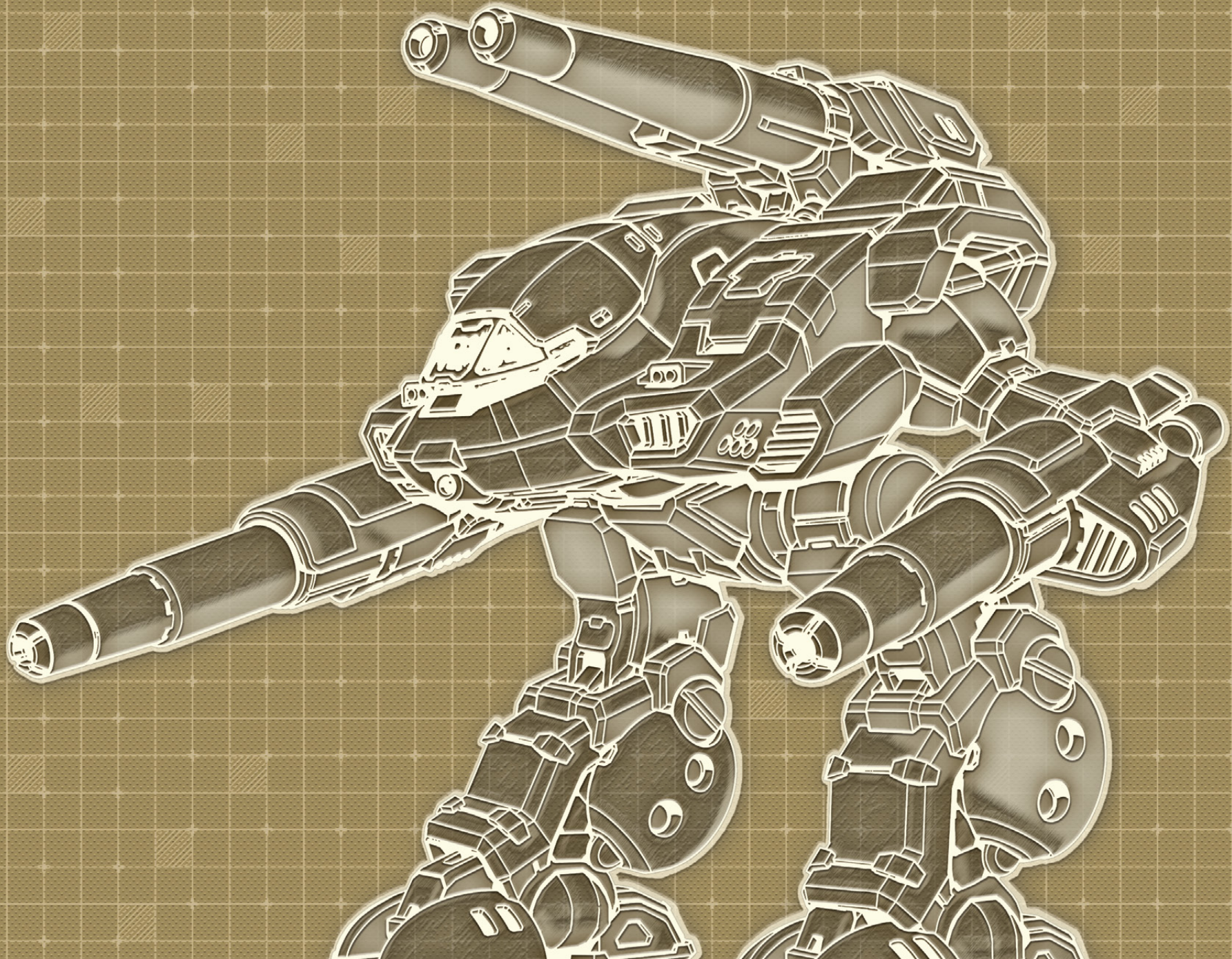
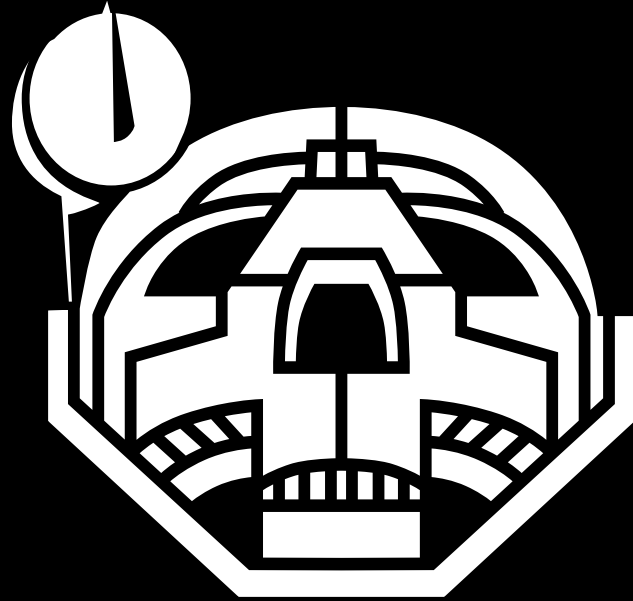


RECOGNITION GUIDE: ILCLAN VOL. 02



RECOGNITION GUIDE: ILCLAN

VOLUME 02



STAR
LEAGUE



SUCCESSION
WARS



CLAN
INVASION



CIVIL WAR



JIHAD



DARK AGE



ILCLAN

CATALYST GAME LABS

RECOGNITION GUIDE: ILCLAN VOL. 02

SAFACTOR,

Words which once seemed impossible now seem inevitable: the ilClan is nigh.

The turbulence of the last two decades has brought several of our fellow Clans to Terra's doorstep, to say nothing of the Inner Sphere powers which gaze upon humanity's birthplace with hungry eyes. But we know our people, we know their aggression. One of them will move to take Terra first and claim the mantle of ilClan, however briefly. If they intend to hold it, however, they will need new hardware—and, as ever, we stand ready to deliver. For a price.

Contained within these volumes is that hardware. It is an intriguing combination of all-new BattleMech designs and retrofits of existing Inner Sphere and Clan designs with weapons and equipment suitable for modern combat. All are in our inventories or otherwise obtainable, and I have instructed all Merchant Caste personnel under my command above the rank of Point Merchant to familiarize themselves with the contents of these reports and be ready to negotiate terms for any merchandise herein. I hope you will assist me, "old friend," with their distribution across all Khanates.

The wheel of power is poised to spin once more, but we must be the axle on which it revolves. Who winds up atop that wheel, and who is crushed beneath it, matters little as long as we profit from each turn.

—Merchant Colonel Reece, aboard CSF *Atlantean*, Skate Khanate, 14 November 3150

Welcome to *Recognition Guide: ilClan*, a supplement offering players exciting new 'Mech variants rooted in the closing days of the Dark Age era and the transition to the ilClan era. Inside, you'll discover a mix of all-new 'Mechs only recently seen on battlefields of the Inner Sphere, alongside modern refits of long-existing and much-loved units.

Each volume of *Recognition Guide: ilClan* includes full, *Technical Readout*-style entries on new 'Mechs or significant rebuilds of existing designs; a selection of brief write-ups on existing variants; notable pilots for each 'Mech, and record sheets for immediate game use.

Special attention has been given to 'Mechs which were redesigned as part of the *BattleTech: Clan Invasion* Kickstarter, to ensure that these brand-new miniatures have a place in games set in the Dark Age. Many of these units have torn apart battlefields of the Inner Sphere for hundreds of years. With these guides, they will continue to do so for hundreds more.

CREDITS

Project Development: Johannes Heidler

Development Assistance: Aaron Cahall, Chris Wheeler

BattleTech Line Developer: Ray Arrastia

Writing: Lance Scarinci, Chris Wheeler, Matt Wilsbacher

BattleTech Line Editor: Aaron Cahall

Production Staff

Art Director: Anthony Scroggins

Assistant Art Director: Ray Arrastia

Cover Design and Layout: David A. Kerber

Illustrations: Alan Blackwell, Dale Eadeh, Matt Plog, Anthony Scroggins

Record Sheets: Dave Nawton, Matt Wilsbacher

Proofers, Core Fact Checkers, and Unit Design: Ray Arrastia, Matt Cross, Joshua Franklin, William Gauthier, Keith Hann, Mike Miller, Joshua Perian, Luke Robertson, Lance Scarinci, Matt Wilsbacher

Additional Fact Checkers: Matthew Alexander, Stephan Frabartolo, Ben Meyers, Eric Salzman

Special Thanks: To the fans whose projects that have kept the *BattleTech* flame going in the community—especially Scott Bukoski and Matt McLaine. To Joshua F. for his magnanimity, to Chris W. for keeping me honest, and to Ray for our pact.

FIND US ONLINE

precentor_martial@catalystgamelabs.com
(e-mail address for any *BattleTech* questions)

<http://bg.battletech.com/>
(official *BattleTech* web pages)

<http://www.CatalystGameLabs.com>
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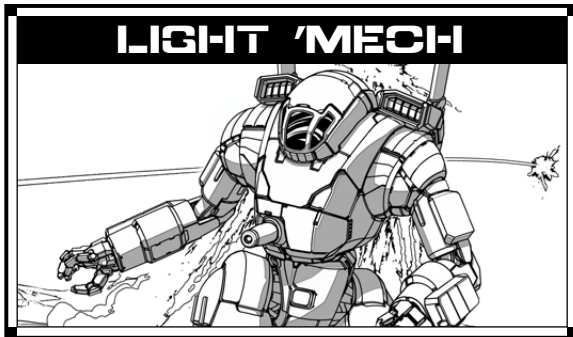
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Of all the Star League's specialized BattleMech designs, the *Ostscout* stands out as one of the most successful and long-lived. Innate durability, combined with electronics so rare that they were not to be risked in combat, ensured that many *Ostscouts* survived the Succession Wars in mint condition. MechWarriors were ordered to preserve their *Ostscout* and its irreplaceable electronics at the cost of their own comrades, if necessary. The *Ostscout*, and by extension its sister 'Mechs the *Ostroc* and *Ostsol*, became the rugged, ubiquitous mascots of the Succession Wars, surviving in large numbers long after the destruction of their factories, although often with mixed and matched parts. Old wisdom claims that an OstMech never dies, only changes shape.

CAPABILITIES

Though also produced by Krupp in its Phoenix configuration on Terra, the *Ostscout* was resurrected in its original specs by both Kong Interstellar and Robinson Standard BattleWorks in recent years, albeit with upgrades. Robinson's model shares parts with their *Ostsol*, while upgrading its electronics suite to modern standards. Kong used their alliance with our Clan to outfit new *Ostscouts* with stealth technology and Clan weaponry. Considered *lostech* for ages, the *Ostscout's* myomer-enhanced sensor array and magnetohydrodynamic analyzer remain the pinnacle of sensor technology, and its Barret 4000 comm system is said to be so good it can communicate with the dead. An exaggeration, to be sure.

BATTLE HISTORY

Due to its nature, the *Ostscout's* battle history is a long series of bravely running away from encounters. Indeed, it takes a certain kind of courage to abandon one's allies to preserve a machine, a kind that not many would understand. *Ostscout* pilots rarely enjoy deep and meaningful relationships with their comrades. Such a contentious relationship led to the defection of Igor Minski from the Davion Guards in 2994. After 17 years on the run, Minski eventually took his *Ostscout* into the service of Hendrik Grimm III, noticeably increasing the effectiveness of the Oberon Guards. His 'Mech remained with the Confederation after his death, piloted by his son Klaus. During the first engagement between the Oberon Guards and Clan Wolf in the Black Canyon, Klaus was able to skip through the battlefield largely ignored by Clan warriors seeking an honorable kill. This is believed to be the first encounter between an Inner Sphere *Ostscout* and the Clans, and the data Klaus gathered would have been invaluable, had it ever left Oberon VI.

Ostscouts have always been highly prized by the Draconis Combine, a contributing factor to their resurrection on an occupied Robinson. The first *Ostscouts* produced by the Combine-controlled Robinson Standard BattleWorks were gifted to the Seventh Sword of Light, who used them to root out Davion resistance on Robinson. Operation Eruptio gave the new 'Mechs their trial by fire as the Republic Armed Forces seized Robinson inch by inch. One *Ostscout* assigned to guard planetary governor Adam Ogata succeeded in ferreting out multiple headhunting teams from the Fides Defenders, who eventually gave up their attempts when faced with the *Ostscout's* superior sensors.

Kerensky's Clans have also employed the *Ostscout*, back to the days of Operation Klondike. Classified as support units, these machines were not used by Nicholas' 800, but by the second echelon of troops tasked to hold ground the early Clans had conquered. Two *Ostscouts* were tasked to root out a bandit raiding Burrock supplies from the hills of Dratha on Dagda. The *Ostscout* pilots found themselves inexplicably stymied for weeks, unable to catch their quarry or even to interpret the physical

tracks they occasionally ran across. An elaborate trap allowed them to finally glimpse their prey: a Star League *Hedgehog*, a 'Mech even rarer than their own. The ultra-fast, three-legged 'Mech had used its own advanced sensors and comm system to keep one step ahead. Knowing this was their only chance, the *Ostscouts* used their jump jets to corral the little bandit, eventually smashing it in a two-on-one brawl. The wreckage remained on display in the main Burrock enclave until the Star Adders cleansed it during the Wars of Reaving.

VARIANTS

The *Ostscout* knew no variants for the majority of its existence. A common field refit in the 3050s replaced the 'Mech's only weapon with Target Acquisition Gear, but it proved unpopular. The 3060s saw the *Ostscout* reimagined under Project Phoenix. Unfortunately, the heavier weapons load of this series resulted in greater losses as pilots engaged in combat more often than they should have. Clan Jade Falcon experimented with upgrading the chassis in the 3060s, but it was deemed an expensive failure.

OTT-8J OSTSCOUT

Mass: 35 tons
Chassis: Kell/S
Power Plant: GM 280 XL
Cruising Speed: 86 kph
Maximum Speed: 129 kph
Jump Jets: Robinson-Liberty Model 12
Jump Capacity: 240 meters
Armor: StarGuard Ferro-Fibrous
Armament:
 1 Martell-X Medium X-Pulse Laser
Manufacturer: Robinson Standard BattleWorks
Primary Factory: Robinson
Communications System: Barret 4000 with Angel ECM Suite
Targeting and Tracking System: TRSS.2L3 with Bloodhound Active Probe

 Technology Base: Inner Sphere
 Tonnage: 35
 Role: Scout
 Battle Value: 894

Equipment		Mass
Internal Structure:		3.5
Engine:	280 XL	8
Walking MP:	8	
Running MP:	12	
Jumping MP:	8	
Heat Sinks:	10 [20]	0
Gyro (Compact):		1.5
Cockpit:		3
Armor Factor (Ferro):	107	6
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	11	16
Center Torso (rear)		6
R/L Torso	8	13
R/L Torso (rear)		3
R/L Arm	6	9
R/L Leg	8	13

Weapons and Ammo	Location	Critical	Tonnage
Bloodhound Active Probe	RT	3	2
Medium X-Pulse Laser	CT	1	2
Angel ECM Suite	CT	2	2
4 Jump Jets	RT	4	2
4 Jump Jets	LT	4	2

Notes: Features the following Design Quirks: Improved Communications, Improved Sensors, Narrow/Low Profile, Rugged (1).

OTT-12R OSTSCOUT

Mass: 35 tons
Chassis: Kell/S
Power Plant: VOX 280 Light
Cruising Speed: 86 kph
Maximum Speed: 129 kph
Jump Jets: Rawlings 45
Jump Capacity: 240 meters
Armor: Starshield Ultra-Tech Stealth
Armament:
 1 Series 7K Extended-Range Large Laser (Clan)
Manufacturer: Kong Interstellar Corporation
Primary Factory: Connaught
Communications System: Barret 4000 with Guardian ECM Suite
Targeting and Tracking System: TRSS.2L3

 Technology Base: Mixed Inner Sphere
 Tonnage: 35
 Role: Scout
 Battle Value: 1,209

Equipment		Mass
Internal Structure:	Endo-Composite	3
Engine:	280 Light	12
Walking MP:	8	
Running MP:	12	
Jumping MP:	8	
Heat Sinks:	10 [20]	0
Gyro:		1.5
Cockpit:		3
Armor Factor (Stealth):	72	4.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	6
Center Torso	11	12
Center Torso (rear)		4
R/L Torso	8	9
R/L Torso (rear)		2
R/L Arm	6	6
R/L Leg	8	8

Weapons and Ammo	Location	Critical	Tonnage
Guardian ECM Suite	RT	2	1.5
ER Large Laser (C)	CT	1	4
4 Jump Jets	RT	4	2
4 Jump Jets	LT	4	2

Notes: Features the following Design Quirks: Improved Communications, Improved Sensors, Narrow/Low Profile, Rugged (1).

NOTABLE 'MECHS AND MECHWARRIORS



MechWarrior Jerry Hawker: Taken as *abtahka* from Clan Diamond Shark in 3016, Jerry Hawker was not a good fit for Clan Wolf. Not quite Crusader or Warden in a time when those factions were polarizing, he languished in a garrison unit until fate brought him to Khan Kerlin Ward, and a new opportunity. Hawker met Jaime Wolf during the Dragoons' last supply run back to Clan space, and Khan Ward gladly granted this misfit the right to join Wolf's Dragoons. Hawker thrived as a Dragoon, having finally found his family. His talents led Wolf to assign him a rare *Ostscout*, which Hawker did not mind. He was a Bloodnamed warrior in the holy land, and that was all that mattered. As with too many of his comrades, Jerry Hawker died on Misery, proud and unyielding until the end.

Captain Deller Langdon: An operative with a long history serving Davion's MI3 division, Langdon monitored Kurita troop movements on several worlds prior to the end of the Third Succession War. The intelligence he provided was instrumental to the AFFS' retaking of Galtor III in 3022. To aid his clandestine cause and help intimidate hostiles, Langdon cosmetically refitted his 'Mech to resemble an *Ostsol*, a deception so successful it even fooled ComStar, causing an error in one of their famed technical readouts. Langdon and his 'Mech disappeared during a mission in the Periphery in 3049, just prior to the Clan invasion, but he was not recorded as captured or killed by any of the Invading Clans.

Igor and Klaus Minski: After absconding from the Davion Guards, Igor spent his time on Oberon guarding the person of Hendrik Grimm, and evading bounty hunters sent by Ian and Hanse Davion. He yielded his stolen *Ostscout* to his adopted son Klaus in 3035, who served the Oberon Guards in a less

personal role, scouting for Grimm's raiding parties in the Inner Sphere. When Clan Wolf attacked Oberon VI, Klaus went to ground, gathering intel on the invaders for weeks, until it became clear that the Guards were defeated. Klaus stashed his 'Mech and escaped off world, attempting to reach Hanse Davion with the information he had gathered on Clan Wolf, but he was killed by the Ghost Bears on Trondheim before transmitting anything. His *Ostscout* allegedly remains hidden on Oberon VI.



MechWarrior Terrelise: A lackluster warrior in every respect, Terrelise's career floundered early, and she was relegated to a *solahma* infantry formation on Huntress. There she found her enemies to be drink and her own demons, and the derision of even her fellow *solahma* when she birthed two children. When Russou Howell formed his Watchmen Galaxy using captured Inner Sphere equipment, Terrelise fought hard for the right to pilot a 'Mech again, even if it was a lowly *Ostscout*. She acquitted herself well against the Northwind Highlanders in 3060, destroying three Highlander 'Mechs in the battle for the ProtoMech factory outside Pahn City before earning a warrior's death in her cockpit.



