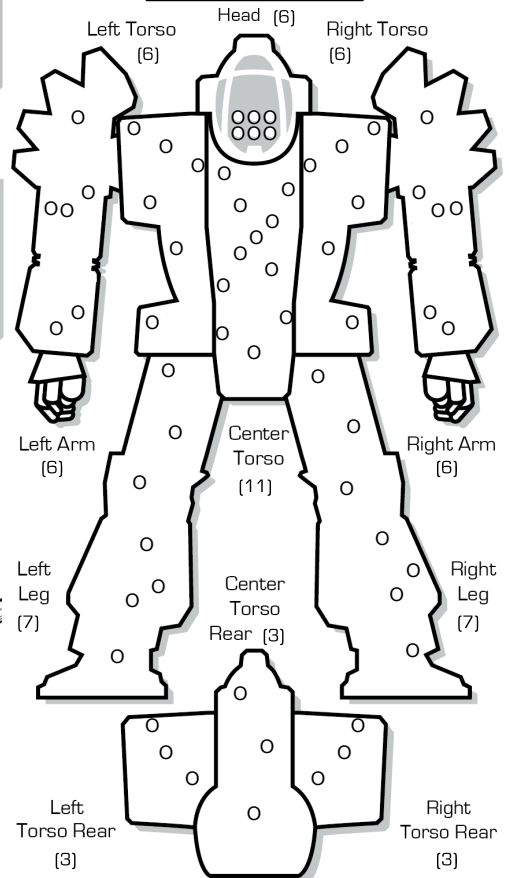
### WARRIOR DATA

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
- Rocket Launcher 10 (PP)
- Rocket Launcher 10 (PP)
- Rocket Launcher 10 (PP)
- Rocket Launcher 10 (PP)

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

#### Left Torso

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

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

#### Left Leg

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

#### Head

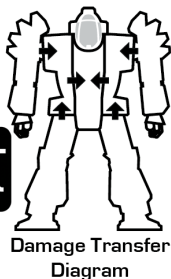
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### Center Torso

- I.C.E.
- I.C.E.
- I.C.E.
- Gyro
- Gyro
- Gyro

- Gyro
- I.C.E.
- I.C.E.
- I.C.E.
- Roll Again
- Roll Again

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Rocket Launcher 10 (PP)
- Rocket Launcher 10 (PP)
- Rocket Launcher 10 (PP)
- Rocket Launcher 10 (PP)

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

#### Right Torso

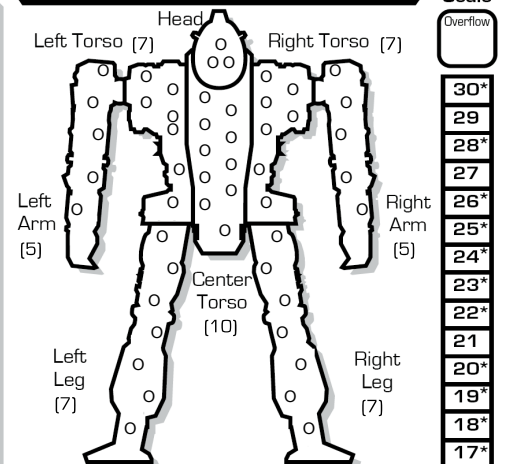
- Lift Hoist
- Lift Hoist
- Lift Hoist
- Roll Again
- Roll Again
- Roll Again

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

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: 3 (3) 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

(Industrial)

### 'MECH DATA

Type: Marco MR-8C

Movement Points: **Tonnage:** 30  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Era:** Star League  
 Jumping: 3

### Weapons & Equipment Inventory (hexes)

| Qty | Type             | Loc | Ht | Dmg    | Min | Sht | Med | Lng |
|-----|------------------|-----|----|--------|-----|-----|-----|-----|
| 1   | Searchlight      | CT  | —  | [E]    | —   | —   | —   | —   |
| 1   | Cargo (0.5 tons) | RT  | —  | [E]    | —   | —   | —   | —   |
| 2   | Cargo (1 ton)    | RT  | —  | [E]    | —   | —   | —   | —   |
| 1   | Salvage Arm      | RA  | —  | [E]    | —   | —   | —   | —   |
| 1   | Small Laser      | LA  | 1  | 3 [DE] | —   | 1   | 2   | 3   |

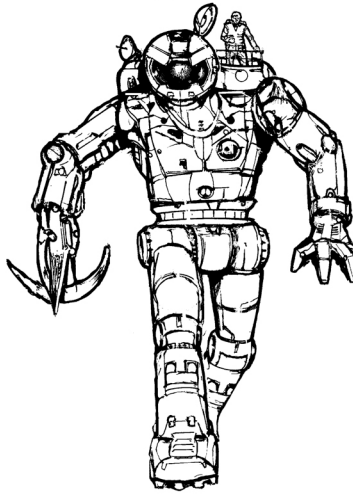
Cost: 1,701,245 C-bills

BV: 304

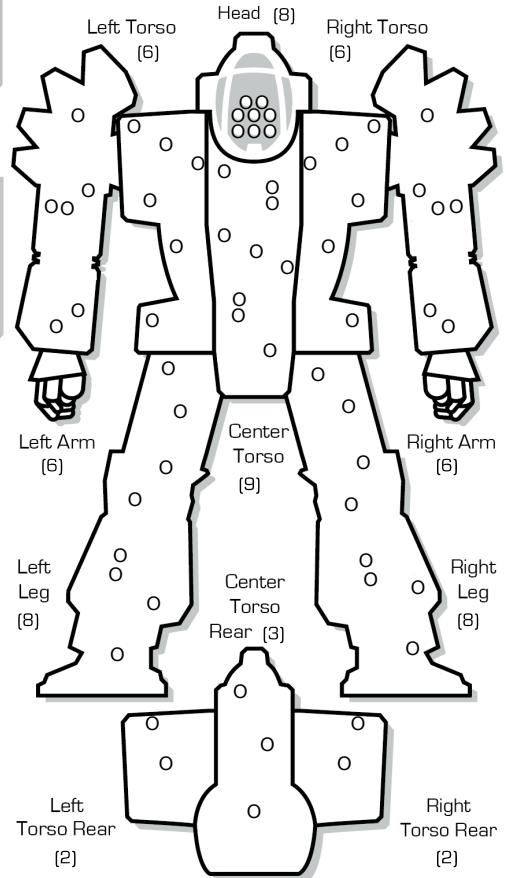
### WARRIOR DATA

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
- Small Laser
- Environmental Sealing

1-3

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

4-6

#### Left Torso

- Heat Sink
- Heat Sink
- Jump Jet
- Jump Jet
- Jump Jet
- Environmental Sealing

1-3

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

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Industrial Cockpit
- Environmental Sealing
- Sensors
- Life Support

1-3

#### Center Torso

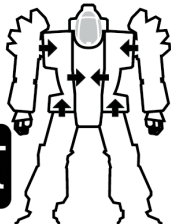
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Searchlight
- Environmental Sealing

4-6

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Salvage Arm
- Salvage Arm
- Environmental Sealing

1-3

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

4-6

#### Right Torso

- Heat Sink
- Heat Sink
- Cargo (1 ton)
- Cargo (1 ton)
- Cargo (0.5 tons)
- Environmental Sealing

1-3

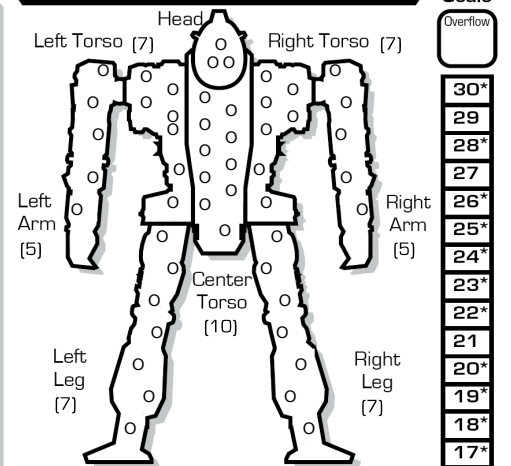
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

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

### 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

(Industrial)

### 'MECH DATA

Type: Marco MR-8D

Movement Points:

Walking: 4  
Running: 6  
Jumping: 0

Tonnage: 30

Tech Base: Inner Sphere  
Era: Succession Wars

### WARRIOR DATA

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

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

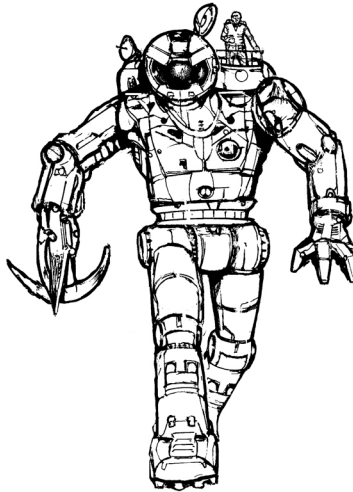
|                |   |   |   |    |    |      |
|----------------|---|---|---|----|----|------|
| Hits Taken     | 1 | 2 | 3 | 4  | 5  | 6    |
| Consciousness# | 3 | 5 | 7 | 10 | 11 | Dead |

### Weapons & Equipment Inventory (hexes)

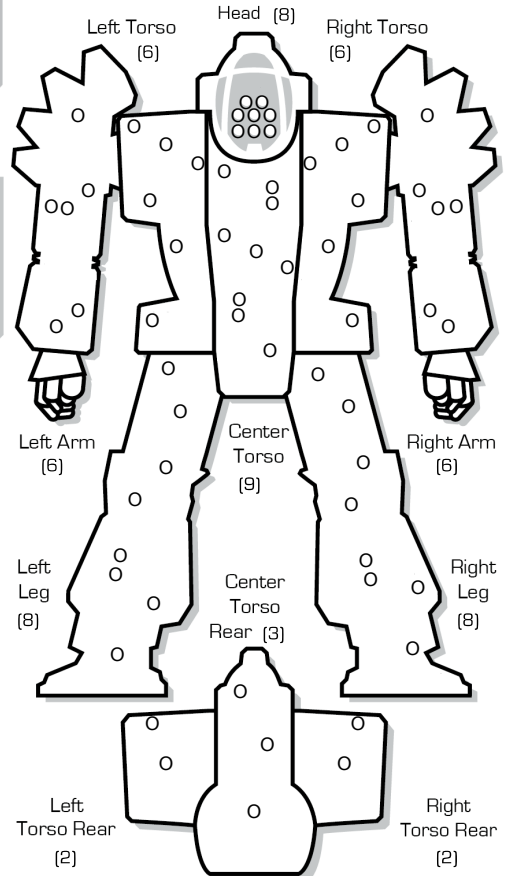
| Qty | Type        | Loc | Ht | Dmg     | Min | Sht | Med | Lng |
|-----|-------------|-----|----|---------|-----|-----|-----|-----|
| 1   | SRM 4       | RT  | 3  | 2 [M,C] | —   | 3   | 6   | 9   |
| 1   | Large Laser | LA  | 8  | 8 [DE]  | —   | 5   | 10  | 15  |

Cost: 1,756,820 C-bills

BV: 436



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

1-3

- Environmental Sealing
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- Heat Sink
- Heat Sink
- Environmental Sealing
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Industrial Cockpit
- Environmental Sealing
- Sensors
- Life Support

#### Center Torso

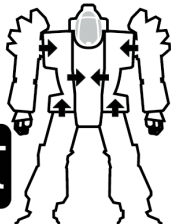
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Environmental Sealing
- Roll Again

4-6

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Environmental Sealing
- Roll Again
- Roll Again

1-3

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

4-6

#### Right Torso

- Heat Sink
- Heat Sink
- SRM 4
- Ammo (SRM 4) 25
- Environmental Sealing
- Roll Again

1-3

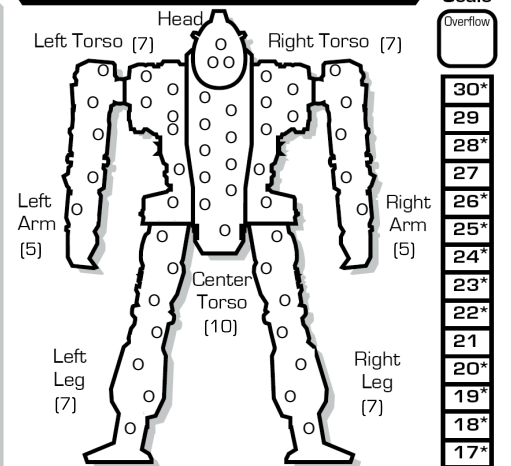
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

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

### 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

(Industrial)

### 'MECH DATA

Type: Marco MR-8E

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 30

Tech Base: Inner Sphere

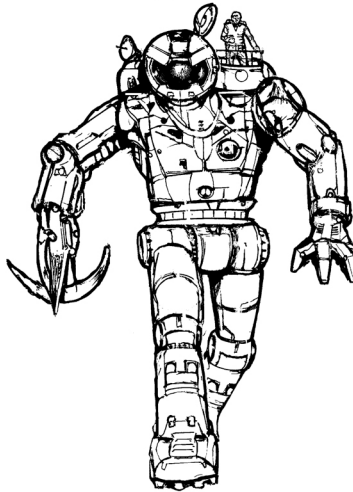
Era: Succession Wars

### WARRIOR DATA

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

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

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



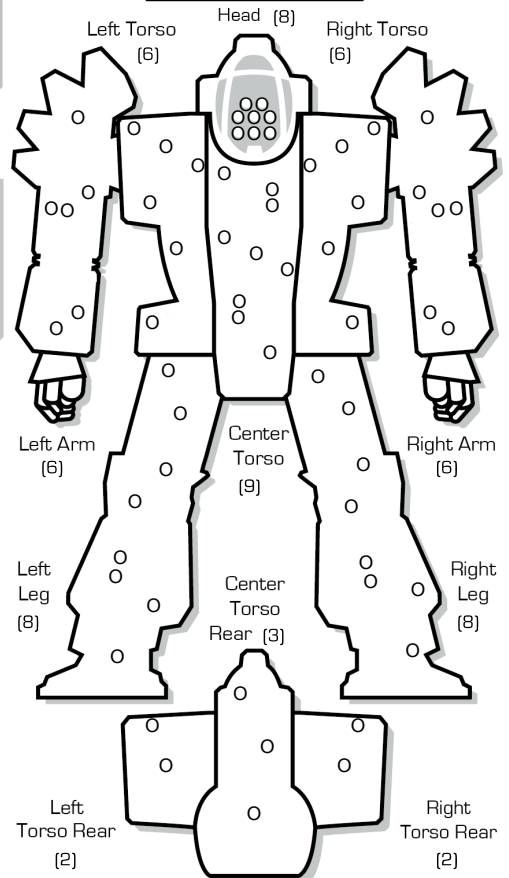
### Weapons & Equipment Inventory (hexes)

| Qty | Type               | Loc | Ht | Dmg    | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|--------|-----|-----|-----|-----|
| 2   | Medium Pulse Laser | RT  | 4  | 6 [P]  | —   | 2   | 4   | 6   |
| 2   | Medium Laser       | LA  | 3  | 5 [DE] | —   | 3   | 6   | 9   |

Cost: 1,814,020 C-bills

BV: 476

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

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

#### Head

- Life Support
- Sensors
- Industrial Cockpit
- Environmental Sealing
- Sensors
- Life Support

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Environmental Sealing
  - Roll Again
  - Roll Again

#### Center Torso

- 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

- Heat Sink
  - Heat Sink
  - Heat Sink
- 1-3
- Environmental Sealing
  - Roll Again
  - Roll Again

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

#### Right Torso

- Heat Sink
  - Heat Sink
  - Medium Pulse Laser
  - Medium Pulse Laser
  - Environmental Sealing
  - Roll Again
- 1-3
- Roll Again
  - Roll Again
  - Roll Again

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

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

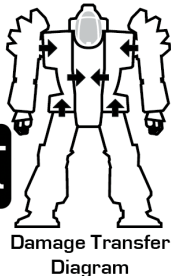
#### Left Leg

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

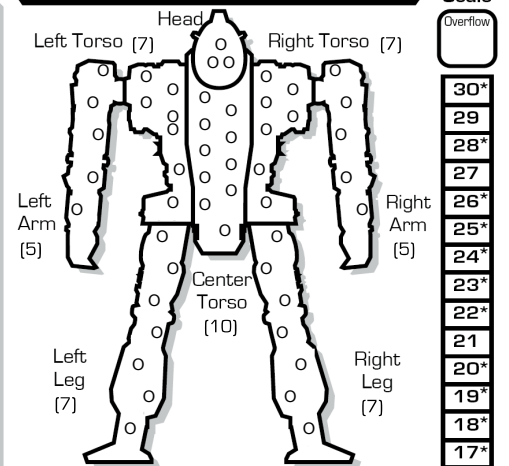
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

