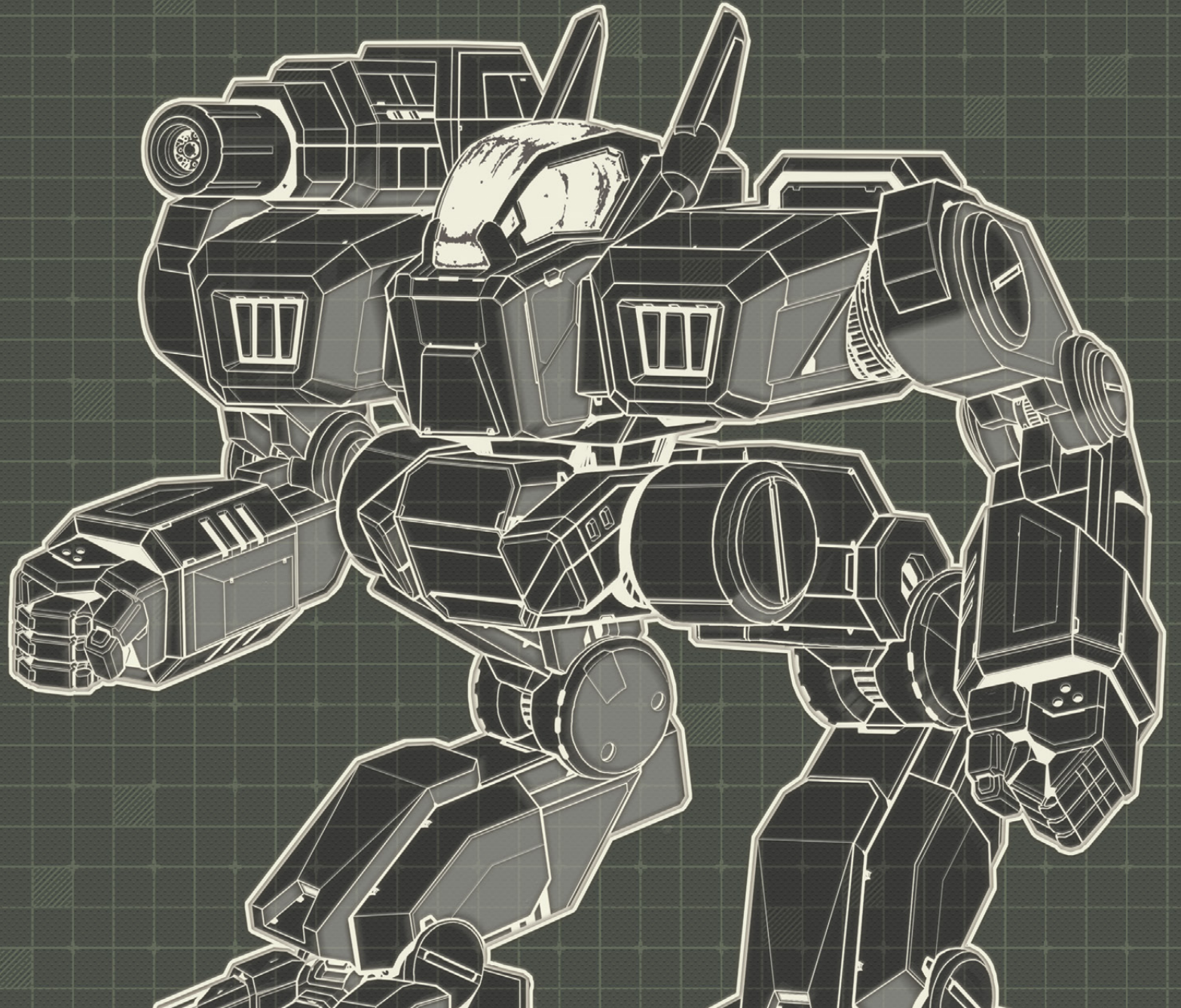


# RECOGNITION GUIDE: ILCLAN VOL. 08

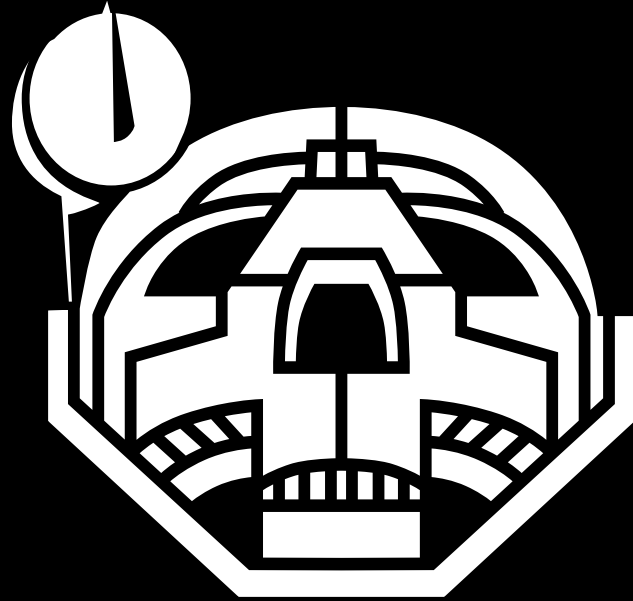


<sup>TM</sup>  
**BATTLEFIELD**

# RECOGNITION GUIDE: ILCLAN

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## VOLUME 08



STAR  
LEAGUE



SUCCESSION  
WARS



CLAN  
INVASION



CIVIL WAR



JIHAD



DARK AGE



ILCLAN

CATALYST GAME LABS

## RECOGNITION GUIDE: ILCLAN VOL. 08

### 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

**Assistant Line Developer:** Aaron Cahall

**Writing:** Philip A. Lee, Luke Robertson, Eric Salzman, Lance Scarinci, Elliotte C. Want

**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, Harri Kallio, Justin Nelson, Anthony Scroggins

**Record Sheets:** Dave Nawton, Carl Spain, 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:** Étienne Charron-Willard, Eric Salzman

**Special Thanks:** To Ashley Pollard nee Watkins, for creating the Clan Classics almost 30 years ago and for sharing her original notes with me, allowing a few additional ideas to now finally see the light of day. To Lance and Dale for doing so much more on this project than what they signed up for.

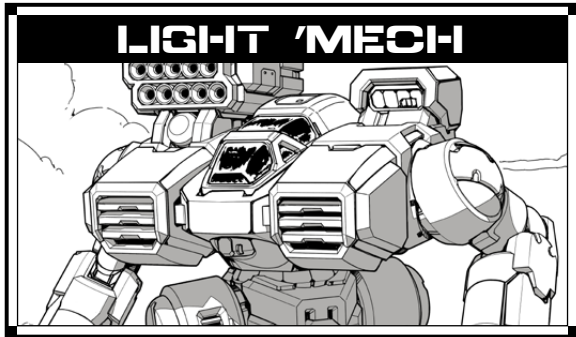
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precentor\_martial@catalystgamelabs.com  
(e-mail address for any *BattleTech* questions)  
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(official *BattleTech* web pages)  
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# HOWLER (BABOON)



**Mass:** 20 tons

**Chassis:** Type-A Endo Steel

**Power Plant:** Firebox 140

**Cruising Speed:** 75 kph

**Maximum Speed:** 118 kph

**Jump Jets:** None

**Jump Capacity:** None

**Armor:** Compound H17 Ferro-Fibrous

**Armament:**

3 Type V "Longbow" LRM-5 Launchers

**Manufacturer:** CJF Factory Zone 5

**Primary Factory:** Blackjack

**Communications System:** JNE Integrated

**Targeting and Tracking System:** Mark 4 TTS

A mainstay of second-line Clan forces since the late twenty-ninth century, the *Howler* is an agile, hard-to-hit reconnaissance 'Mech that has surprised unwary MechWarriors with its unexpected flexibility and long-range weaponry. Although this simian-looking chassis was designed as a Clan Fire Mandrill totem 'Mech in 2871, the Jade Falcons' seizure of the factory on Marshall in the Clan Homeworlds four years later saw the *Howler* heavily integrated into the Falcons' second-line forces, and the 'Mech itself became a tangible symbol of the Clan's longtime dominance over the facility. The factory's proximity to the Steel Viper and Snow Raven enclaves on Marshall and the 'Mech's reputation as a solid recon platform saw the Vipers and Ravens heavily adopt the *Howler* as well. The 'Mech's traditional place in the Jade Falcon *touman* ultimately saw the *Howler's* production relocated to the Falcon Occupation Zone.

## CAPABILITIES

Although mistakenly viewed as an ungainly 'Mech, the *Howler* is a surprisingly agile machine, and its squat shape is difficult to hit at long ranges, which aids in scouting missions. Its hyperextendable torso gives it a greater range of tactical movement, and a built-in searchlight makes it perfect for hunting guerrilla and bandit forces in night combat.

The *Howler* factory's adjacency to the Jade Falcon School of Conflict, coupled with its ease of use and single-weapon loadout, means this 'Mech has proven itself an excellent field-training platform for MechWarrior *sibkos*, in addition to its traditional recon role.

## BATTLE HISTORY

The Jade Falcons remain the most prominent *Howler* users in the Inner Sphere, but the Raven Alliance also makes extensive use of them for garrison duty.

The most recent example occurred when a First Amphigeian Light Assault Group company conducted an intelligence-gathering raid on the Alliance system of Pondicherry in early 3150, investigating rumors of the Snow Ravens amassing forces for an assault on New Samarkand. The First prepared to encounter a sizeable force on-planet, but were instead met by a small garrison consisting of a Binary of second-line Raven 'Mechs reinforced by a ProtoMech Trinary and a Star of aerospace fighter support. The company attempted to withdraw cleanly without joining battle, for they believed the rumored Raven strike force was likely in a different system. However, the Star of *Howlers* surrounded and cut off the First's medium lance, then pummeled them with missile fire until their ProtoMech companions arrived to finish them off. When the heavier Star of Raven 'Mechs arrived, there was no one left to fight, and the rest of the First retreated to their DropShip.

Though *Howlers* are often seen as defensive scouts or mediocre harassers, a pirate raid in April 3147 demonstrated their rare use in a purely offensive role. A band of pirates, theorized to be bankrolled by the Lyran Intelligence Corps, landed on Blackjack and attacked the Jade Falcon School of Conflict. With the resident Falconers in support, the school's *sibko* students piloted their trainer 'Mechs against the assault and outmaneuvered the pirates with a veritable swarm of jump-jet capable *Howlers* along with a Star of standard models. The entire *sibko* that defended the school had

recently undergone intensive training on jump-jet maneuvers, so rather than maintaining range to ensure their safety and effectiveness of each 'Mech's single missile rack, the *Howler* pilots employed their speed and jump jets to close with the invaders. They then assaulted the pirates with point-blank missile salvos and physical attacks, even performing their recently practiced death-from-above maneuvers en masse. Few of the jump-capable *Howlers* survived the battle in operable condition, largely due to leg damage and pilot errors. However, this remains a frighteningly effective display of Malvina Hazen's Mongol Doctrine tactics being instilled in and executed by Falcon warriors of mere *sibko* age.

## VARIANTS

The most common classic *Howler* variant replaces two LRM 5 racks with jump jets. This odd arrangement lacks effective firepower, but that is intentional: it has historically been used for effectively training *sibkos* on jump-jet tactics. The *Howler 5* is a more effective fighter than most models due to replacing all LRMs with six extended-range medium lasers. The *Howler 6* employs paired SRM 6 launchers with CASE II in a shoulder-mounted turret. Coupled with the hyperflexible torso on standard *Howler* models, the *Howler 6* can attack close-range targets approaching from any direction.

## NOTABLE 'MECHS AND MECHWARRIORS

**Star Colonel Derek-Jaim Clees:** Star Colonel Clees presents a disturbing visage to *sibko* trainees at the Jade Falcon School of Conflict on Blackjack, with his odd mixture of red, brown, and blond hair, patches of vitiligo, and white scars that tell of many battles. Derek-Jaim is a fervent opponent of the Mongol Doctrine, which saw him continually reassigned from one undesirable post to another, despite him carrying the Bloodheritage of past Khan Samantha Clees. His continuous reassignment landed him as the head Falconer at the School of Conflict, where he does everything in his power to deprogram the Mongol Doctrine out of his *sibkos*. The 3147 pirate raid not only instilled a sense of pride in him from watching his *Howler* pilots successfully defend the planet, but it also filled him with dread, since it is clear that the students still cling to Mongol belief.