Lem Purellif: Lem fulfilled every Lyran infantryman's dream during the waning days of the Succession Wars when he seized a fallen *Ostscout* and graduated to the elite of the military. His squad ambushed the 'Mech after a hit disabled its sensors, and Lem was the first into the cockpit, removing what resistance he found there and claiming the 'Mech as his own. Unfortunately, the damage the *Ostscout* had sustained to its electronics relegated him to garrison duty with the Tenth Lyran Regulars, until enough technical know-how filtered down from the Helm

Core for him to enact a decent repair. This served him well when the unit's long-awaited activation for the FedCom Civil War finally came, and he served with distinction on Cavanaugh II. Lem honorably retired from "The Stinging Barflies" in 3063, gifting his 'Mech to another young, aspiring infantryman from the Tenth's recently formed First Irregulars.



Adept Greg Bushroe: A soldier with the Word of Blake's Third Division, Bushroe is notable for refusing to yield his Star League-vintage *Ostscout* when the Project Phoenix variant became available. The 'Mech had carried him through Tukayyid and Operation Odysseus, and he believed it to be lucky. This luck saw him through the Jihad, to which he was a conscientious objector. His attitude that the Word may actually be the villains was shared by many in his unit, but not enough to lead them to defect. Bushroe was not among the dead of the Third Division when the Ghost Bears smashed them on Dieron, and he is believed to have fled into the Periphery with the remains of his unit.

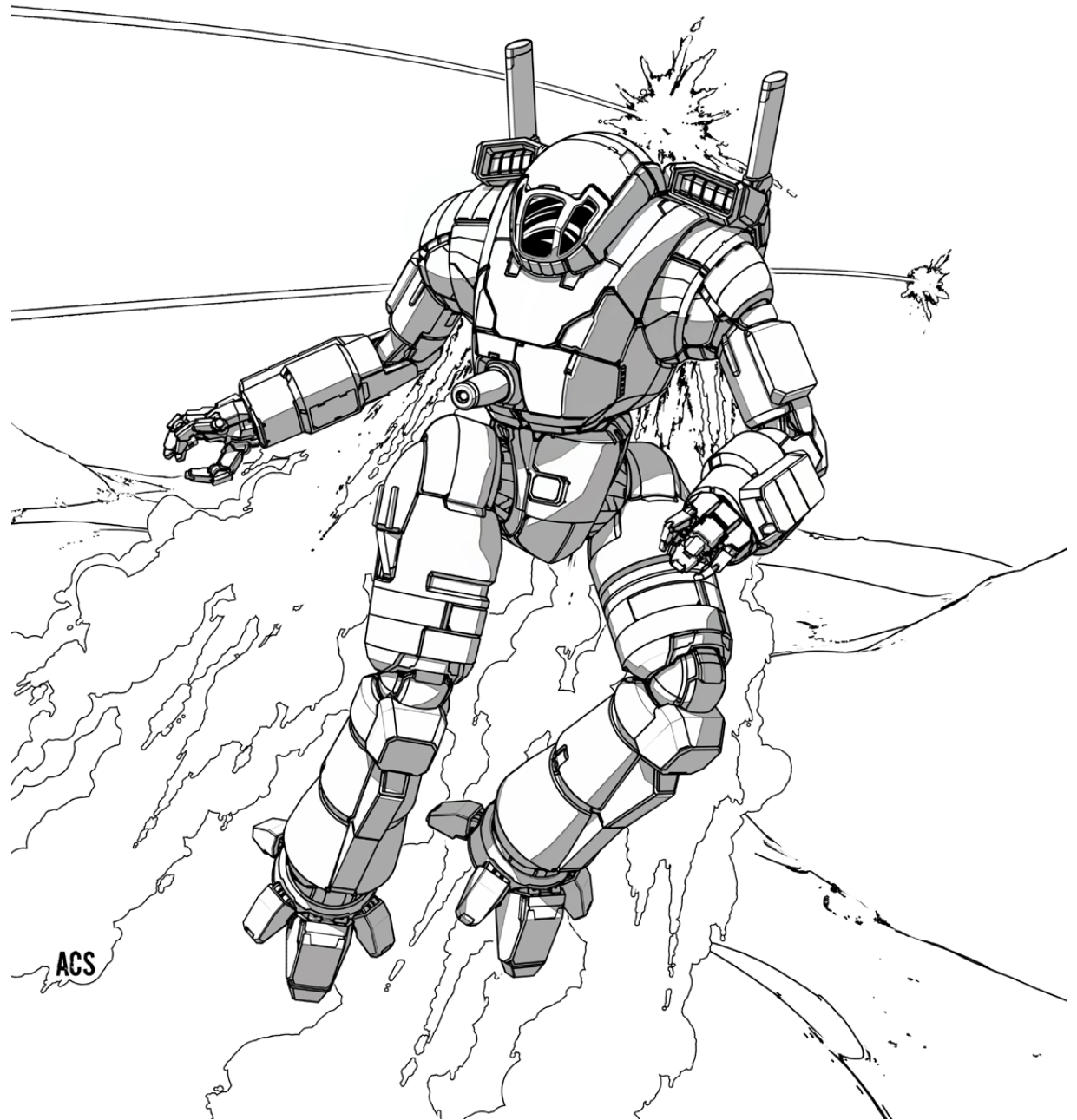
Michael McAlpine: McAlpine beat out several promising candidates to sign on with the Kell Hounds in 3061. A taciturn man with little need for others, his loner nature engendered suspicion from his company, especially when an undisclosed connection to ComStar emerged from his past. Though he was able to convince Dan Allard and Akira Brahe that he harbored no secret allegiances, the cloud of suspicion around him never really dissipated. Despite enduring even worse scrutiny when the Word of Blake launched their Jihad, McAlpine stayed with the Kell Hounds until war's end. He finally eliminated any uncertainty about his loyalties at Cairo on Terra in August 3078. Tactical data relayed by his *Ostscout* was the critical factor in saving some Kell Hounds from the Blakist trap, but McAlpine himself never returned to the Hounds' lines and his final fate was never determined.

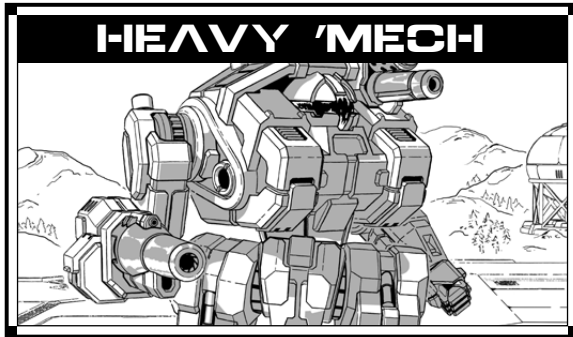


Brittney Hale: Hale is a rare BattleMech pilot who cannot be classified as a MechWarrior. Her passion is not warfare, but racing, and the *Ostscout* has always been among the fastest of them all. Coming to the Noisiel 'Mech racing circuit in 3090, Hale impressed many gaming stables when she set new records on several courses. When crowds doubled at her races, Hale was able to dictate the terms of her employment, and eventually rose to own her own racing stable. Her oft-modified *Ostscout* still races to this day, holding the record on half a dozen courses.

Leftenant Kelvin Howe: The latest in his family to serve in the Davion Light Guards, Kelvin is a hulking man often mistaken for a small Elemental. His ability to squeeze himself into such a small 'Mech as his new *Ostscout* has made him the butt of many jokes, but he doesn't mind the role at all. A bit of a bully and braggart out of the cockpit, inside his 'Mech he is unmatched at rooting out his enemy no matter the terrain. He takes a certain glee in retreating to watch his fellows duke it out with the enemy. Howe's attitude is unsurprisingly not a good fit for the First, but his family name and unrivaled skill as a scout ensure his continued tenure.

Arcadia Zem: Zem is a Spirit Cat adoptee serving in the First Protectorate Guardians. Eschewing Clan tradition, she refused to give up her surname, a decision she has had to defend in many a Trial of Grievance. Zem has a preternatural ability to find hidden things, making her a perfect fit for her new Kong *Ostscout*. A rare Capellan probing raid against the Wolf Empire also hit the Protectorate world of Angell II in 3149. Zem's *Ostscout* not only rooted out Capellan battle armor waiting in ambush, but jumped safely away to lend long-range firepower to the ensuing fray. She is credited with three kills from the battle, and will seek a Star Commander's position soon.





Mass: 60 tons

Chassis: Type W4 Endo Steel

Power Plant: Pitban 240

Cruising Speed: 43 kph

Maximum Speed: 64 kph, 86 kph with Supercharger

Jump Jets: None

Jump Capacity: None

Armor: Compound RSH5 Ferro-Fibrous

Armament:

25.5 tons of pod space available

Manufacturer: Assault Tech Industries

Primary Factory: Donegal

Communications System: Neil 6000-g

Targeting and Tracking System: RCA Instatrac Mark XXII

After their crippling defeat on Arc-Royal, a traumatized Clan Wolf-in-Exile limped to Donegal to lick their wounds and rebuild. Khan Miriam Shaw ordered a massive upscaling of production, but maximum output of high-end OmniMechs like the *Linebacker* had already been achieved. Rather than drastically expand capacity, Khan Shaw chose to retool one line to produce the *Sojourner*, a simpler 'Mech drafted decades ago but passed over for production to appease Devlin Stone and his treaties.

CAPABILITIES

The period of limbo between the *Sojourner's* design and production allowed time for tinkering and ironing out its kinks in a virtual lab. A generation of technicians improved upon the plans, resulting in a

rugged 'Mech as easy to repair as it is to pilot. Khan Shaw was pleased with the expedited shakedown trials and the 'Mech's low cost, and has deployed it throughout her *touman*.

Intended to ease young MechWarriors into the subtleties of 'Mech combat, the *Sojourner* keeps its payloads simple. Primary weapons are housed in the 'Mech's actuator-enhanced right arm, while secondary guns are often located in the opposite torso, simplifying the use of target interlock circuits. Survivability of both pilot and machine are paramount in this time of long wars and limited resources for the Exiled Wolves; *Sojourners* (and their pilots) return home more often than most 'Mechs.

DEPLOYMENT

In 3148, the Exiled Wolves brought war to the Jade Falcons, striking the occupied world of Upano. Stalking their prey after the Falcons retreated through a hellish volcanic plain, Star Commander Rojas and his Star of five *Sojourner* Primes were ambushed by an ad-hoc Falcon force, led by Star Captain Jessica Helmer in her *Shrike*. Helmer figured the terrain would favor her more mobile units, but as the Falcon 'Mechs jumped and grew hotter amid the smoke and sulfur, the *Sojourners* stood back-to-back and fired their Gauss rifles and plasma cannons. Helmer began losing as many machines to the heat as to enemy fire, and ordered a retreat when Rojas' 'Mech knocked her *Shrike* into a lava pit. Three of the Wolf-in-Exile *Sojourners* survived the battle, having crippled twice their number in Falcon 'Mechs and hovercraft.

Per an agreement with their Lyran allies, a certain percentage of *Sojourner* production benefits the Lyran military, where the 'Mech has gained a following among seasoned warriors. During the fighting to reclaim Buena from Warlord Diego Widmer, a *Sojourner* from the Bolan Jaegers found itself caught in a duel with a Buena *Barghest*. Battling through an industrial center outside Fort Buena, Lieutenant Stephen Riordan suffered terrible damage from the *Barghest's* massive autocannon, losing both arms and half his 'Mech's torso. Refusing to surrender, he finally crippled the Buena 'Mech with a shot from his lowly ProtoMech autocannon. The

image of Riordan's *Sojourner* staggering back to base, battered but undefeated, became a rallying image for the Lyran military and a reunifying force with the reclaimed Buena worlds.

One downside to the 'Mech's survivability is that those left behind after a losing battle are easily salvaged by the victors. Several examples have made their way into Falcon hands, but whether the Falcons will choose to field a 'Mech at odds with their combat doctrine remains to be seen. The Wolf Empire also fields *Sojourners*; one such 'Mech accompanied Star Commander Jory when he departed the Exiles. He has been allowed to keep the 'Mech, as a sign to his wayward brethren that when they return, they will be welcomed.

NOTABLE UNITS

Star Captain Vicka: Considered a *ristar* among Bloodhouse Radick, Vicka's sibko was all but annihilated by the Falcons' headhunting attack on Arc-Royal. Though still a year from graduation, Cadet Vicka demanded her Trial of Position while aboard the DropShip retreating to Donegal, and nearly killed her instructor in an impromptu Circle of Equals when he objected. Granted her Trial, Vicka defeated all three of her opponents and took her place as one of the youngest Star Captains the Clan has ever seen. Though her status warrants a more prestigious 'Mech, Vicka acknowledges her inexperience and prefers the *Sojourner's* simplicity and reliability over a more complex machine. Despite many offers of sponsorship, she has not yet sought a Bloodname.

MechWarrior Cornelius: Cornelius was decanted on Arc-Royal in 3087. After a brief warrior career, he accepted reassignment into the technician caste where he enjoyed a long tenure working on the machines he loved. When Arc-Royal fell, he requested the opportunity to test as a warrior, and proved during his Trial of Position that his time as a technician had not dulled his instincts. Though he scored two kills, Cornelius insisted he only wants to fight, not lead, and did not claim the rank of Star Commander. His age does not hamper his skill, and he wears the years of a much younger man.

Type: Sojourner

Technology Base: Clan

Tonnage: 60

Role: Sniper

Battle Value: 2,491

Equipment

	Endo Steel	Mass	
Internal Structure:	3		
Engine:	240	11.5	
Walking MP:	4		
Running MP:	6 (8)		
Jumping MP:	0		
Heat Sinks:	10 [20]	0	
Gyro:		3	
Cockpit:		3	
Armor Factor (Ferro):	201	10.5	
	<i>Internal Structure</i>	<i>Armor Value</i>	
Head	3	9	
Center Torso	20	30	
Center Torso (rear)		10	
R/L Torso	14	20	
R/L Torso (rear)		8	
R/L Arm	10	20	
R/L Leg	14	28	

Space Allocation

Location	Fixed	Spaces Remaining
Head	None	1
Center Torso	1 Supercharger	1
Right Torso	3 Ferro-Fibrous	9
Left Torso	2 Double Heat Sink 3 Endo Steel	7
Right Arm	3 Actuator Enhancement System	5
Left Arm	2 Endo Steel 2 Ferro-Fibrous	4
Right Leg	2 Ferro-Fibrous	0
Left Leg	2 Endo Steel	0

Notes: Features the following Design Quirks: Easy to Maintain, Easy to Pilot, Rugged(1).

Fixed Equipment

Location	Critical	Tonnage
Actuator Enhancement System RA	3	2
Supercharger CT	1	1.5

Weapons and Ammo

Location	Critical	Tonnage
<i>Primary Weapons Configuration</i>		
Gauss Rifle RA	6	12
CASE II RA	1	.5
Ammo (Gauss) 16 RT	2	2
ER Large Laser LT	1	4
Plasma Cannon LT	1	3
Ammo (Plasma) 10 LT	1	1
Jump Jet RT	1	1
Jump Jet CT	1	1
Jump Jet LT	1	1

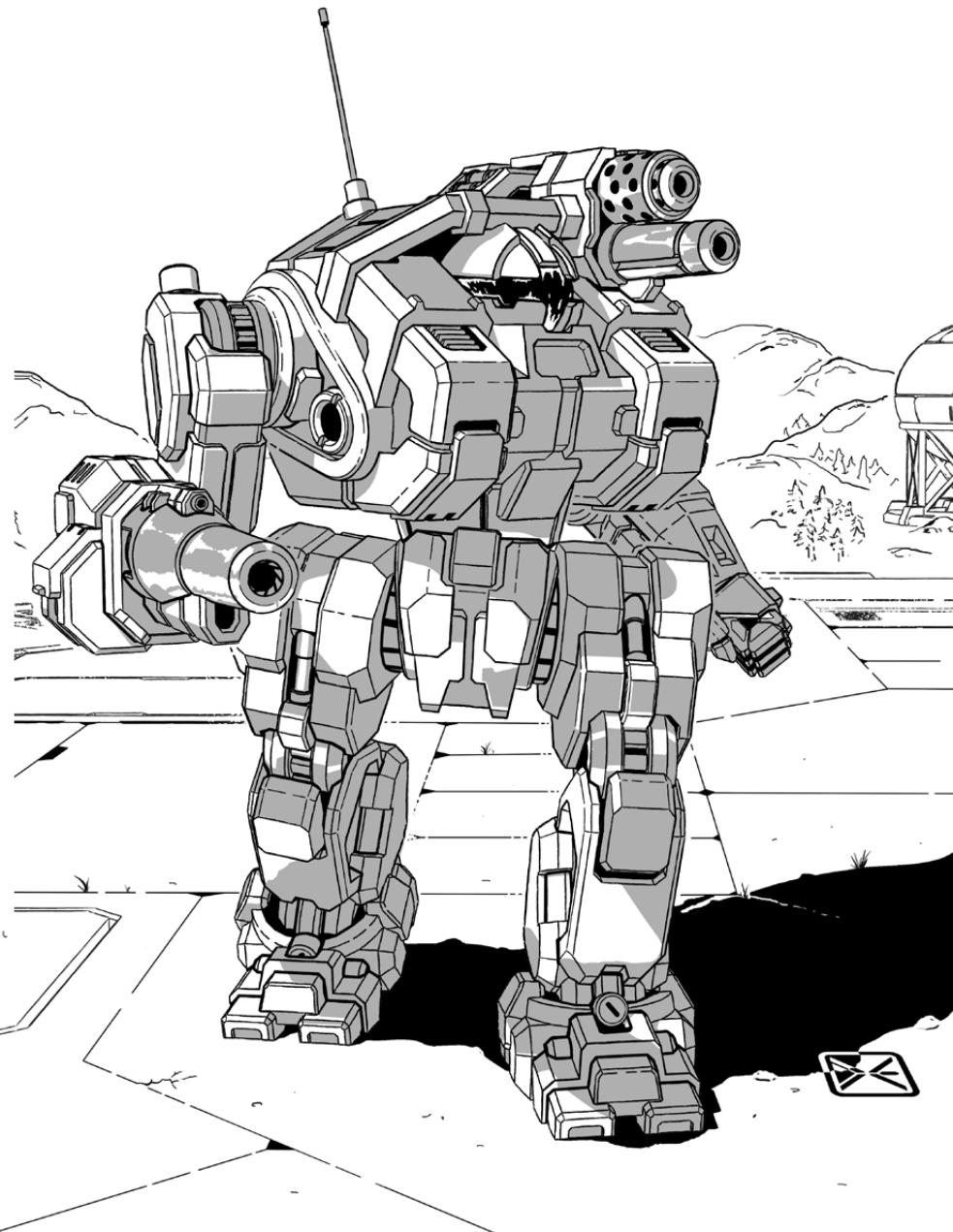
Weapons and Ammo

Location	Critical	Tonnage
<i>Alternate Configuration A</i>		
Large Pulse Laser RA	2	6
Rotary AC/2 RA	4	8
Ammo (RAC) 90 RT	2	2
CASE II RT	1	.5
ProtoMech AC/8 LT	4	5.5
Ammo (PAC) 20 LT	2	2
CASE II LT	1	.5
4 ER Micro Lasers LA	4	1
Battle Value: 1,911 Role: Brawler		

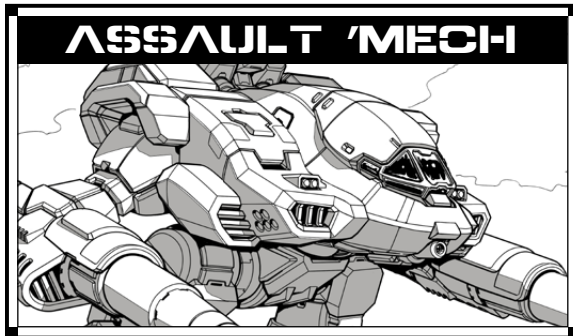
Location	Critical	Tonnage
<i>Alternate Configuration B</i>		
2 ER Large Pulse Lasers RA	6	12
3 Double Heat Sinks RT	6	3
ECM Suite CT	1	1
Double Heat Sink LT	2	1
Streak SRM 6 LA	2	3
Ammo (Streak) 15 LA	1	1
CASE II LA	1	.5
Jump Jets RT	2	2
Jump Jets LT	2	2
Battle Value: 2,397 Role: Brawler		

Location	Critical	Tonnage
<i>Alternate Configuration C</i>		
Heavy Large Laser RA	3	4
2 Double Heat Sinks RA	4	2
LRM 20 RT	4	5
Ammo (LRM) 24 RT	4	4
CASE II RT	1	.5
Micro Pulse Laser CT	1	.5
LRM 20 LT	4	5
Ammo (LRM) 12 LT	2	2
CASE II LT	1	.5
2 Double Heat Sinks LA	4	2
Battle Value: 2,235 Role: Missile Boat		

Location	Critical	Tonnage
<i>Alternate Configuration D</i>		
ER PPC RA	2	6
Ultra AC/10 RA	4	10
Ammo (Ultra) 30 RT	3	3
CASE II RT	1	.5
2 Double Heat Sinks RT	4	2
2 Medium Pulse Lasers LT	2	4
Battle Value: 2,452 Role: Brawler		



STONE RHINO (BEHEMOTH)



Mass: 100 tons

Chassis: Star League Monster

Power Plant: Heavy Force 300

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Jump Jets: Grandthrust Mk 5

Jump Capacity: 90 meters

Armor: Compound 12A1 Standard

Armament:

2 Thunderstroke Series 2b Gauss Rifles

2 Kolibri Delta Series Large Pulse Lasers

1 Chi Series Small Pulse Laser

Manufacturer: Csesztreg Industriplex Alpha

Primary Factory: Csesztreg

Communications System: Garret L15

Targeting and Tracking System: RCA Instatrac
Version 8a

It is perhaps a cultural character flaw that the Clans never stop trying to prove their superiority to the Inner Sphere. This tendency stretches back into history; the Clans see the failures of those who came before as a challenge to overcome. "Amaris' Folly," the most infamous boondoggle of a 'Mech ever known, became a gratifying project during the Golden Century as Clan society reached its zenith. All of the problems plaguing that lumbering monstrosity were solved by Smoke Jaguar scientists, and it was rechristened the *Stone Rhino* in honor of the nigh-indestructible beast native to Eden. In the Inner Sphere, it is remembered as the *Behemoth*—one of the few Spheroid sobriquets deemed acceptable by Clan warriors.