#### Right Leg

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



### 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

(Industrial)

### 'MECH DATA

Type: Powerman LoaderMech SC XI

Movement Points: **Tonnage:** 35  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Era:** Succession Wars  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

| Qty | Type             | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|------------------|-----|----|-----|-----|-----|-----|-----|
| 1   | Cargo (0.5 tons) | CT  | —  | [E] | —   | —   | —   | —   |
| 2   | Cargo (1 ton)    | RT  | —  | [E] | —   | —   | —   | —   |
| 2   | Cargo (1 ton)    | LT  | —  | [E] | —   | —   | —   | —   |
| 1   | Lift Hoist       | RA  | —  | [E] | —   | —   | —   | —   |
| 1   | Lift Hoist       | LA  | —  | [E] | —   | —   | —   | —   |

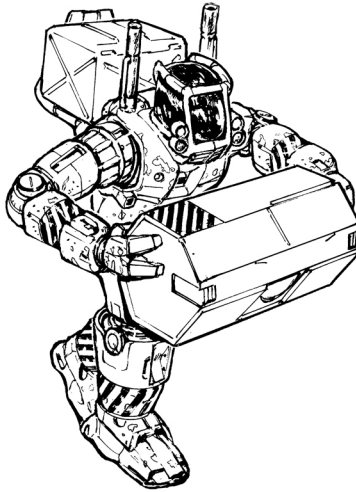
Cost: 1,498,860 C-bills

BV: 198

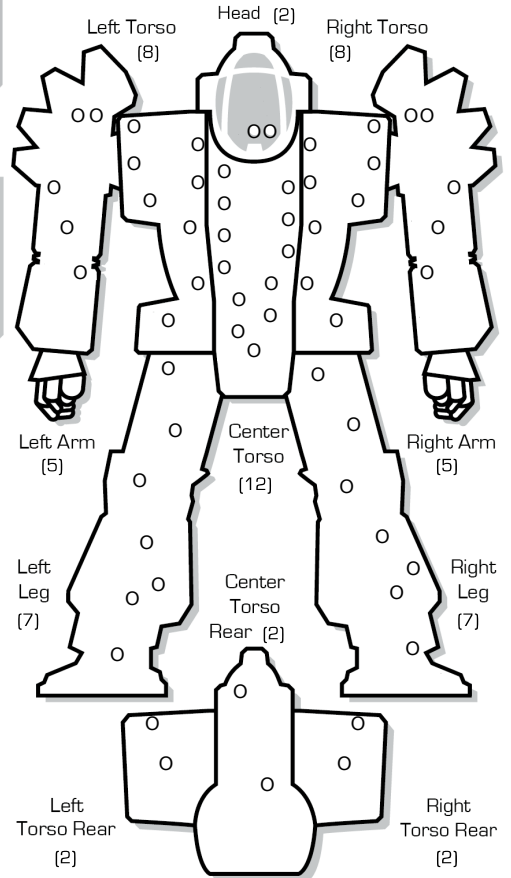
### WARRIOR DATA

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

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



### ARMOR DIAGRAM



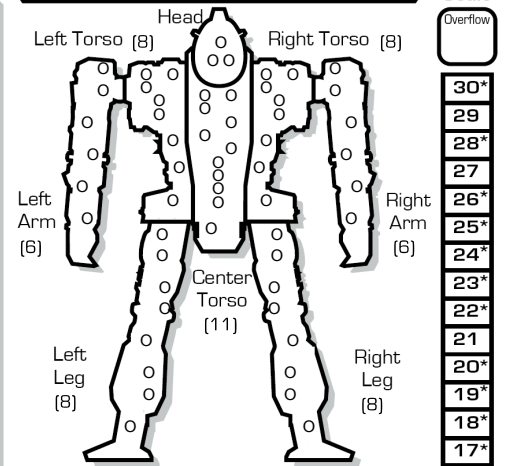
### CRITICAL HIT TABLE

| 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. Lift Hoist | 6. Lift Hoist |
| <b>Right Arm</b>    | 1. Shoulder      | 2. Upper Arm Actuator | 3. Lower Arm Actuator | 4. Hand Actuator | 5. Lift Hoist | 6. Lift Hoist |
| <b>Center Torso</b> | 1. I.C.E.        | 2. I.C.E.             | 3. I.C.E.             | 4. Gyro          | 5. Gyro       | 6. Gyro       |
| <b>Left Torso</b>   | 1. Cargo (1 ton) | 2. Cargo (1 ton)      | 3. Roll Again         | 4. Roll Again    | 5. Roll Again | 6. Roll Again |
| <b>Right Torso</b>  | 1. Cargo (1 ton) | 2. Cargo (1 ton)      | 3. Roll Again         | 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: 0 (0) 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

(Industrial)

### 'MECH DATA

Type: Powerman LoaderMech SC XI (Laser)

Movement Points: **Tonnage:** 35  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Era:** Succession Wars  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

| Qty | Type             | Loc | Ht | Dmg      | Min | Sht | Med | Lng |
|-----|------------------|-----|----|----------|-----|-----|-----|-----|
| 1   | Machine Gun      | CT  | 0  | 2        | —   | 1   | 2   | 3   |
|     |                  |     |    | [DB, AI] |     |     |     |     |
| 1   | Cargo (0.5 tons) | RT  | —  | [E]      | —   | —   | —   | —   |
| 1   | Cargo (0.5 tons) | LT  | —  | [E]      | —   | —   | —   | —   |
| 1   | Medium Laser     | RA  | 3  | 5 [DE]   | —   | 3   | 6   | 9   |
| 1   | Medium Laser     | LA  | 3  | 5 [DE]   | —   | 3   | 6   | 9   |

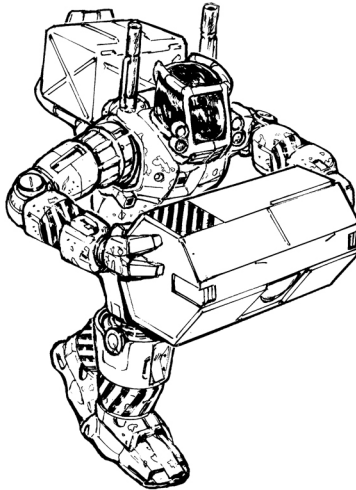
Cost: 1,629,810 C-bills

BV: 294

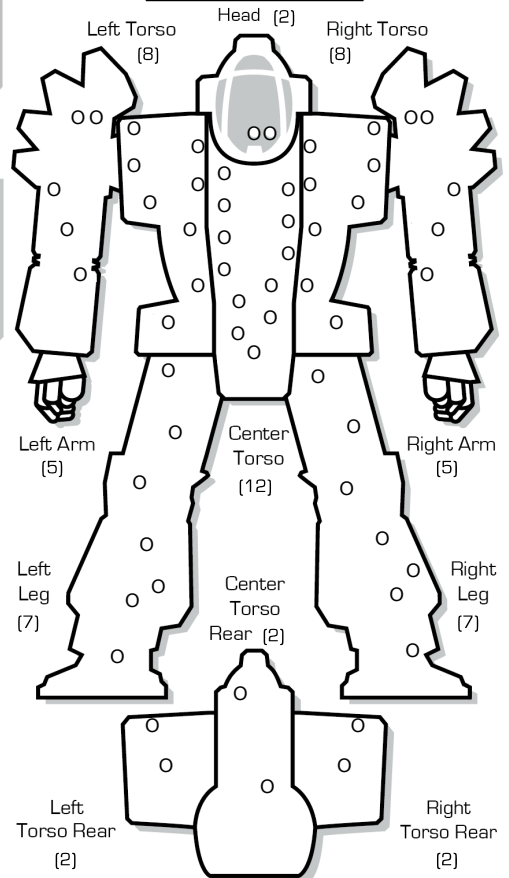
### WARRIOR DATA

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

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



### ARMOR DIAGRAM



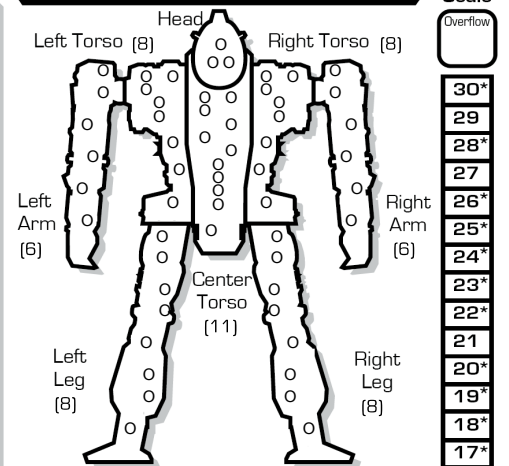
### CRITICAL HIT TABLE

| 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 Laser | 6. Roll Again             |
| <b>Right Arm</b>    | 1. Shoulder         | 2. Upper Arm Actuator | 3. Lower Arm Actuator | 4. Hand Actuator | 5. Medium 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. Cargo (0.5 tons) | 2. Roll Again         | 3. Roll Again         | 4. Roll Again    | 5. Roll Again   | 6. Roll Again             |
| <b>Right Torso</b>  | 1. Cargo (0.5 tons) | 2. Roll Again         | 3. Roll Again         | 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             |
| <b>Head</b>         | 1. Life Support     | 2. Sensors            | 3. Cockpit            | 4. Heat Sink     | 5. Sensors      | 6. Life Support           |
| <b>Center Torso</b> | 1. I.C.E.           | 2. I.C.E.             | 3. I.C.E.             | 4. Gyro          | 5. Gyro         | 6. Gyro                   |
| <b>Left Torso</b>   | 1. Gyro             | 2. I.C.E.             | 3. I.C.E.             | 4. I.C.E.        | 5. Machine Gun  | 6. Ammo (Machine Gun) 100 |
| <b>Right Torso</b>  | 1. Roll Again       | 2. Roll Again         | 3. Roll Again         | 4. Roll Again    | 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: 6 (6) 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

(Industrial)

### 'MECH DATA

Type: Powerman LoaderMech SC XI (SRM)

Movement Points: **Tonnage:** 35  
 Walking: 4 **Tech Base:** Inner Sphere  
 Running: 6 **Era:** Succession Wars  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

| Qty | Type             | Loc | Ht | Dmg         | Min | Sht | Med | Lng |
|-----|------------------|-----|----|-------------|-----|-----|-----|-----|
| 1   | Cargo (0.5 tons) | CT  | —  | [E]         | —   | —   | —   | —   |
| 1   | Cargo (1 ton)    | RT  | —  | [E]         | —   | —   | —   | —   |
| 1   | Cargo (1 ton)    | LT  | —  | [E]         | —   | —   | —   | —   |
| 1   | SRM 4            | RA  | 3  | 2/Msl [M,C] | —   | 3   | 6   | 9   |
| 1   | SRM 4            | LA  | 3  | 2/Msl [M,C] | —   | 3   | 6   | 9   |

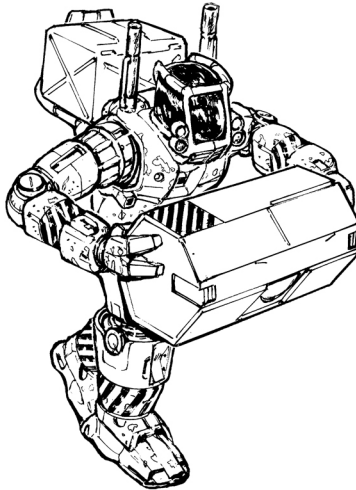
Cost: 1,668,960 C-bills

BV: 277

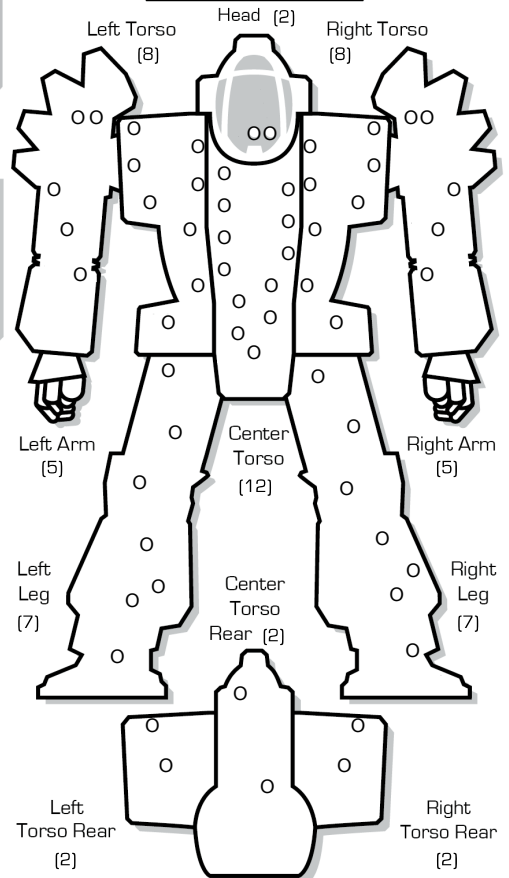
### WARRIOR DATA

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 4
- Roll Again

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- SRM 4
- 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

- Cargo (1 ton)
- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again

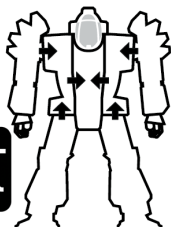
#### Right Torso

- Gyro
- I.C.E.
- I.C.E.
- 4-6 I.C.E.
- Ammo (SRM 4) 25
- Cargo (0.5 tons)

#### Right Torso

- Cargo (1 ton)
- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again

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



Damage Transfer Diagram

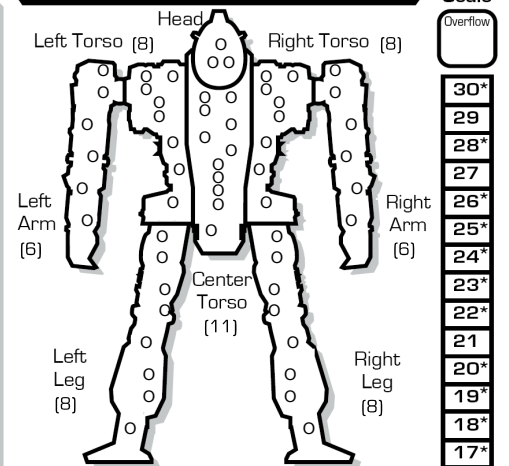
#### Left Leg

- 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: 3 (3) 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

(Industrial)

### 'MECH DATA

Type: **Buster HaulerMech BC XV**

Movement Points: **Tonnage: 50**  
 Walking: 3 **Tech Base: Inner Sphere**  
 Running: 5 **Era: Star League**  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

| Qty | Type          | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|---------------|-----|----|-----|-----|-----|-----|-----|
| 1   | Cargo (1 ton) | CT  | —  | [E] | —   | —   | —   | —   |
| 5   | Cargo (1 ton) | RT  | —  | [E] | —   | —   | —   | —   |
| 5   | Cargo (1 ton) | LT  | —  | [E] | —   | —   | —   | —   |
| 1   | Lift Hoist    | RA  | —  | [E] | —   | —   | —   | —   |
| 1   | Lift Hoist    | LA  | —  | [E] | —   | —   | —   | —   |