# HOWLER (BABOON)

Type: **Howler**

Inner Sphere Designation: **Baboon**

Technology Base: Clan

Tonnage: 20

Role: Missile Boat

Battle Value: 645

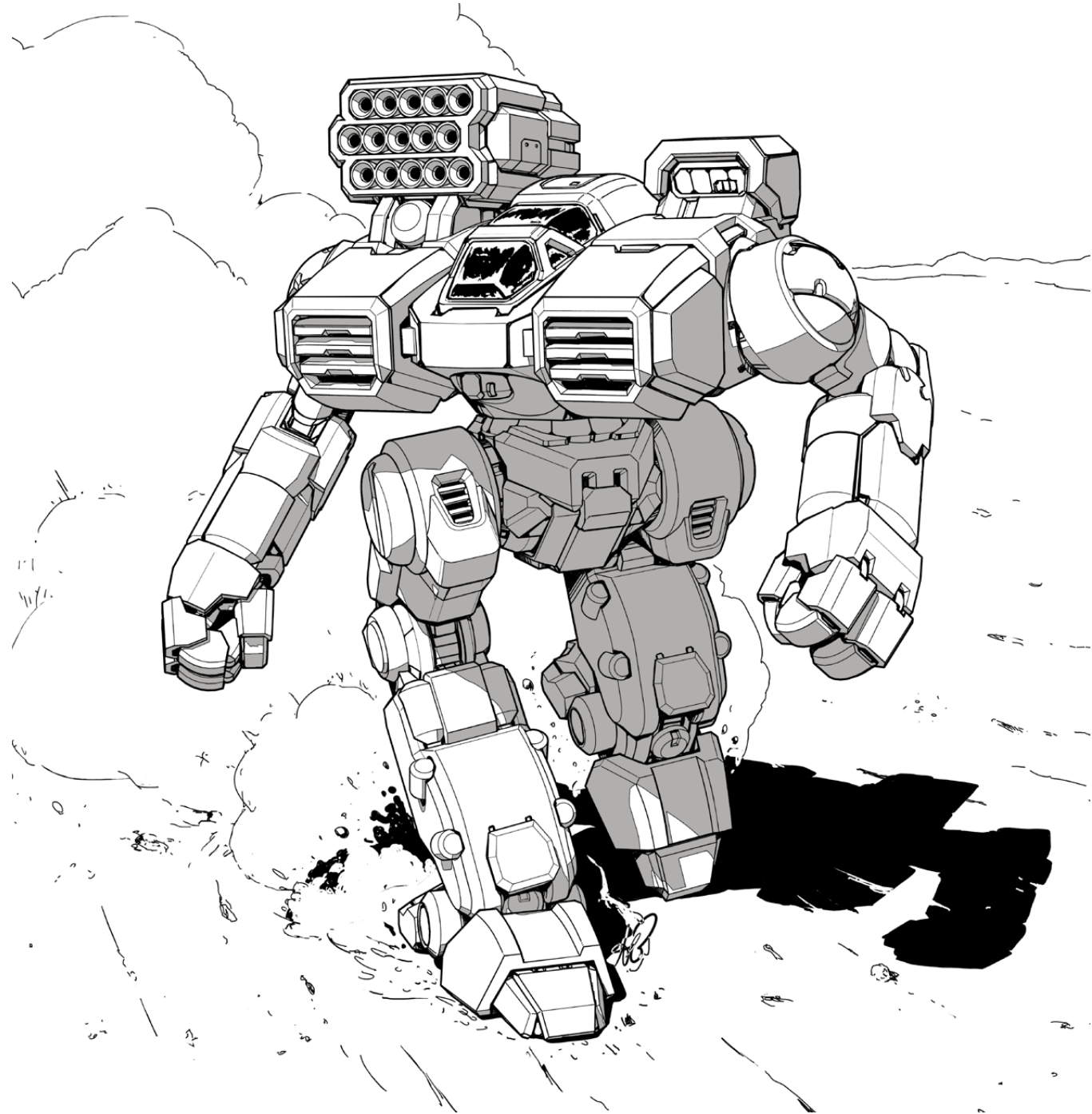
## Equipment

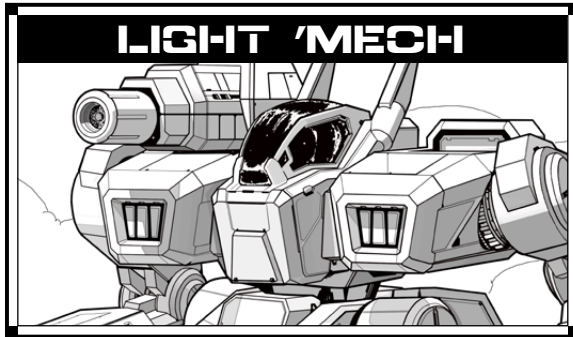
		Mass
Internal Structure:	Endo Steel	1
Engine:	140	5
Walking MP:	7	
Running MP:	11	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		2
Cockpit:		3
Armor Factor (Ferro):	57	3
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	7
Center Torso	6	8
Center Torso (rear)		2
R/L Torso	5	7
R/L Torso (rear)		2
R/L Arm	3	5
R/L Leg	4	6

## Weapons

Weapons and Ammo	Location	Critical	Tonnage
3 LRM 5	RT	3	3
Ammo (LRM) 72	RT	3	3

**Notes:** Features the following Design Quirks: Extended Torso Twist, Narrow/Low Profile, Searchlight.





**Mass:** 30 tons  
**Chassis:** Type-A Endo Steel  
**Power Plant:** 300 Type I XL  
**Cruising Speed:** 108 kph  
**Maximum Speed:** 151 kph  
**Jump Jets:** None  
**Jump Capacity:** None  
**Armor:** Compound H18 Ferro-Fibrous  
**Armament:**  
 1 Series 1B Particle Projector Cannon  
**Manufacturer:** Raveena Electronics  
**Primary Factory:** Ramora  
**Communications System:** JNE Integrated  
**Targeting & Tracking System:** Mark IV TTS with Targeting Computer

Originally deployed by the Snow Ravens in the early thirtieth century, the *Devil* was birthed from a Fire Mandrill *Howler* taken as *isorla* on Marshall. Raven technicians admired the chassis' speed and long-range firepower, but thought it might excel with a bit more tweaking. The resulting 'Mech reigned through the latter years of the Golden Century and early years of the Political Century as a sniper. Though it was deemed a success, the *Devil's* great cost compared to other 'Mechs of its size made each one lost a devastating hit to the resource-poor Ravens, who chose to replace those battlefield losses with new OmniMechs. After decades of witnessing Inner Sphere warriors accomplish great feats in "lesser" machines, the stigma against non-Omni 'Mechs has largely worn off among the Ravens. In the 3060s, several captured Steel Viper *Howlers* were refit to mimic the *Devil*, which led the Ravens to miss the little

hellion of a 'Mech. The reintroduced *Devil* is a welcome addition to the Snow Raven Touman and the Alliance Militia Corps alike.

## CAPABILITIES

The *Devil* whips across the battlefield like a tornado, blasting targets of opportunity with frightening accuracy. More flexible than many machines, its ability to send PPC bolts in unexpected directions has ruined many a MechWarrior's career. A Star of *Devils* is often deployed to worlds deemed of little importance, and is enough of a garrison to deal with whatever wayward bandits may happen by. Even in the hands of inferior AMC MechWarriors, the *Devil* is an effective fighter. Its cost remains an issue, for even with their move to the Inner Sphere, the Ravens have not solved their chronic resource problems.

## BATTLE HISTORY

With the Ravens remaining aloof of most of the conflicts currently engulfing the Inner Sphere, the *Devil* has had little opportunity to shine. Most new *Devils* have seen no action of note, crushing bandits on backwater worlds or doing their duty in various intra-Clan trials. Its most notable engagements are of an historic nature.

*Devils* often appeared in Jade Falcon Eyrie Clusters, a legacy of the alliance between the two Clans during Operation Revival. Falcon cadets easily adapted to controls so similar to the *Howlers* they trained with, and that familiarity may have saved Cadet Hansen of the Jade Eyrie Cluster from an early doom. The Refusal War brought the hammer of Clan Wolf's 341st Assault Cluster down on the heads of the Jade Eyrie, as unfair a match up as was ever seen. Hansen watched her fellow cadets die frozen with fear as the veteran Wolves scythed through them. Stuck in a *Devil* as punishment for soliciting a superior officer, Hansen used the 'Mech's blinding speed to circle Wolf Stars, sniping as she went. She accounted for an impressive three kills before the loss of her PPC forced a retreat from the field. One of only three survivors of the Jade Eyrie, Hansen caught the eye of Khan Marthe Pryde, who declared her performance in the battle a worthy Trial of Position and promoted her to Star Captain. Rather than claim an OmniMech, Hansen kept the *Devil* that brought her to victory, using it throughout the Coventry campaign.

A *Devil* can pull off truly amazing feats in the hands of the right pilot, such as MechWarrior Fargo Steel Viper of the Ninth Fang, who was one of the few MechWarriors ever credited with a solo DropShip kill. While on LRRP duty on Waldorff, Fargo stumbled across a *Union* DropShip that had recently deposited a company of the 23rd Arcturan Guards on planet for a smash-and-grab raid. Fargo demanded the DropShip's surrender, but the crew were not afraid of one warrior in a tiny 'Mech and dared him to come closer to their guns. After dispatching the pair of light tanks left as sentries, Fargo initiated a series of high-speed runs at one of the ship's landing legs, while dodging everything the ship threw at him. Seeing his plan, the ship's crew began to fire up their main drive, but Fargo's last shot blew through the leg's support structure, causing the entire ship to tilt and collapse to the ground. Propelled by its fusion rockets, the ship rolled onto its nose, crushing the bridge. When the Guards returned to their LZ, they found a Trinary of OmniMechs waiting, and surrendered without ever firing a shot.

## NOTABLE 'MECHS AND MECHWARRIORS

**Star Commander Glacios:** If the Snow Ravens bred a *sibko* to be hyperactive, then Glacios is the product of it. Being a warrior is just one of her myriad interests, all of which she excels at, though none ever seem to sate her need for constant activity. It is said that she never sleeps, a report substantiated by her Starmates, who nearly assaulted her for deciding to strip the floor of their barracks in the middle of the night. Her other pursuits include building a homemade aqualung to test in the barracks pool, and an endless series of practical jokes against her entire unit, some of which border on cruel. Star Colonel Elbert Horn tried to cashier her out of the 97th Striker Cluster, but Glacios handily beat three-to-one odds in her Trial of Refusal by whirling her *Devil* through her opponents like a chainsaw to balsawood. Her latest diversion is antiques shopping with an Outworlds man named Etere, with whom she spends an unusual amount of time.

# DEVIL

Type: **Devil**  
 Technology Base: Clan  
 Tonnage: 30  
 Role: Sniper  
 Battle Value: 1,691