CAPABILITIES

Some 'Mechs kill with flair, and some with sheer brutality. The *Stone Rhino* plods forward, an unstoppable wall of firepower that does not relent. It embodies the power and durability the Great Father intended when making the *Atlas*, while retaining a sense of the aesthetic. Indeed, it is renowned as one of the most beautiful BattleMechs ever designed, if such an appellation is appropriate for an avatar of death. The new *Stone Rhinos* coming out of Czesztreg adhere to this sleek elegance and are highly prized among the Hell's Horses MechWarriors who pilot them.

BATTLE HISTORY

The Hell's Horses have put their new *Stone Rhinos* to good use. Ignoring the dilemma of assault units sometimes being too valuable to risk in battle, the Horses consistently deploy *Rhinos* as the hub around which a force of mobile machines orbits. These tornado-like formations have wreaked havoc along the Horses' borders, notably during a 3150 raid on Denizli. Star Captain Tasio, eager to punish the Twelfth Falcon Regulars over a personal grudge, found success with this new variant of Clan Steel Viper's "Coil" tactic. The Falcons, arrogant in their heavier 'Mechs, rushed into the mass of vehicles, and the guns of Tasio's waiting *Stone Rhino*. The massive BattleMech tore apart all comers, holding its own against mobile Falcon OmniMechs, including a dreaded *Jade Phoenix*. Though the Horses eventually withdrew, Tasio taught the Falcons a new respect for the *Stone Rhino*.

Thanks to their durability, most *Stone Rhinos* in existence are old, hoary machines with storied histories and personalities all their own. Jacindah Wirth piloted one such example on Huntress, when the Star League came to do the devil's work. In the confines of the Shikari Jungle, Jacindah destroyed at least eight Knights of the Inner Sphere 'Mechs before her quirky, older machine began to malfunction. Fighting on with her 'Mech's battering-ram arms, Jacindah killed two more enemies before succumbing to her cockpit's sweltering heat. When medics pried her from the cockpit, she made the delirious proclamation that no man would ever pilot her *Stone Rhino*, before death claimed her.

In an act of sheer cheek, Jaime Wolf snuck a *Stone Rhino* into his Dragoons when they departed for the

Inner Sphere, knowing full well it would stand out. Though downgraded to Inner Sphere tech, the *Stone Rhino* still caused mass panic and confusion when it took the field, until it finally fell on the killing fields of Misery along with its long-time pilot, Gordon of Bloodhouse Zalman. Though House Kurita may have salvaged the machine, they were never able to repair or reproduce it.

VARIANTS

At least eight variants on the main chassis exist, including a complete redesign from the 3060s. The 4 was a Jaguar test platform, the 5 apes the weapons arrangement of the original "Amaris' Folly," the 6 mounts a bevy of pulse lasers for duelling, and the 7 is used for space operations. Most recently, the Horses' 8 model replaced the jump jets with Actuator Enhancement Systems, sacrificing mobility for stunning accuracy.

NOTABLE UNITS

Star Colonel Sara "Vixen" Icaza: Vixen was the lone graduate of an experimental sibko that mixed Elemental genes into a MechWarrior line with the goal of breeding tougher pilots. Serving most of her career in Lambda Galaxy, Vixen won command of the First Falcon Velites during the Jihad after challenging Lauchian Buhallin. She is most famously known for the 3055 ComStar holo of her 'Mech standing on a barren world; though the design had already been seen in small numbers among Clan Smoke Jaguar at that time, it was that image which truly reintroduced the Inner Sphere to the *Stone Rhino*.

The Succubus: Jacindah Wirth's *Stone Rhino* was claimed by Dame Carrie Ellison, a Knight of the Inner Sphere who piloted it until her own death at the hands of the Blakists on Atreus. Salvaged by surviving Knights, her *Stone Rhino* fought on, taking as much a toll on allies as enemies. Before the Jihad ended, no fewer than five MechWarriors died at its controls, all of them male. Nicknamed *Succubus*, the 'Mech was donated to the fledgling Republic with the rest of the Knights' equipment, with the warning that only women should use it. The Republic heeded this strange advice, assigning it to Lady Lyla Nott. It has passed through a succession of female MechWarriors to the current day, where it was most recently seen blasting away at Wolf invaders on Denebola.

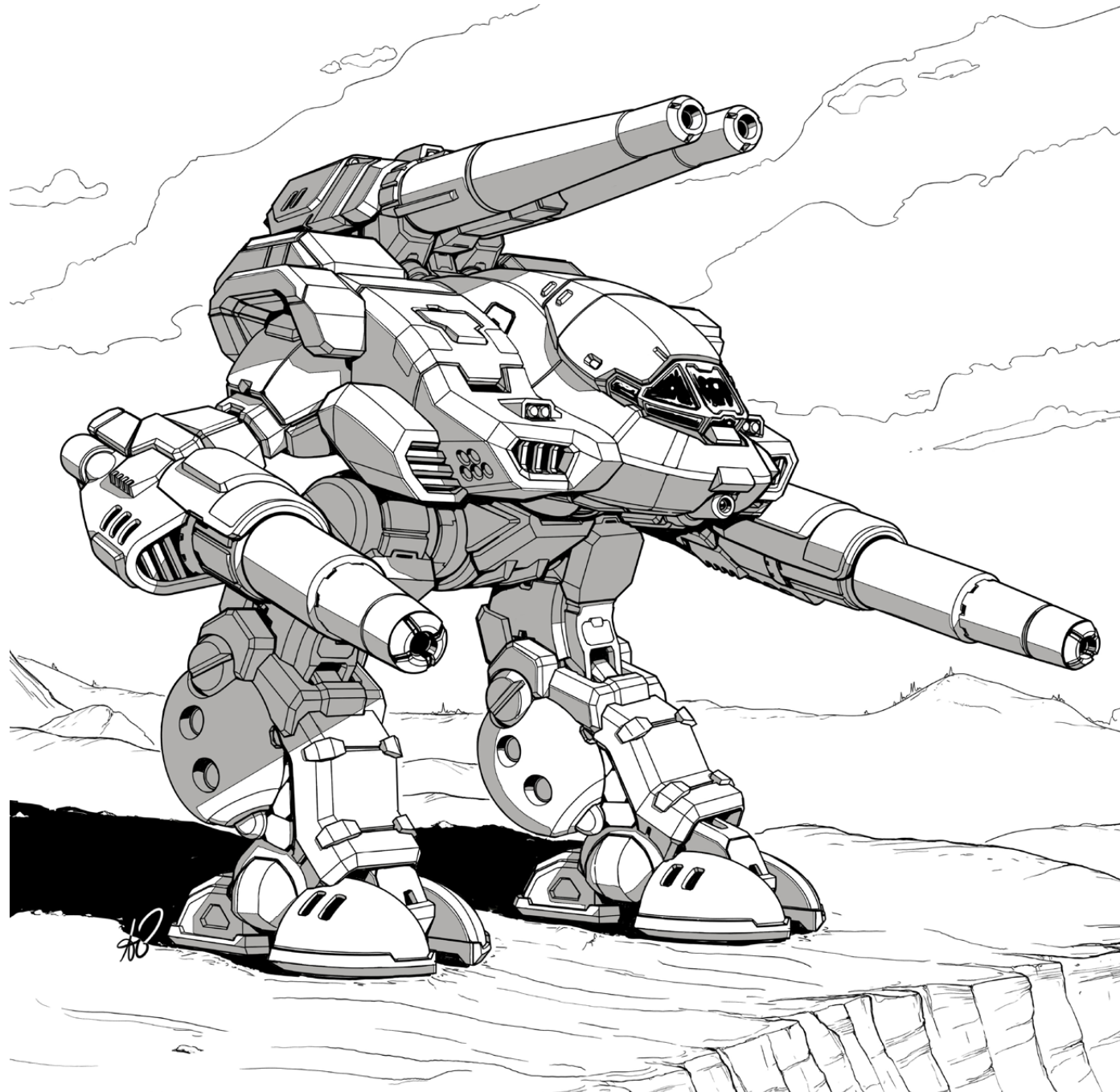
STONE RHINO (BEHEMOTH)

Type: **Stone Rhino**
 Inner Sphere Designation: **Behemoth**
 Technology Base: Clan
 Tonnage: 100
 Role: Sniper
 Battle Value: 3,001

Equipment		Mass
Internal Structure:		10
Engine:	300	19
Walking MP:	3	
Running MP:	5	
Jumping MP:	3	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor:	288	18
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	31	46
Center Torso (rear)		15
R/L Torso	21	27
R/L Torso (rear)		14
R/L Arm	17	32
R/L Leg	21	36

Weapons and Ammo	Location	Critical	Tonnage
Large Pulse Laser	RA	2	6
Gauss Rifle	RT	6	12
Small Pulse Laser	H	1	1
Ammo (Gauss) 16	CT	2	2
Gauss Rifle	LT	6	12
Ammo (Gauss) 16	LT	2	2
Large Pulse Laser	LA	2	6
Jump Jet	RL	1	2
Jump Jet	CT	1	2
Jump Jet	LL	1	2

Notes: Features the following Design Quirks: Barrel Fist (LA/RA), Protected Actuators; Oversized, Poor Performance, Weak Head Armor (1).





Mass: 45 tons
Speed: 75 kph cruising, 118 kph
Jump Capacity: 210 meters
Payload: 13.5 tons of pod space
Manufacturer: Manufacturing Plant SFF-AL2 (Alnabog)
Featured in TRO: 3058 Upgrade / Clan Invasion

Making an impressive debut at the otherwise disastrous Battle of Tukayyid, the *Grendel* was the target of numerous Trials as the invading Clans attempted to rebuild. Our merchants leveraged these into contracts that profited all parties, though ourselves in particular.

CAPABILITIES

The *Grendel* was intended to push the capabilities of a medium OmniMech, was did so in such spectacular fashion that it remains a popular design to this day. Geared toward speed and agility, pilots can control their engagement range and outmaneuver all but the spriteliest of opponents. The *Grendel's* pod configurations lean heavily into these advantages, favoring either devastating close up assaults or long-range fire. *Grendels* also remain popular with our technician caste as they can go long periods without maintenance, unlike some OmniMechs which prove to be "hangar queens."

BATTLE HISTORY

The *Grendel* quickly spread to a number of Clans after its introduction. In more recent years, most production has stayed within our *touman*, though small numbers of *Grendels* remain active in the ranks of other Clans, particularly the Hell's Horses. With our Khanates active among all the Great Houses and the Clan Occupation Zones, the *Grendel* can be spotted in all corners of the Inner Sphere. While most of our recent engagements have been either naval or mercantile, the *Grendel* continues to prove itself.

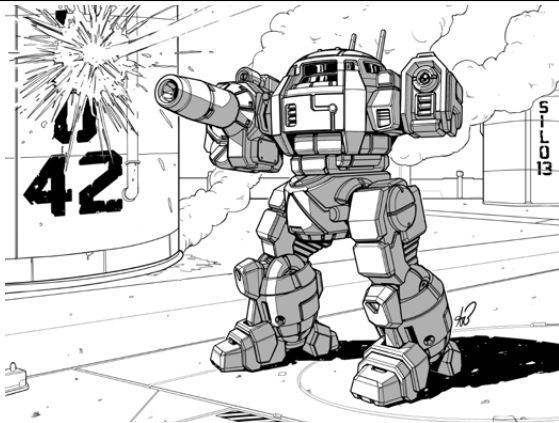
Leveraging the contract negotiated with First Prince Julian Davion, Gamma Aimag of Tiburon Khanate conducted an independent raid against the Capellan world of Poznan in 3146, issuing simultaneous Trials of Possession for supplies and material across the planet. In one such trial, a single striker Star comprised of *Grendel* and *Hellion* OmniMechs competed for a bountiful cache of titanium ore against a company of Home Guard medium and light BattleMechs. The militia was ill-prepared, and our Star mercilessly carved through the CCAF defenders. Gamma's *Grendels* proved to be difficult targets for the poorly trained Capellans, while their own *Wolverines* and *Wasps* crumbled under the OmniMechs' firepower. The outcome of the trial was never in doubt; every OmniMech in our Star left the field under its own power with most of its armor intact.

NOTABLE UNITS

Star Captain James Fowler: Then-Star Commander James had the honor of being one of the first MechWarriors to pilot the *Grendel* in combat, leading a Star from Alpha Galaxy at Tukayyid. In the reconstruction that followed, James won both his Bloodname and the rank of Star Captain. His attention to detail and preparation served in well in battles both martial and commercial. As the warrior aged, he opted to "retire" to the Merchant caste and guide our Clan through the tumult of the Jihad.

Weapons and Ammo	Location	Critical	Tonnage
<i>Weapons Configuration T</i>			
Large Pulse Laser	RA	2	6
Improved Heavy Small Laser	RA	1	.5
SRM 6	RT	1	1.5
Ammo (SRM) 15	RT	1	1
Double Heat Sink	RT	2	1
ER Small Laser	H	1	.5
Double Heat Sink	LT	2	1
2 Imp. Heavy Medium Lasers	LA	4	2
Battle Value: 1,936		Role: Striker	
<i>Alternate Configuration F</i>			
2 Plasma Cannons	RA	2	6
Ammo (Plasma) 20	RA	2	2
ATM 6	RT	3	3.5
Ammo (ATM) 20	RT	2	2
Battle Value: 1,997		Role: Striker	
<i>Alternate Configuration G</i>			
2 Medium Pulse Lasers	RA	2	4
2 Micro Pulse Lasers	RA	2	1
Medium Pulse Laser	RT	1	2
Micro Pulse Laser	RT	1	.5
Micro Pulse Laser	H	1	.5
Supercharger	CT	1	1.5
Medium Pulse Laser	LT	1	2
Micro Pulse Laser	LT	1	.5
Watchdog CEWS	LT	2	1.5
Battle Value: 2,209		Role: Scout	
<i>Alternate Configuration I—Mixed</i>			
ProtoMech AC/4	RA	3	4.5
Ammo (PAC) 20	RA	1	1
Plasma Rifle (IS)	RT	2	6
Ammo (Plasma) 10	CT	1	1
ER Medium Laser	LT	1	1
Battle Value: 1,675		Role: Striker	
<i>Alternate Configuration J</i>			
Streak SRM 6	RA	2	3
Streak SRM 6	RT	2	3
Ammo (Streak) 15	RT	1	1
ER Small Pulse Laser	H	1	1.5
Streak SRM 6	LT	2	3
Ammo (Streak) 15	LT	1	1
2 Imp. Heavy Small Lasers	LA	2	1
Battle Value: 1,811		Role: Striker	
<i>Alternate Configuration M</i>			
Rotary AC/2	RA	4	8
Ammo (RAC) 45	RT	1	1
CASE II	RT	1	.5
ER Large Laser	LT	1	4
Battle Value: 1,744		Role: Sniper	

URBANMECH



Mass: 30 tons

Manufacturer: Helleport Industrials (Betelgeuse)

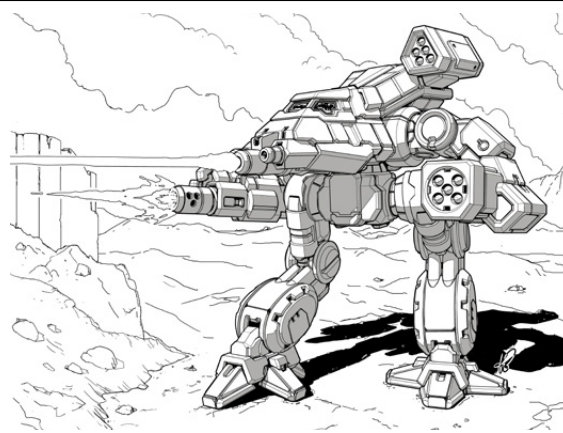
Featured in TRO: 3039 / 3050 Upgrade / Succession Wars

The design decisions behind the *UrbanMech* remain as enigmatic as ever, and armchair engineers across the Inner Sphere continue to decry its existence. Conspiracy theorists spout various ideas attempting to explain it: from being a smokescreen for other projects, to the Capellans sitting on a bottomless supply of Star League-era Main Guardian Defense Systems kits, to its implementation as a sinkhole program by unknown foreign agents that has tied up precious Capellan resources—better spent elsewhere—for centuries. The Capellans themselves merely shrug, declaring it the will of the Chancellor.

The latest UM-R96 is no exception to this mystery, and as usual can be created by a refit or new production. An evolution of the -R80, the -R96 drops all the weaponry bar the Snub-Nose PPC to mount the hardened armor of the -R93 model. The standard small laser remains, although now of the X-pulse variety. This creates an incredibly tough 'Mech with minimal logistics needs, which is perfectly suited to combat in an urban environment—but nowhere else.