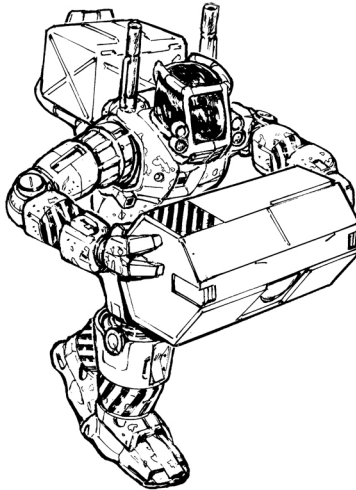
Cost: 2,001,000 C-bills

BV: 222

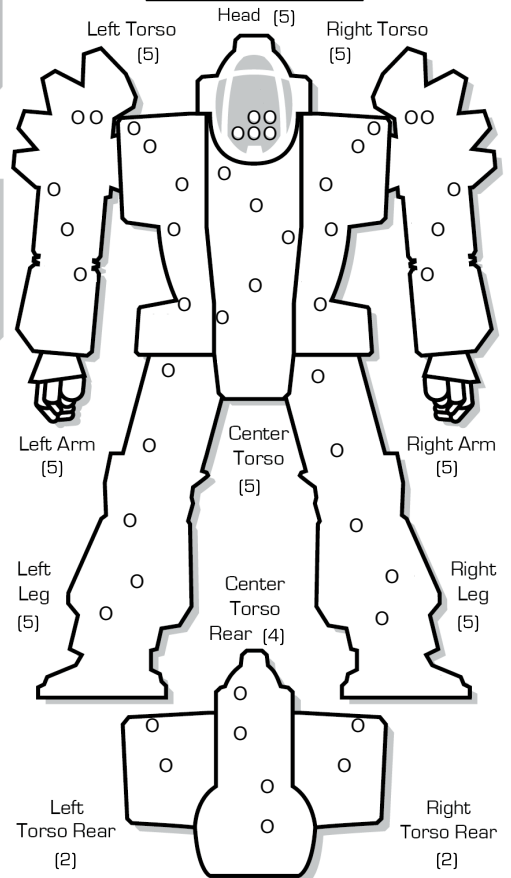
### WARRIOR DATA

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 Lift Hoist
- 6 Lift Hoist

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- 5 Lift Hoist
- 6 Lift Hoist

#### Center Torso

- I.C.E.
- I.C.E.
- 1-3 I.C.E.
- 4 Gyro
- 5 Gyro
- 6 Gyro

#### Right Torso

- Cargo (1 ton)
- Cargo (1 ton)
- 1-3 Cargo (1 ton)
- 4 Cargo (1 ton)
- 5 Cargo (1 ton)
- 6 Roll Again

#### Left Torso

- Cargo (1 ton)
- Cargo (1 ton)
- 1-3 Cargo (1 ton)
- 4 Cargo (1 ton)
- 5 Cargo (1 ton)
- 6 Roll Again

- Gyro
- I.C.E.
- 1-3 I.C.E.
- 4 I.C.E.
- 5 Cargo (1 ton)
- 6 Roll Again

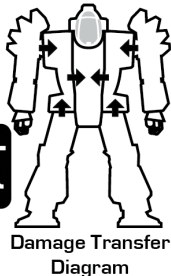
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

#### Right Leg

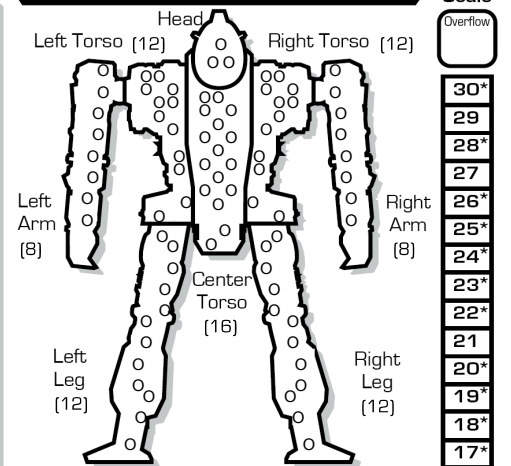
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 4 Foot Actuator
- 5 Tracks
- 6 Roll Again

#### Left Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks:<br>0 (0) Single |
|-------------|------------------------|-----------------------------|
| 30          | Shutdown               | 1                           |
| 28          | Ammo Exp. avoid on 8+  | 0                           |
| 26          | Shutdown, avoid on 10+ | 1                           |
| 25          | -5 Movement Points     | 10*                         |
| 24          | +4 Modifier to Fire    | 9                           |
| 23          | Ammo Exp. avoid on 6+  | 8*                          |
| 22          | Shutdown, avoid on 8+  | 7                           |
| 20          | -4 Movement Points     | 6                           |
| 19          | Ammo Exp. avoid on 4+  | 5*                          |
| 18          | Shutdown, avoid on 6+  | 4                           |
| 17          | +3 Modifier to Fire    | 3                           |
| 15          | -3 Movement Points     | 2                           |
| 14          | Shutdown, avoid on 4+  | 1                           |
| 13          | +2 Modifier to Fire    | 0                           |
| 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

(Industrial)

### 'MECH DATA

Type: **Buster HaulerMech BC XV (AC)**

Movement Points: **Tonnage: 50**  
 Walking: 3 **Tech Base: Inner Sphere**  
 Running: 5 **Era: Succession Wars**  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

| Qty | Type         | Loc | Ht | Dmg                        | Min | Sht | Med | Lng |
|-----|--------------|-----|----|----------------------------|-----|-----|-----|-----|
| 1   | Autocannon/5 | RT  | 1  | 5                          | 3   | 6   | 12  | 18  |
| 1   | LRM 10       | LT  | 4  | [DB,S]<br>1/Msl<br>[M,C,S] | 6   | 7   | 14  | 21  |

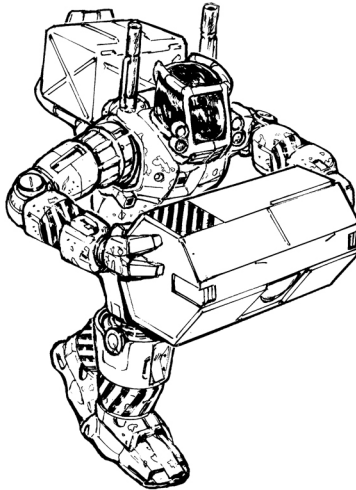
Cost: 2,212,500 C-bills

BV: 443

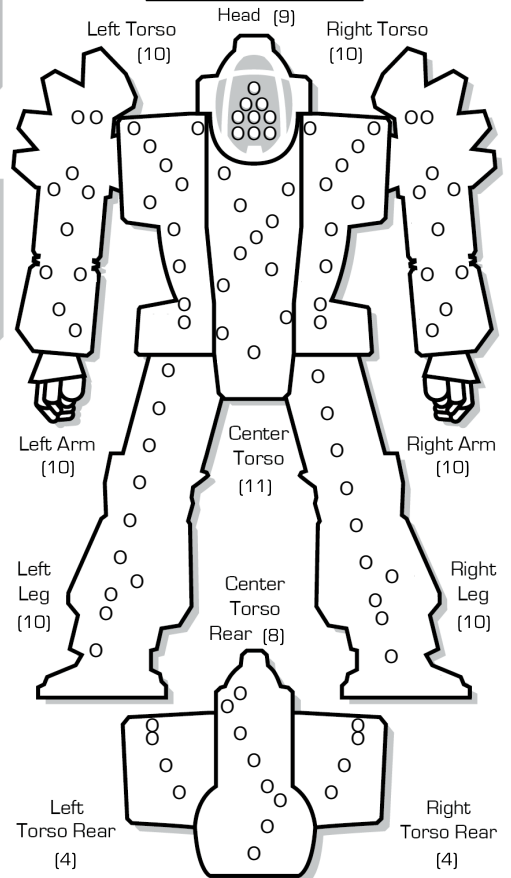
### WARRIOR DATA

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. Roll Again     | 6. Roll Again |
| <b>Right Arm</b>    | 1. Shoulder     | 2. Upper Arm Actuator | 3. Lower Arm Actuator | 4. Hand Actuator | 5. Roll Again     | 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. LRM 10       | 2. LRM 10             | 3. Ammo (LRM 10) 12   | 4. Roll Again    | 5. Roll Again     | 6. Roll Again |
| <b>Right Torso</b>  | 1. Autocannon/5 | 2. Autocannon/5       | 3. Autocannon/5       | 4. Autocannon/5  | 5. Ammo (AC/5) 20 | 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. Roll Again     | 6. Roll Again |

**Head**

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

**Center Torso**

- I.C.E.
- I.C.E.
- I.C.E.
- Gyro
- Gyro
- Gyro

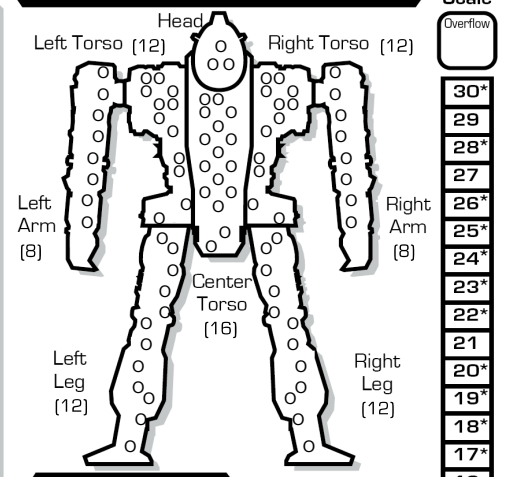
**Right Torso**

- I.C.E.
- I.C.E.
- I.C.E.
- I.C.E.
- 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: 5 (5) 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

(Industrial)

### 'MECH DATA

Type: **Buster HaulerMech BC XV (PPC)**

Movement Points: **Tonnage: 50**  
 Walking: 3 **Tech Base: Inner Sphere**  
 Running: 5 **Era: Succession Wars**  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

| Qty | Type          | Loc | Ht | Dmg     | Min | Sht | Med | Lng |
|-----|---------------|-----|----|---------|-----|-----|-----|-----|
| 1   | PPC           | RT  | 10 | 10 [DE] | 3   | 6   | 12  | 18  |
| 2   | Cargo (1 ton) | LT  | —  | [E]     | —   | —   | —   | —   |

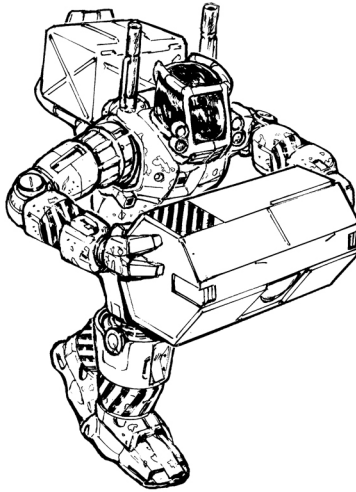
Cost: 2,190,000 C-bills

BV: 475

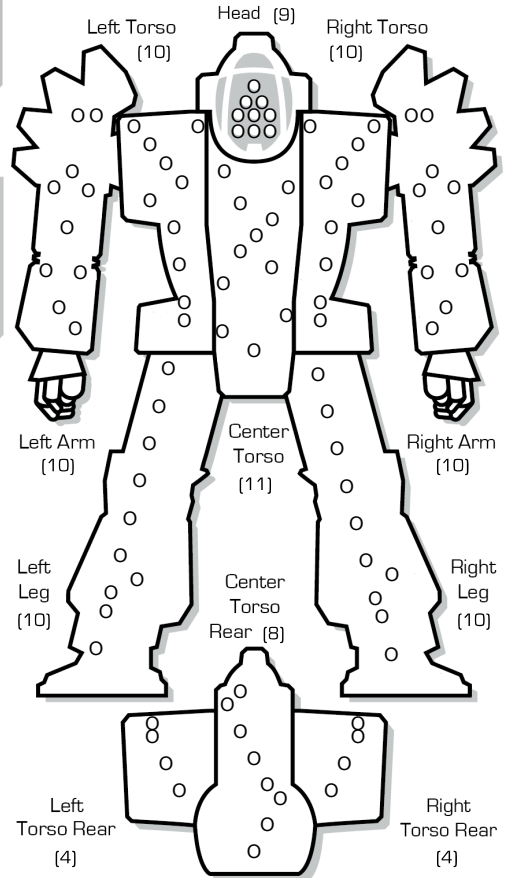
### WARRIOR DATA

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. Roll Again  
 6. Roll Again

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

#### Left Torso

- Heat Sink
  - Cargo (1 ton)
  - Cargo (1 ton)
- 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

#### Left Leg

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

#### Head

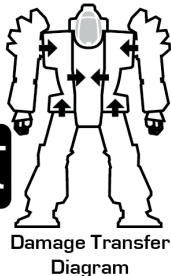
- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

#### Center Torso

- I.C.E.
  - I.C.E.
  - I.C.E.
- 1-3  
 4. Gyro  
 5. Gyro  
 6. Gyro

- Gyro
  - I.C.E.
  - I.C.E.
  - I.C.E.
  - 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. Hand Actuator  
 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

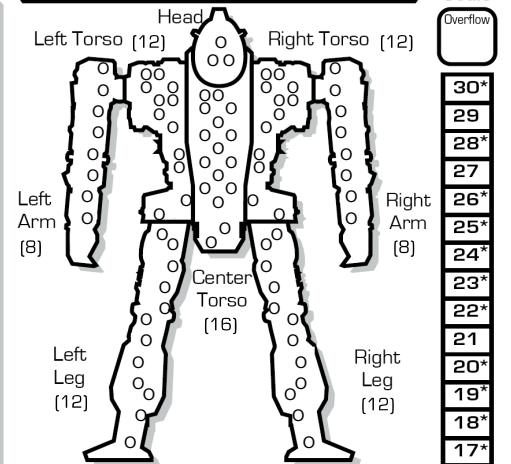
- PPC
  - PPC
  - PPC
- 1-3  
 4. Roll Again  
 5. Roll Again  
 6. Roll Again

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

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- 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     | ○                          |

### 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

## FOUR-LEGGED 'MECH RECORD SHEET

(Industrial)

### 'MECH DATA

Type: **Daedalus GTX2A "Stevedore"**

Movement Points: **Tonnage: 60**  
 Walking: 4 **Tech Base: Inner Sphere**  
 Running: 6 **Era: Star League**  
 Jumping: 0

### Weapons & Equipment Inventory (hexes)

| Qty | Type          | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|---------------|-----|----|-----|-----|-----|-----|-----|
| 8   | Cargo (1 ton) | RT  | —  | [E] | —   | —   | —   | —   |
| 1   | Lift Hoist    | RT  | —  | [E] | —   | —   | —   | —   |
| 7   | Cargo (1 ton) | LT  | —  | [E] | —   | —   | —   | —   |
| 1   | Lift Hoist    | LT  | —  | [E] | —   | —   | —   | —   |

Cost: 4,075,200 C-bills

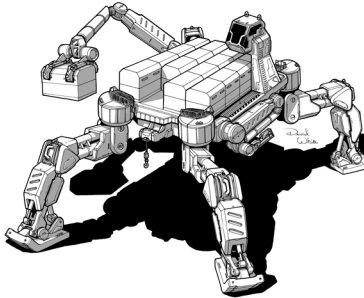
BV: 649

### WARRIOR DATA

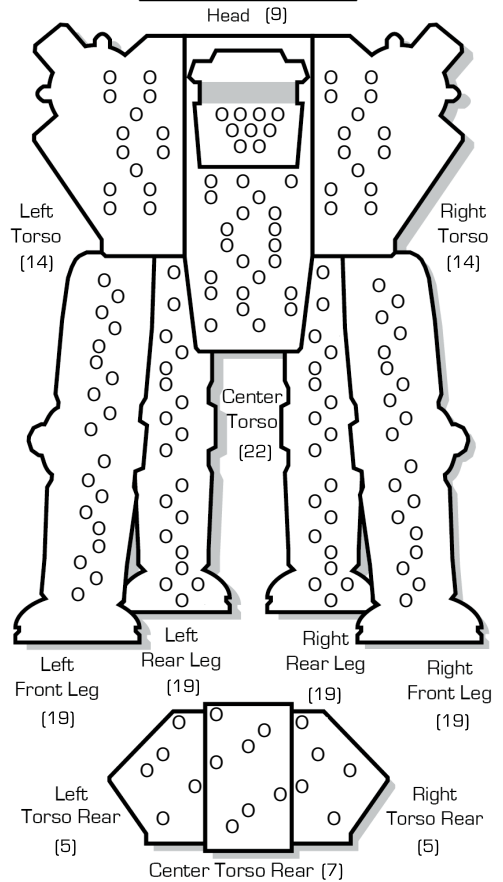
Name: \_\_\_\_\_

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

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

#### Left Front Leg

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

#### Right Front Leg

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

#### Center Torso

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

#### Left Torso

- Lift Hoist
- Lift Hoist
- Lift Hoist
- Cargo (1 ton)
- Cargo (1 ton)
- Cargo (1 ton)
- Cargo (1 ton)
- Cargo (1 ton)
- Cargo (1 ton)
- Roll Again
- Roll Again