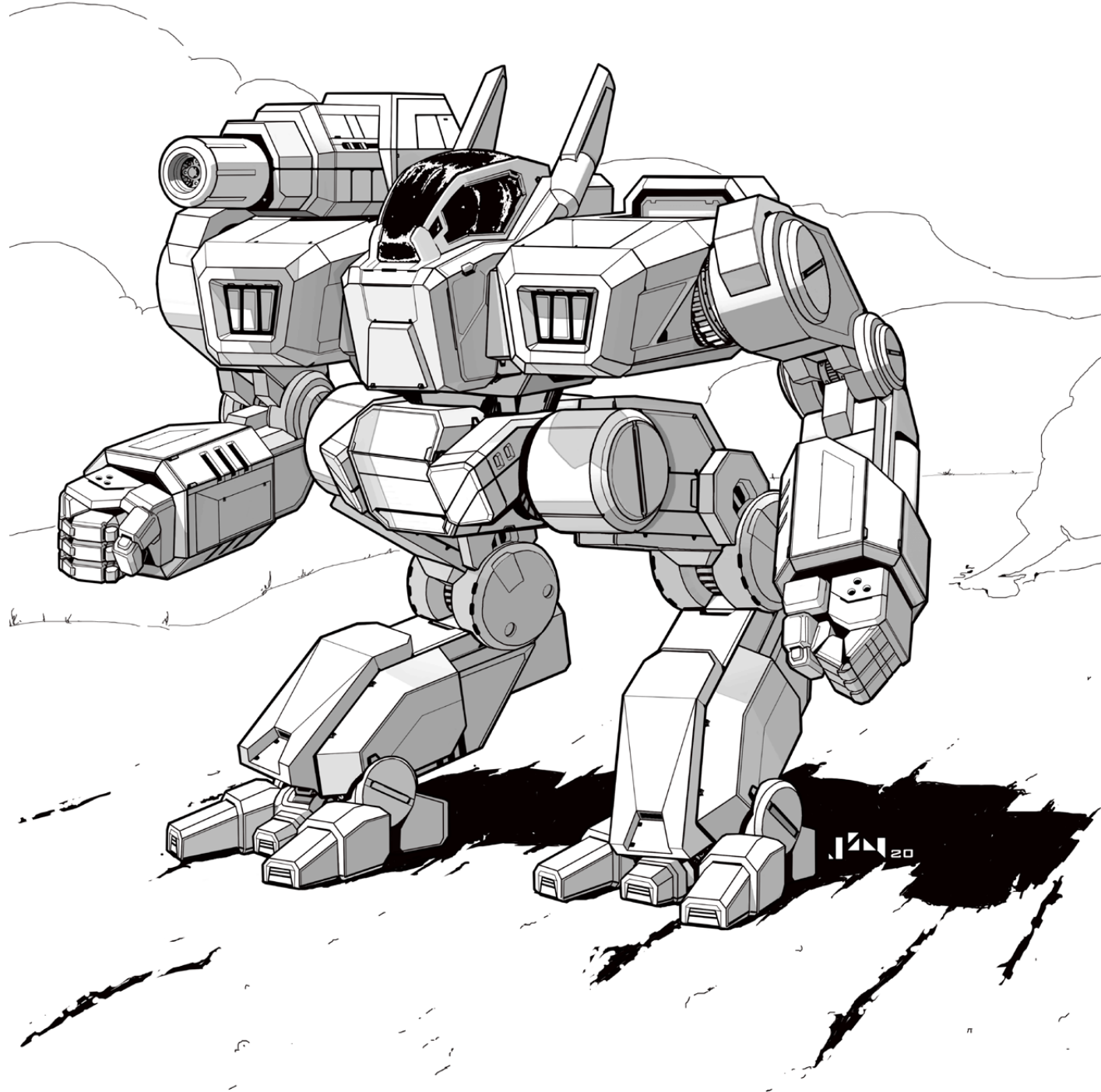
## Equipment

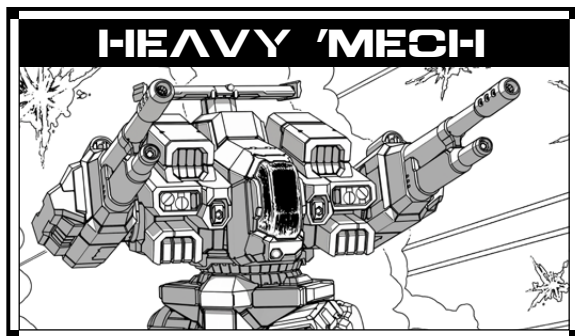
Internal Structure:	Endo Steel	Mass
Engine:	300 XL	1.5
Walking MP:	10	9.5
Running MP:	15	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	96	5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	10	11
Center Torso (rear)		8
R/L Torso	7	8
R/L Torso (rear)		4
R/L Arm	5	10
R/L Leg	7	12

## Weapons

Weapons and Ammo	Location	Critical	Tonnage
ER PPC	RT	2	6
Targeting Computer	LT	2	2

**Notes:** Features the following Design Quirks: Extended Torso Twist, Narrow/Low Profile.





Kallon Industries' first BattleMech, the *Rifleman* served both the Terran Hegemony and the Star League as their standard fire-support and anti-aircraft platform. Poor heat management, limited ammunition, and thin armor turned it into a liability when it strayed outside these roles, and many other 'Mechs, including the *Quickdraw*, *Lancelot*, *Galahad*, and *JagerMech*, were touted as better options. However, the sheer number of *Riflemen* produced over the years ensured it a prominent role in the Succession Wars, where it was often seen in frontline combat out of dire necessity. The recovery of *lostech* enabled Kallon to address the machine's shortcomings with new production models on Talon, while Kallon of Nanking continued building the classic RFL-3N throughout the 3060s and beyond. In recent decades, the firm started a joint venture with Oriente Weapon Works, obtaining autocannons in return for helping Oriente to put the RFL-7N2 into production.

## CAPABILITIES

Since its -2N upgrade, the *Rifleman* has been built around its advanced Garret D2j sensor suite, which offers unparalleled acquisition and tracking of high-speed airborne targets, allowing it (in most configurations) to keep enemy aircraft from striking with impunity. Current production models use advanced engineering to upgrade the venerable fire support platform for front-line combat on the modern battlefield. Kallon Industries has produced several variants over the years, but currently produces two versions with different-caliber ballistic armament in partnership with Oriente. Despite the differences, the designs are visually virtually identical.

Neither, of course, can compare to our Clan's version, which updates the *Rifleman* chassis with superior technology at a price well below that of the IIC garrison model produced concurrently on Twycross.

## BATTLE HISTORY

One of the strangest incidents involving a *Rifleman* took place on Nestor in 3013. The Green Guard, Nestor's planetary defense unit, was ordered to escort a shipment of locally made Star League-era brandy across the dusty Rafsh Plains to the main spaceport at Millor, and then off-world to Janos Marik's private reserve. The 4074th Platoon's three *Rifleman* escorts had been haphazardly field-modified to mount quad-autocannons, but for escort duty had only loaded enough ammunition to fire each barrel once. When Cranston Snord's Irregulars overran the convoy, the *Rifleman* refits proved impotent after discharging their single volley. Snord's troops were astounded to find that the convoy had been loaded with ammunition of exactly the type the escorts lacked, and Cranston popped open a bottle to toast Janos Marik's logistics directorate.

During the fighting at Devil's Bath on Tukayyid, Steel Viper forces attempted a headhunter strike against Precentor Felicity Lucha, the commander of the Seventy-eighth Division. Her HQ Level II was reduced to just herself and her security detachment—*Riflemen* piloted by twin brothers Grayson and Justin Hare. Despite scalding geysers already taxing their heat sinks, the brothers expertly coordinated their defense, each stepping forward to take point when the other needed to back off to cool down, and burning battle armor off each other with precision shots. They put down eighteen Elementals, four OmniMechs, and a divebombing OmniFighter before Com Guards forces relieved them, though Grayson suffered substantial injuries in the battle.

In 3146, a strong counterattack on New Avalon by the Second Robinson Rangers broke through a Sword of Light blocking force and left the route to Avalon City exposed. Wolf's Dragoons Gamma Regiment moved to intercept, catching the Rangers as they tried to cross the Dalban Mountains through a wooded valley under cover of darkness. Dragoon artillery pounded the densely packed Rangers, and the AFFS committed all its

remaining aerospace forces for a counterbattery strike. Dragoon *Rifleman* pickets, however, were prepared for such a threat and filled the night sky with flak and laser fire, downing the desperate Robinson pilots before they could reach the target zone.

## VARIANTS

Though successfully upgraded, production of classic *Riflemen* became rare. When Pandora and Twycross were overrun, the Federated Commonwealth converted Kallon's Talon factory to manufacture advanced Project Phoenix models in 3063. In the Free Worlds League, Kallon upgraded all critical aspects of the *Rifleman* with the -5—armor and most importantly, heat sinks—but its line on Thermopolis was also later adapted for large-scale production of Vicore Phoenix refits, which served in the FWLM and Word of Blake as support units for command formations.

Kallon's Nanking facility continued to produce the classic RFL-3N and the -5D upgrade, which used double heat sinks to replace the autocannons with ER PPCs, to meet the demand for lower-cost garrison and support units. Though the Federated Commonwealth developed the Silver Bullet Gauss Rifle at its NAIS Dark Mirage facility on Hyde in 3050, it never went beyond the prototype stage before the project was cancelled in 3051. House Marik's SAFE agents obtained the technology during the Jihad, enabling the Free Worlds League to be the first to field the weapon. After seeing the system in action, Kallon executives ordered the Nanking line to make a production run of the -7G as an experimental platform for the Silver Bullet in 3085.

Appearing in the Inner Sphere with Clan garrison Clusters, the *Rifleman C* was a SLDF-vintage chassis with ClanTech weaponry retrofitted aboard. Our modern C3 models, by comparison, are completely new production units, pairing integrated cutting-edge technology with classic styling.

The RFL-7N is offered by both Oriente Weapon Works and Kallon of Talon as a customization option of the more popular -7N2, downsizing the ballistic armament in favor of a heavier energy arsenal.



## RFL-7N2 RIFLEMAN

**Mass:** 60 tons  
**Chassis:** Kallon Type IX Endo Steel  
**Power Plant:** Hermes 240 XL  
**Cruising Speed:** 43 kph  
**Maximum Speed:** 64 kph  
**Jump Jets:** None  
**Jump Capacity:** None  
**Armor:** Kallon Royalstar with CASE II  
**Armament:**  
 2 Oriente Model O LB 10-X Autocannon  
 2 Ceres Arms Striker Light PPCs  
 2 Bright-Blossom Extended-Range Medium Lasers  
**Manufacturer:** Kallon Industries, Oriente Weapon Works  
**Primary Factory:** Nanking, Oriente  
**Communications System:** Garret T11-A  
**Targeting and Tracking System:** Garret D2j

Technology Base: Inner Sphere  
 Tonnage: 60  
 Role: Sniper  
 Battle Value: 1,452

Equipment		Mass	
Internal Structure:	Endo Steel	3	
Engine:	240 XL	6	
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Heat Sinks:	10 [20]	0	
Gyro:		3	
Cockpit:		3	
Armor Factor:	176	11	
	<i>Internal Structure</i>		<i>Armor Value</i>
Head	3		8
Center Torso	20		30
Center Torso (rear)			8
R/L Torso	14		20
R/L Torso (rear)			8
R/L Arm	10		20
R/L Leg	14		17

Weapons and Ammo	Location	Critical	Tonnage
LB 10-X AC	RA	6	11
Light PPC	RA	2	3
ER Medium Laser	RT	1	1
Ammo (LB-X) 30	RT	3	3
CASE II	RT	1	1
ER Medium Laser	LT	1	1
LB 10-X AC	LA	6	11
Light PPC	LA	2	3

**Notes:** Features the following Design Quirks: Anti-Aircraft Targeting, Improved Communications, Searchlight, Ubiquitous.

## RIFLEMAN C 3

**Mass:** 60 tons  
**Chassis:** SFo-A Endo  
**Power Plant:** Pitban 240  
**Cruising Speed:** 43 kph  
**Maximum Speed:** 64 kph  
**Jump Jets:** None  
**Jump Capacity:** None  
**Armor:** Trellshire Royalstar Ferro-Fibrous  
**Armament:**  
 2 Type DL Ultra-5 Autocannons  
 2 Series 7K Extended-Range Large Lasers  
 2 Series 6b Extended-Range Medium Lasers  
**Manufacturer:** Trellshire Heavy Industries  
**Primary Factory:** Twycross  
**Communications System:** Garret T11-A  
**Targeting and Tracking System:** Garret D2j

Technology Base: Clan  
 Tonnage: 60  
 Role: Sniper  
 Battle Value: 1,871

Equipment		Mass	
Internal Structure:	Endo Steel	3	
Engine:	240	11.5	
Walking MP:	4		
Running MP:	6		
Jumping MP:	0		
Heat Sinks:	14 [28]	4	
Gyro:		3	
Cockpit:		3	
Armor Factor (Ferro):	182	9.5	
	<i>Internal Structure</i>		<i>Armor Value</i>
Head	3		9
Center Torso	20		31
Center Torso (rear)			8
R/L Torso	14		20
R/L Torso (rear)			5
R/L Arm	10		19
R/L Leg	14		23

Weapons and Ammo	Location	Critical	Tonnage
ER Large Laser	RA	1	4
Ultra AC/5	RA	3	7
Ammo (Ultra) 20	RA	1	1
ER Medium Laser	RT	1	1
ER Medium Laser	LT	1	1
ER Large Laser	LA	1	4
Ultra AC/5	LA	3	7
Ammo (Ultra) 20	LA	1	1

**Notes:** Features the following Design Quirks: Anti-Aircraft Targeting, Improved Communications, Searchlight, Ubiquitous.

## NOTABLE 'MECHS AND MECHWARRIORS



**Legend-Killer:** Fashions come and go on Solaris VII, and even a second-line 'Mech like the *Rifleman* can enjoy its moment in the spotlight on the Game World. Gray Noton's seven-year winning streak gave rise to rumors that *Legend-Killer* was secretly outfitted with *lostech* or that it was a heavier design cosmetically altered to look like a *Rifleman*. Whatever the truth may have been, scores of young hotshots sought to emulate Noton and win fame at the controls of a *Rifleman*. Lacking his skill (or, perhaps, his unique equipment), many found only death. Philip Capet met his end when his *Rifleman* faced the infamous Justin Xiang at *Legend-Killer's* controls.

**Count Dario "Vampire" de Romani-Garcia:** Dario exhibited the bravery he felt was expected of a noble, paired with a bloodthirsty disregard for the lives of "commoners." The resulting civilian casualties inflicted by his crimson *Rifleman* proved too disgraceful for the Second Regular Hussars, and only his skill and noble title saved him from being cashiered and Dispossessed. Instead, he was sent to the Fourth Marik Militia. As Colonel Cherenkov's cunning right-hand enforcer, he imposed brutal order to mold the unit's dregs into effective raiders. Despite his sordid reputation, League high society welcomed his title, looks, and charm. A series of scandalous trysts left a trail of corpses with influential relatives, forcing Dario to flee into exile on Solaris VII, where the patrons at Mordel's Bar and Grill wagered on whether he would die in an honor duel or an ammunition explosion.