Technician Njord Wing: Believed to be the brains behind both the UM-R93 and -R96 projects, Wing may be able to shed some light on the choices made for those variants. A native of the Draconis Combine, he is a technician and MechWarrior for hire, and a chronic tinkerer who is devoted to keeping his own *UrbanMech*—"Fricke"—up and running. The success of the -R93 during the Capellan campaign against the Republic has ensured his skills are in high demand by anyone who can afford him. Having only debuted in 3149, the -R96 has yet to receive a full trial by fire in battle, though this will surely come soon.

BUSHWACKER



Mass: 55 tons

Manufacturer: TharHes Industries (Tharkad)

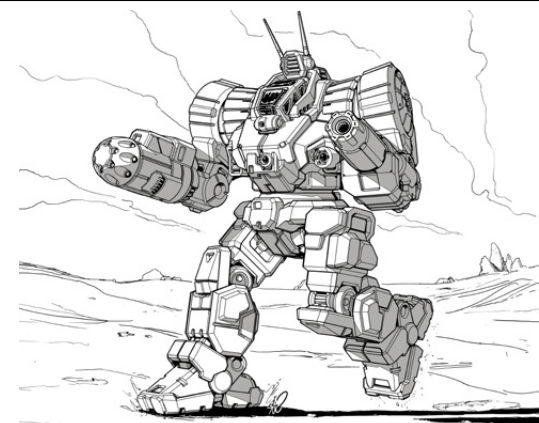
Featured in TRO: 3058 Upgrade / Clan Invasion

Badly damaged during the Jihad and Word of Blake occupation of Tharkad, TharHes Industries was forced to sell off the *Bushwacker's* plans in order to raise much-needed capital. Forming the basis of Coventry Metal Works' *Gauntlet* OmniMech, the *Bushwacker* BSW-X4 is effectively the export version of that 'Mech. By sharing a similar frame and various other components, both companies were able to reduce costs through economies of scale. The main difference between the 'Mechs is that the *Bushwacker* retains its extralight engine, allowing the -X4 to mount more weaponry than the *Gauntlet* at the cost of flexibility.

Sergeant Geoffrey Blanchard: A noted urban combat specialist, Sergeant Blanchard put his skills to good use with the Fifth Crucis Lancers on New Syrtis in December 3147. As part of Task Force Styx, the Lancers led the vanguard of Julian Davion's forces towards the planetary capital of Saso before attempting to secure the Hasek family's ducal mansion—and secondary control center—from the Capellans. He was able to overheat a number of the Dynasty Guards with his *Bushwacker's* plasma rifle, but not before they destroyed the mansion and performed a fighting withdrawal.

With the battle for the mansion lost, the Lancers returned to Saso just in time to relieve the Davion forces ambushed in the Cave. In the tight confines of the tunnel systems, the -X4's greatly improved short- and medium-range firepower showed its worth, particularly the massed SRM barrages from the twin MML 5 launchers. Blanchard claimed two kills against the Fourth MAC and another three against the traitorous Fortune Charlie mercenaries before the day was over, earning himself the Federated Suns Star.

ZEUS



Mass: 80 tons

Manufacturer: Defiance Industries (Hesperus II)

Featured in TRO: 3039 / 3050 Upgrade / Succession Wars

An evolution of the *Zeus* -9T based on lessons learned during Defiance's *Zeus-X* program, the new ZEU-11S is a mixture of technologies that blurs the Inner Sphere and Clan divide. Using Clan specification extended-range lasers, an extralight engine and LRM 15 launcher built on-site, the -11S seamlessly integrates these onto the frame of the -9T, although mating the Sphere-made Artemis FCS onto the ClanTech launcher did prove to be a challenge. Everything on the -9T was improved, especially armor protection, with the 'Mech's resilience being further bolstered by a compact gyro and CASE II.

Hauptmann John Jacob "JJ" Smith: Coming from a long-established family of MechWarriors serving in the Arcturan Guards, Smith's family *Zeus* has seen action on many worlds. Constructed as a ZEU-6T on the eve of the Fourth Succession War, it has been rebuilt so many times that only the cockpit and frame remain of the original. Where many MechWarriors paint kill markers, Smith's family denotes the flag of every world on which they have served in the form of an elaborate tattoo spiraling down the 'Mech's left arm.

The latest flag to be added was that of Coventry, following the Fifteenth Arcturan's campaign against the Jade Falcons in 3148. Arriving as reinforcements to the beleaguered Seventeenth Arcturan, the Stavlos Tigers were soon in the thick of the action around the city of Lietnerton. Unable to reach Hauptmann-General Jasek Kelswa-Steiner's command company in the Dales in time to save him, Smith and his company capitalized on Jasek's sacrifice and held on long enough for Arcturan reinforcements to force the Falcons to withdraw from the area.

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: UrbanMech UM-R93

Movement Points:

Walking: 2

Running: 2

Jumping: 3

Tonnage: 30

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Ambusher

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small X-Pulse Laser	LA	3	3 [P, AI]	-	2	4	5
1	Snub-Nose PPC	RA	10	10/8/5	-	9	13	15

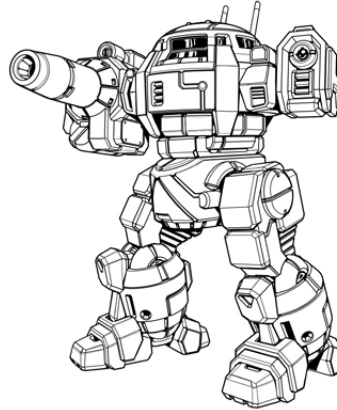
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WARRIOR DATA

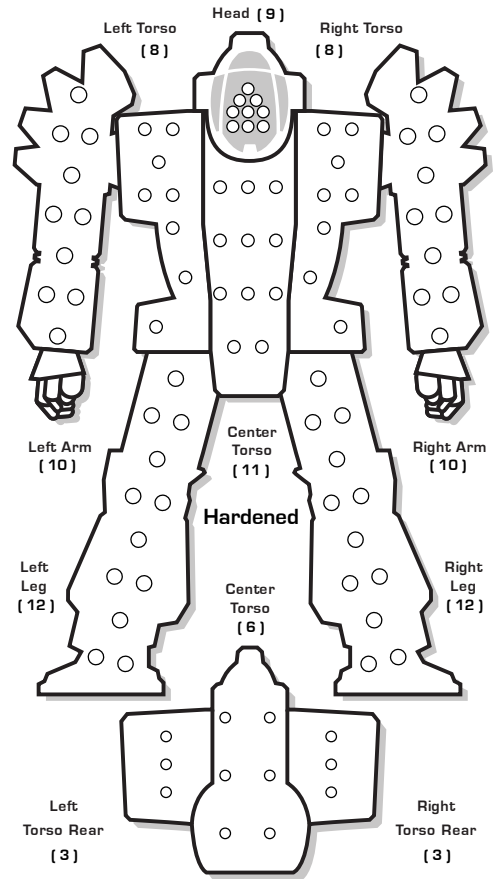
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



BV: 852



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Small X-Pulse Laser

1-3

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

4-6

Left Torso

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

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Improved Jump Jet
- Improved Jump Jet
- 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
- Improved Jump Jet
- Improved Jump Jet

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Snub-Nose PPC

1-3

- Snub-Nose PPC
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

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

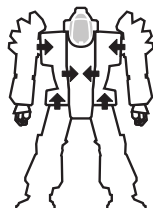
1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Improved Jump Jet
- Improved Jump Jet
- Roll Again

4-6

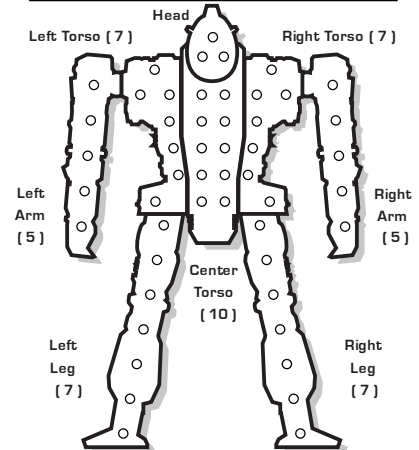
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*

29

28*

27

26*

25*

24*

23*

22*

21

20*

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

0

HEAT DATA

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

Double Heat Sinks: 10 [20]



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Ostscout OTT-7K

Movement Points:

Walking: 8

Running: 12

Jumping: 8

Tonnage: 35

Tech Base: Inner Sphere

Rules Level: Standard

Role: Scout

Weapons & Equipment Inventory

(hexes)

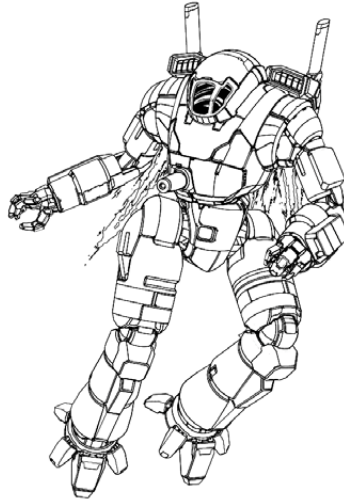
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	CT	-	[E]	-	5	9	15

WARRIOR DATA

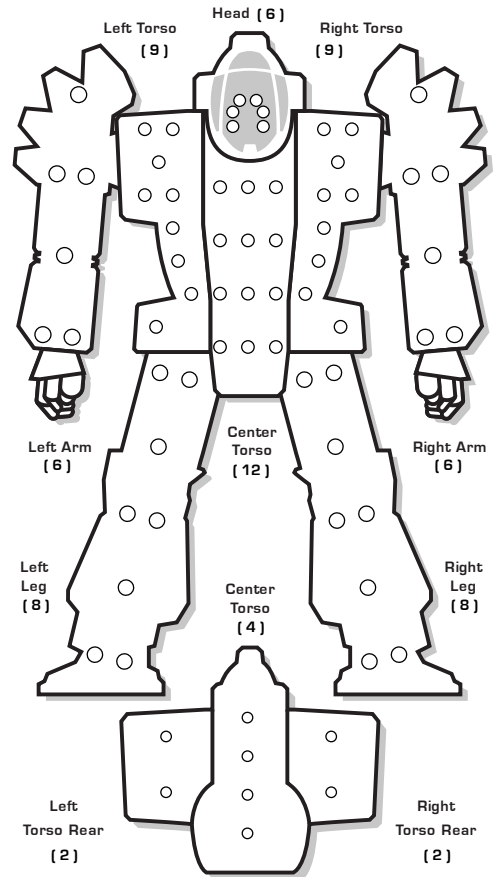
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



BV: 484



CRITICAL TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Jump Jet
- Roll Again
- Roll Again

1-3

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

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

4-6

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

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

Right Arm

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

1-3

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

4-6

Right Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Jump Jet
- Roll Again
- Roll Again

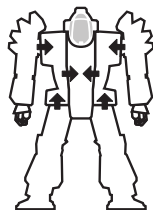
1-3

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

4-6

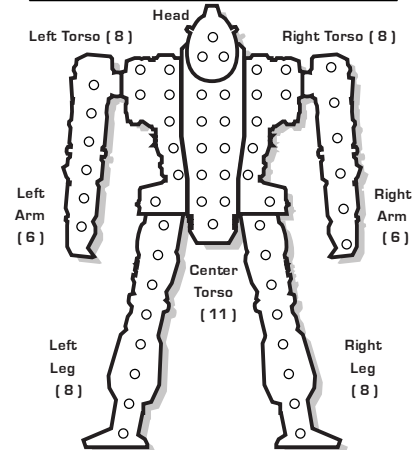
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*

29

28*

27

26*

25*

24*

23*

22*

21

20*

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

0

HEAT DATA

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

Heat Sinks: 10



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Ostscout OTT-8J

Movement Points:

Walking: 8

Running: 12

Jumping: 8

Tonnage: 35

Tech Base: Inner Sphere

Rules Level: Standard

Role: Scout

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Bloodhound Active Probe	RT	—	[E]	—	—	—	—
1	Medium X-Pulse Laser	CT	6	6 [P]	—	3	6	9
1	Angel ECM Suite	CT	—	[E]	—	—	—	—

BV: 894

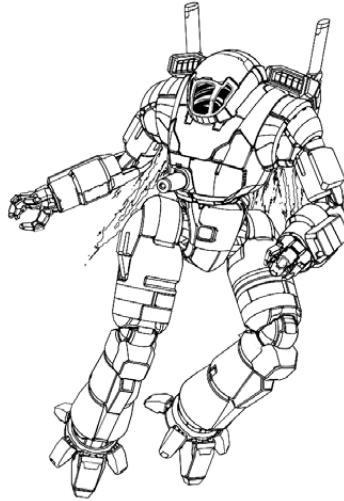


WARRIOR DATA

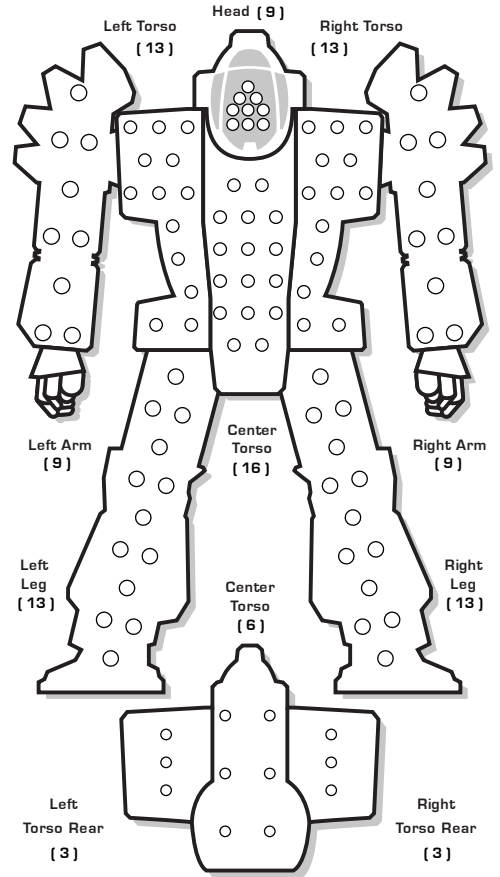
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

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

1-3

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

4-6

Left Torso

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

1-3

- Jump Jet
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

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

1-3

- XL Fusion Engine
- XL Fusion Engine
- Medium X-Pulse Laser
- Angel ECM Suite
- Angel ECM Suite
- Ferro-Fibrous

4-6

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

Right Arm

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

1-3

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

4-6

Right Torso

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

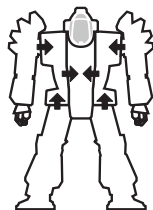
1-3

- Jump Jet
- Bloodhound Active Probe
- Bloodhound Active Probe
- Bloodhound Active Probe
- Roll Again
- Roll Again

4-6

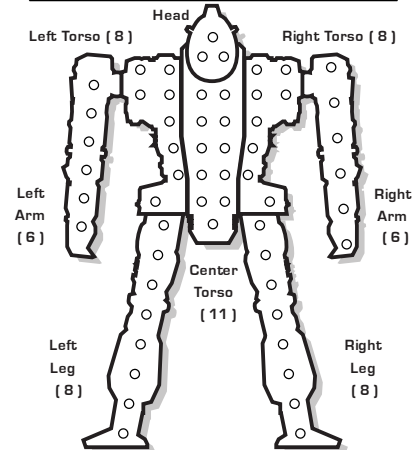
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Ostscout OTT-12R

Movement Points:

Walking: 8

Running: 12

Jumping: 8

Tonnage: 35

Tech Base: Mixed

Rules Level: Standard

Role: Scout

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite (Guardian)	RT	—	[E]	—	—	—	—
1	ER Large Laser (Clan)	CT	12	10 [DE]	—	8	15	25

BV: 1,209

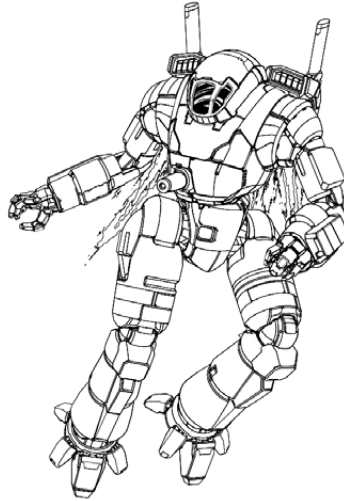


WARRIOR DATA

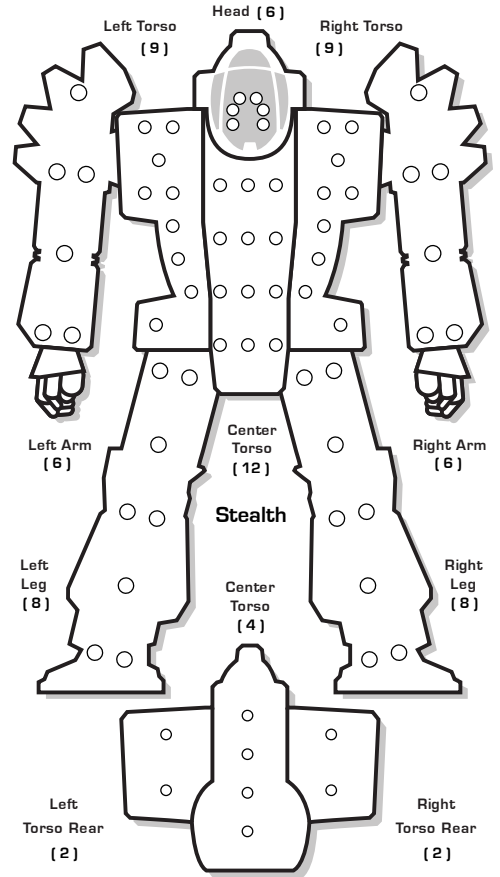
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Stealth
- Stealth

1-3

Center Torso

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

4-6

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet
- Jump Jet

1-3

- Endo-Composite
- Endo-Composite
- Endo-Composite
- Endo-Composite
- Stealth
- Stealth

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Endo-Composite
- Sensors
- Life Support

1-3

Center Torso

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

1-3

Right Torso

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- ER Large Laser (Clan)
- Roll Again

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Stealth
- Stealth

1-3

Center Torso

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

4-6

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Jump Jet
- Jump Jet
- Jump Jet
- Jump Jet

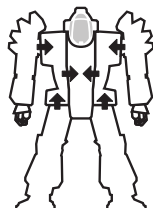
1-3

- ECM Suite (Guardian)
- ECM Suite (Guardian)
- Endo-Composite
- Endo-Composite
- Stealth
- Stealth

4-6

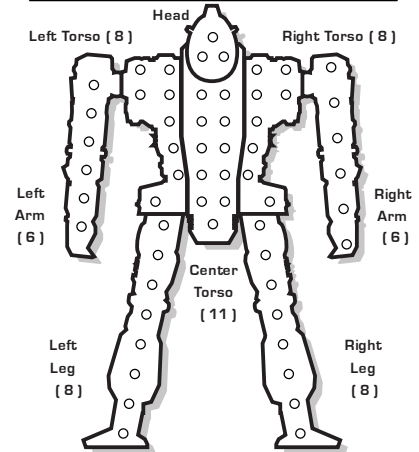
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Double Heat Sinks:
10 (20)

Heat Scale

Overflow

30*

29

28*

27

26*

25*

24*

23*

22*

21

20*

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

0

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Grendel F

Movement Points:

Walking: 7

Running: 11

Jumping: 7

Tonnage: 45

Tech Base: Clan

Rules Level: Standard

Role: Striker

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Plasma Cannon	RA	7	[DE,H,A]	-	6	12	18
1	ATM 6	RT	4	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	-	3	6	9