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

#### Right Torso

- Lift Hoist
- Lift Hoist
- Lift Hoist
- Cargo (1 ton)
- Cargo (1 ton)
- Cargo (1 ton)
- Cargo (1 ton)
- Cargo (1 ton)
- Cargo (1 ton)
- Roll Again
- Roll Again

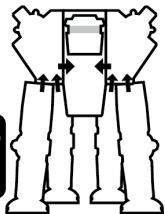
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

#### Left Rear Leg

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

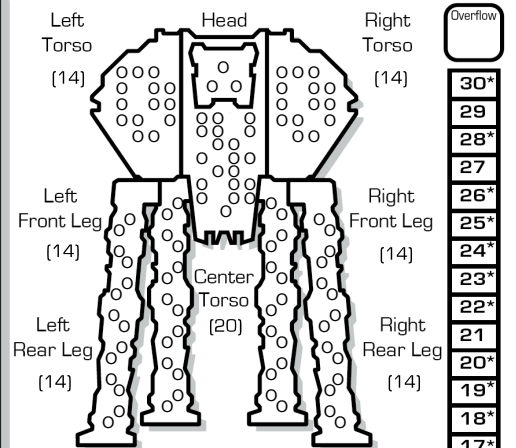
#### Right Rear Leg

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



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

| 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

(Industrial)

### 'MECH DATA

Type: Daedalus GTX2B "Navy"

Movement Points: Tonnage: 60  
 Walking: 4 Tech Base: Inner Sphere  
 Running: 6 Era: Star League  
 Jumping: 0

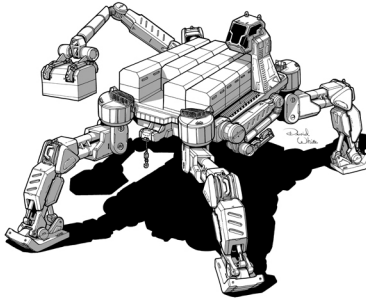
### WARRIOR DATA

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

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

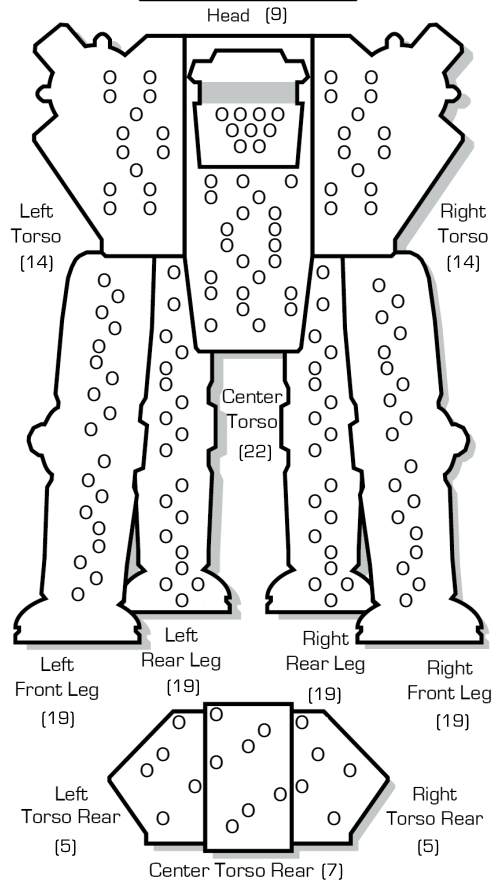
### Weapons & Equipment Inventory (hexes)

| Qty | Type          | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|---------------|-----|----|-----|-----|-----|-----|-----|
| 3   | Cargo (1 ton) | RT  | —  | [E] | —   | —   | —   | —   |
| 1   | Lift Hoist    | RT  | —  | [E] | —   | —   | —   | —   |
| 1   | Rock Cutter   | RT  | —  | 5   | —   | —   | —   | —   |
| 1   | Backhoe       | LT  | —  | 6   | —   | —   | —   | —   |
| 2   | Cargo (1 ton) | LT  | —  | [E] | —   | —   | —   | —   |
| 1   | Lift Hoist    | LT  | —  | [E] | —   | —   | —   | —   |



Cost: 4,315,200 C-bills BV:663

### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Head

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

#### Left Front Leg

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

#### Right Front Leg

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

#### Center Torso

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

#### Left Torso

- Lift Hoist
  - Lift Hoist
  - Lift Hoist
  - Backhoe
  - Backhoe
  - Backhoe
- 1-3
- Backhoe
  - Backhoe
  - Backhoe
- 4-6
- Cargo (1 ton)
  - Cargo (1 ton)
  - Roll Again

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

#### Right Torso

- Lift Hoist
  - Lift Hoist
  - Lift Hoist
  - Rock Cutter
  - Rock Cutter
  - Rock Cutter
- 1-3
- Rock Cutter
  - Rock Cutter
  - Cargo (1 ton)
  - Cargo (1 ton)
  - Cargo (1 ton)
  - Roll Again

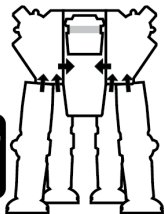
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

#### Left Rear Leg

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

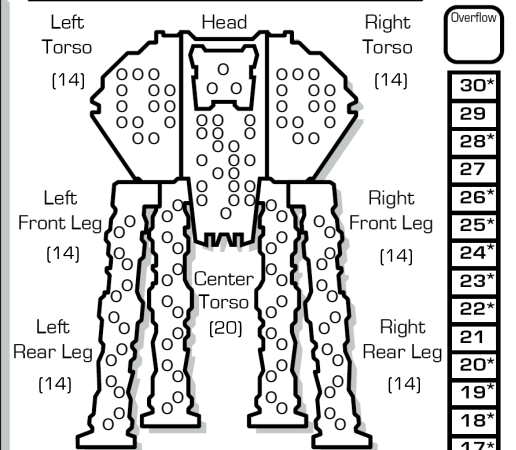
#### Right Rear Leg

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



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

## FOUR-LEGGED 'MECH RECORD SHEET

(Industrial)

### 'MECH DATA

Type: **Daedalus GTX2 (Militarized)**

Movement Points: **Tonnage: 60**  
 Walking: 4 **Tech Base: Inner Sphere**  
 Running: 6 **(Experimental)**  
 Jumping: 0 **Era: Succession Wars**

### Weapons & Equipment Inventory (hexes)

| Qty | Type                    | Loc | Ht | Dmg      | Min | Sht | Med | Lng |
|-----|-------------------------|-----|----|----------|-----|-----|-----|-----|
| 2   | Medium Laser            | CT  | 3  | 5 [DE]   | —   | 3   | 6   | 9   |
| 1   | Backhoe                 | RT  | —  | 6        | —   | —   | —   | —   |
| 2   | Rocket Launcher 20 (PP) | RT  | 5  | 20       | —   | 3   | 7   | 12  |
| 1   | Chainsaw                | LT  | —  | 5        | —   | —   | —   | —   |
| 2   | Rocket Launcher 20 (PP) | LT  | 5  | 20       | —   | 3   | 7   | 12  |
| 2   | Machine Gun             | FRL | 0  | 2        | —   | 1   | 2   | 3   |
|     |                         |     |    | [DB, AI] |     |     |     |     |
| 2   | Machine Gun             | FLL | 0  | 2        | —   | 1   | 2   | 3   |
|     |                         |     |    | [DB, AI] |     |     |     |     |

Cost: 4,603,200 C-bills

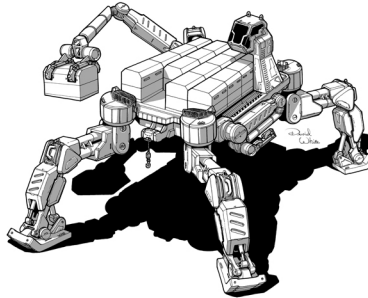
BV: 849

### WARRIOR DATA

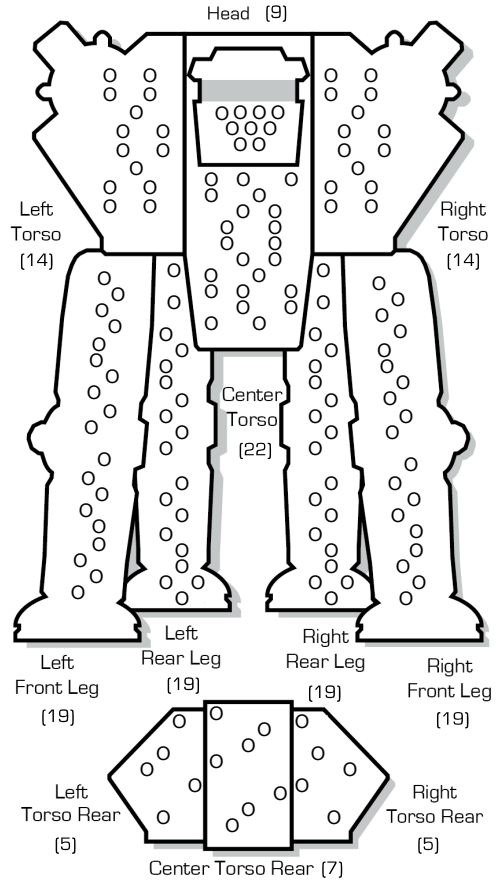
Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken 

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

  
 Consciousness#



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Head

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

#### Left Front Leg

- Hip
- Upper Leg
- Lower Leg
- Foot
- Machine Gun
- Machine Gun

#### Right Front Leg

- Hip
- Upper Leg
- Lower Leg
- Foot
- Machine Gun
- Machine Gun

#### Center Torso

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

#### Right Torso

- Rocket Launcher 20 (PP)
- Rocket Launcher 20 (PP)
- Rocket Launcher 20 (PP)
- Rocket Launcher 20 (PP)
- Rocket Launcher 20 (PP)
- Rocket Launcher 20 (PP)

#### Left Torso

- Rocket Launcher 20 (PP)
- Rocket Launcher 20 (PP)
- Rocket Launcher 20 (PP)
- Rocket Launcher 20 (PP)
- Rocket Launcher 20 (PP)
- Rocket Launcher 20 (PP)
- Ammo (Machine Gun) 200
- Chainsaw
- Chainsaw
- Chainsaw
- Chainsaw
- Chainsaw

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Medium Laser

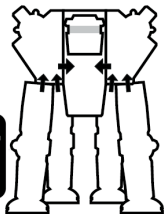
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

#### Left Rear Leg

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

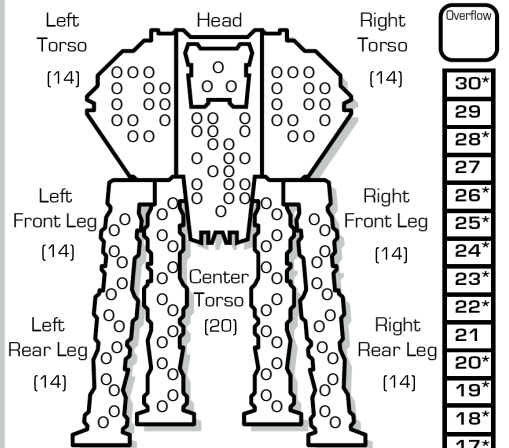
#### Right Rear Leg

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



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

| 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          | ○        |





# FIGHTERS

# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

Type: Sabre SB-27b

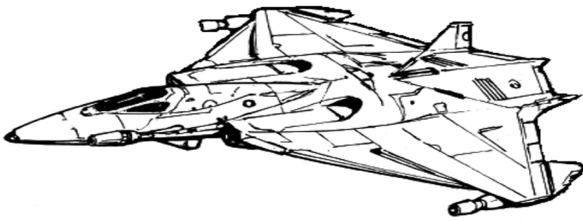
Thrust: Tonnage: 25  
 Safe Thrust: 11 Tech Base: Inner Sphere  
 Maximum Thrust: 17 Era: Star League

### Weapons & Equipment Inventory

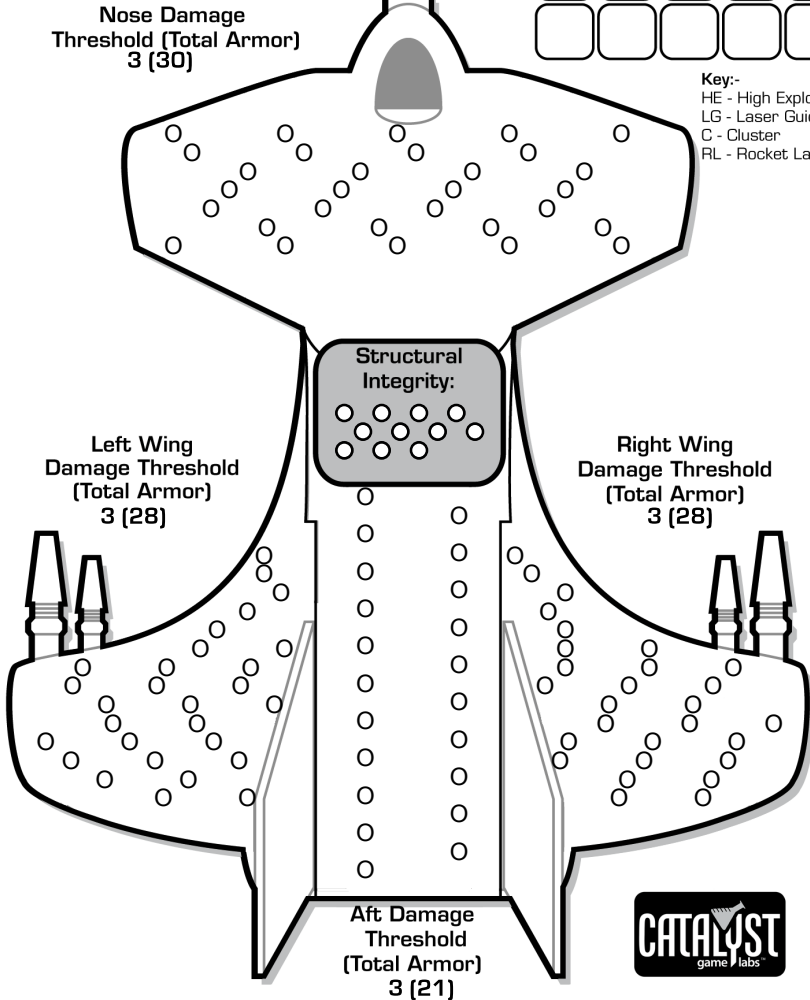
| Standard Scale |                     | (0-6) | (6-12) | (13-20) | (21-25) |     |     |
|----------------|---------------------|-------|--------|---------|---------|-----|-----|
| Qty            | Type                | Loc.  | Ht     | SRV     | MRV     | LRV | ERV |
| 2              | Medium Laser 5 [DE] | NOS   | 3      | 5       | —       | —   | —   |
| 2              | Medium Laser 5 [DE] | LWG   | 3      | 5       | —       | —   | —   |
| 2              | Medium Laser 5 [DE] | RWG   | 3      | 5       | —       | —   | —   |

Fuel: 400 Points

Cost: 3,145,781 C-bills BV: 1,059



### ARMOR DIAGRAM



### EXTERNAL STORES/BOMBS

|  |  |  |  |  |
|--|--|--|--|--|
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

Key:-  
 HE - High Explosive  
 LG - Laser Guided  
 C - Cluster  
 RL - Rocket Launcher

Heat Scale

|          |
|----------|
| Overflow |
| 30*      |
| 29       |
| 28*      |
| 27*      |
| 26*      |
| 25*      |
| 24*      |
| 23*      |
| 22*      |
| 21*      |
| 20*      |
| 19*      |
| 18*      |
| 17*      |
| 16       |
| 15*      |
| 14*      |
| 13*      |
| 12       |
| 11       |
| 10*      |
| 9        |
| 8*       |
| 7        |
| 6        |
| 5*       |
| 4        |
| 3        |
| 2        |
| 1        |
| 0        |

### CRITICAL DAMAGE

|          |    |    |    |              |    |   |   |
|----------|----|----|----|--------------|----|---|---|
| Avionics | +1 | +2 | +5 | Engine       | 2  | 4 | D |
| FCS      | +2 | +4 | D  | Gear         | +5 |   |   |
| Sensors  | +1 | +2 | +5 | Life Support | +2 |   |   |

### PILOT DATA

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

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

|                 |    |    |    |    |    |      |
|-----------------|----|----|----|----|----|------|
| Hits Taken      | 1  | 2  | 3  | 4  | 5  | 6    |
| Consciousness # | 3  | 5  | 7  | 10 | 11 | Dead |
| Modifier        | +1 | +2 | +3 | +4 | +5 |      |