**Subaltern Thorgil Wolf:** Thorgil traveled the breadth of the Aurigan Coalition defending House Gallas merchant convoys. He harbored a particular hatred for pirates, having lost an eye to Grim Sybil, the pirate queen. During the Restoration War, he pledged his *Rifleman* to House Arano and survived heavy street-to-street fighting against Directorate loyalists on

Itrom III, though his *Rifleman* was damaged beyond repair during the conflict. He was rewarded with a new 'Mech and a lance command in the Second Company (Marcell's Marauders) of the unified Aurigan Coalition Military. Wolf was frequently tasked with protecting the weakened Aurigan borders from pirate attacks, assignments he undertook with ferocious enthusiasm.



**MechWarrior Liam Cassidy:** Deployed with the Fifth Crucis Lancers in the Sarna March, Liam's *Rifleman* headed counter-insurgency sweeps through Shensi's rugged mountains, uncovering a Capellan supply cache in 3056. Unfortunately, the *Zhanzheng de Guang* had dozens more, and their surprise attack in 3057 forced the survivors of the Fifth to retreat off-world. Liam swore vengeance and frequently headed anti-terror missions in the Chaos March, his battle cry of "Blood and fire!" becoming the last thing many Capellan operatives ever heard.

**Captain Jonah Reno:** Hailing from Kyeinnisan, the so-called "Gambler's World," Jonah departed his homeworld just ahead of a Holy Roller kill squad after a "misunderstanding" involving the Diamond Sky Casino's cash vault and his *Rifleman's* foot. He signed with a Gray Death Legion recruiter after wagering his enlistment bonus against an immediate promotion in a game of Four Card Drax. The newly commissioned Lieutenant joined the Legion on Sudeten shortly before Clan Jade Falcon attacked. Reno provided covering fire as part of the rear guard while the Legion survivors retreated, dropping three Falcon OmniMechs with cockpit shots and earning a field promotion to Captain. His reputation for uncanny luck earned commendations, but led to his ban from every floating card game in the Legion.

**Senior Colonel James Vaughn:** A seasoned veteran of the St. Ives Armored Cavalry, James took on the role of the St. Ives Military Command's Senior Colonel after the 3029 secession and formation of the St. Ives Compact. He personally led loyalist forces into battle against Confederation uprisings in his *Rifleman* and oversaw the reorganization of the Cavalry into the St. Ives Military Command, working with AFFC advisors to pattern the new force after their model. Constant border raids kept him busy responding to CCAF incursions, but he always maintained a positive attitude, joking that "everyone brings joy to the situation, some when they arrive, most when they leave." When he retired in 3054, James handed off a unified, modern, and well-equipped fighting force to his successor, Caroline Seng.



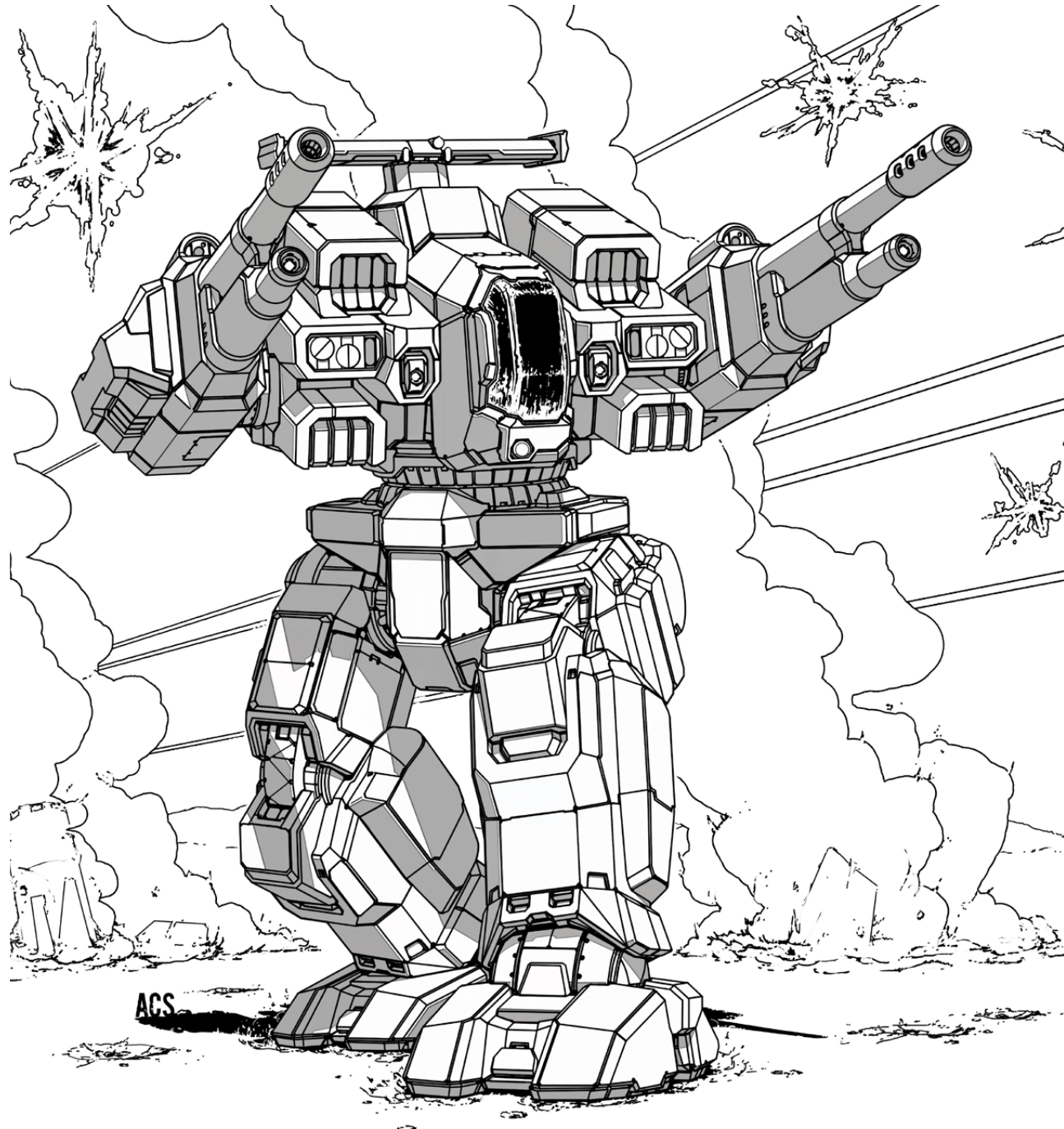
**Justin and Grayson Hare:** Identical twin brothers, Justin and Grayson Hare followed family tradition and joined ComStar in 3044. Trained as MechWarriors and issued matching SLDF-vintage *Rifleman* 'Mechs, they deployed to Tukayyid with the Seventy-eighth Division. In the Devil's Bath, the Hares guarded Precentor Felicity Lucha—personifying the Seventy-eighth's moniker of "Vigorous Defiance" as they maneuvered in tandem, fighting the Steel Vipers almost as though they shared one mind. They were transferred to separate units when the Seventy-eighth was disbanded, with Justin joining the 116th Division. Grayson grew bitter over the sacrifice of so many of his fellow Com Guards on Tukayyid while ComStar seemed content to leave the Clans in control of conquered worlds. He joined the Word of Blake and, accepted into the Manei Domini due to his severe injuries at Tukayyid, rose to the rank of Demi Precentor in the Fiftieth Shadow Division. Justin and Grayson met again in 3072 on Donegal, pitting Justin's *Rifleman* against Grayson's *Toyama* as the tides of battle flung them together. In their duel, the two again fought as though synchronized, and both fell simultaneously. Witnesses later claimed to have seen one brother weeping over the other's body, but could not say for certain which had been the victor.

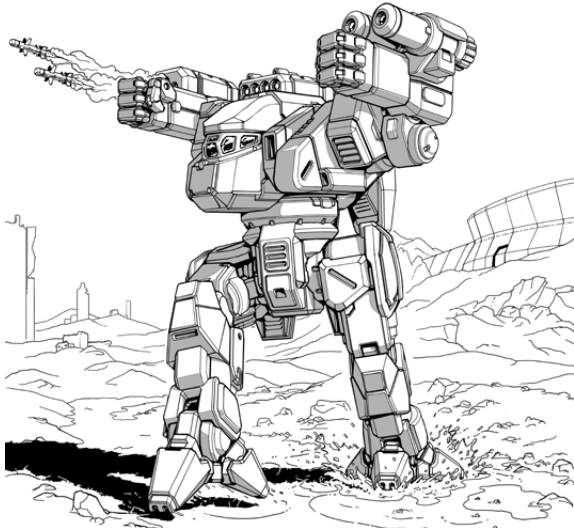


**MechWarrior Joseph DeMasi:** After being cashiered from Hansen's Roughriders for reasons that remain sealed, Joseph was sought out by Bannson Universal Unlimited's headhunters and recruited into Bannson's Raiders on a corporate security contract, bringing his privately-owned *Rifleman* with him. During the Raiders' assault on Irian in 3133, Joseph led the kill board (used by the notoriously competitive Scourge warriors to claim post-mission bonuses and corporate perks) during the clash with the Northwind Highlanders. When Colonel Meghann Tenclay asked for volunteers to stay behind to launch spoiling attacks, Joseph refused what he viewed as a suicide mission, noting that "the political map may change, but the job of a mercenary remains the same; fight and survive to collect your paycheck."

**Captain Trenton "Johns" Marik:** As the nephew of Marik-Stewart Commonwealth Captain-General Anson Marik, Trenton never expected to be a MechWarrior. He viewed his matriculation to the Allison MechWarrior Academy on New Olympia in 3136 as merely fulfilling a House Marik tradition, and he expected to serve a short stint in the Army of the Marik-Stewart Commonwealth before embarking on his true career path. Anson gave Trenton a -7N2 *Rifleman* as an enrollment gift, in the hopes he might change his mind, but Trenton refused to pilot it, instead favoring the school's training 'Mechs. The Clan Wolf assault on New Olympia in 3139 ultimately forced Trenton to use his late uncle's gift to defend himself and his fellow students.

**MechWarrior Stephen Strangways:** Stephen earned a place in Wolf's Dragoons Gamma Regiment and proved himself in combat against the Jade Falcons on Deia. Demonstrating a high level of adaptability when fighting the Clan warriors, Stephen was a firm believer that no plan survives contact with the enemy. Under contract to the Draconis Combine, Stephen distinguished himself during the battle for Glenmora, using his *Rifleman* to swat entire flights of militia VTOLs out of the skies even as the Dragoons themselves were out-fought by the Second Robinson Rangers. One of the first Dragoons to make landfall on New Avalon, Stephen was disappointed to mostly be held in reserve, and jumped at the chance to engage the Rangers once again. During Gamma's running battle through the Wilson Forest Preserve, Stephen was credited with killing Rangers CO Colonel Martin Givens.





**Mass:** 20 tons  
**Speed:** 108 kph cruising, 216 kph max with MASC  
**Jump Capacity:** None  
**Payload:** 6.5 tons of pod space  
**Manufacturer:** Dominion Facility Kappa-5 (Thule)  
**Featured in TRO:** 3050 Upgrade / Clan Invasion

True to their totem's nature, the Bears of the Rasalhague Dominion are slow to change. While other Clans have created multiple new light OmniMechs for their *toumans*, the forces of the Dominion continue to use the *Fire Moth*, which first entered service when Elementals were new. Khan Aletha Kabrinski's preference of the *Fire Moth* as her personal ride ensured it would remain popular among the Ghost Bears for decades to come.

## CAPABILITIES

Centuries of constant production, trade, and salvage have ensured all Clans have access to the *Fire Moth*. Most Clans simply use it as a transport for Elementals, a fast scout, or a training 'Mech. The Hell's Horses and Ghost Bears regularly deploy it in combat roles, using its speed as compensation for its lack of armor. Hell's Horses *Fire Moths* have even been seen transporting ProtoMechs into combat.

## BATTLE HISTORY

A trio of Rasalhague Dominion *Fire Moths* were the lone highlight during the loss of New Oslo to the Hell's Horses. They had been assigned to newly graduated MechWarriors, whose choice of the I configuration was inspired by Khan Aletha Kabrinski's preferred setup. Two *Fire Moths* were equipped with smoke rounds for their LRM racks and the battlefield quickly became cluttered with clusters of smoke slowing down the Hell's Horses assault. The Horses' conventional infantry would have ended the battle much sooner had the third *Fire Moth* not been equipped with fragmentation rounds.