Ammo: (ATM 6) 20, (Plasma Cannon) 20

BV: 1,997

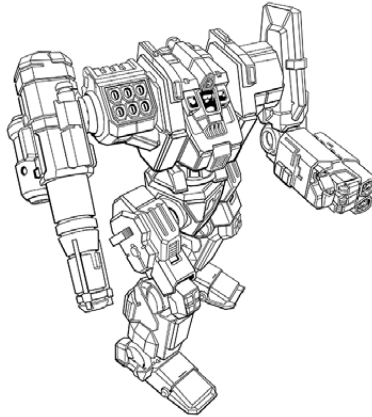


WARRIOR DATA

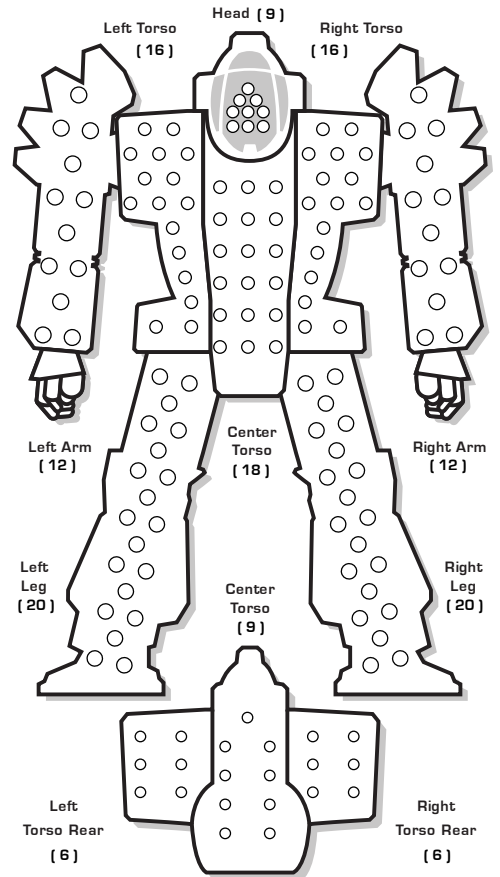
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

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

1-3

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

4-6

Left Torso

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

1-3

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

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

Right Torso (CASE)

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

4-6

Right Arm

- Shoulder
- Upper Arm Actuator
- Plasma Cannon
- Plasma Cannon
- Ammo (Plasma Cannon) 10
- Ammo (Plasma Cannon) 10

1-3

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

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- ATM 6
- ATM 6
- ATM 6

1-3

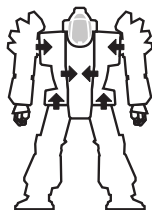
- Ammo (ATM 6) 10
- Ammo (ATM 6) 10
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Right Leg

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

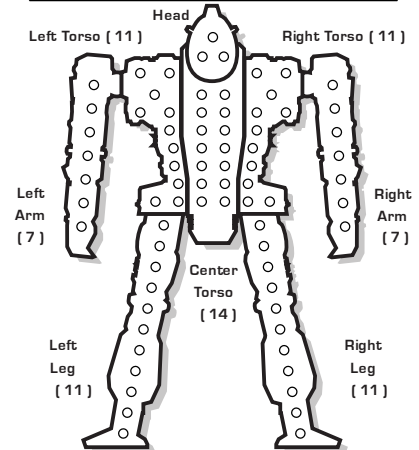
Engine Hits ○○○○
 Gyro Hits ○○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

OMNIMECH RECORD SHEET

'MECH DATA

Type: Grendel G

Movement Points:

Walking: 7

Running: 11 [14]

Jumping: 7

Tonnage: 45

Tech Base: Clan

Rules Level: Standard

Role: Scout

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Micro Pulse Laser	LA	1	3 [P,AI]	-	1	2	3
2	Medium Pulse Laser	RA	4	7 [P]	-	4	8	12
1	Micro Pulse Laser	RA	1	3 [P,AI]	-	1	2	3
1	Medium Pulse Laser	LT	4	7 [P]	-	4	8	12
1	Micro Pulse Laser	LT	1	3 [P,AI]	-	1	2	3
1	Watchdog CEWS	LT	-	[E]	-	-	-	-
1	Medium Pulse Laser	RT	4	7 [P]	-	4	8	12
1	Micro Pulse Laser	RT	1	3 [P,AI]	-	1	2	3
1	Micro Pulse Laser	HD	1	3 [P,AI]	-	1	2	3

BV: 2,209

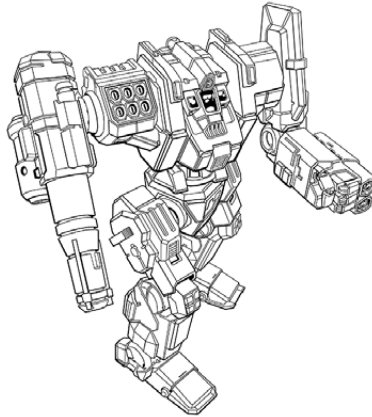


WARRIOR DATA

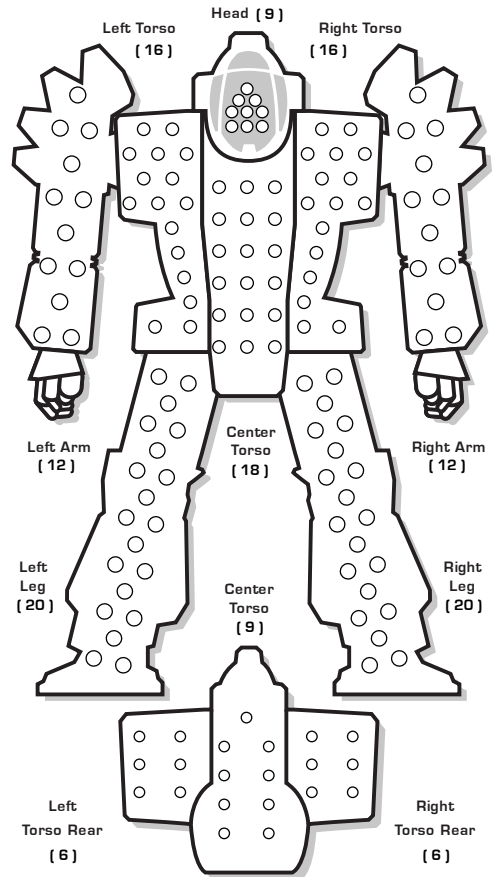
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Micro Pulse Laser
- Ferro-Fibrous

1-3

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

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Medium Pulse Laser
- Micro Pulse Laser
- Watchdog CEWS

1-3

- Watchdog CEWS
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Micro Pulse Laser
- Sensors
- Life Support

1-3

Center Torso

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

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Medium Pulse Laser
- Medium Pulse Laser
- Micro Pulse Laser
- Ferro-Fibrous

1-3

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

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Medium Pulse Laser
- Micro Pulse Laser
- Endo Steel

1-3

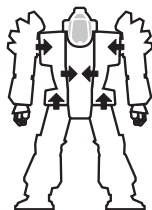
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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

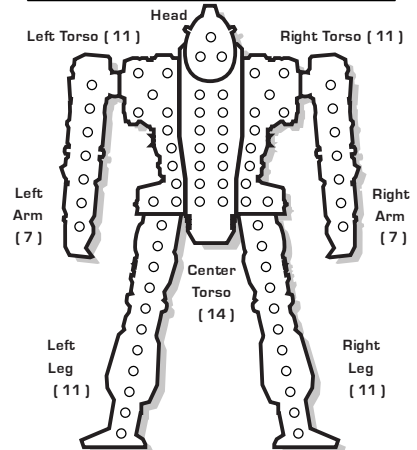
Engine Hits ○○○○
Gyro Hits ○○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 [20]
30	Shutdown	○
28	Ammo Exp, avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp, avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp, avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	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™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Grendel I

Movement Points:

Walking: 7

Running: 11

Jumping: 7

Tonnage: 45

Tech Base: Mixed

Rules Level: Standard

Role: Striker

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ProtoMech AC/4	RA	1	4 [DB,S]	-	5	10	15
1	ER Medium Laser (Clan)	LT	5	7 [DE]	-	5	10	15
1	Plasma Rifle [IS]	RT	10	10 [DE,H]	-	5	10	15

Ammo: (Plasma Rifle) 10, (Proto AC/4) 20

BV: 1,675

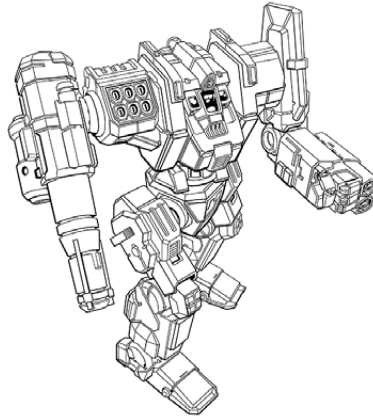


WARRIOR DATA

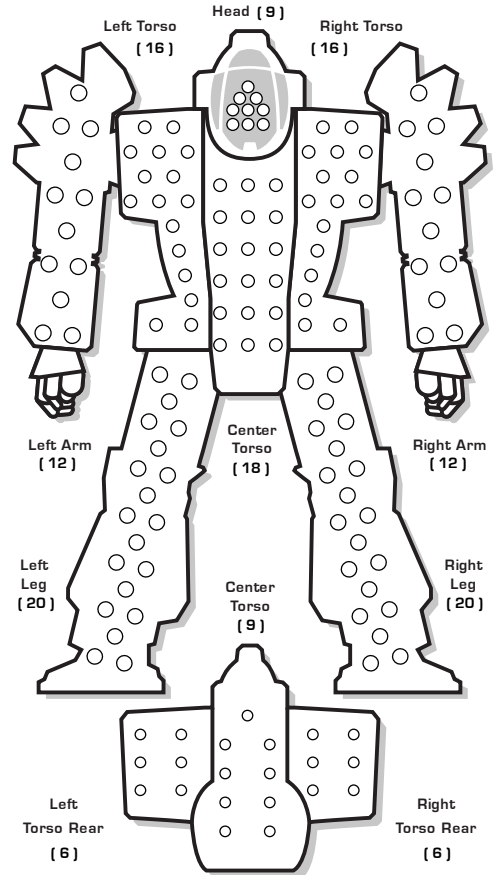
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- ER Medium Laser
- Endo Steel
- Endo Steel

1-3

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

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Ammo (Plasma Rifle) 10

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

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- ProtoMech AC/4
- ProtoMech AC/4
- ProtoMech AC/4
- Ammo (Proto AC/4) 20

1-3

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

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Plasma Rifle [IS]
- Plasma Rifle [IS]
- Endo Steel

1-3

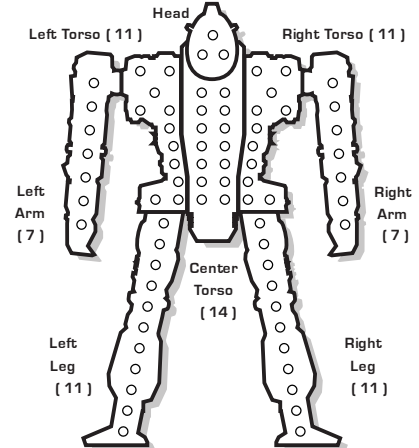
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 [20]
30	Shutdown	○
28	Ammo Exp, avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp, avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp, avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	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

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10*

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8*

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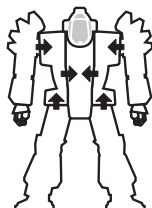
4

3

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Damage Transfer Diagram

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Grendel J

Movement Points:

Walking: 7

Running: 11

Jumping: 7

Tonnage: 45

Tech Base: Clan

Rules Level: Standard

Role: Striker

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 6	RA	4	2/Msl [M,C]	-	4	8	12
1	Streak SRM 6	RT	4	2/Msl [M,C]	-	4	8	12
1	Streak SRM 6	LT	4	2/Msl [M,C]	-	4	8	12
1	ER Small Pulse Laser	HD	3	5 [P,AI]	-	2	4	6
2	Imp. Heavy Small Laser	LA	3	6 [D,E,X]	-	1	2	3

Ammo: (Streak SRM 6) 30

BV: 1,811

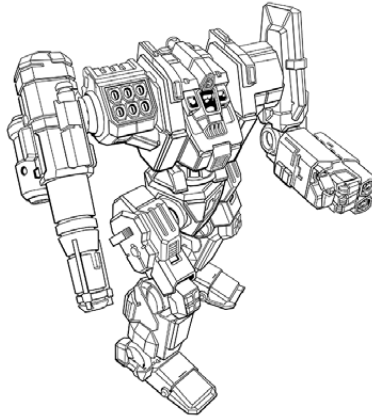


WARRIOR DATA

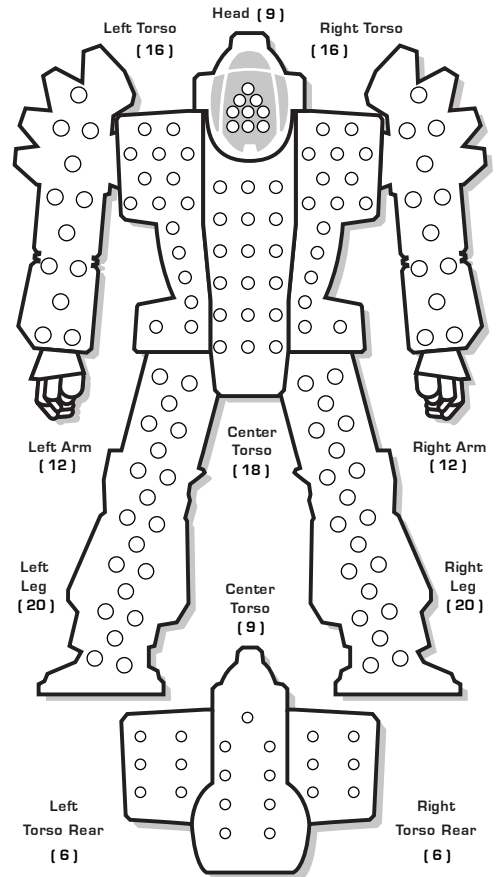
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Imp. Heavy Small Laser
- Imp. Heavy Small Laser

1-3

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

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Streak SRM 6
- Streak SRM 6
- Ammo (Streak SRM 6) 15

1-3

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

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

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

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Streak SRM 6
- Streak SRM 6
- Ferro-Fibrous
- Ferro-Fibrous

1-3

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

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Streak SRM 6
- Streak SRM 6
- Ammo (Streak SRM 6) 15

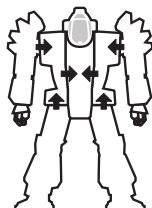
1-3

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

4-6

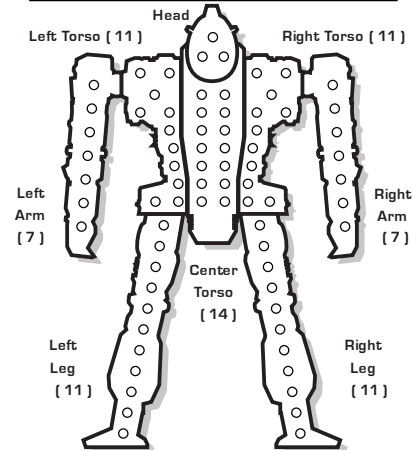
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 [20]
30	Shutdown	○
28	Ammo Exp, avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp, avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp, avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	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™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Grendel M

Movement Points:

Walking: 7

Running: 11

Jumping: 7

Tonnage: 45

Tech Base: Clan

Rules Level: Standard

Role: Sniper

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rotary AC/2	RA	1	2/Sht	-	8	17	25
				[DB,R/C]				
1	ER Large Laser	LT	12	10 [DE]	-	8	15	25

Ammo: (RAC/2) 45

BV: 1,744

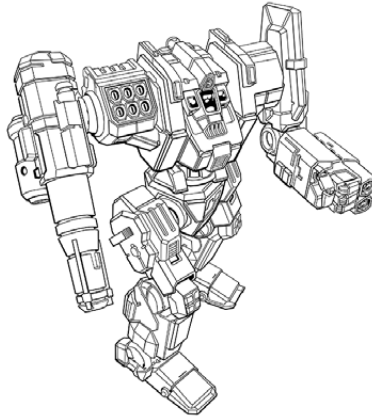


WARRIOR DATA

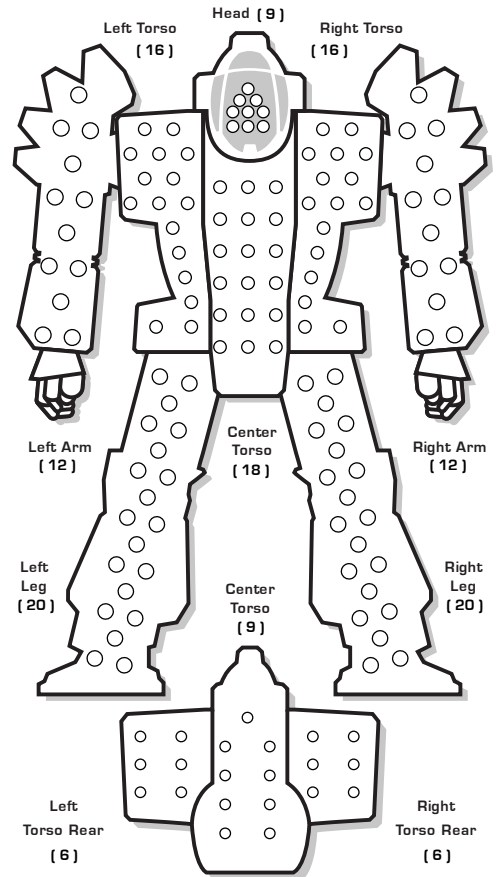
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- ER Large Laser
- Endo Steel
- Endo Steel

1-3

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

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

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

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Rotary AC/2
- Rotary AC/2
- Rotary AC/2
- Rotary AC/2

1-3

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

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Ammo (RAC/2) 45
- CASE II
- Endo Steel

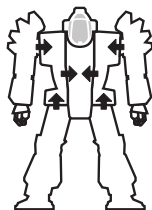
1-3

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

4-6

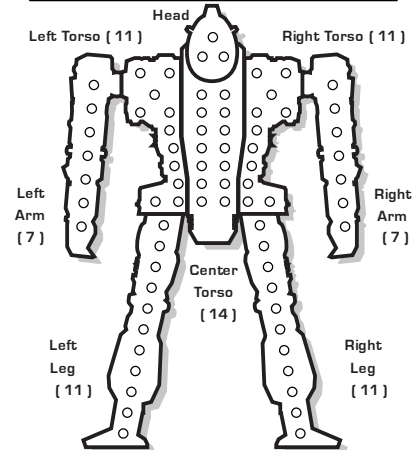
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 [20]
30	Shutdown	○
28	Ammo Exp, avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp, avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp, avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	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™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Grendel T

Movement Points:

Walking: 7

Running: 11

Jumping: 7

Tonnage: 45

Tech Base: Clan

Rules Level: Standard

Role: Striker

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Imp. Heavy Medium Laser	LA	7	10 [DEX]	-	3	6	9
1	Large Pulse Laser	RA	10	10 [P]	-	6	14	20
1	Imp. Heavy Small Laser	RA	3	6 [DEX]	-	1	2	3
1	SRM 6	RT	4	2/Msl [M,C,S]	-	3	6	9
1	ER Small Laser	HD	2	5 [DE]	-	2	4	6