### HEAT DATA

| Heat Level* | Effects                       | Heat Sinks: |
|-------------|-------------------------------|-------------|
| 30          | Shutdown                      | 10 (20)     |
| 28          | Ammo Exp. avoid on 8+         | Double      |
| 27          | Pilot Damage, avoid on 9+     | 0           |
| 26          | Shutdown, avoid on 10+        | 0           |
| 25          | Random Movement, avoid on 10+ | 0           |
| 24          | +4 Modifier to Fire           | 0           |
| 23          | Ammo Exp. avoid on 6+         | 0           |
| 22          | Shutdown, avoid on 8+         | 0           |
| 21          | Pilot Damage, avoid on 6+     | 0           |
| 20          | Random Movement, avoid on 8+  | 0           |
| 19          | Ammo Exp. avoid on 4+         | 0           |
| 18          | Shutdown, avoid on 6+         | 0           |
| 17          | +3 Modifier to Fire           | 0           |
| 15          | Random Movement, avoid on 7+  | 0           |
| 14          | Shutdown, avoid on 4+         | 0           |
| 13          | +2 Modifier to Fire           | 0           |
| 10          | Random Movement, avoid on 6+  | 0           |
| 8           | +1 Modifier to Fire           | 0           |
| 5           | Random Movement, avoid on 5+  | 0           |

### VELOCITY RECORD

|                    |    |    |    |    |    |    |    |    |    |    |
|--------------------|----|----|----|----|----|----|----|----|----|----|
| Turn #             | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 |
| Thrust             |    |    |    |    |    |    |    |    |    |    |
| Velocity           |    |    |    |    |    |    |    |    |    |    |
| Effective Velocity |    |    |    |    |    |    |    |    |    |    |
| Altitude           |    |    |    |    |    |    |    |    |    |    |
| Turn #             | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| Thrust             |    |    |    |    |    |    |    |    |    |    |
| Velocity           |    |    |    |    |    |    |    |    |    |    |
| Effective Velocity |    |    |    |    |    |    |    |    |    |    |
| Altitude           |    |    |    |    |    |    |    |    |    |    |

# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

Type: Zero ZRO-116b

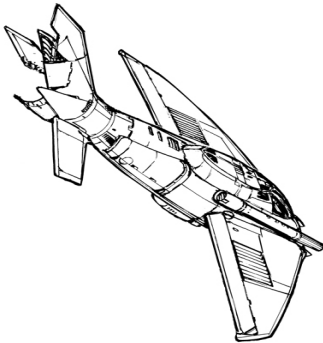
Thrust: \_\_\_\_\_ Tonnage: 35  
 Safe Thrust: 7 Tech Base: Inner Sphere  
 Maximum Thrust: 11 Era: Star League

### Weapons & Equipment Inventory

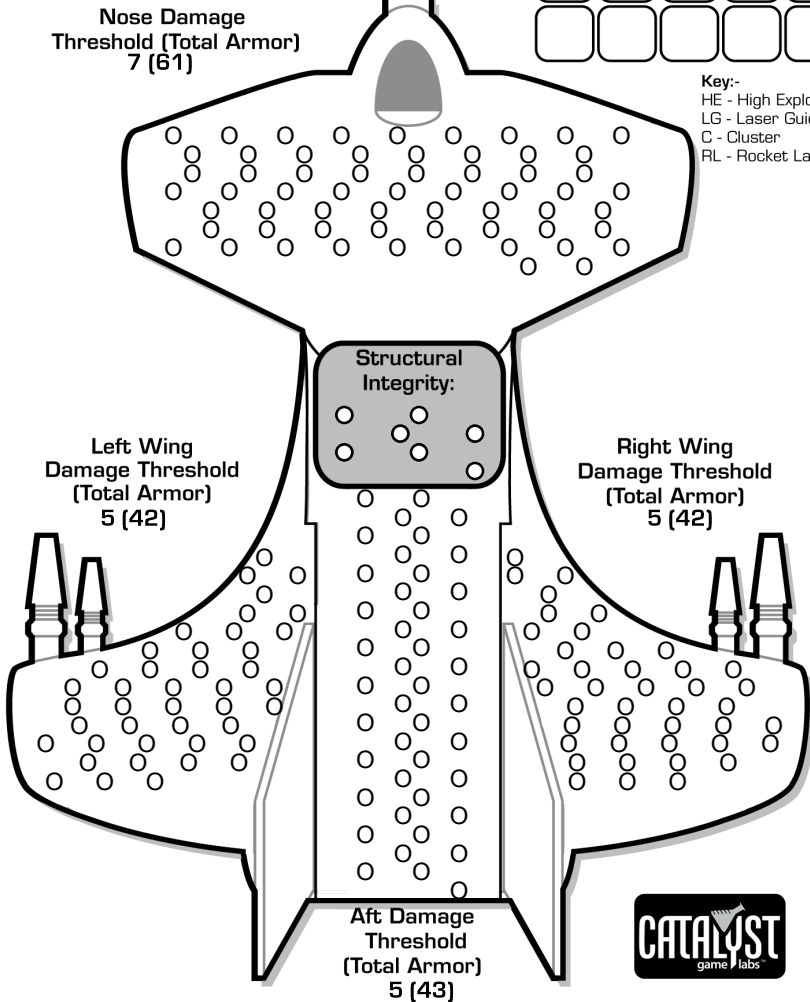
| Standard Scale |                              | (0-6) | (6-12) | (13-20) | (21-25) |     |     |
|----------------|------------------------------|-------|--------|---------|---------|-----|-----|
| Qty            | Type                         | Loc.  | Ht     | SRV     | MRV     | LRV | ERV |
| 1              | Large Pulse Laser 9 [P] NOS  | 10    | 9      | 9       | —       | —   | —   |
| 1              | Medium Pulse Laser 6 [P] NOS | 4     | 6      | —       | —       | —   | —   |
| 1              | Medium Pulse Laser 6 [P] LWG | 4     | 6      | —       | —       | —   | —   |
| 1              | Medium Pulse Laser 6 [P] RWG | 4     | 6      | —       | —       | —   | —   |

Fuel: 400 Points

Cost: 3,471,753 C-bills BV: 1,044



### ARMOR DIAGRAM



### EXTERNAL STORES/BOMBS

|  |  |  |  |  |
|--|--|--|--|--|
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

Key:-  
 HE - High Explosive  
 LG - Laser Guided  
 C - Cluster  
 RL - Rocket Launcher

Heat Scale

|          |
|----------|
| Overflow |
| 30*      |
| 29       |
| 28*      |
| 27*      |
| 26*      |
| 25*      |
| 24*      |
| 23*      |
| 22*      |
| 21*      |
| 20*      |
| 19*      |
| 18*      |
| 17*      |
| 16       |
| 15*      |
| 14*      |
| 13*      |
| 12       |
| 11       |
| 10*      |
| 9        |
| 8*       |
| 7        |
| 6        |
| 5*       |
| 4        |
| 3        |
| 2        |
| 1        |
| 0        |

### CRITICAL DAMAGE

|          |    |    |    |              |    |   |   |
|----------|----|----|----|--------------|----|---|---|
| Avionics | +1 | +2 | +5 | Engine       | 2  | 4 | D |
| FCS      | +2 | +4 | D  | Gear         | +5 |   |   |
| Sensors  | +1 | +2 | +5 | Life Support | +2 |   |   |

### PILOT DATA

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

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

|                 |    |    |    |    |    |      |
|-----------------|----|----|----|----|----|------|
| Hits Taken      | 1  | 2  | 3  | 4  | 5  | 6    |
| Consciousness # | 3  | 5  | 7  | 10 | 11 | Dead |
| Modifier        | +1 | +2 | +3 | +4 | +5 |      |

### HEAT DATA

| Heat Level* | Effects                       | Heat Sinks: |
|-------------|-------------------------------|-------------|
| 30          | Shutdown                      | 10 (20)     |
| 28          | Ammo Exp. avoid on 8+         | Double      |
| 27          | Pilot Damage, avoid on 9+     | 0           |
| 26          | Shutdown, avoid on 10+        | 0           |
| 25          | Random Movement, avoid on 10+ | 0           |
| 24          | +4 Modifier to Fire           | 0           |
| 23          | Ammo Exp. avoid on 6+         | 0           |
| 22          | Shutdown, avoid on 8+         | 0           |
| 21          | Pilot Damage, avoid on 6+     | 0           |
| 20          | Random Movement, avoid on 8+  | 0           |
| 19          | Ammo Exp. avoid on 4+         | 0           |
| 18          | Shutdown, avoid on 6+         | 0           |
| 17          | +3 Modifier to Fire           | 0           |
| 15          | Random Movement, avoid on 7+  | 0           |
| 14          | Shutdown, avoid on 4+         | 0           |
| 13          | +2 Modifier to Fire           | 0           |
| 10          | Random Movement, avoid on 6+  | 0           |
| 8           | +1 Modifier to Fire           | 0           |
| 5           | Random Movement, avoid on 5+  | 0           |

### VELOCITY RECORD

|                    |    |    |    |    |    |    |    |    |    |    |
|--------------------|----|----|----|----|----|----|----|----|----|----|
| Turn #             | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 |
| Thrust             |    |    |    |    |    |    |    |    |    |    |
| Velocity           |    |    |    |    |    |    |    |    |    |    |
| Effective Velocity |    |    |    |    |    |    |    |    |    |    |
| Altitude           |    |    |    |    |    |    |    |    |    |    |
| Turn #             | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| Thrust             |    |    |    |    |    |    |    |    |    |    |
| Velocity           |    |    |    |    |    |    |    |    |    |    |
| Effective Velocity |    |    |    |    |    |    |    |    |    |    |
| Altitude           |    |    |    |    |    |    |    |    |    |    |

# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

Type: Corsair CSR-V12b

Thrust: \_\_\_\_\_ Tonnage: 50  
 Safe Thrust: 6 Tech Base: Inner Sphere  
 Maximum Thrust: 9 Era: Star League

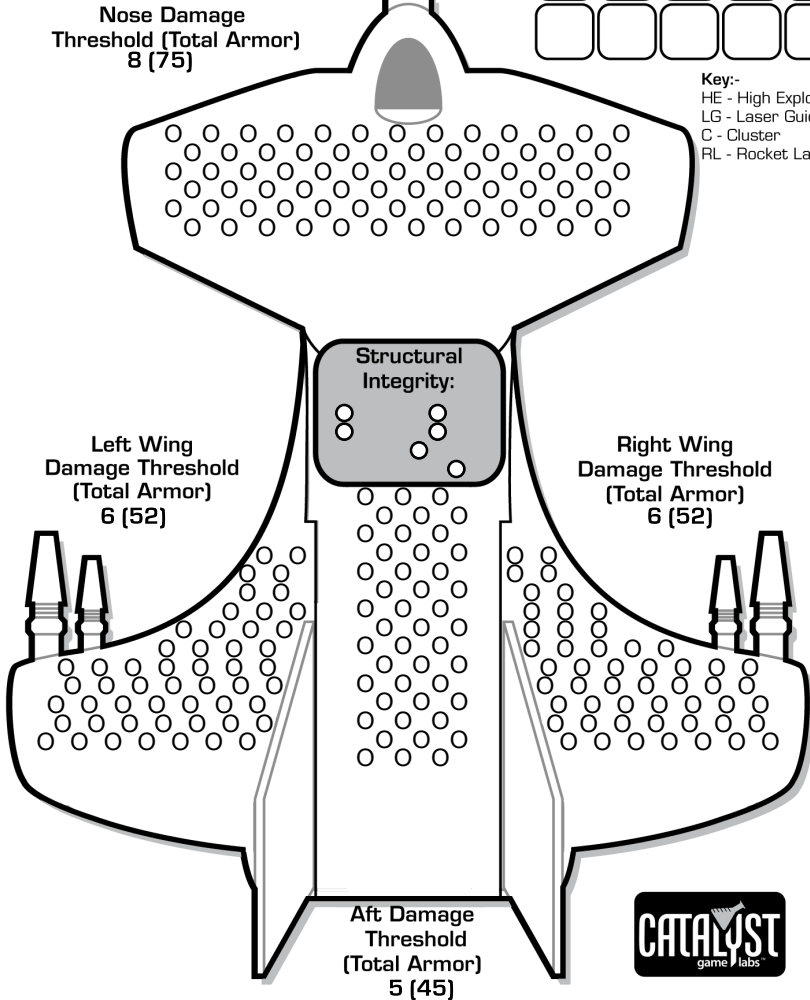
### Weapons & Equipment Inventory

| Standard Scale |                          | (0-6) | (6-12) | (13-20) | (21-25) |     |     |
|----------------|--------------------------|-------|--------|---------|---------|-----|-----|
| Qty            | Type                     | Loc.  | Ht     | SRV     | MRV     | LRV | ERV |
| 2              | ER Large Laser 8 [DE]    | NOS   | 12     | 8       | 8       | 8   | —   |
| 1              | Medium Laser 5 [DE]      | NOS   | 3      | 5       | —       | —   | —   |
| 1              | Medium Pulse Laser 6 [P] | LWG   | 4      | 6       | —       | —   | —   |
| 1              | Medium Pulse Laser 6 [P] | RWG   | 4      | 6       | —       | —   | —   |

Fuel: 400 Points

Cost: 2,803,958 C-bills BV: 1,388

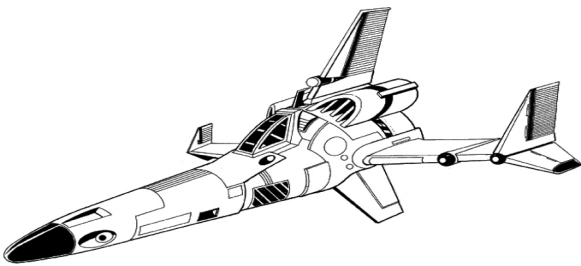
### ARMOR DIAGRAM



### EXTERNAL STORES/BOMBS

|  |  |  |  |  |
|--|--|--|--|--|
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

Key:-  
 HE - High Explosive  
 LG - Laser Guided  
 C - Cluster  
 RL - Rocket Launcher



Heat Scale  
 Overflow

|     |
|-----|
| 30* |
| 29  |
| 28* |
| 27* |
| 26* |
| 25* |
| 24* |
| 23* |
| 22* |
| 21* |
| 20* |
| 19* |
| 18* |
| 17* |
| 16  |
| 15* |
| 14* |
| 13* |
| 12  |
| 11  |
| 10* |
| 9   |
| 8*  |
| 7   |
| 6   |
| 5*  |
| 4   |
| 3   |
| 2   |
| 1   |
| 0   |

### CRITICAL DAMAGE

|          |    |    |    |              |    |   |   |
|----------|----|----|----|--------------|----|---|---|
| Avionics | +1 | +2 | +5 | Engine       | 2  | 4 | D |
| FCS      | +2 | +4 | D  | Gear         | +5 |   |   |
| Sensors  | +1 | +2 | +5 | Life Support | +2 |   |   |

### PILOT DATA

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

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

|                 |    |    |    |    |    |      |
|-----------------|----|----|----|----|----|------|
| Hits Taken      | 1  | 2  | 3  | 4  | 5  | 6    |
| Consciousness # | 3  | 5  | 7  | 10 | 11 | Dead |
| Modifier        | +1 | +2 | +3 | +4 | +5 |      |

### HEAT DATA

| Heat Level* | Effects                       | Heat Sinks: |
|-------------|-------------------------------|-------------|
| 30          | Shutdown                      | 15 (30)     |
| 28          | Ammo Exp. avoid on 8+         | Double      |
| 27          | Pilot Damage, avoid on 9+     | 0 0         |
| 26          | Shutdown, avoid on 10+        | 0 0         |
| 25          | Random Movement, avoid on 10+ | 0 0         |
| 24          | +4 Modifier to Fire           | 0 0         |
| 23          | Ammo Exp. avoid on 6+         | 0           |
| 22          | Shutdown, avoid on 8+         | 0           |
| 21          | Pilot Damage, avoid on 6+     | 0           |
| 20          | Random Movement, avoid on 8+  | 0           |
| 19          | Ammo Exp. avoid on 4+         | 0           |
| 18          | Shutdown, avoid on 6+         | 0           |
| 17          | +3 Modifier to Fire           | 0           |
| 15          | Random Movement, avoid on 7+  | 0           |
| 14          | Shutdown, avoid on 4+         | 0           |
| 13          | +2 Modifier to Fire           | 0           |
| 10          | Random Movement, avoid on 6+  | 0           |
| 8           | +1 Modifier to Fire           | 0           |
| 5           | Random Movement, avoid on 5+  | 0           |