Other new configurations attained considerable infamy when the Dominion's 357th Assault Cluster captured Dyev. The planetary militia refused to surrender, but the conventional formations did not last long in the face of properly-equipped OmniMechs. A lone *Fire Moth P* slaughtered eighty percent of the deployed infantry, while a pair of *Fire Moth Js* roasted triple their number of militia vehicles with their plasma cannons.

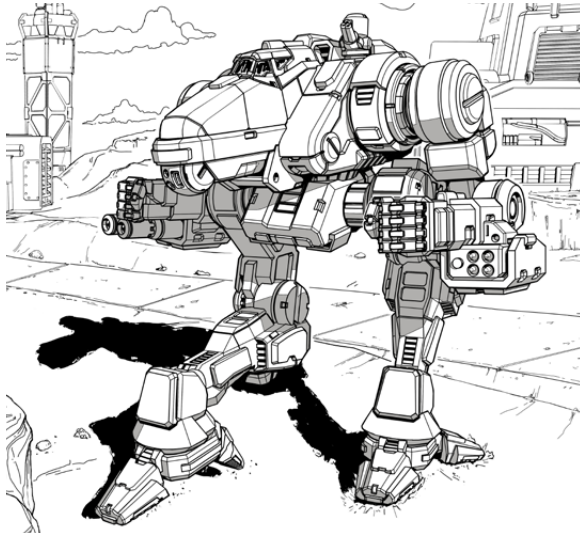
## NOTABLE 'MECHS AND MECHWARRIORS

**Sibko Cadet David:** Like many young MechWarriors in the Wolf Empire's Zeta Galaxy, David of the Bloodhouse Foster was still in a *sibko* at the time of Clan Wolf's departure from its Occupation Zone. These oldest *sibko* cadets were formed into units and told their performance in the Clan's invasion of Prefecture VII would be their Trial of Position. Many cadets excelled and were welcomed into the warrior caste. The ones who saw their 'Mechs crippled or destroyed in combat without claiming a kill were relegated to the other castes, having failed their Trials of Position.

David is a unique case. While he did not shy away from combat, during his time in a combat unit David did not record a single kill, but neither was his *Fire Moth* crippled or destroyed. With no resolution to his Trial of Position, David is stuck in limbo, undefeated but without any kills to earn him the title of MechWarrior. Nicknamed *Wet Nose*, David and his bright-blue *Fire Moth* have remained attached to Zeta Galaxy until his Trial of Position can be finalized.

Weapons and Ammo	Location	Critical	Tonnage
<i>Weapons Configuration T</i>			
SRM 6	RA	1	1.5
Ammo (SRM) 15	RA	1	1
Streak SRM 4 (I-OS)	RT	1	1.5
Supercharger	LT	1	.5
2 Imp. Heavy Medium Lasers	LA	4	2
Battle Value: 1,305		Role: Striker	
<i>Alternate Configuration G</i>			
2 Imp. Heavy Medium Lasers	RA	4	2
Targeting Computer	RT	1	1
Coolant Pod	RT	1	1
Supercharger	LT	1	.5
2 Imp. Heavy Medium Lasers	LA	4	2
Battle Value: 2,041		Role: Striker	
<i>Alternate Configuration I</i>			
Imp. Heavy Small Laser	RA	1	.5
LRM 5	RT	1	1
Ammo (LRM) 24	RT	1	1
ER Large Laser	LA	1	4
Battle Value: 1,260		Role: Sniper	
<i>Alternate Configuration J</i>			
Plasma Cannon	RA	1	3
Ammo (Plasma) 10	RA	1	1
ER Small Pulse Laser	LA	1	1.5
2 ER Small Lasers	LA	2	1
Battle Value: 1,140		Role: Striker	
<i>Alternate Configuration M</i>			
LRM 15	RA	2	3.5
Ammo (LRM) 8	RA	1	1
4 ER Small Laser	LA	4	2
Battle Value: 1,200		Role: Striker	
<i>Alternate Configuration P</i>			
6 Micro Pulse Lasers	RA	6	3
Supercharger	LT	1	.5
6 Micro Pulse Lasers	LA	6	3
Battle Value: 841		Role: Scout	
<i>Alternate Configuration R—Mixed</i>			
Medium Laser (IS)	RA	1	1
ER Small Laser	RA	1	.5
Imp. Heavy Medium Laser	RT	2	1
M-Pod (IS)	RL	1	1
C3 Slave (IS)	LT	1	1
ECM Suite	LT	1	1
Imp. Heavy Medium Laser	LA	1	1
Battle Value: 1,161		Role: Scout	

# VIPER (DRAGONFLY)



**Mass:** 40 tons  
**Speed:** 86 kph cruising, 129 kph max  
**Jump Capacity:** 240 meters  
**Payload:** 8.5 tons of pod space  
**Manufacturer:** Dominion Facility Kappa-5 (Thule)  
**Featured in TRO:** 3050 Upgrade / Clan Invasion

The *Viper* had a rocky start to Clan service when its creators, the Fire Mandrills, failed to resolve problems with its OmniPod mechanisms and traded the design to the Ghost Bears. When the Bears deployed it during Operation Revival, Inner Sphere analysts cited its overuse and misuse as one cause for the Clan's initial weak performance. Nevertheless, continued deployment in the Inner Sphere proved that the *Viper's* problems were connected to its unsuitability for combat trials. Free-flowing combat against the Draconis Combine and Word of Blake would eventually allow the *Viper's* virtues to shine, resulting in a passionate group of warriors who swear by the 'Mech.

## CAPABILITIES

With monotonous regularity, every review of the *Viper* notes its good protection, excellent mobility, and always its relative lack of firepower. In the stand-up duels of the Homeworlds, this meant that the *Viper* was unable to go toe-to-toe against its peers. In the more indirect combat of the Inner Sphere, these attributes translate

into combat persistence and reaction time. The *Viper* is perhaps the premier scout and screening 'Mech in the Inner Sphere and has gained a reputation for wearing down much larger foes.

## BATTLE HISTORY

When the Eighth Falcon Velites invested the Gunzburg Eagles in Thun's spaceport in 3137, the Eagles relied on their air superiority to strangle the Eighth. Rebuilt as a Mongol unit, the Falcons' numerical advantage allowed them to maintain constant pressure on the Eagles. While heavier Dominion 'Mechs held the perimeter, Charlie Striker Star, consisting entirely of *Vipers*, provided the mobile reserve. On just the first night of the engagement, Charlie delivered Elementals to the eastern flank, swung south to envelope a vehicle raid, then picked up the Elementals and took them back to the west. On the third night, when the Eighth's artillery managed to damage the local runways, Charlie was sent on a head-hunting mission to silence it. Feinting towards the Falcon DropShips, Charlie was fast enough to double back, leaving the Falcon 'Mechs out of position to stop them from tearing through the artillery park. On the sixth day, the Eagles' bombers were able to disable the Eighth's DropShips. Now operating under friendly skies, the three remaining *Vipers* spent the rest of the week smashing Falcon supply bases until the Mongols requested *hegira*.

## NOTABLE 'MECHS AND MECHWARRIORS

**MechWarrior Ryan:** Born into a family with deep Mimir connections, Ryan Bruntzieg was "invited" into the Rasalhague Dominion Watch as a signals analyst. Unfortunately, the ISF identified him as the pilot of a *Viper* serving with the First Rasalhague Bears, and quietly informed several other agencies. As well as raising Ryan's profile more than he would have liked, the ISF reported his *Viper* as fitted with a custom active probe and additional data storage and decryption equipment. Why a front-line unit like the First has a dedicated data collection 'Mech is a mystery, though it has its uses for policing internal threats like Motstånd and the Freeminders.

Weapons and Ammo	Location	Critical	Tonnage
<i>Weapons Configuration T</i>			
2 ER Medium Lasers	RA	2	2
2 ER Micro Lasers	RT	2	.5
Targeting Computer	RT	1	1
Light Active Probe	CT	1	.5
Anti-Missile System	LT	1	.5
Ammo (AMS) 24	LT	1	1
Streak SRM 4	LA	1	2
Ammo (Streak) 25	LA	1	1
Battle Value: 1,704	Role: Scout		
<i>Alternate Configuration J</i>			
2 ER Micro Lasers	RA	2	.5
2 ER Micro Lasers	RT	2	.5
Ammo (ATM) 60	LT	3	3
3 ATM 3	LA	6	4.5
Battle Value: 1,259	Role: Striker		
<i>Alternate Configuration K</i>			
2 ER Medium Lasers	RA	2	2
TAG	RT	1	1
Active Probe	RT	1	1
Angel ECM Suite	LT	2	2
3 AP Gauss Rifles	LA	3	1.5
Ammo (AP Gauss) 40	LA	1	1
Battle Value: 1,545	Role: Scout		
<i>Alternate Configuration L</i>			
Streak LRM 5	RA	1	2
2 ER Micro Lasers	RT	2	.5
Streak LRM 5	LT	1	2
Ammo (Streak) 48	LT	2	2
Streak LRM 5	LA	1	2
Battle Value: 1,417	Role: Sniper		
<i>Alternate Configuration M</i>			
ER Medium Laser	RA	1	1
Medium Pulse Laser	RA	1	2
Micro Pulse Laser	RT	1	.5
Targeting Computer	LT	2	2
ER Medium Laser	LA	1	1
Medium Pulse Laser	LA	1	2
Battle Value: 2,054	Role: Striker		
<i>Alternate Configuration R—Mixed</i>			
2 ER Medium Lasers	RA	2	2
Light TAG	RT	1	.5
Bloodhound Active Probe (IS)	LT	3	2
Narc Missile Beacon	LA	1	2
Ammo (Narc) 12	LA	2	2
Battle Value: 1,335	Role: Scout		

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Fire Moth (Dasher) T

Movement Points:

Walking: 10

Running: 15 [25]

Jumping: 0

Tonnage: 20

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 [DE,X]	-	3	6	9
1	SRM 6	RA	4	2/Msl [M,C,S]	-	3	6	9
1	Streak SRM 4 (I-OS)	RT	3	2/Msl [M,C]	-	4	8	12

Ammo: [SRM 6] 15

BV: 1,305

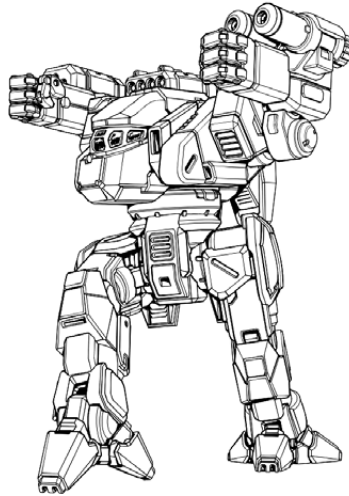


### WARRIOR DATA

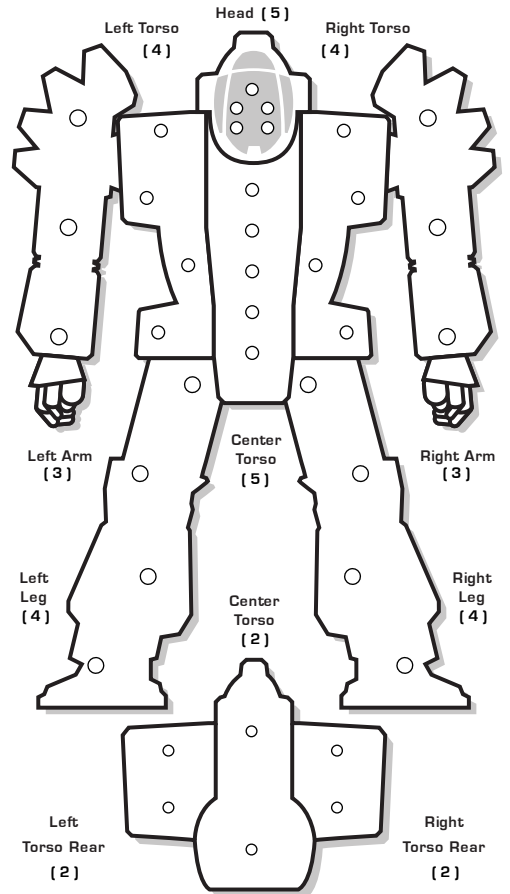
Name: \_\_\_\_\_

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

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Supercharger
- Endo Steel

1-3

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

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

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

4-6

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

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 6
- Ammo [SRM 6] 15

1-3

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

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Streak SRM 4 (I-OS)
- Endo Steel

1-3

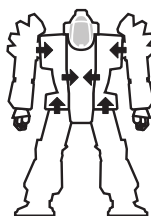
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