Ammo: [SRM 6] 15

BV: 1,936

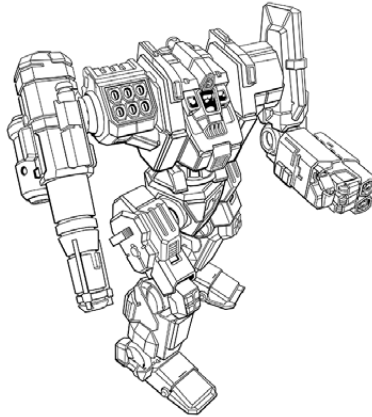


WARRIOR DATA

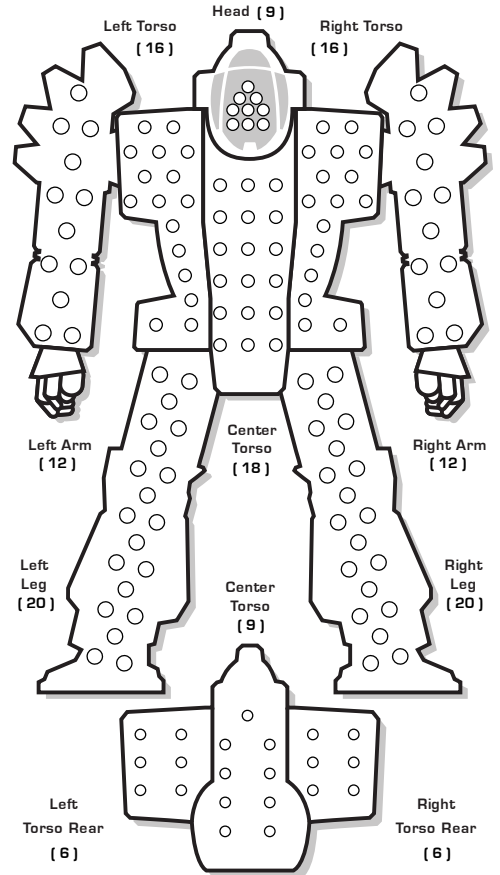
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Imp. Heavy Medium Laser
- Imp. Heavy Medium Laser

1-3

- Imp. Heavy Medium Laser
- Imp. Heavy Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Endo Steel

1-3

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

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

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

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

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- Imp. Heavy Small Laser
- Ferro-Fibrous

1-3

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

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- SRM 6

1-3

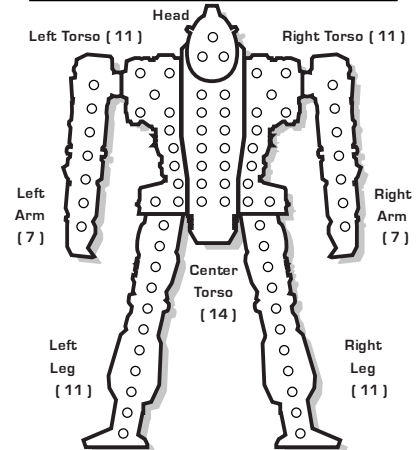
- Ammo [SRM 6] 15
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*

29

28*

27

26*

25*

24*

23*

22*

21

20*

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

0

HEAT DATA

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

Double Heat Sinks:
 12 [24]



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Bushwacker BSW-X4

Movement Points:

Walking: 5
Running: 8 [10]
Jumping: 0

Tonnage: 55

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)			
					Min	Sht	Med	Lng
1	MML 5	LA	3	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	-	3	6	9
1	Plasma Rifle	RA	10	10 [DE,H]	-	5	10	15
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	MML 5	LT	3	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	ER Large Laser	CT	12	8 [DE]	-	7	14	19

Ammo: [MML 5/LRM] 24, [MML 5/SRM] 20, [Plasma Rifle] 20

BV: 1,751

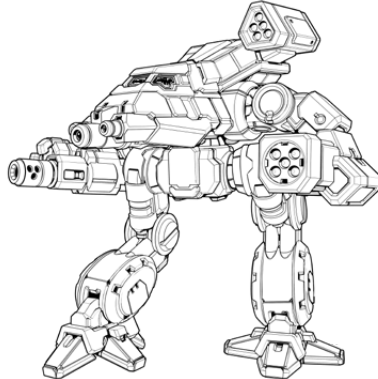


WARRIOR DATA

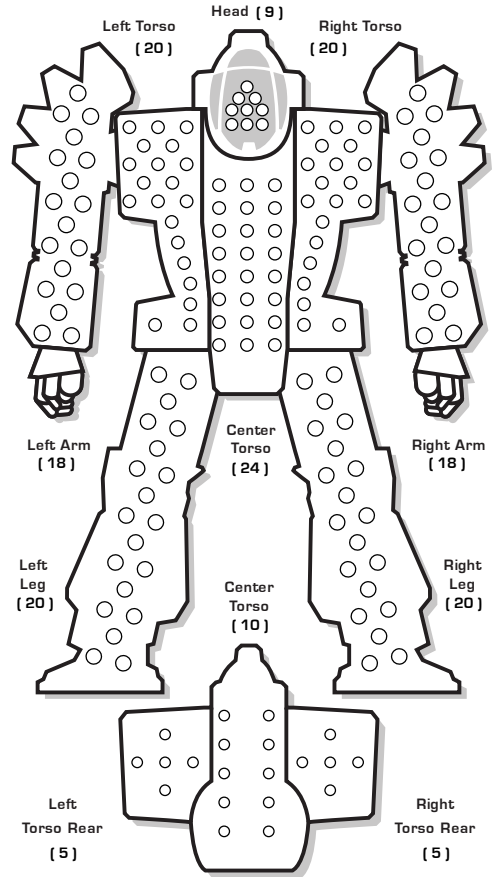
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- MML 5
 - MML 5
 - MML 5
- Center Torso**
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Light Ferro-Fibrous
 - Light Ferro-Fibrous
 - Light Ferro-Fibrous
- 4-6
- 1-3
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - ER Large Laser
 - ER Large Laser
- 4-6
- 1-3
- MML 5
 - MML 5
 - MML 5
 - Ammo [MML 5/LRM] 24
 - Ammo [MML 5/SRM] 20
 - CASE II
 - Endo Steel
 - Endo Steel
- 4-6
- Left Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Medium Laser
 - MML 5
 - MML 5
- 1-3
- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Medium Laser
 - Ammo [Plasma Rifle] 10
 - Ammo [Plasma Rifle] 10
- 1-3
- 4-6
- Endo Steel
 - Endo Steel
 - Roll Again
- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Plasma Rifle
 - Plasma Rifle
- 1-3
- 4-6
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Light Ferro-Fibrous
 - Light Ferro-Fibrous
 - Light Ferro-Fibrous
- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Endo Steel
- 4-6

Head

- Life Support
- Sensors
- Cockpit
- Light Ferro-Fibrous
- Sensors
- Life Support

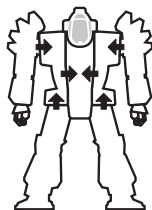
Center Torso

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

Left Torso

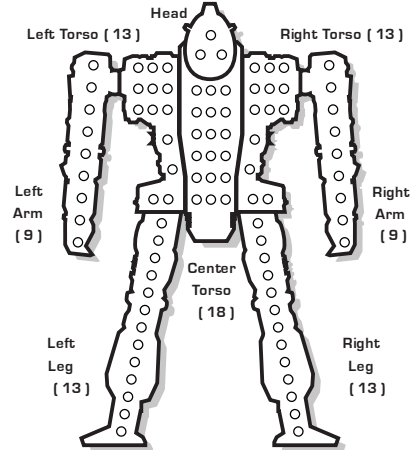
- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Large Laser
- ER Large Laser

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 11 [22]
30	Shutdown	
28	Ammo Exp, avoid on 8+	○ ○
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp, avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
19	Ammo Exp, avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement 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™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Sojourner Prime

Movement Points:

Walking: 4

Running: 6 [8]

Jumping: 3

Tonnage: 60

Tech Base: Clan

Rules Level: Advanced

Role: Sniper

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	AES	RA	—	[E]	—	—	—	—
1	ER Large Laser	LT	12	10 [DE]	—	8	15	25
1	Plasma Cannon	LT	7	[DE,H,A]	—	6	12	18

Ammo: (Gauss) 16, (Plasma Cannon) 10

BV: 2,491

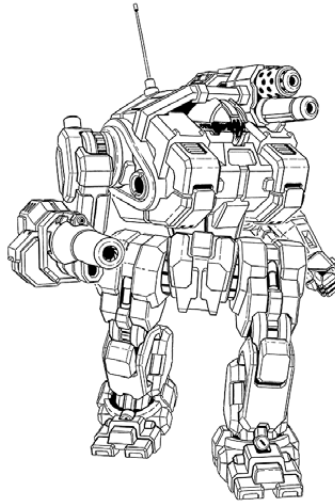


WARRIOR DATA

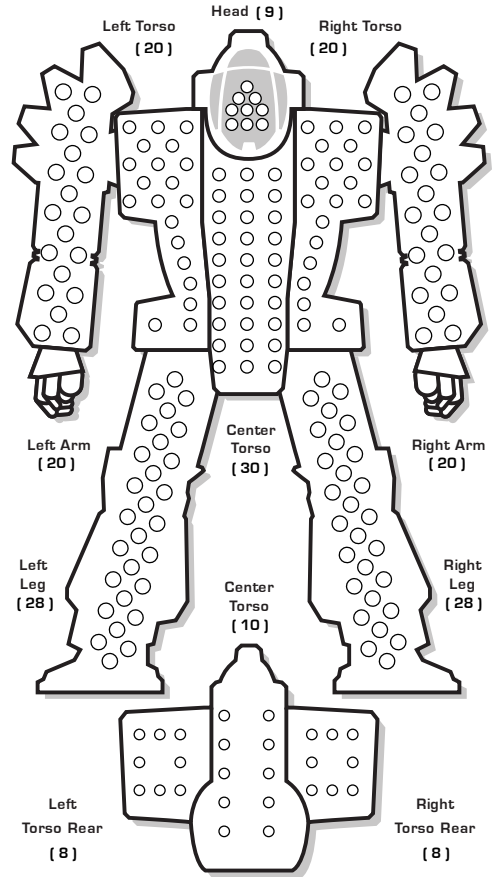
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- Jump Jet
- ER Large Laser
- Plasma Cannon
- Ammo (Plasma Cannon) 10

1-3

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

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Supercharger

4-6

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

Right Arm

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

1-3

- Gauss Rifle
- Gauss Rifle
- AES
- AES
- AES
- CASE II

4-6

Right Torso

- Jump Jet
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

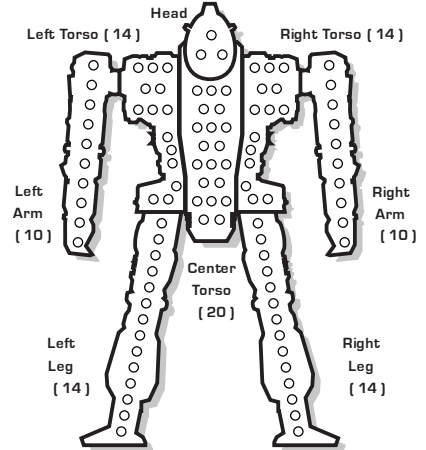
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 [20]
30	Shutdown	○
28	Ammo Exp, avoid on 8+	○
25	Shutdown, avoid on 10+	○
26	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp, avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp, avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	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*

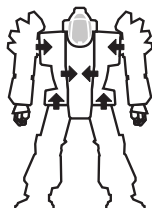
4

3

2

1

0



Damage Transfer Diagram

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Sojourner A

Movement Points:

Walking: 4

Running: 6 [8]

Jumping: 0

Tonnage: 60

Tech Base: Clan

Rules Level: Advanced

Role: Brawler

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	ER Micro Laser	LA	1	2 [DE]	-	1	2	4
1	Rotary AC/2	RA	1	2/Sht	-	8	17	25
				[DB,R/C]				
1	Large Pulse Laser	RA	10	10 [P]	-	6	14	20
1	AES	RA	-	[E]	-	-	-	-
1	ProtoMech AC/8	LT	2	8 [DB,S]	-	3	7	10

Ammo: (Proto AC/8) 20, (RAC/2) 90

BV: 1,911

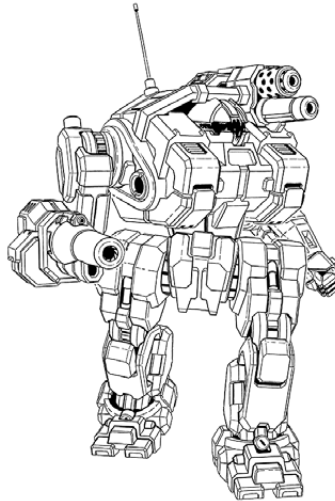


WARRIOR DATA

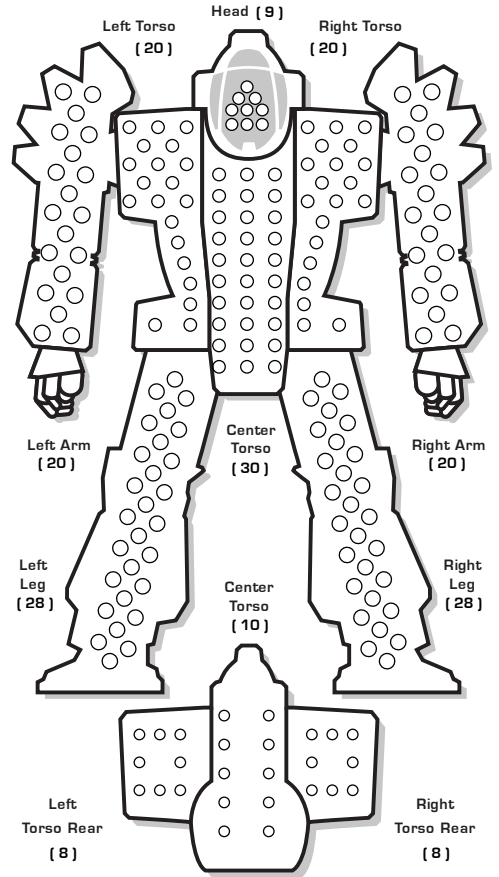
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Micro Laser
- ER Micro Laser

1-3

- ER Micro Laser
- ER Micro Laser
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- ProtoMech AC/8
- ProtoMech AC/8
- ProtoMech AC/8
- ProtoMech AC/8

1-3

- Ammo (Proto AC/8) 10
- Ammo (Proto AC/8) 10
- CASE II
- 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

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

1-3

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

4-6

Right Arm

- Shoulder
- Upper Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- Rotary AC/2
- Rotary AC/2

1-3

- Rotary AC/2
- Rotary AC/2
- AES
- AES
- AES
- Roll Again

4-6

Right Torso

- Ammo (RAC/2) 45
- Ammo (RAC/2) 45
- CASE II
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

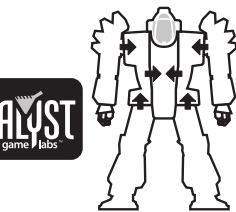
1-3

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

4-6

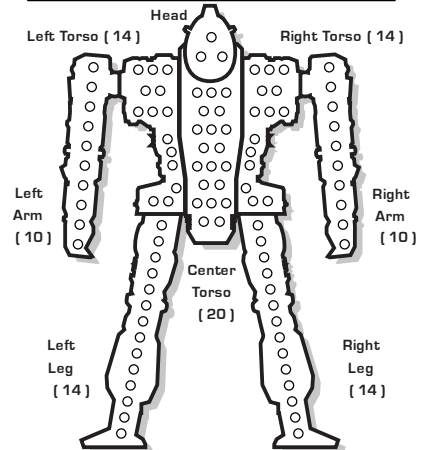
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*

29

28*

27

26*

25*

24*

23*

22*

21

20*

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

0

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 10 [20]
30	Shutdown	○
28	Ammo Exp, avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp, avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp, avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement 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™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Sojourner B

Movement Points:

Walking: 4

Running: 6 [8]

Jumping: 4

Tonnage: 60

Tech Base: Clan

Rules Level: Advanced

Role: Brawler

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 6	LA	4	2/Misl [M,C]	-	4	8	12
2	ER Large Pulse Laser	RA	13	10 [P]	-	7	15	23
1	AES	RA	-	[E]	-	-	-	-
1	ECM Suite	CT	-	[E]	-	-	-	-

Ammo: (Streak SRM 6) 15

BV: 2,397

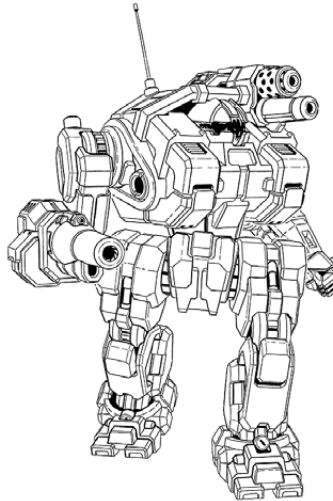


WARRIOR DATA

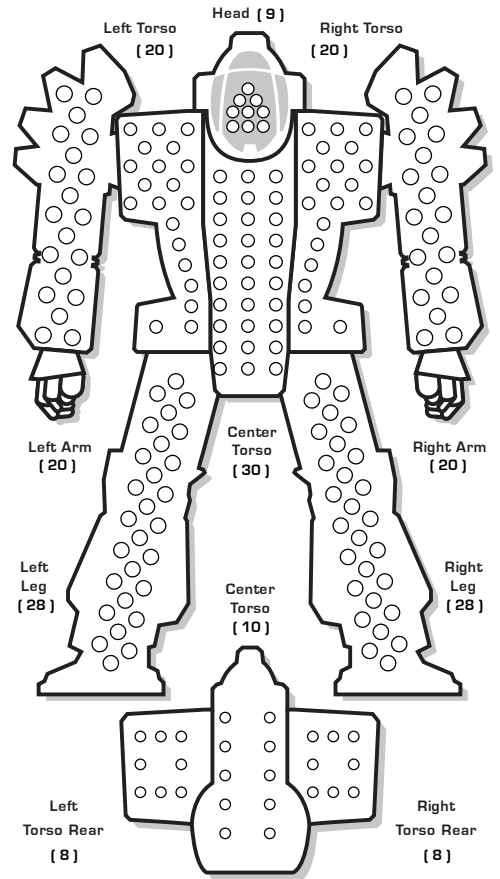
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Streak SRM 6
- Streak SRM 6

1-3

- Ammo (Streak SRM 6) 15
- CASE II
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet

1-3

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

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Supercharger
- ECM Suite

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- ER Large Pulse Laser
- ER Large Pulse Laser
- ER Large Pulse Laser
- ER Large Pulse Laser

1-3

- ER Large Pulse Laser
- ER Large Pulse Laser
- AES
- AES
- AES
- Roll Again

4-6

Right Torso

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

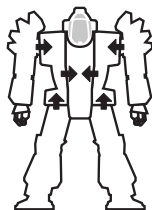
1-3

- Jump Jet
- Jump Jet
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

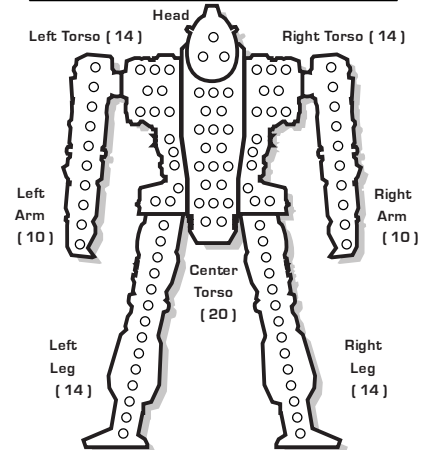
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*