### VELOCITY RECORD

|                    |    |    |    |    |    |    |    |    |    |    |
|--------------------|----|----|----|----|----|----|----|----|----|----|
| Turn #             | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 |
| Thrust             |    |    |    |    |    |    |    |    |    |    |
| Velocity           |    |    |    |    |    |    |    |    |    |    |
| Effective Velocity |    |    |    |    |    |    |    |    |    |    |
| Altitude           |    |    |    |    |    |    |    |    |    |    |
| Turn #             | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| Thrust             |    |    |    |    |    |    |    |    |    |    |
| Velocity           |    |    |    |    |    |    |    |    |    |    |
| Effective Velocity |    |    |    |    |    |    |    |    |    |    |
| Altitude           |    |    |    |    |    |    |    |    |    |    |



# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

Type: Hellcat II HCT-213C

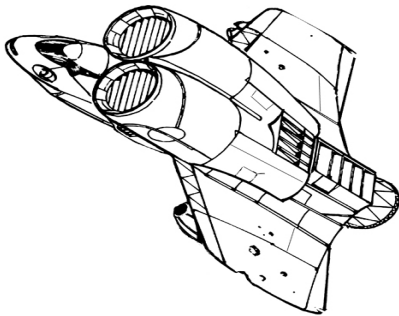
Thrust: \_\_\_\_\_ Tonnage: 50  
 Safe Thrust: 7 Tech Base: Inner Sphere  
 Maximum Thrust: 11 Era: Star League

### Weapons & Equipment Inventory

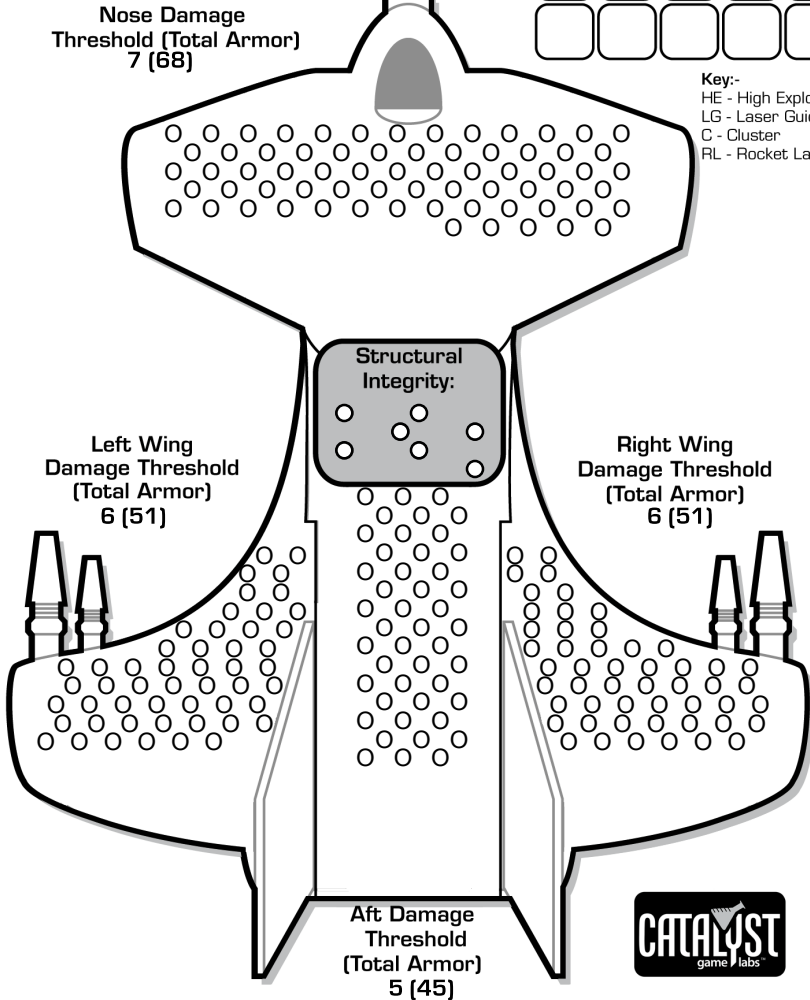
| Standard Scale |                              |         | (0-6) | (6-12) | (13-20) | (21-25) |
|----------------|------------------------------|---------|-------|--------|---------|---------|
| Qty            | Type                         | Loc. Ht | SRV   | MRV    | LRV     | ERV     |
| 1              | Beagle Active Probe [E] NOS  | 0       | —     | —      | 4       | —       |
| 2              | Medium Pulse Laser 6 [P] NOS | 4       | 6     | —      | —       | —       |
| 1              | Large Pulse Laser 9 [P] LWG  | 10      | 9     | 9      | —       | —       |
| 1              | Large Pulse Laser 9 [P] RWG  | 10      | 9     | 9      | —       | —       |
| 1              | Medium Laser 5 [DE] AFT      | 3       | 5     | —      | —       | —       |

Fuel: 400 Points

Cost: 6,359,792 C-bills BV: 1,308



### ARMOR DIAGRAM



### EXTERNAL STORES/BOMBS

|  |  |  |  |  |
|--|--|--|--|--|
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

Key:-  
 HE - High Explosive  
 LG - Laser Guided  
 C - Cluster  
 RL - Rocket Launcher

Heat Scale

|          |
|----------|
| Overflow |
| 30*      |
| 29       |
| 28*      |
| 27*      |
| 26*      |
| 25*      |
| 24*      |
| 23*      |
| 22*      |
| 21*      |
| 20*      |
| 19*      |
| 18*      |
| 17*      |
| 16       |
| 15*      |
| 14*      |
| 13*      |
| 12       |
| 11       |
| 10*      |
| 9        |
| 8*       |
| 7        |
| 6        |
| 5*       |
| 4        |
| 3        |
| 2        |
| 1        |
| 0        |

### CRITICAL DAMAGE

|          |    |    |    |              |    |   |   |
|----------|----|----|----|--------------|----|---|---|
| Avionics | +1 | +2 | +5 | Engine       | 2  | 4 | D |
| FCS      | +2 | +4 | D  | Gear         | +5 |   |   |
| Sensors  | +1 | +2 | +5 | Life Support | +2 |   |   |

### PILOT DATA

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

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

|                 |    |    |    |    |    |      |
|-----------------|----|----|----|----|----|------|
| Hits Taken      | 1  | 2  | 3  | 4  | 5  | 6    |
| Consciousness # | 3  | 5  | 7  | 10 | 11 | Dead |
| Modifier        | +1 | +2 | +3 | +4 | +5 |      |

### HEAT DATA

| Heat Level* | Effects                       | Heat Sinks: |
|-------------|-------------------------------|-------------|
| 30          | Shutdown                      | 13 (26)     |
| 28          | Ammo Exp. avoid on 8+         | Double      |
| 27          | Pilot Damage, avoid on 9+     | 0 0         |
| 26          | Shutdown, avoid on 10+        | 0 0         |
| 25          | Random Movement, avoid on 10+ | 0 0         |
| 24          | +4 Modifier to Fire           | 0           |
| 23          | Ammo Exp. avoid on 6+         | 0           |
| 22          | Shutdown, avoid on 8+         | 0           |
| 21          | Pilot Damage, avoid on 6+     | 0           |
| 20          | Random Movement, avoid on 8+  | 0           |
| 19          | Ammo Exp. avoid on 4+         | 0           |
| 18          | Shutdown, avoid on 6+         | 0           |
| 17          | +3 Modifier to Fire           | 0           |
| 15          | Random Movement, avoid on 7+  | 0           |
| 14          | Shutdown, avoid on 4+         | 0           |
| 13          | +2 Modifier to Fire           | 0           |
| 10          | Random Movement, avoid on 6+  | 0           |
| 8           | +1 Modifier to Fire           | 0           |
| 5           | Random Movement, avoid on 5+  | 0           |

### VELOCITY RECORD

|                    |    |    |    |    |    |    |    |    |    |    |
|--------------------|----|----|----|----|----|----|----|----|----|----|
| Turn #             | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 |
| Thrust             |    |    |    |    |    |    |    |    |    |    |
| Velocity           |    |    |    |    |    |    |    |    |    |    |
| Effective Velocity |    |    |    |    |    |    |    |    |    |    |
| Altitude           |    |    |    |    |    |    |    |    |    |    |
| Turn #             | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| Thrust             |    |    |    |    |    |    |    |    |    |    |
| Velocity           |    |    |    |    |    |    |    |    |    |    |
| Effective Velocity |    |    |    |    |    |    |    |    |    |    |
| Altitude           |    |    |    |    |    |    |    |    |    |    |

# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

Type: Lightning LTN-G15b

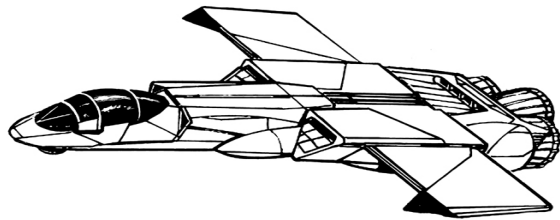
Thrust: \_\_\_\_\_ Tonnage: 50  
 Safe Thrust: 6 Tech Base: Inner Sphere  
 Maximum Thrust: 9 Era: Star League

### Weapons & Equipment Inventory

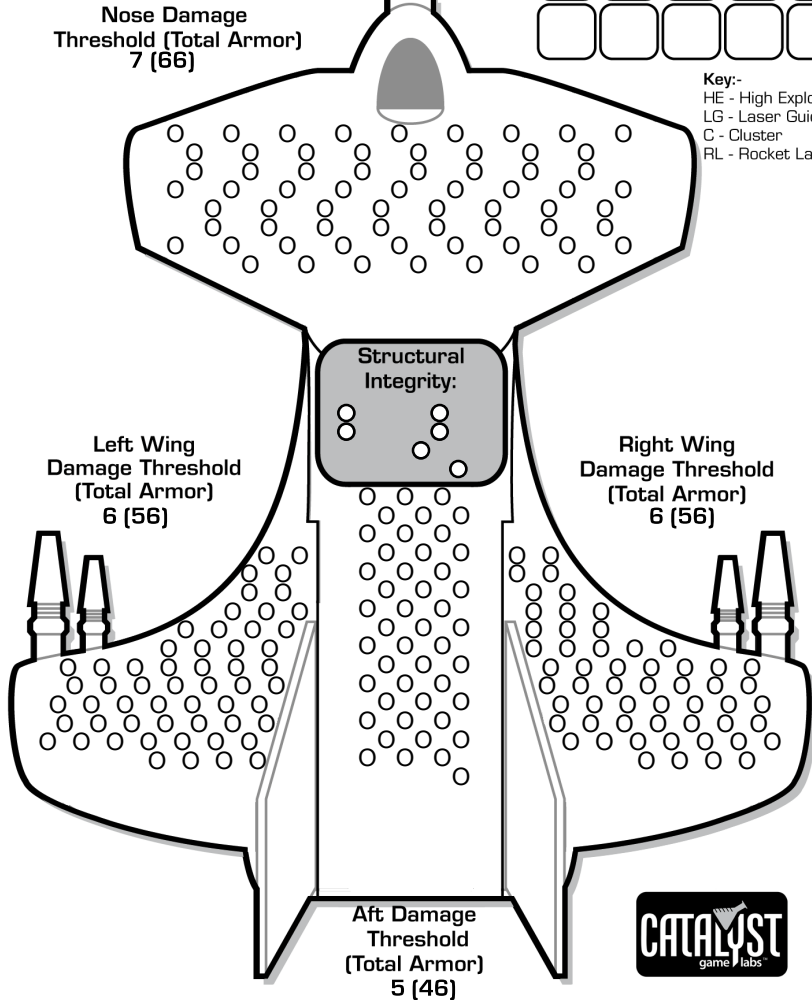
| Standard Scale |                          |         | (0-6) | (6-12) | (13-20) | (21-25) |
|----------------|--------------------------|---------|-------|--------|---------|---------|
| Qty            | Type                     | Loc. Ht | SRV   | MRV    | LRV     | ERV     |
| 1              | Gauss Rifle 15 [DB,X]    | NOS 1   | 15    | 15     | 15      | —       |
| 1              | Medium Laser 5 [DE]      | NOS 3   | 5     | —      | —       | —       |
| 1              | Medium Laser 5 [DE]      | LWG 3   | 5     | —      | —       | —       |
| 1              | Medium Pulse Laser 6 [P] | LWG 4   | 6     | —      | —       | —       |
| 1              | Medium Laser 5 [DE]      | RWG 3   | 5     | —      | —       | —       |
| 1              | Medium Pulse Laser 6 [P] | RWG 4   | 6     | —      | —       | —       |
| 1              | Medium Laser 5 [DE]      | AFT 3   | 5     | —      | —       | —       |

Ammo: [Gauss] 16  
 Fuel: 400 Points

Cost: 5,291,458 C-bills BV: 1,671



### ARMOR DIAGRAM



### EXTERNAL STORES/BOMBS

|  |  |  |  |  |
|--|--|--|--|--|
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

Key:-  
 HE - High Explosive  
 LG - Laser Guided  
 C - Cluster  
 RL - Rocket Launcher

Heat Scale

|          |
|----------|
| Overflow |
| 30*      |
| 29       |
| 28*      |
| 27*      |
| 26*      |
| 25*      |
| 24*      |
| 23*      |
| 22*      |
| 21*      |
| 20*      |
| 19*      |
| 18*      |
| 17*      |
| 16       |
| 15*      |
| 14*      |
| 13*      |
| 12       |
| 11       |
| 10*      |
| 9        |
| 8*       |
| 7        |
| 6        |
| 5*       |
| 4        |
| 3        |
| 2        |
| 1        |
| 0        |

### CRITICAL DAMAGE

|          |    |    |    |              |    |   |   |
|----------|----|----|----|--------------|----|---|---|
| Avionics | +1 | +2 | +5 | Engine       | 2  | 4 | D |
| FCS      | +2 | +4 | D  | Gear         | +5 |   |   |
| Sensors  | +1 | +2 | +5 | Life Support | +2 |   |   |

### PILOT DATA

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

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

|                 |    |    |    |    |    |      |
|-----------------|----|----|----|----|----|------|
| Hits Taken      | 1  | 2  | 3  | 4  | 5  | 6    |
| Consciousness # | 3  | 5  | 7  | 10 | 11 | Dead |
| Modifier        | +1 | +2 | +3 | +4 | +5 |      |

### HEAT DATA

| Heat Level* | Effects                       | Heat Sinks: |
|-------------|-------------------------------|-------------|
| 30          | Shutdown                      | 10 (20)     |
| 28          | Ammo Exp. avoid on 8+         | Double      |
| 27          | Pilot Damage, avoid on 9+     | 0           |
| 26          | Shutdown, avoid on 10+        | 0           |
| 25          | Random Movement, avoid on 10+ | 0           |
| 24          | +4 Modifier to Fire           | 0           |
| 23          | Ammo Exp. avoid on 6+         | 0           |
| 22          | Shutdown, avoid on 8+         | 0           |
| 21          | Pilot Damage, avoid on 6+     | 0           |
| 20          | Random Movement, avoid on 8+  | 0           |
| 19          | Ammo Exp. avoid on 4+         | 0           |
| 18          | Shutdown, avoid on 6+         | 0           |
| 17          | +3 Modifier to Fire           | 0           |
| 15          | Random Movement, avoid on 7+  | 0           |
| 14          | Shutdown, avoid on 4+         | 0           |
| 13          | +2 Modifier to Fire           | 0           |
| 10          | Random Movement, avoid on 6+  | 0           |
| 8           | +1 Modifier to Fire           | 0           |
| 5           | Random Movement, avoid on 5+  | 0           |

### VELOCITY RECORD

|                    |    |    |    |    |    |    |    |    |    |    |
|--------------------|----|----|----|----|----|----|----|----|----|----|
| Turn #             | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 |
| Thrust             |    |    |    |    |    |    |    |    |    |    |
| Velocity           |    |    |    |    |    |    |    |    |    |    |
| Effective Velocity |    |    |    |    |    |    |    |    |    |    |
| Altitude           |    |    |    |    |    |    |    |    |    |    |
| Turn #             | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| Thrust             |    |    |    |    |    |    |    |    |    |    |
| Velocity           |    |    |    |    |    |    |    |    |    |    |
| Effective Velocity |    |    |    |    |    |    |    |    |    |    |
| Altitude           |    |    |    |    |    |    |    |    |    |    |

# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

Type: Eagle EGL-R6b

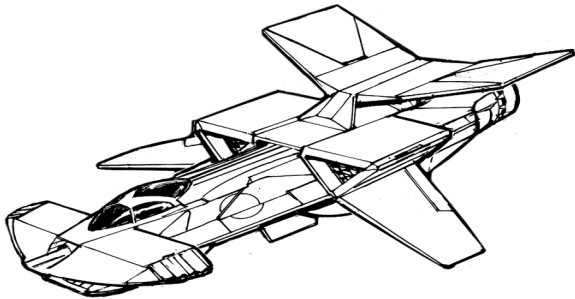
Thrust: Tonnage: 75  
 Safe Thrust: 6 Tech Base: Inner Sphere  
 Maximum Thrust: 9 Era: Star League

### Weapons & Equipment Inventory

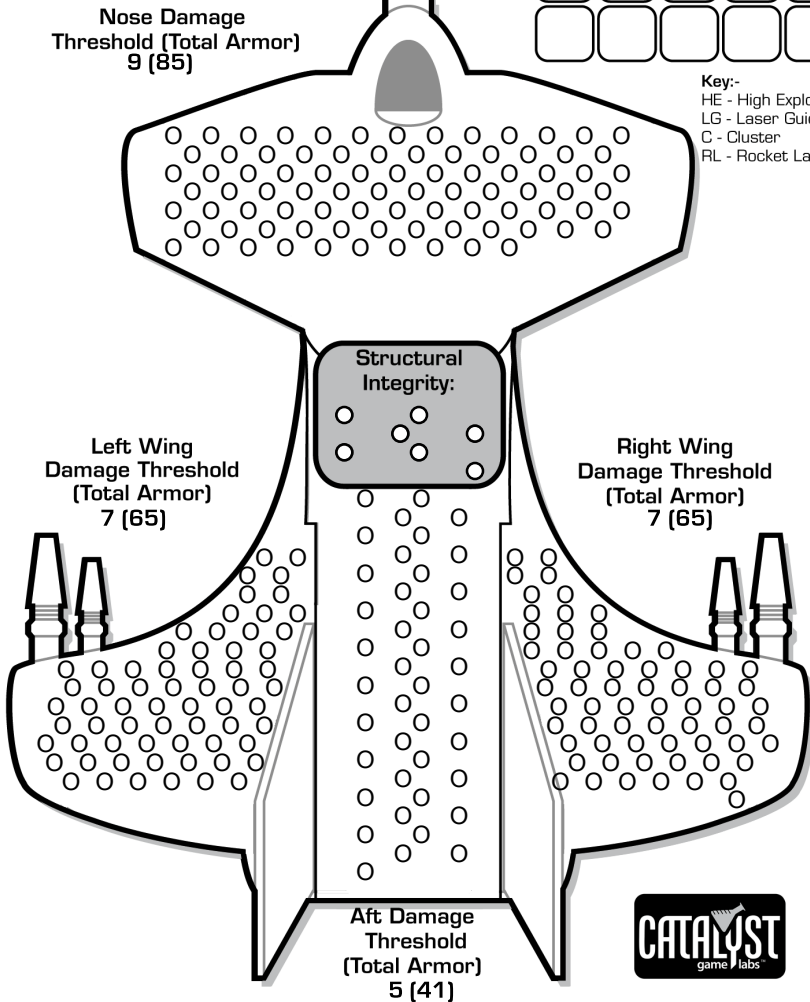
| Standard Scale |                              | (0-6) | (6-12) | (13-20) | (21-25) |     |     |
|----------------|------------------------------|-------|--------|---------|---------|-----|-----|
| Qty            | Type                         | Loc.  | Ht     | SRV     | MRV     | LRV | ERV |
| 1              | Large Pulse Laser 9 [P] NOS  | 10    | 9      | 9       | —       | —   | —   |
| 2              | Medium Pulse Laser 6 [P] NOS | 4     | 6      | —       | —       | —   | —   |
| 1              | Large Pulse Laser 9 [P] LWG  | 10    | 9      | 9       | —       | —   | —   |
| 1              | Medium Pulse Laser 6 [P] LWG | 4     | 6      | —       | —       | —   | —   |
| 1              | Large Pulse Laser 9 [P] RWG  | 10    | 9      | 9       | —       | —   | —   |
| 1              | Medium Pulse Laser 6 [P] RWG | 4     | 6      | —       | —       | —   | —   |
| 2              | Medium Laser 5 [DE] AFT      | 3     | 5      | —       | —       | —   | —   |

Fuel: 400 Points

Cost: 11,060,156 C-bills BV: 1,677



### ARMOR DIAGRAM



### EXTERNAL STORES/BOMBS

|  |  |  |  |  |
|--|--|--|--|--|
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

Key:-  
 HE - High Explosive  
 LG - Laser Guided  
 C - Cluster  
 RL - Rocket Launcher

Heat Scale

|          |
|----------|
| Overflow |
| 30*      |
| 29       |
| 28*      |
| 27*      |
| 26*      |
| 25*      |
| 24*      |
| 23*      |
| 22*      |
| 21*      |
| 20*      |
| 19*      |
| 18*      |
| 17*      |
| 16       |
| 15*      |
| 14*      |
| 13*      |
| 12       |
| 11       |
| 10*      |
| 9        |
| 8*       |
| 7        |
| 6        |
| 5*       |
| 4        |
| 3        |
| 2        |
| 1        |
| 0        |

### CRITICAL DAMAGE

|          |    |    |    |              |    |   |   |
|----------|----|----|----|--------------|----|---|---|
| Avionics | +1 | +2 | +5 | Engine       | 2  | 4 | D |
| FCS      | +2 | +4 | D  | Gear         | +5 |   |   |
| Sensors  | +1 | +2 | +5 | Life Support | +2 |   |   |

### PILOT DATA

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

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

|                 |    |    |    |    |    |      |
|-----------------|----|----|----|----|----|------|
| Hits Taken      | 1  | 2  | 3  | 4  | 5  | 6    |
| Consciousness # | 3  | 5  | 7  | 10 | 11 | Dead |
| Modifier        | +1 | +2 | +3 | +4 | +5 |      |

### HEAT DATA

| Heat Level* | Effects                       | Heat Sinks: |
|-------------|-------------------------------|-------------|
| 30          | Shutdown                      | 22 (44)     |
| 28          | Ammo Exp. avoid on 8+         | Double      |
| 27          | Pilot Damage, avoid on 9+     | 0 0 0       |
| 26          | Shutdown, avoid on 10+        | 0 0 0       |
| 25          | Random Movement, avoid on 10+ | 0 0         |
| 24          | +4 Modifier to Fire           | 0 0         |
| 23          | Ammo Exp. avoid on 6+         | 0 0         |
| 22          | Shutdown, avoid on 8+         | 0 0         |
| 21          | Pilot Damage, avoid on 6+     | 0 0         |
| 20          | Random Movement, avoid on 8+  | 0 0         |
| 19          | Ammo Exp. avoid on 4+         | 0 0         |
| 18          | Shutdown, avoid on 6+         | 0 0         |
| 17          | +3 Modifier to Fire           | 0 0         |
| 15          | Random Movement, avoid on 7+  | 0 0         |
| 14          | Shutdown, avoid on 4+         | 0 0         |
| 13          | +2 Modifier to Fire           | 0 0         |
| 10          | Random Movement, avoid on 6+  | 0 0         |
| 8           | +1 Modifier to Fire           | 0 0         |
| 5           | Random Movement, avoid on 5+  | 0 0         |

### VELOCITY RECORD

|                    |    |    |    |    |    |    |    |    |    |    |
|--------------------|----|----|----|----|----|----|----|----|----|----|
| Turn #             | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 |
| Thrust             |    |    |    |    |    |    |    |    |    |    |
| Velocity           |    |    |    |    |    |    |    |    |    |    |
| Effective Velocity |    |    |    |    |    |    |    |    |    |    |
| Altitude           |    |    |    |    |    |    |    |    |    |    |
| Turn #             | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| Thrust             |    |    |    |    |    |    |    |    |    |    |
| Velocity           |    |    |    |    |    |    |    |    |    |    |
| Effective Velocity |    |    |    |    |    |    |    |    |    |    |
| Altitude           |    |    |    |    |    |    |    |    |    |    |

# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

Type: Chippewa CHP-W5B

Thrust: Tonnage: 90  
 Safe Thrust: 6 Tech Base: Inner Sphere  
 Maximum Thrust: 9 Era: Star League

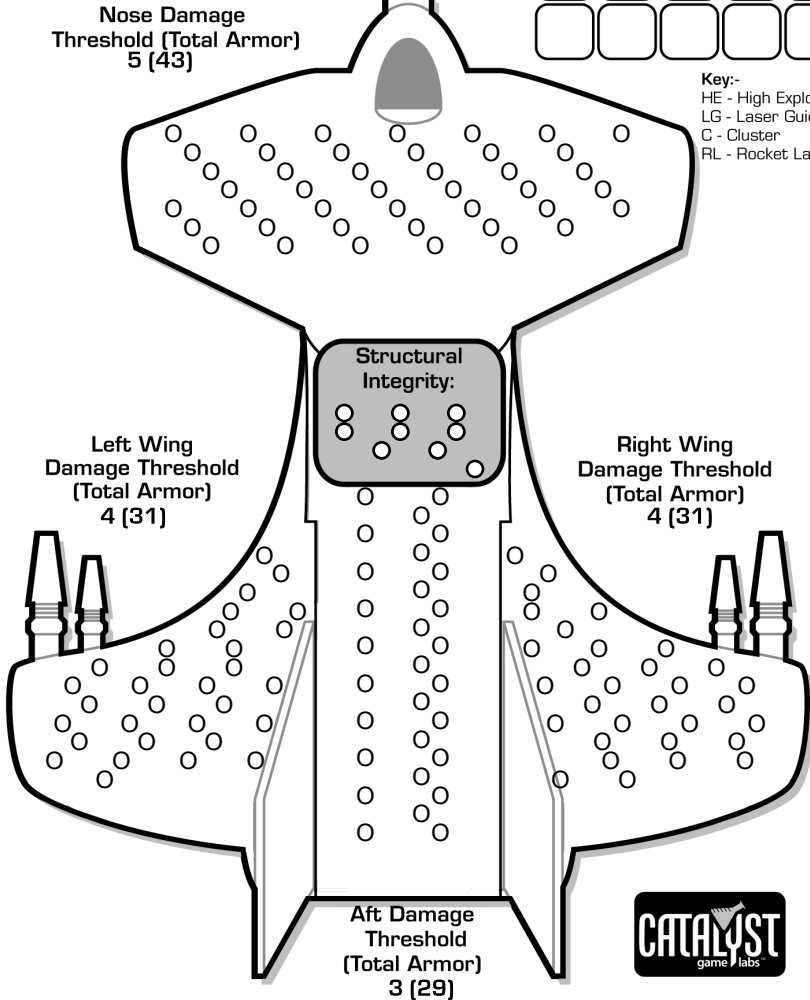
### Weapons & Equipment Inventory

| Standard Scale |                       |         | (0-6) | (6-12) | (13-20) | (21-25) |
|----------------|-----------------------|---------|-------|--------|---------|---------|
| Qty            | Type                  | Loc. Ht | SRV   | MRV    | LRV     | ERV     |
| 2              | LRM 15 1/Msl [M.C.S]  | NOS 5   | 9     | 9      | 9       | —       |
| 2              | Medium Laser 5 [DE]   | NOS 3   | 5     | —      | —       | —       |
| 2              | ER Large Laser 8 [DE] | LWG 12  | 8     | 8      | 8       | —       |
| 2              | ER Large Laser 8 [DE] | RWG 12  | 8     | 8      | 8       | —       |
| 2              | Small Laser 3 [DE]    | AFT 1   | 3     | —      | —       | —       |

Ammo: (LRM 15 Artemis) 32  
 Fuel: 400 Points

Cost: 16,384,131 C-bills BV: 2,051

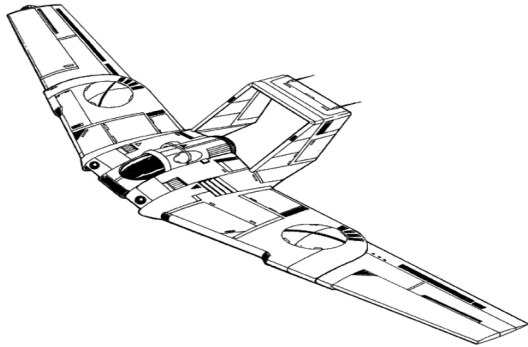
### ARMOR DIAGRAM



### EXTERNAL STORES/BOMBS

|  |  |  |  |  |
|--|--|--|--|--|
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

Key:-  
 HE - High Explosive  
 LG - Laser Guided  
 C - Cluster  
 RL - Rocket Launcher



Heat Scale  
 Overflow

|     |
|-----|
| 30* |
| 29  |
| 28* |
| 27* |
| 26* |
| 25* |
| 24* |
| 23* |
| 22* |
| 21* |
| 20* |
| 19* |
| 18* |
| 17* |
| 16  |
| 15* |
| 14* |
| 13* |
| 12  |
| 11  |
| 10* |
| 9   |
| 8*  |
| 7   |
| 6   |
| 5*  |
| 4   |
| 3   |
| 2   |
| 1   |
| 0   |

### CRITICAL DAMAGE

|          |    |    |    |              |    |   |   |
|----------|----|----|----|--------------|----|---|---|
| Avionics | +1 | +2 | +5 | Engine       | 2  | 4 | D |
| FCS      | +2 | +4 | D  | Gear         | +5 |   |   |
| Sensors  | +1 | +2 | +5 | Life Support | +2 |   |   |

### PILOT DATA

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

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

|                 |    |    |    |    |    |      |
|-----------------|----|----|----|----|----|------|
| Hits Taken      | 1  | 2  | 3  | 4  | 5  | 6    |
| Consciousness # | 3  | 5  | 7  | 10 | 11 | Dead |
| Modifier        | +1 | +2 | +3 | +4 | +5 |      |

### HEAT DATA

| Heat Level* | Effects                       | Heat Sinks: |
|-------------|-------------------------------|-------------|
| 30          | Shutdown                      | 25 (50)     |
| 28          | Ammo Exp. avoid on 8+         | Double      |
| 27          | Pilot Damage, avoid on 9+     | 0 0 0       |
| 26          | Shutdown, avoid on 10+        | 0 0 0       |
| 25          | Random Movement, avoid on 10+ | 0 0 0       |
| 24          | +4 Modifier to Fire           | 0 0 0       |
| 23          | Ammo Exp. avoid on 6+         | 0 0         |
| 22          | Shutdown, avoid on 8+         | 0 0         |
| 21          | Pilot Damage, avoid on 6+     | 0 0         |
| 20          | Random Movement, avoid on 8+  | 0 0         |
| 19          | Ammo Exp. avoid on 4+         | 0 0         |
| 18          | Shutdown, avoid on 6+         | 0 0         |
| 17          | +3 Modifier to Fire           | 0 0         |
| 15          | Random Movement, avoid on 7+  | 0 0         |
| 14          | Shutdown, avoid on 4+         | 0 0         |
| 13          | +2 Modifier to Fire           | 0 0         |
| 10          | Random Movement, avoid on 6+  | 0 0         |
| 8           | +1 Modifier to Fire           | 0 0         |
| 5           | Random Movement, avoid on 5+  | 0 0         |

### VELOCITY RECORD

|                    |    |    |    |    |    |    |    |    |    |    |
|--------------------|----|----|----|----|----|----|----|----|----|----|
| Turn #             | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 |
| Thrust             |    |    |    |    |    |    |    |    |    |    |
| Velocity           |    |    |    |    |    |    |    |    |    |    |
| Effective Velocity |    |    |    |    |    |    |    |    |    |    |
| Altitude           |    |    |    |    |    |    |    |    |    |    |
| Turn #             | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| Thrust             |    |    |    |    |    |    |    |    |    |    |
| Velocity           |    |    |    |    |    |    |    |    |    |    |
| Effective Velocity |    |    |    |    |    |    |    |    |    |    |
| Altitude           |    |    |    |    |    |    |    |    |    |    |



# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

Type: **Stuka STU-K5b**

Thrust: \_\_\_\_\_ Tonnage: 100  
 Safe Thrust: 5 Tech Base: Inner Sphere  
 Maximum Thrust: 8 Era: Star League

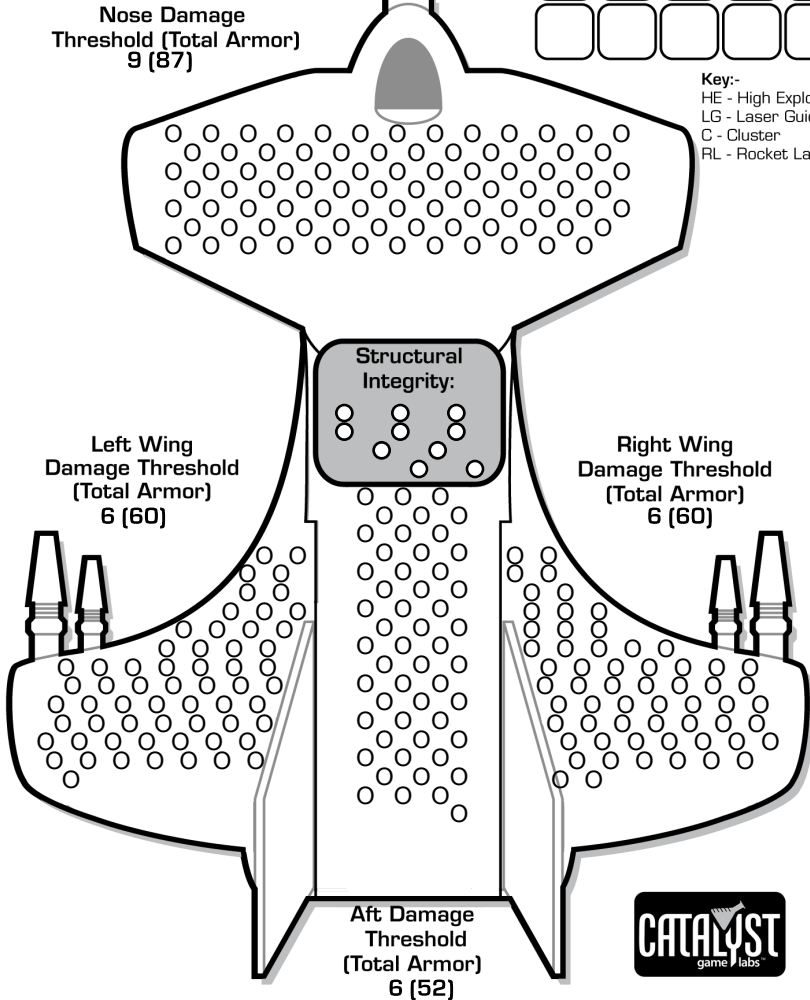
### Weapons & Equipment Inventory

| Qty | Type                    | Loc. | Ht | SRV | MRV | LRV | ERV |
|-----|-------------------------|------|----|-----|-----|-----|-----|
| 1   | Autocannon/20 20 [DB,S] | NOS  | 7  | 20  | —   | —   | —   |
| 1   | Medium Laser 5 [DE]     | NOS  | 3  | 5   | —   | —   | —   |
| 2   | PPC 10 [DE]             | LWG  | 10 | 10  | 10  | —   | —   |
| 2   | PPC 10 [DE]             | RWG  | 10 | 10  | 10  | —   | —   |
| 2   | Medium Laser 5 [DE]     | AFT  | 3  | 5   | —   | —   | —   |

Ammo: (AC/20) 15  
 Fuel: 400 Points

Cost: 16,000,500 C-bills BV: 2,190

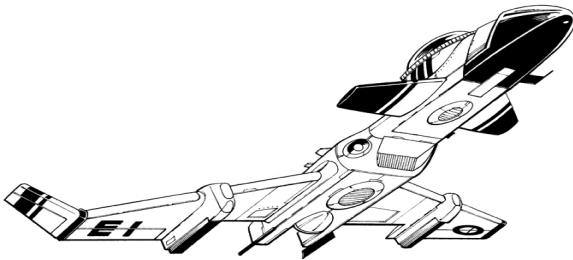
### ARMOR DIAGRAM



### EXTERNAL STORES/BOMBS

|  |  |  |  |  |
|--|--|--|--|--|
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

Key:-  
 HE - High Explosive  
 LG - Laser Guided  
 C - Cluster  
 RL - Rocket Launcher



Heat Scale

|          |
|----------|
| Overflow |
| 30*      |
| 29       |
| 28*      |
| 27*      |
| 26*      |
| 25*      |
| 24*      |
| 23*      |
| 22*      |
| 21*      |
| 20*      |
| 19*      |
| 18*      |
| 17*      |
| 16       |
| 15*      |
| 14*      |
| 13*      |
| 12       |
| 11       |
| 10*      |
| 9        |
| 8*       |
| 7        |
| 6        |
| 5*       |
| 4        |
| 3        |
| 2        |
| 1        |
| 0        |

### CRITICAL DAMAGE

|          |    |    |    |              |    |   |   |
|----------|----|----|----|--------------|----|---|---|
| Avionics | +1 | +2 | +5 | Engine       | 2  | 4 | D |
| FCS      | +2 | +4 | D  | Gear         | +5 |   |   |
| Sensors  | +1 | +2 | +5 | Life Support | +2 |   |   |

### PILOT DATA

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

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

|                 |    |    |    |    |    |      |
|-----------------|----|----|----|----|----|------|
| Hits Taken      | 1  | 2  | 3  | 4  | 5  | 6    |
| Consciousness # | 3  | 5  | 7  | 10 | 11 | Dead |
| Modifier        | +1 | +2 | +3 | +4 | +5 |      |

### HEAT DATA

| Heat Level* | Effects                       | Heat Sinks: |
|-------------|-------------------------------|-------------|
| 30          | Shutdown                      | 30 (60)     |
| 28          | Ammo Exp. avoid on 8+         | Double      |
| 27          | Pilot Damage, avoid on 9+     | 0 0 0       |
| 26          | Shutdown, avoid on 10+        | 0 0 0       |
| 25          | Random Movement, avoid on 10+ | 0 0 0       |
| 24          | +4 Modifier to Fire           | 0 0 0       |
| 23          | Ammo Exp. avoid on 6+         | 0 0 0       |
| 22          | Shutdown, avoid on 8+         | 0 0 0       |
| 21          | Pilot Damage, avoid on 6+     | 0 0 0       |
| 20          | Random Movement, avoid on 8+  | 0 0 0       |
| 19          | Ammo Exp. avoid on 4+         |             |
| 18          | Shutdown, avoid on 6+         |             |
| 17          | +3 Modifier to Fire           |             |
| 15          | Random Movement, avoid on 7+  |             |
| 14          | Shutdown, avoid on 4+         |             |
| 13          | +2 Modifier to Fire           |             |
| 10          | Random Movement, avoid on 6+  |             |
| 8           | +1 Modifier to Fire           |             |
| 5           | Random Movement, avoid on 5+  |             |

### VELOCITY RECORD

|                    |    |    |    |    |    |    |    |    |    |    |
|--------------------|----|----|----|----|----|----|----|----|----|----|
| Turn #             | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 |
| Thrust             |    |    |    |    |    |    |    |    |    |    |
| Velocity           |    |    |    |    |    |    |    |    |    |    |
| Effective Velocity |    |    |    |    |    |    |    |    |    |    |
| Altitude           |    |    |    |    |    |    |    |    |    |    |
| Turn #             | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| Thrust             |    |    |    |    |    |    |    |    |    |    |
| Velocity           |    |    |    |    |    |    |    |    |    |    |
| Effective Velocity |    |    |    |    |    |    |    |    |    |    |
| Altitude           |    |    |    |    |    |    |    |    |    |    |

# BATTLETECH

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

Type: Thunderbird TRB-D36b

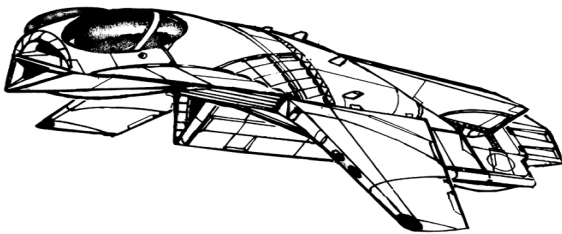
Thrust: Tonnage: 100  
 Safe Thrust: 5 Tech Base: Inner Sphere  
 Maximum Thrust: 8 Era: Star League

### Weapons & Equipment Inventory

| Standard Scale |                       |         | (0-6) | (6-12) | (13-20) | (21-25) |
|----------------|-----------------------|---------|-------|--------|---------|---------|
| Qty            | Type                  | Loc. Ht | SRV   | MRV    | LRV     | ERV     |
| 1              | ER Large Laser 8 [DE] | NOS 12  | 8     | 8      | 8       | —       |
| 2              | Medium Laser 5 [DE]   | NOS 3   | 5     | —      | —       | —       |
| 1              | ER Large Laser 8 [DE] | LWG 12  | 8     | 8      | 8       | —       |
| 1              | Gauss Rifle 15 [DB,X] | LWG 1   | 15    | 15     | 15      | —       |
| 1              | Medium Laser 5 [DE]   | LWG 3   | 5     | —      | —       | —       |
| 1              | ER Large Laser 8 [DE] | RWG 12  | 8     | 8      | 8       | —       |
| 1              | Gauss Rifle 15 [DB,X] | RWG 1   | 15    | 15     | 15      | —       |
| 1              | Medium Laser 5 [DE]   | RWG 3   | 5     | —      | —       | —       |
| 2              | Medium Laser 5 [DE]   | AFT 3   | 5     | —      | —       | —       |

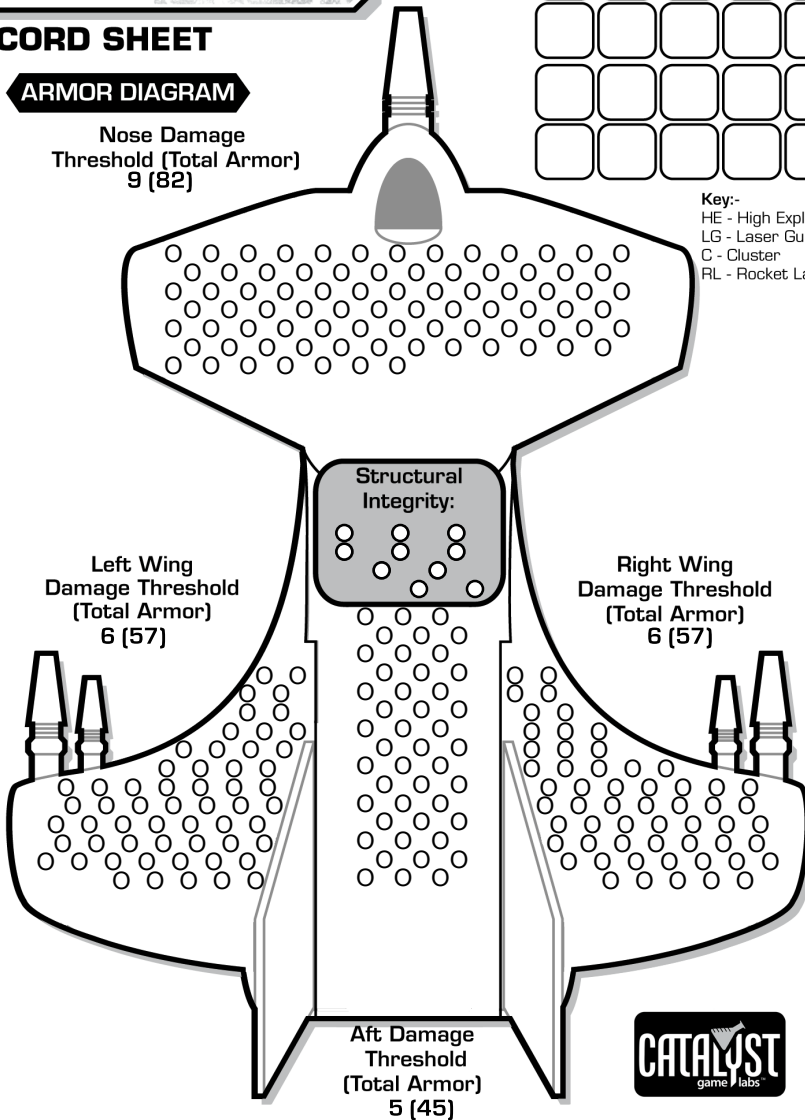
Ammo: [Gauss] 32  
 Fuel: 400 Points

Cost: 16,246,500 C-bills BV: 2,826



### ARMOR DIAGRAM

Nose Damage Threshold (Total Armor) 9 (82)



### EXTERNAL STORES/BOMBS

|  |  |  |  |  |
|--|--|--|--|--|
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

Key:-  
 HE - High Explosive  
 LG - Laser Guided  
 C - Cluster  
 RL - Rocket Launcher

Heat Scale  
 Overflow

|     |
|-----|
| 30* |
| 29  |
| 28* |
| 27* |
| 26* |
| 25* |
| 24* |
| 23* |
| 22* |
| 21* |
| 20* |
| 19* |
| 18* |
| 17* |
| 16  |
| 15* |
| 14* |
| 13* |
| 12  |
| 11  |
| 10* |
| 9   |
| 8*  |
| 7   |
| 6   |
| 5*  |
| 4   |
| 3   |
| 2   |
| 1   |
| 0   |

### CRITICAL DAMAGE

|          |    |    |    |              |    |   |   |
|----------|----|----|----|--------------|----|---|---|
| Avionics | +1 | +2 | +5 | Engine       | 2  | 4 | D |
| FCS      | +2 | +4 | D  | Gear         | +5 |   |   |
| Sensors  | +1 | +2 | +5 | Life Support | +2 |   |   |

### PILOT DATA

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

|                 |    |    |    |    |    |      |
|-----------------|----|----|----|----|----|------|
| Hits Taken      | 1  | 2  | 3  | 4  | 5  | 6    |
| Consciousness # | 3  | 5  | 7  | 10 | 11 | Dead |
| Modifier        | +1 | +2 | +3 | +4 | +5 |      |

### HEAT DATA

| Heat Level* | Effects                       | Heat Sinks: |
|-------------|-------------------------------|-------------|
| 30          | Shutdown                      | 24 (48)     |
| 28          | Ammo Exp. avoid on 8+         | Double      |
| 27          | Pilot Damage, avoid on 9+     | 0 0 0       |
| 26          | Shutdown, avoid on 10+        | 0 0 0       |
| 25          | Random Movement, avoid on 10+ | 0 0 0       |
| 24          | +4 Modifier to Fire           | 0 0         |
| 23          | Ammo Exp. avoid on 6+         | 0 0         |
| 22          | Shutdown, avoid on 8+         | 0 0         |
| 21          | Pilot Damage, avoid on 6+     | 0 0         |
| 20          | Random Movement, avoid on 8+  | 0 0         |
| 19          | Ammo Exp. avoid on 4+         | 0 0         |
| 18          | Shutdown, avoid on 6+         | 0 0         |
| 17          | +3 Modifier to Fire           | 0 0         |
| 15          | Random Movement, avoid on 7+  | 0 0         |
| 14          | Shutdown, avoid on 4+         | 0 0         |
| 13          | +2 Modifier to Fire           | 0 0         |
| 10          | Random Movement, avoid on 6+  | 0 0         |
| 8           | +1 Modifier to Fire           | 0 0         |
| 5           | Random Movement, avoid on 5+  | 0 0         |

### VELOCITY RECORD

|                    |    |    |    |    |    |    |    |    |    |    |
|--------------------|----|----|----|----|----|----|----|----|----|----|
| Turn #             | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 |
| Thrust             |    |    |    |    |    |    |    |    |    |    |
| Velocity           |    |    |    |    |    |    |    |    |    |    |
| Effective Velocity |    |    |    |    |    |    |    |    |    |    |
| Altitude           |    |    |    |    |    |    |    |    |    |    |
| Turn #             | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| Thrust             |    |    |    |    |    |    |    |    |    |    |
| Velocity           |    |    |    |    |    |    |    |    |    |    |
| Effective Velocity |    |    |    |    |    |    |    |    |    |    |
| Altitude           |    |    |    |    |    |    |    |    |    |    |