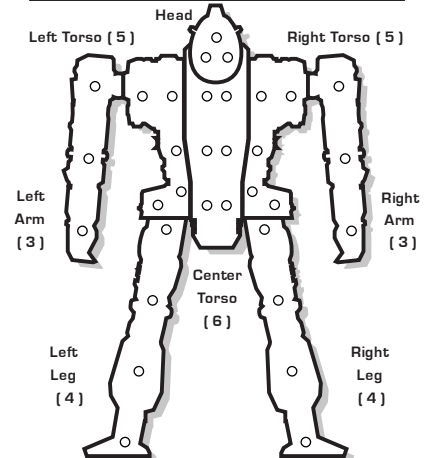
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
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: Fire Moth (Dasher) G

Movement Points: **Tonnage:** 20  
 Walking: 10 **Tech Base:** Clan  
 Running: 15 [25] **Rules Level:** Standard  
 Jumping: 0 **Role:** Striker

### Weapons & Equipment Inventory

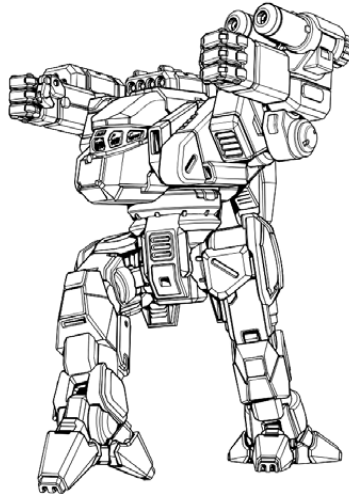
Qty	Type	Loc	Ht	Dmg	(hexes)			
					Min	Sht	Med	Lng
2	Imp. Heavy Medium Laser	LA	7	10 [DE,X]	-	3	6	9
2	Imp. Heavy Medium Laser	RA	7	10 [DE,X]	-	3	6	9
1	Targeting Computer	RT	-	[E]	-	-	-	-

### WARRIOR DATA

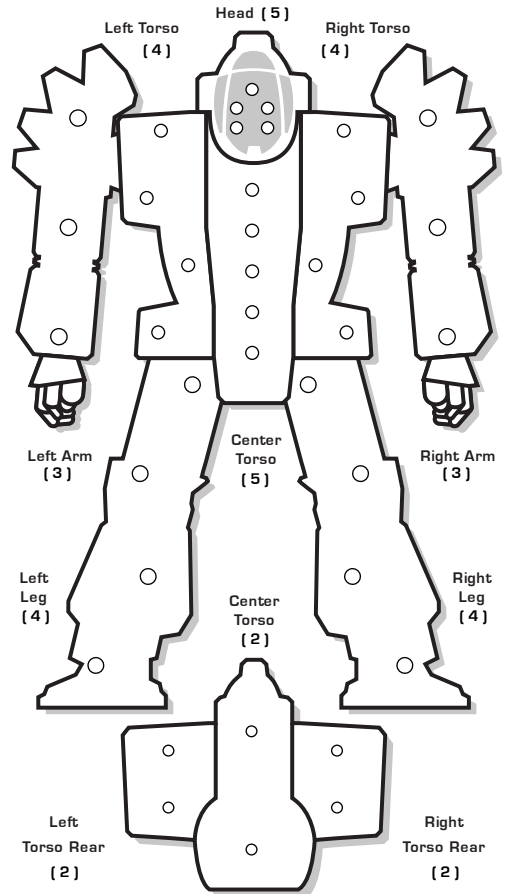
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



BV: 2,041



### CRITICAL TABLE

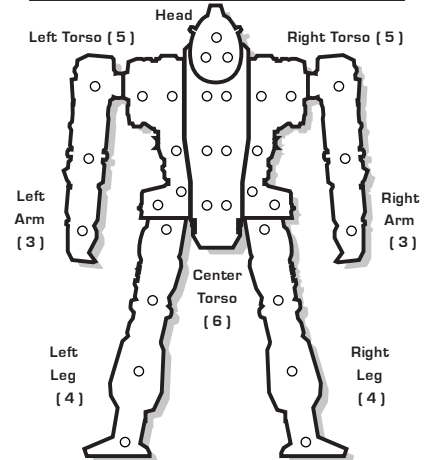
- |   |   |  |  |   |  |   |  |
|---|---|--|--|---|--|---|--|
| <p><b>Left Arm (CASE)</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>Imp. Heavy Medium Laser</li> <li>Imp. Heavy Medium Laser</li> </ol> <p><b>1-3</b></p> | <p><b>Head</b></p> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Ferro-Fibrous</li> <li>Sensors</li> <li>Life Support</li> </ol> | <p><b>Right Arm (CASE)</b></p> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>Imp. Heavy Medium Laser</li> <li>Imp. Heavy Medium Laser</li> </ol> <p><b>1-3</b></p> | <p><b>Center Torso</b></p> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>Endo Steel</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> | <p><b>Left Torso</b></p> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Supercharger</li> <li>Endo Steel</li> </ol> <p><b>1-3</b></p> | <p><b>Right Torso (CASE)</b></p> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Targeting Computer</li> <li>Coolant Pad</li> </ol> <p><b>1-3</b></p> | <p><b>Left Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Endo Steel</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> | <p><b>Right Leg</b></p> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Endo Steel</li> <li>Roll Again</li> </ol> <p><b>4-6</b></p> |
|---|---|--|--|---|--|---|--|

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
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: Fire Moth (Dasher) I

Movement Points:

Walking: 10

Running: 15 [20]

Jumping: 0

Tonnage: 20

Tech Base: Clan

Rules Level: Standard

Role: Sniper

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	Imp. Heavy Small Laser	RA	3	6 [D.E.X.]	—	1	2	3
1	LRM-5	RT	2	1/Msl [M,C,S]	—	7	14	21

Ammo: [LRM 5] 24

BV: 1,260

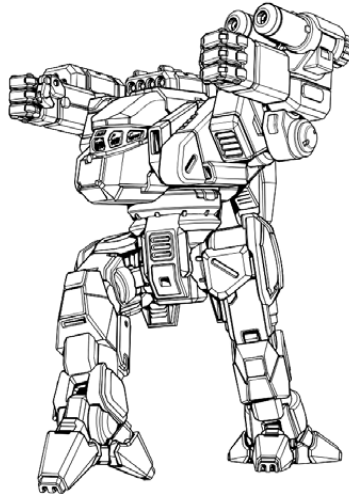


### WARRIOR DATA

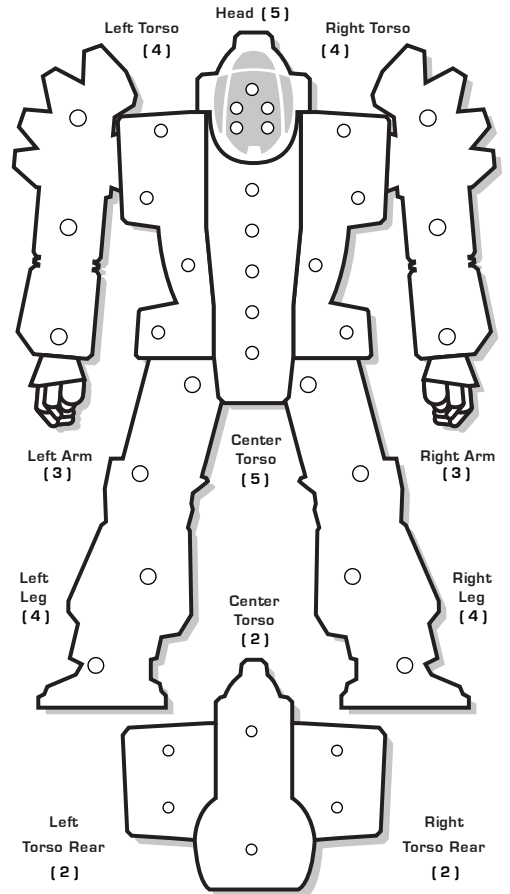
Name: \_\_\_\_\_

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 Large Laser
- Endo Steel

1-3

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

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Ferro-Fibrous

1-3

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

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

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

4-6

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

#### Right Arm (CASE)

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

1-3

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

4-6

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- LRM 5
- Ammo [LRM 5] 24

1-3

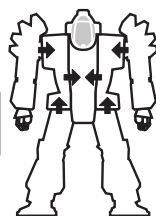
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

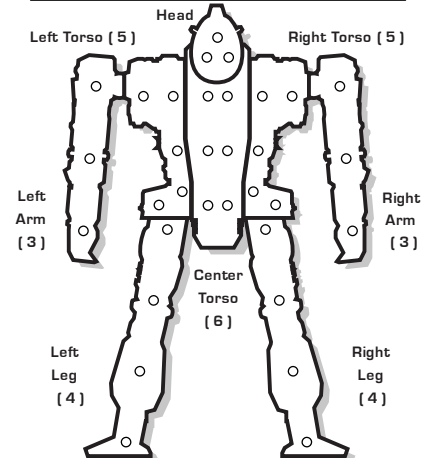
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
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: Fire Moth (Dasher) J

Movement Points: **Tonnage:** 20  
 Walking: 10 **Tech Base:** Clan  
 Running: 15 [20] **Rules Level:** Standard  
 Jumping: 0 **Role:** Striker

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)			
					Min	Sht	Med	Lng
1	ER Small Pulse Laser	LA	3	5 [P,A]	—	2	4	6
2	ER Small Laser	LA	2	5 [DE]	—	2	4	6
1	Plasma Cannon	RA	7	[DE,H,A]	—	6	12	18

Ammo: (Plasma Cannon) 10

BV: 1,140

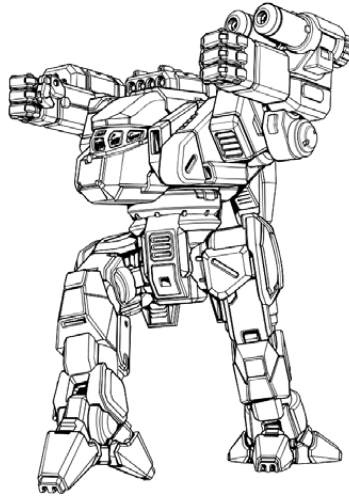


### WARRIOR DATA

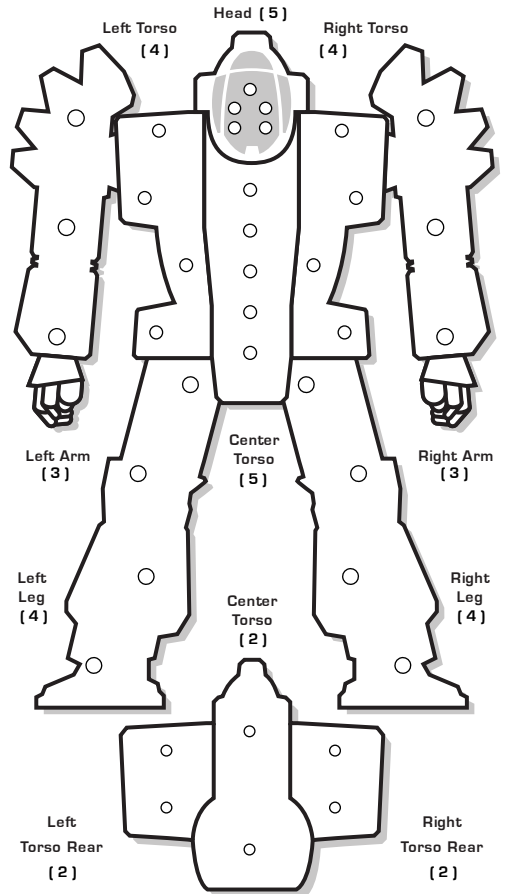
Name: \_\_\_\_\_

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

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



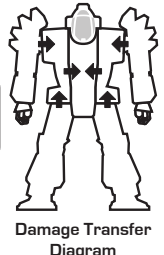
### ARMOR DIAGRAM



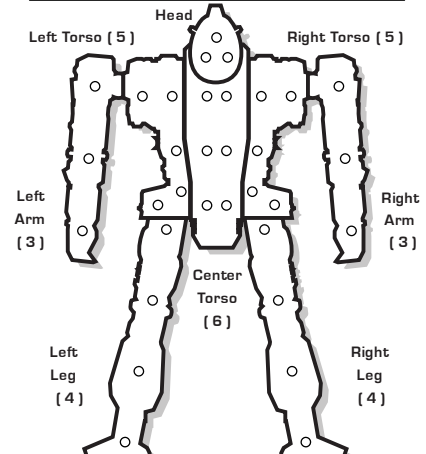
### CRITICAL TABLE

Location	1-3	4-6
<b>Left Arm</b>	<ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>ER Small Pulse Laser</li> <li>ER Small Laser</li> </ol>	<ol style="list-style-type: none"> <li>ER Small Laser</li> <li>Endo Steel</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>
<b>Right Arm</b>	<ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>Plasma Cannon</li> <li>Ammo (Plasma Cannon) 10</li> </ol>	<ol style="list-style-type: none"> <li>Endo Steel</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>
<b>Left Torso</b>	<ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Endo Steel</li> <li>Ferro-Fibrous</li> </ol>	<ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>
<b>Right Torso</b>	<ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>Endo Steel</li> <li>Ferro-Fibrous</li> </ol>	<ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol>
<b>Left Leg</b>	<ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Endo Steel</li> <li>Roll Again</li> </ol>	
<b>Right Leg</b>	<ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Endo Steel</li> <li>Roll Again</li> </ol>	
<b>Center Torso</b>	<ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Ferro-Fibrous</li> <li>Sensors</li> <li>Life Support</li> </ol>	<ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol>