29

28*

27

26*

25*

24*

23*

22*

21

20*

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

0

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 14 [28]
30	Shutdown	○○○○
28	Ammo Exp, avoid on 8+	○○○○
26	Shutdown, avoid on 10+	○○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○
23	Ammo Exp, avoid on 6+	○○○○
22	Shutdown, avoid on 8+	○○○○
20	-4 Movement Points	○○○○
19	Ammo Exp, avoid on 4+	○○○○
18	Shutdown, avoid on 6+	○○○○
17	+3 Modifier to Fire	○○○○
15	-3 Movement 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™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Sojourner C

Movement Points:

Walking: 4

Running: 6 [8]

Jumping: 0

Tonnage: 60

Tech Base: Clan

Rules Level: Advanced

Role: Missile Boat

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Large Laser	RA	18	16 [DE]	-	5	10	15
1	AES	RA	-	[E]	-	-	-	-
1	LRM 20	LT	6	1/Msl [M,C,S]	-	7	14	21
1	LRM 20	RT	6	1/Msl [M,C,S]	-	7	14	21
1	Micro Pulse Laser	CT	1	3 [P,A]	-	1	2	3

Ammo: (LRM 20) 36

BV: 2,235

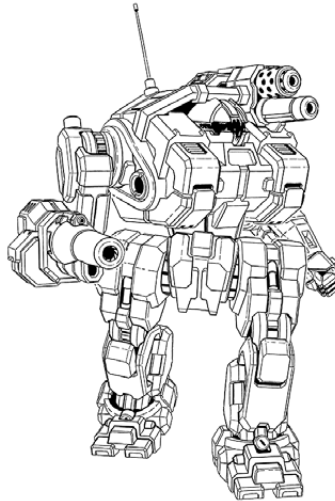


WARRIOR DATA

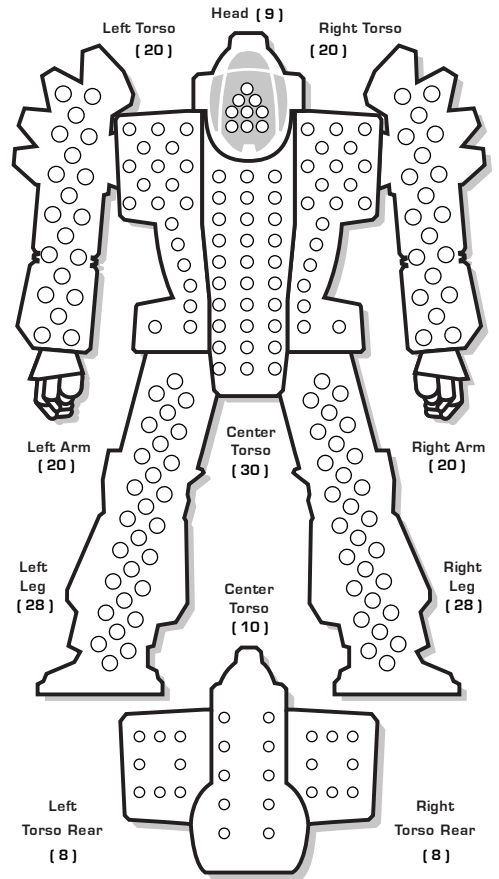
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

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

1-3

- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- LRM 20
- LRM 20
- LRM 20
- LRM 20

1-3

- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- CASE II
- 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

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Micro Pulse Laser
- Supercharger

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Heavy Large Laser
- Heavy Large Laser
- Heavy Large Laser
- AES
- AES
- AES

4-6

Right Torso

- LRM 20
- LRM 20
- LRM 20
- LRM 20
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6

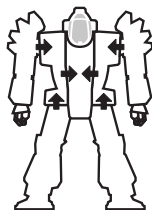
1-3

- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- CASE II
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

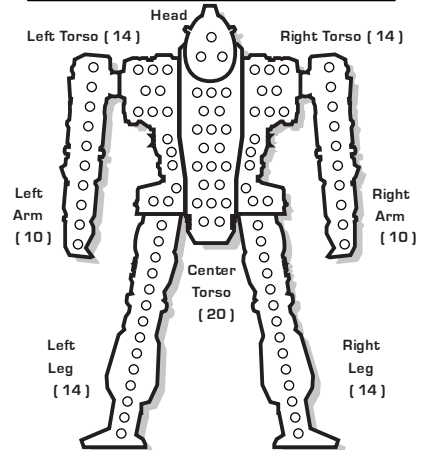
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*

29

28*

27

26*

25*

24*

23*

22*

21

20*

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

0

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 14 [28]
30	Shutdown	○○○○
28	Ammo Exp, avoid on 8+	○○○○
26	Shutdown, avoid on 10+	○○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○
23	Ammo Exp, avoid on 6+	○○○○
22	Shutdown, avoid on 8+	○○○○
20	-4 Movement Points	○○○○
19	Ammo Exp, avoid on 4+	○○○○
18	Shutdown, avoid on 6+	○○○○
17	+3 Modifier to Fire	○○○○
15	-3 Movement 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™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Sojourner D

Movement Points:

Walking: 4

Running: 6 [8]

Jumping: 0

Tonnage: 60

Tech Base: Clan

Rules Level: Advanced

Role: Brawler

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	LA	4	7 [P]	-	4	8	12
1	ER PPC	RA	15	15 [DE]	-	7	14	23
1	Ultra AC/10	RA	3	10/Sht	-	6	12	18
				[DB,R/C]				
1	AES	RA	-	[E]	-	-	-	-

Ammo: (Ultra AC/10) 30

BV: 2,452

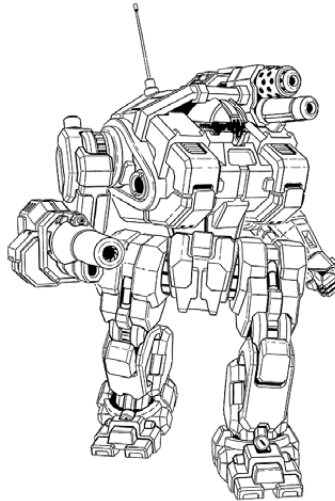


WARRIOR DATA

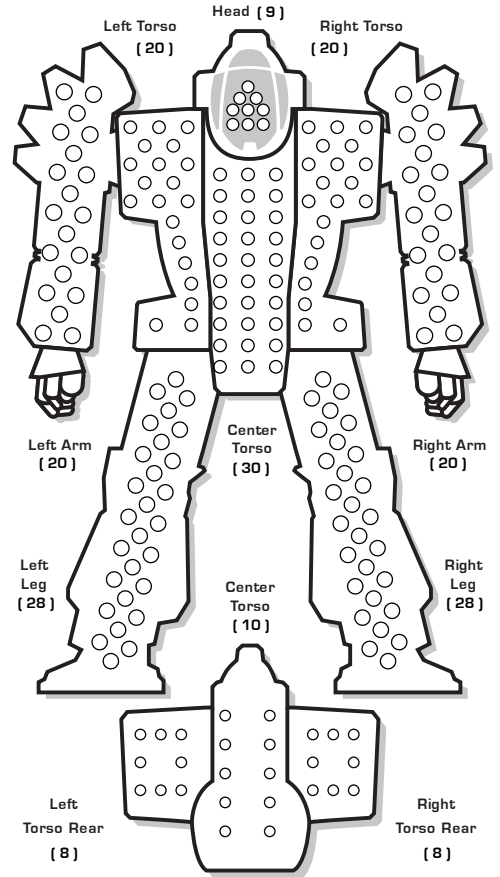
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

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

1-3

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

4-6

Left Torso

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

1-3

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

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

4-6

Right Torso

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

4-6

Right Arm

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

1-3

4-6

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ammo (Ultra AC/10) 10
- Ammo (Ultra AC/10) 10

1-3

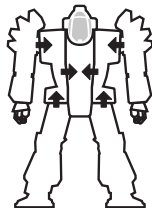
4-6

Right Leg

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

1-3

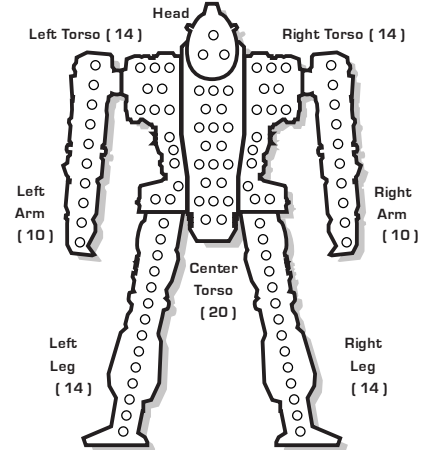
Engine Hits ○○○○
Gyro Hits ○○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*

29

28*

27

26*

25*

24*

23*

22*

21

20*

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

0

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 [24]
30	Shutdown	○ ○
28	Ammo Exp, avoid on 8+	○ ○ ○
26	Shutdown, avoid on 10+	○ ○ ○ ○
25	-5 Movement Points	○ ○ ○ ○ ○
24	+4 Modifier to Fire	○ ○ ○ ○ ○ ○
23	Ammo Exp, avoid on 6+	○ ○ ○ ○ ○ ○ ○
22	Shutdown, avoid on 8+	○ ○ ○ ○ ○ ○ ○ ○
20	-4 Movement Points	○ ○ ○ ○ ○ ○ ○ ○
19	Ammo Exp, avoid on 4+	○ ○ ○ ○ ○ ○ ○ ○ ○
18	Shutdown, avoid on 6+	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
17	+3 Modifier to Fire	○ ○ ○ ○ ○ ○ ○ ○ ○ ○
15	-3 Movement 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™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Zeus ZEU-11S

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 80

Tech Base: Mixed

Rules Level: Standard

Role: Sniper

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle [IS]	LA	1	15 [DB,X]	2	7	15	22
1	LRM 15 [Clan] w/Artemis IV	RA	5	1/Msl [M,C,S]	-	7	14	21
1	ER Large Laser [Clan]	LT	12	10 [DE]	-	8	15	25
1	ER Medium Laser [Clan]	CT	5	7 [DE]	-	5	10	15
1	ER Medium Laser [Clan] [R]	RT	5	7 [DE]	-	5	10	15
1	Active Probe [Beagle]	RT	-	[E]	-	-	-	-

Ammo: [Gauss] 24, [LRM 15] 24

BV: 2,280

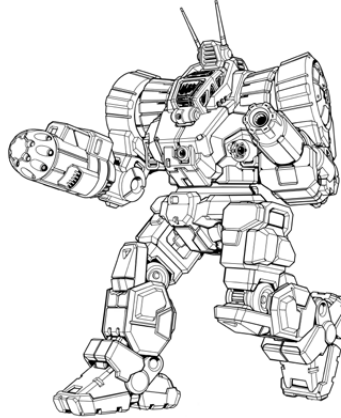


WARRIOR DATA

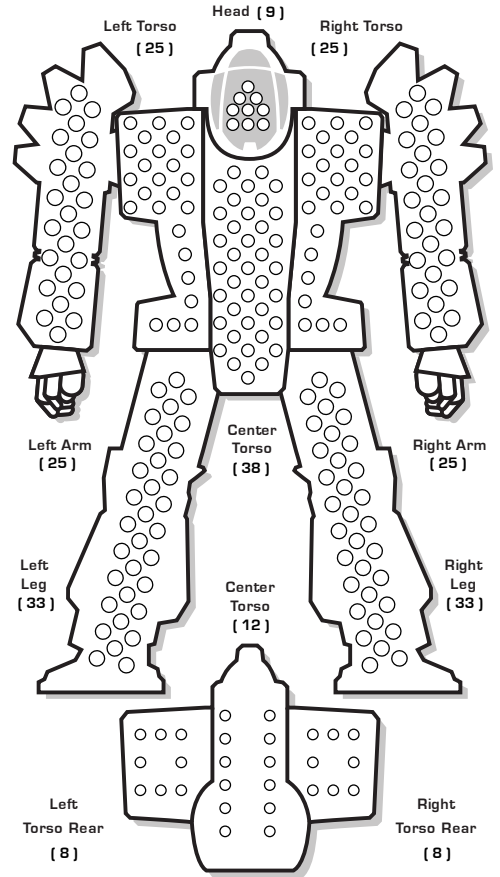
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

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

1-3

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- CASE II
- Ferro-Fibrous

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- ER Large Laser [Clan]
- Ammo [Gauss] 8
- Ammo [Gauss] 8
- Ammo [Gauss] 8

1-3

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

4-6

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

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

1-3

4-6

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser [Clan]

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 15 [Clan]
- LRM 15 [Clan]
- Artemis IV FCS [Clan]

1-3

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

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser [Clan] [R]
- Ammo [LRM 15] 8
- Ammo [LRM 15] 8
- Ammo [LRM 15] 8

1-3

- Active Probe [Beagle]
- Active Probe [Beagle]
- CASE II
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Leg

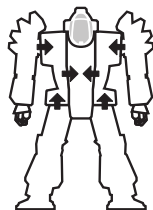
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

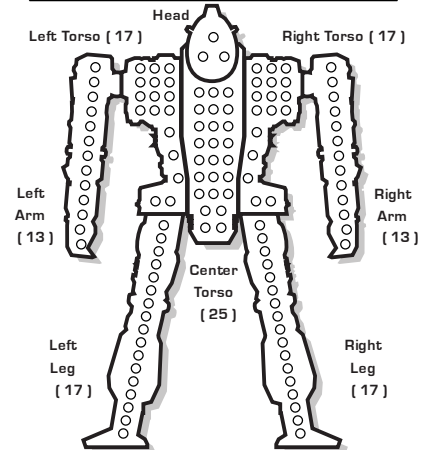
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Ferro-Fibrous

4-6



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Stone Rhino (Behemoth)

Movement Points:

Walking: 3
Running: 5
Jumping: 3

Tonnage: 100

Tech Base: Clan

Rules Level: Standard

Role: Sniper

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	10 [P]	-	6	14	20
1	Large Pulse Laser	RA	10	10 [P]	-	6	14	20
1	Gauss Rifle	LT	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22

Ammo: (Gauss) 32

BV: 2,971

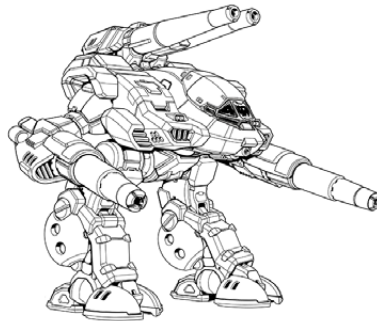


WARRIOR DATA

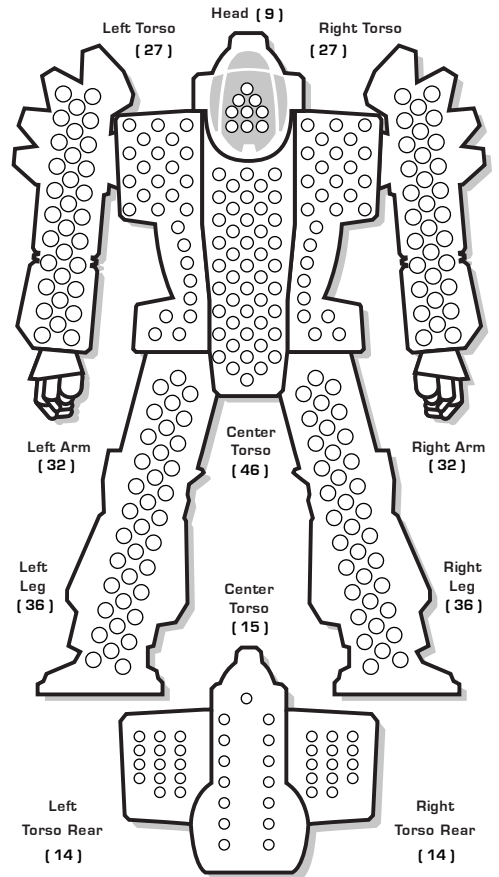
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- Roll Again

1-3

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

4-6

Left Torso (CASE)

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

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

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
- Large Pulse Laser
- Large Pulse Laser
- Roll Again

1-3

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

4-6

Right Torso (CASE)

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

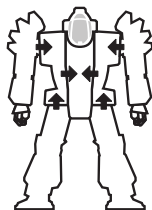
1-3

- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

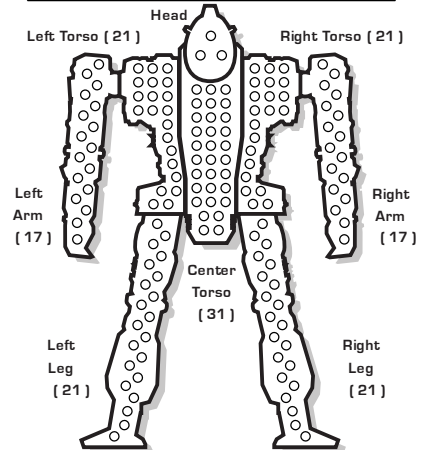
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

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

Double Heat Sinks:
10 (20)



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Stone Rhino (Behemoth) 4

Movement Points: **Tonnage:** 100
Walking: 3 **Tech Base:** Clan
Running: 5 **Rules Level:** Standard
Jumping: 3 **Role:** Juggernaut

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	LA	5	7 [DE]	-	5	10	15
2	Machine Gun	LA	-	2 [DB,AI]	-	1	2	3
2	ER Medium Laser	RA	5	7 [DE]	-	5	10	15
2	Machine Gun	RA	-	2 [DB,AI]	-	1	2	3
1	Ultra AC/10	LT	3	10/Sht	-	6	12	18
				[DB,R/C]				
2	LRM 10	LT	4	1/Msl [M,C,S]	-	7	14	21
1	Ultra AC/10	RT	3	10/Sht	-	6	12	18
				[DB,R/C]				
2	LRM 10	RT	4	1/Msl [M,C,S]	-	7	14	21

Ammo: (LRM 10) 48, (Machine Gun) 400, (Ultra AC/10) 40

BV: 2,601

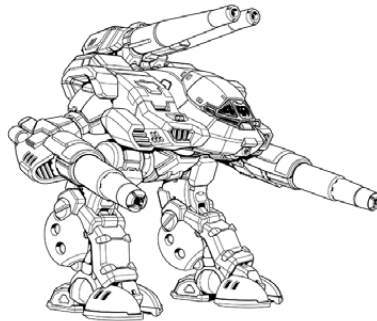


WARRIOR DATA

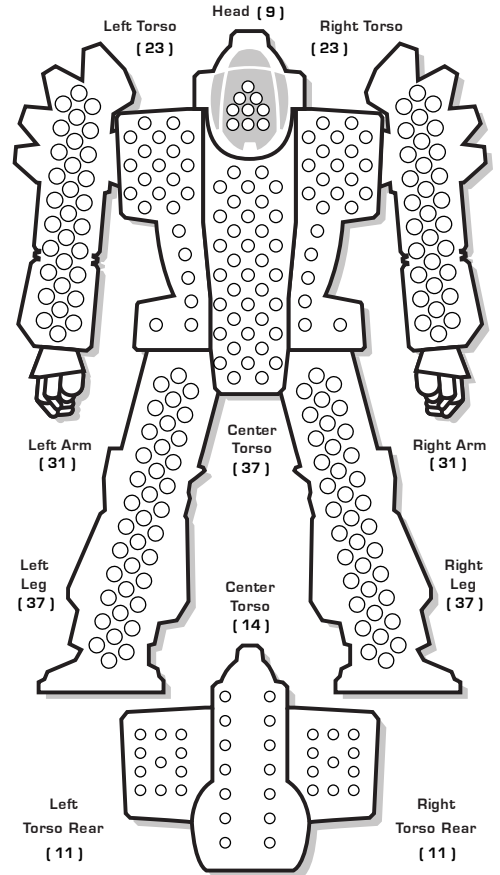
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