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



### INTERNAL STRUCTURE DIAGRAM



### Heat Scale

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

### HEAT DATA

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

Movement Points: **Tonnage:** 20  
 Walking: 10 **Tech Base:** Clan  
 Running: 15 [20] **Rules Level:** Standard  
 Jumping: 0 **Role:** Striker

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	ER Small Laser	LA	2	5 [DE]	-	2	4	6
1	LRM 15	RA	5	1/Msl [M,C,S]	-	7	14	21

(hexes)

Ammo: (LRM 15) 8

BV: 1,200

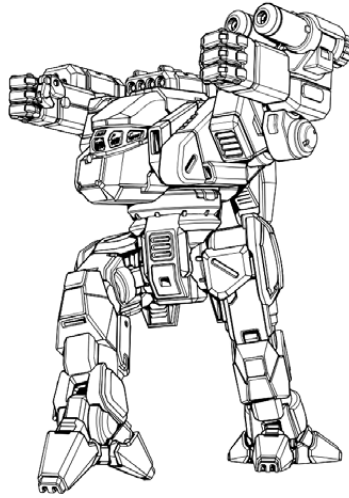


### WARRIOR DATA

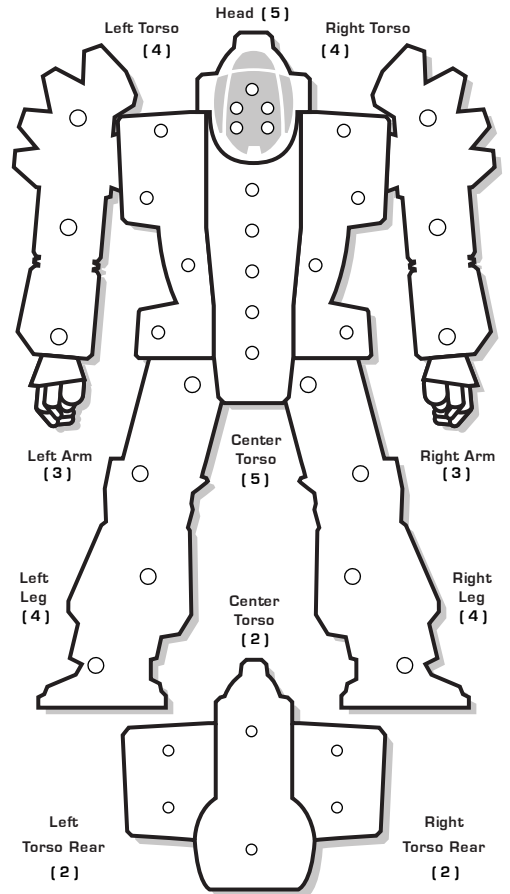
Name: \_\_\_\_\_

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

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



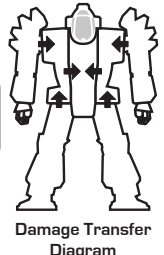
### ARMOR DIAGRAM



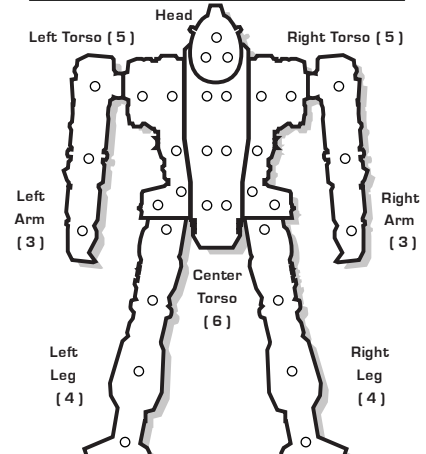
### CRITICAL TABLE

Part	1-3	4-6
<b>Left Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. ER Small Laser 6. ER Small Laser	1. ER Small Laser 2. ER Small Laser 3. Endo Steel 4. Ferro-Fibrous 5. Roll Again 6. Roll Again
<b>Right Arm (CASE)</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. [LRM 15] 6. [LRM 15]	1. Ammo (LRM 15) 8 2. Endo Steel 3. Ferro-Fibrous 4. Roll Again 5. Roll Again 6. Roll Again
<b>Center Torso</b>	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. Gyro 2. XL Fusion Engine 3. XL Fusion Engine 4. XL Fusion Engine 5. MASC 6. Endo Steel
<b>Left Torso</b>	1. XL Fusion Engine 2. XL Fusion Engine 3. [Double Heat Sink] 4. [Double Heat Sink] 5. Endo Steel 6. Ferro-Fibrous	1. Ferro-Fibrous 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
<b>Right Torso</b>	1. XL Fusion Engine 2. XL Fusion Engine 3. [Double Heat Sink] 4. [Double Heat Sink] 5. Endo Steel 6. Ferro-Fibrous	1. Ferro-Fibrous 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
<b>Left Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Roll Again	
<b>Right Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Roll Again	

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



### INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

### HEAT DATA

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

Movement Points: **Tonnage:** 20  
 Walking: 10 **Tech Base:** Clan  
 Running: 15 [25] **Rules Level:** Standard  
 Jumping: 0 **Role:** Striker

### Weapons & Equipment Inventory

(hexes)

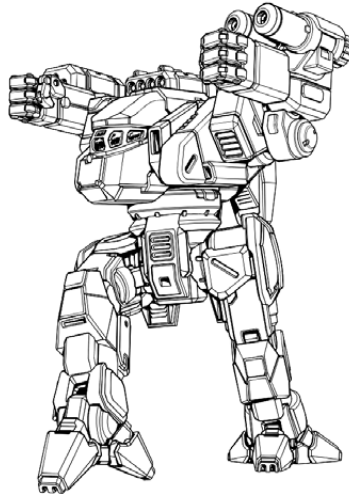
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
6	Micro Pulse Laser	LA	1	3 [P,A]	—	1	2	3
6	Micro Pulse Laser	RA	1	3 [P,A]	—	1	2	3

### WARRIOR DATA

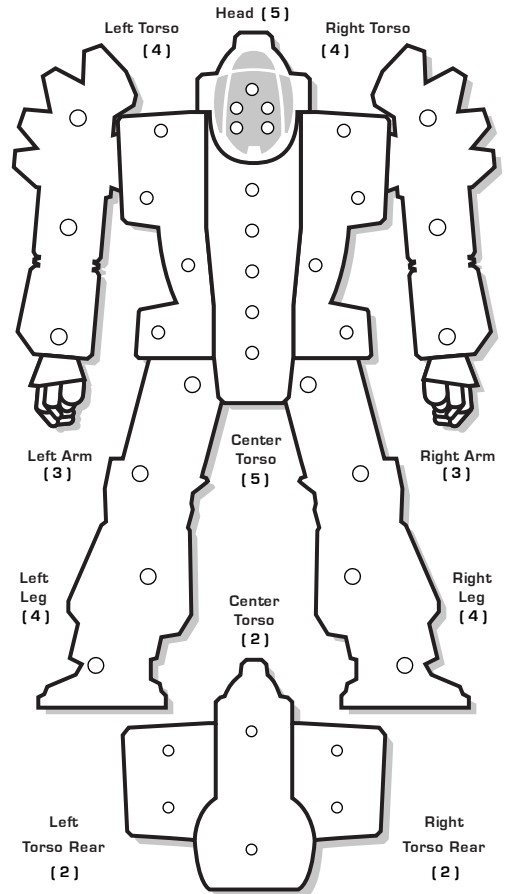
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



BV: 841



### CRITICAL TABLE

#### Left Arm

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

1-3

- Micro Pulse Laser
- Micro Pulse Laser
- Micro Pulse Laser
- Micro Pulse Laser
- Endo Steel
- Ferro-Fibrous

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Supercharger
- Endo Steel

1-3

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

4-6

#### Left Leg

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

#### Head

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

#### Center Torso

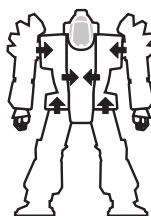
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

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

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



Damage Transfer Diagram

#### Right Arm

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

1-3

- Micro Pulse Laser
- Micro Pulse Laser
- Micro Pulse Laser
- Micro Pulse Laser
- Endo Steel
- Ferro-Fibrous

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Ferro-Fibrous

1-3

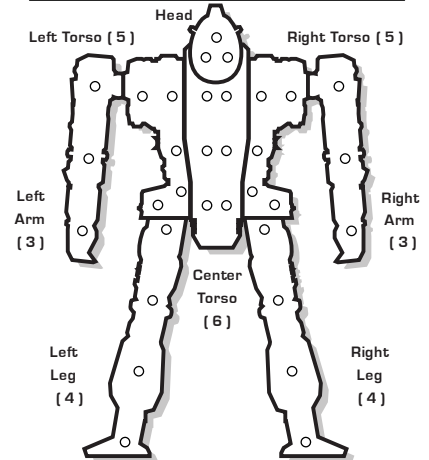
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
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: Fire Moth (Dasher) R

Movement Points:

Walking: 10

Running: 15 [20]

Jumping: 0

Tonnage: 20

Tech Base: Mixed

Rules Level: Standard

Role: Scout

### Weapons & Equipment Inventory

(hexes)

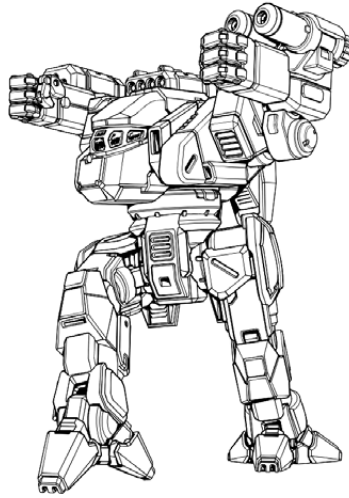
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	M-Pod	RL	—	15 [DB,X,OS]	—	1	2	3
1	Imp. Heavy Medium Laser	LA	7	10 [DE,X]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	ER Small Laser [Clan]	RA	2	5 [DE]	—	2	4	6
1	C3 Computer [Slave]	LT	—	[E]	—	—	—	—
1	ECM Suite [Clan]	LT	—	[E]	—	—	—	6
1	Imp. Heavy Medium Laser	RT	7	10 [DE,X]	—	3	6	9

### WARRIOR DATA

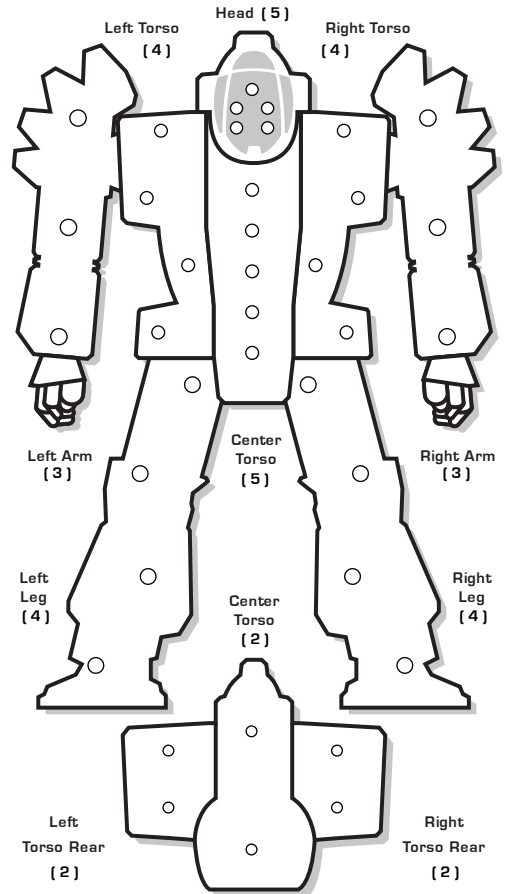
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



BV: 1,161



### CRITICAL TABLE

#### Left Arm (CASE)

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

1-3

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

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- C3 Slave [IS]
- ECM Suite [Clan]