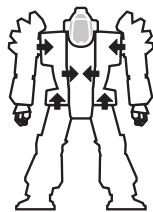
ARMOR DIAGRAM



CRITICAL TABLE

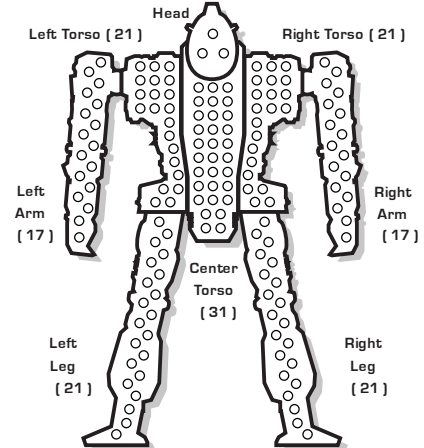
Location	1-3	4-6
Left Arm (CASE)	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Heat Sink 5. ER Medium Laser 6. ER Medium Laser	1. Machine Gun 2. Machine Gun 3. Ammo (Machine Gun) 200 4. Roll Again 5. Roll Again 6. Roll Again
Right Arm (CASE)	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Heat Sink 5. ER Medium Laser 6. ER Medium Laser	1. Machine Gun 2. Machine Gun 3. Ammo (Machine Gun) 200 4. Roll Again 5. Roll Again 6. Roll Again
Center Torso	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. Gyro 2. XL Fusion Engine 3. XL Fusion Engine 4. XL Fusion Engine 5. Jump Jet 6. Roll Again
Left Torso (CASE)	1. XL Fusion Engine 2. XL Fusion Engine 3. Ultra AC/10 4. Ultra AC/10 5. Ultra AC/10 6. Ultra AC/10	1. LRM 10 2. LRM 10 3. Ammo (LRM 10) 12 4. Ammo (LRM 10) 12 5. Ammo (Ultra AC/10) 10 6. Ammo (Ultra AC/10) 10
Right Torso (CASE)	1. XL Fusion Engine 2. XL Fusion Engine 3. Ultra AC/10 4. Ultra AC/10 5. Ultra AC/10 6. Ultra AC/10	1. LRM 10 2. LRM 10 3. Ammo (LRM 10) 12 4. Ammo (LRM 10) 12 5. Ammo (Ultra AC/10) 10 6. Ammo (Ultra AC/10) 10
Left Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Jump Jet	
Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Jump Jet	

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level*	Effects
30*	Shutdown
29	
28*	Ammo Exp, avoid on 8+
27	
26*	Shutdown, avoid on 10+
25*	-5 Movement Points
24*	+4 Modifier to Fire
23*	
22*	Ammo Exp, avoid on 6+
21	
20*	Shutdown, avoid on 8+
19*	-4 Movement Points
18*	
17*	Ammo Exp, avoid on 4+
16	
15*	Shutdown, avoid on 6+
14*	+3 Modifier to Fire
13*	
12	-3 Movement Points
11	
10*	Shutdown, avoid on 4+
9	
8*	+2 Modifier to Fire
7	
6	-2 Movement Points
5*	
4	
3	
2	
1	
0	

HEAT DATA

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

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Stone Rhino (Behemoth) 5

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 100

Tech Base: Clan

Rules Level: Standard

Role: Juggernaut

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	ER Medium Laser	LA	5	7 [DE]	-	5	10	15
3	ER Medium Laser	RA	5	7 [DE]	-	5	10	15
2	LB 5-X AC	LT	1	5 [DB,C/F/S]	3	8	15	24
2	LB 5-X AC	RT	1	5 [DB,C/F/S]	3	8	15	24

Ammo: (LB-5X) 80

BV: 2,157

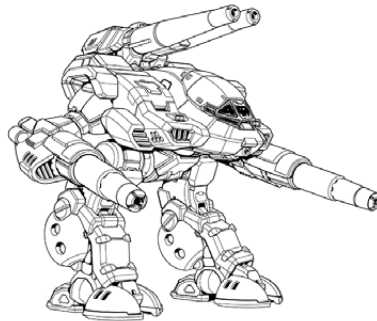


WARRIOR DATA

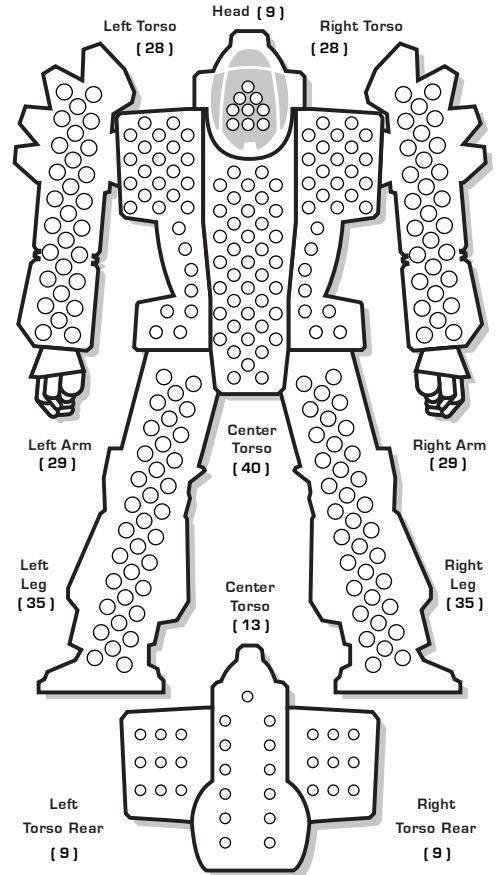
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

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

1-3

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

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC

1-3

- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- Ammo (LB-5X) 20
- Ammo (LB-5X) 20

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

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

1-3

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

4-6

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

Right Arm

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

1-3

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

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC

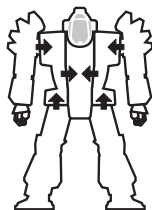
1-3

- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- Ammo (LB-5X) 20
- Ammo (LB-5X) 20

4-6

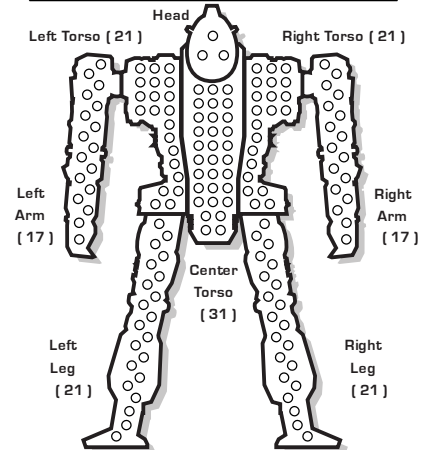
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*

29

28*

27

26*

25*

24*

23*

22*

21

20*

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

0

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 [24]
30	Shutdown	○○
28	Ammo Exp, avoid on 8+	○○
26	Shutdown, avoid on 10+	○○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp, avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp, avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement 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™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Stone Rhino (Behemoth) 6

Movement Points:

Walking: 4

Running: 6

Jumping: 2

Tonnage: 100

Tech Base: Clan

Rules Level: Standard

Role: Brawler

Weapons & Equipment Inventory

(hexes)

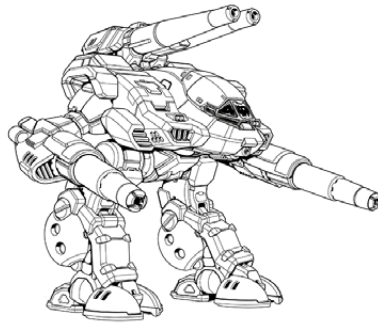
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
7	Medium Pulse Laser	LT	4	7 [P]	-	4	8	12
7	Medium Pulse Laser	RT	4	7 [P]	-	4	8	12
1	ER Small Laser	HD	2	5 [DE]	-	2	4	6

WARRIOR DATA

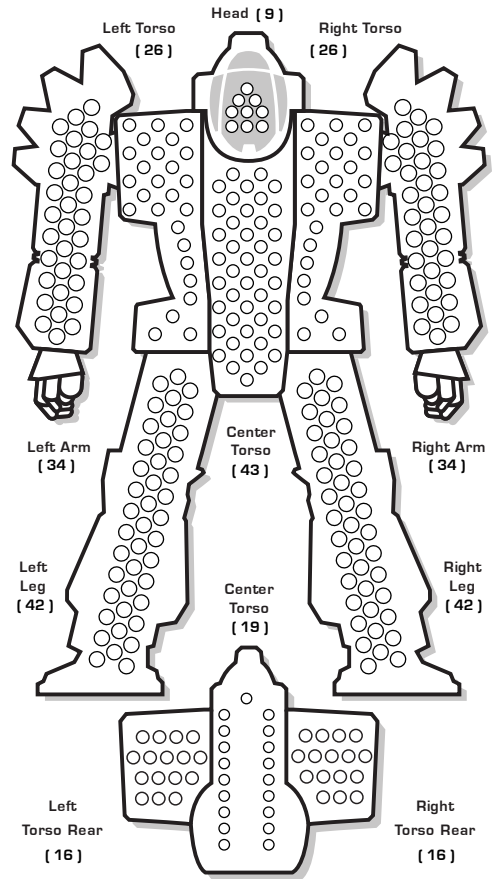
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



BV: 2,981



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

Head

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

1-3

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

Center Torso

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

1-3

4-6

Right Torso

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

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Medium Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser

1-3

4-6

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

1-3

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Medium Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser

1-3

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

4-6

Left Leg

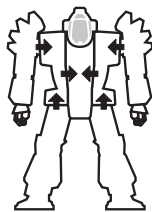
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

4-6

Right Leg

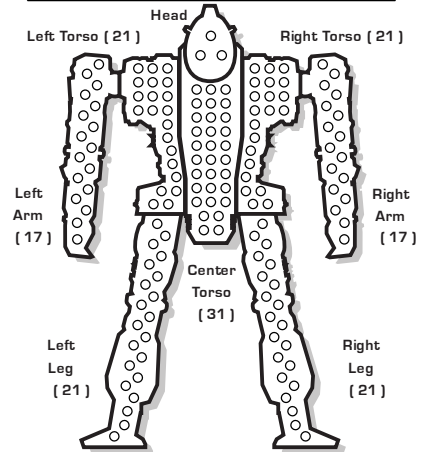
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

4-6



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*

29

28*

27

26*

25*

24*

23*

22*

21

20*

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

8*

7

6

5*

4

3

2

1

0

HEAT DATA

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

Double Heat Sinks:
18 (36)



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Stone Rhino (Behemoth) 7

Movement Points:

Walking: 3

Running: 5

Jumping: 3

Tonnage: 100

Tech Base: Clan

Rules Level: Standard

Role: Sniper

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	10 [P]	-	6	14	20
1	Large Pulse Laser	RA	10	10 [P]	-	6	14	20
1	ER Large Laser	LT	12	10 [DE]	-	8	15	25
1	ER Large Laser	RT	12	10 [DE]	-	8	15	25
1	ER Large Laser	CT	12	10 [DE]	-	8	15	25
1	Small Pulse Laser	HD	2	3 [P, AI]	-	2	4	6

BV: 2,916

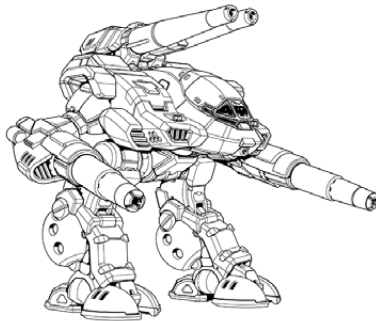


WARRIOR DATA

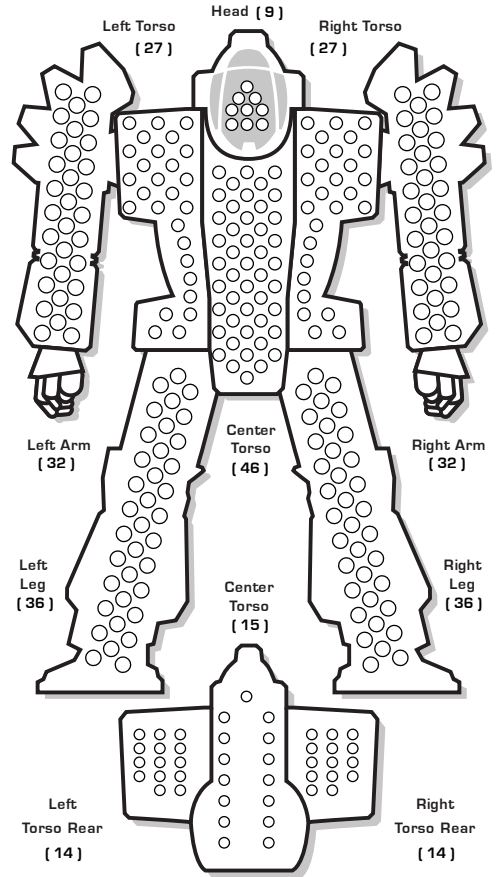
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



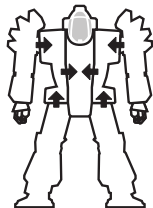
ARMOR DIAGRAM



CRITICAL TABLE

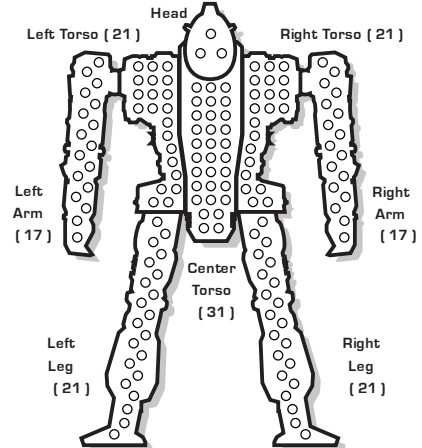
Location	1-3	4-6	1-3	4-6
Left Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	1. Double Heat Sink 2. Large Pulse Laser 3. Large Pulse Laser 4. Roll Again 5. Roll Again 6. Roll Again	Head	1. Life Support 2. Sensors 3. Cockpit 4. Small Pulse Laser 5. Sensors 6. Life Support
Left 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. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Double Heat Sink 5. ER Large Laser 6. Roll Again	Center Torso	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
Left Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Roll Again		Right Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink
			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
			Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Roll Again

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 26 (52)
30	Shutdown	○○○○
28	Ammo Exp, avoid on 8+	○○○○
26	Shutdown, avoid on 10+	○○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○
23	Ammo Exp, avoid on 6+	○○○○
22	Shutdown, avoid on 8+	○○○○
20	-4 Movement Points	○○○○
19	Ammo Exp, avoid on 4+	○○○○
18	Shutdown, avoid on 6+	○○○○
17	+3 Modifier to Fire	○○○○
15	-3 Movement 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™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Stone Rhino (Behemoth) 8

Movement Points: **Tonnage:** 100
Walking: 3 **Tech Base:** Clan
Running: 5 **Rules Level:** Advanced
Jumping: 0 **Role:** Sniper

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	10 [P]	-	6	14	20
1	AES	LA	-	[E]	-	-	-	-
1	Large Pulse Laser	RA	10	10 [P]	-	6	14	20
1	AES	RA	-	[E]	-	-	-	-
1	Gauss Rifle	LT	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	Small Pulse Laser	HD	2	3 [P,A]	-	2	4	6

Ammo: (Gauss) 32

BV: 2,804

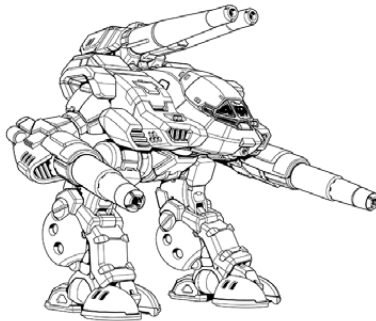


WARRIOR DATA

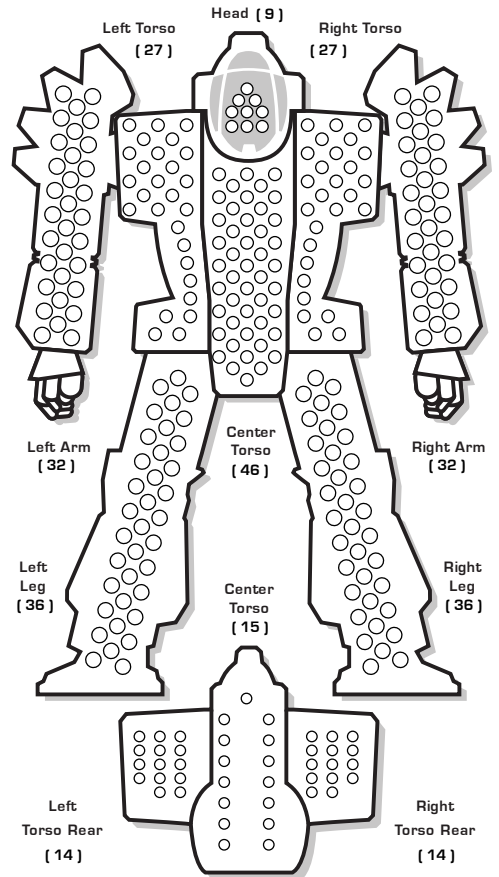
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



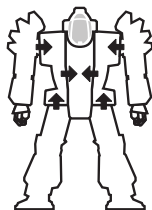
ARMOR DIAGRAM



CRITICAL TABLE

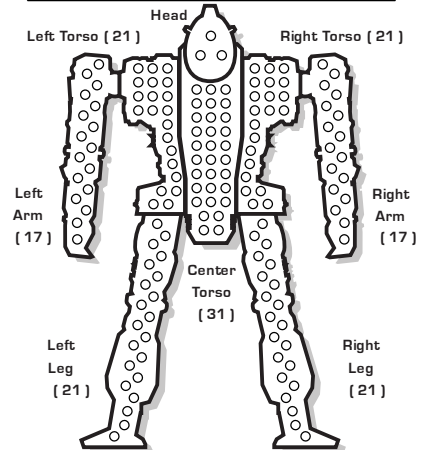
Location	1-3	4-6
Left Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Large Pulse Laser 5. Large Pulse Laser 6. AES	1. AES 2. AES 3. AES 4. Roll Again 5. Roll Again 6. Roll Again
Right Arm	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Large Pulse Laser 5. Large Pulse Laser 6. AES	1. AES 2. AES 3. AES 4. Roll Again 5. Roll Again 6. Roll Again
Center Torso	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Roll Again 6. Roll Again
Left Torso (CASE)	1. Gauss Rifle 2. Gauss Rifle 3. Gauss Rifle 4. Gauss Rifle 5. Gauss Rifle 6. Gauss Rifle	1. Ammo (Gauss) 8 2. Ammo (Gauss) 8 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Right Torso (CASE)	1. Gauss Rifle 2. Gauss Rifle 3. Gauss Rifle 4. Gauss Rifle 5. Gauss Rifle 6. Gauss Rifle	1. Ammo (Gauss) 8 2. Ammo (Gauss) 8 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Left Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again	
Right Leg	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 Scale

Heat Level*	Effects
30*	Shutdown
29	
28*	Ammo Exp, avoid on 8+
27	
26*	Shutdown, avoid on 8+
25*	-5 Movement Points
24*	+4 Modifier to Fire
23*	Ammo Exp, avoid on 6+
22*	Shutdown, avoid on 8+
21	
20*	-4 Movement Points
19*	Ammo Exp, avoid on 4+
18*	Shutdown, avoid on 6+
17*	+3 Modifier to Fire
16	
15*	-3 Movement Points
14*	Shutdown, avoid on 4+
13*	+2 Modifier to Fire
12	
11	
10*	-2 Movement Points
9	
8*	+1 Modifier to Fire
7	
6	
5*	
4	
3	
2	
1	
0	

HEAT DATA

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