1-3

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

4-6

#### Left Leg

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

4-6

#### Head

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

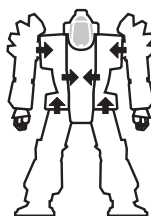
1-3

- #### Center Torso
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro

4-6

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

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



Damage Transfer Diagram

#### Right Arm

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

1-3

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

4-6

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Imp. Heavy Medium Laser
- Imp. Heavy Medium Laser

1-3

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

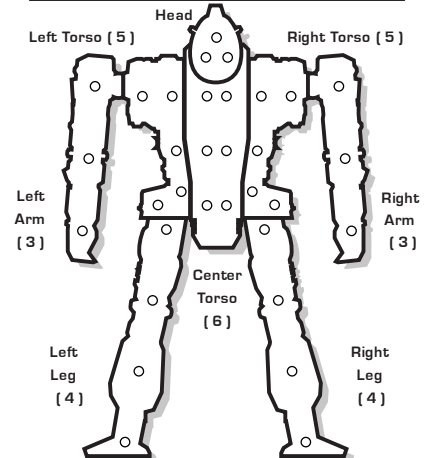
4-6

#### Right Leg (CASE)

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- M-Pod [IS]
- Endo Steel

4-6

### 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: Howler (Baboon)

Movement Points:

Walking: 7

Running: 11

Jumping: 0

Tonnage: 20

Tech Base: Clan

Rules Level: Standard

Role: Missile Boat

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	LRM 5	RT	2	1/Msl [M,C,S]	-	7	14	21

Ammo: [LRM 5] 72

BV: 645

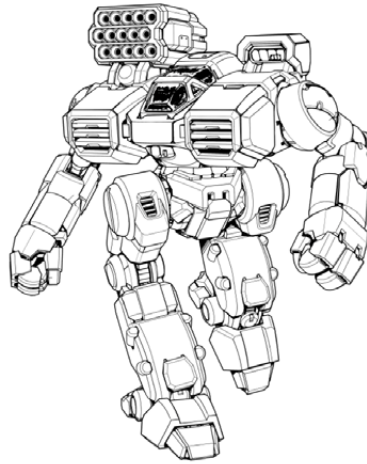


### WARRIOR DATA

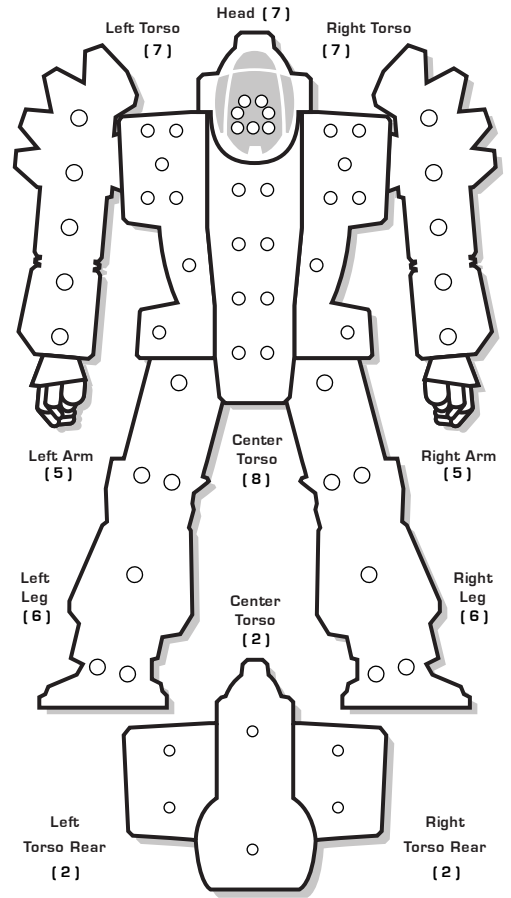
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



### CRITICAL 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
- Double Heat Sink
- Double Heat Sink
- Roll Again
- Roll Again

4-6

#### Left Torso

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

1-3

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

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Endo Steel
- Ferro-Fibrous

#### 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 (CASE)

- LRM 5
- LRM 5
- LRM 5
- Ammo [LRM 5] 24
- Ammo [LRM 5] 24
- Ammo [LRM 5] 24

1-3

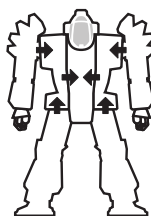
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Leg

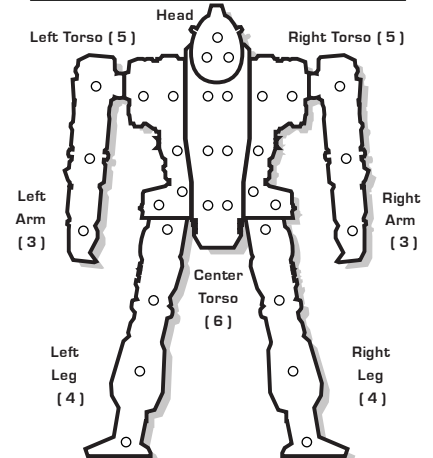
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### 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: 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™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Howler [Baboon] 4

Movement Points:

Walking: 7

Running: 11

Jumping: 7

Tonnage: 20

Tech Base: Clan

Rules Level: Standard

Role: Scout

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	RT	2	1/Msl [M,C,S]	-	7	14	21

Ammo: [LRM 5] 24

BV: 506

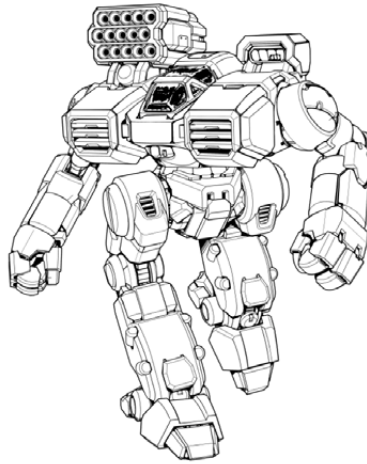


### WARRIOR DATA

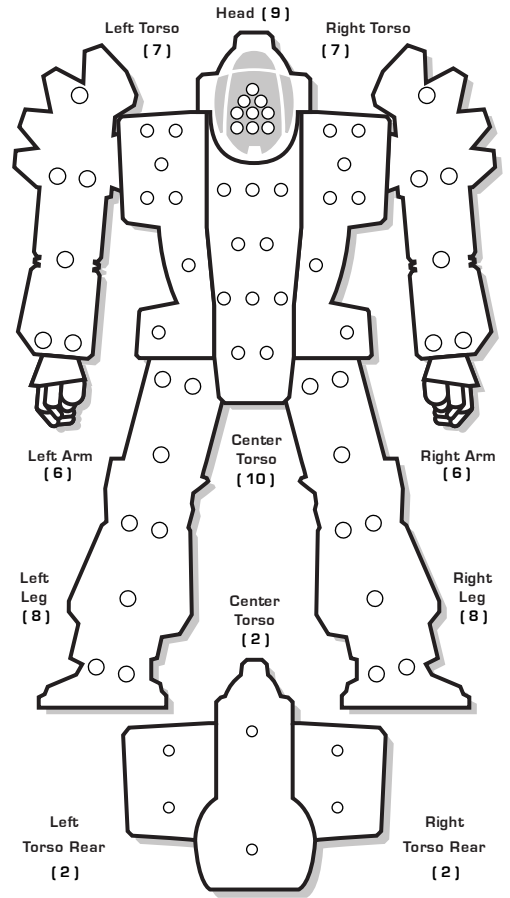
Name: \_\_\_\_\_

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
- [Double Heat Sink
- [Double Heat Sink
- Roll Again
- Roll Again

4-6

#### Left Torso

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

1-3

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

4-6

#### Left Leg

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

#### Head

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

#### Center Torso

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

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Ferro-Fibrous

4-6

#### 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 (CASE)

- Jump Jet
- Jump Jet
- Jump Jet
- LRM 5
- Ammo [LRM 5] 24
- Endo Steel

1-3

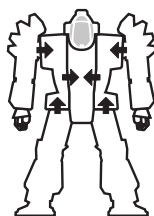
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

#### Right Leg

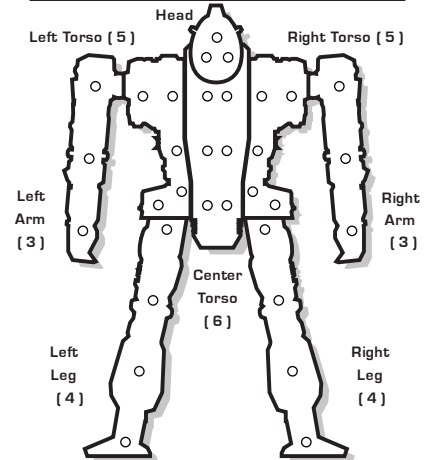
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- [Double Heat Sink
- [Double Heat Sink

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### 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: 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™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Howler (Baboon) 5

Movement Points:

Walking: 7

Running: 11

Jumping: 0

Tonnage: 20

Tech Base: Clan

Rules Level: Standard

Role: Striker

### Weapons & Equipment Inventory

(hexes)

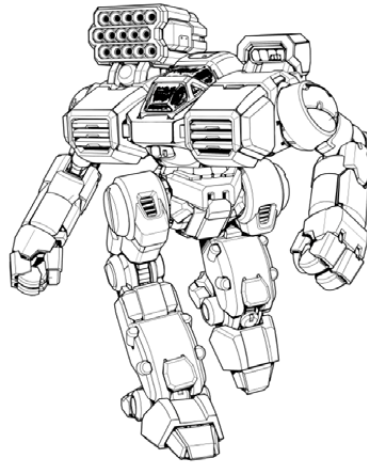
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	ER Medium Laser	LT	5	7 [DE]	-	5	10	15
3	ER Medium Laser	RT	5	7 [DE]	-	5	10	15

### WARRIOR DATA

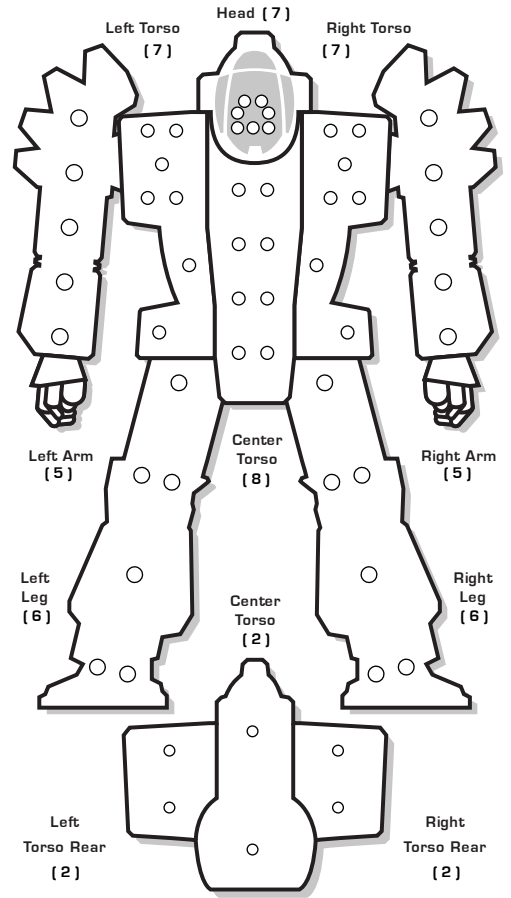
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



BV: 1,363



### 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
- [Double Heat Sink
- [Double Heat Sink
- Roll Again
- Roll Again

4-6

#### Left Torso

- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel

1-3

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

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Endo Steel
- Ferro-Fibrous

#### 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

- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel

1-3

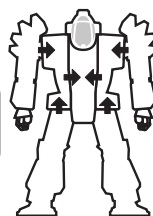
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

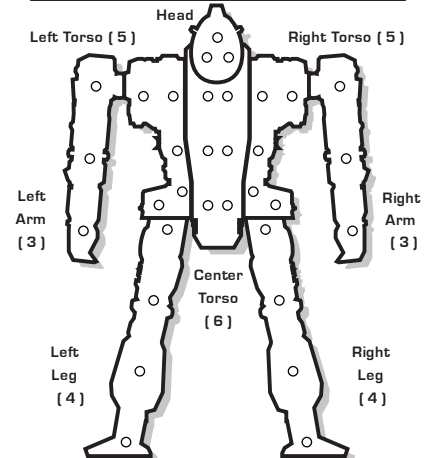
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- [Double Heat Sink
- [Double Heat Sink

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
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: Howler (Baboon) 6

Movement Points:

Walking: 7

Running: 11

Jumping: 0

Tonnage: 20

Tech Base: Clan

Rules Level: Advanced

Role: Striker

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	SRM 6 (T)	RT	4	2/Msl [M,C,S]	—	3	6	9
1	Shoulder Turret	RT	—	[E]	—	—	—	—

Ammo: [SRM 6] 30

BV: 550

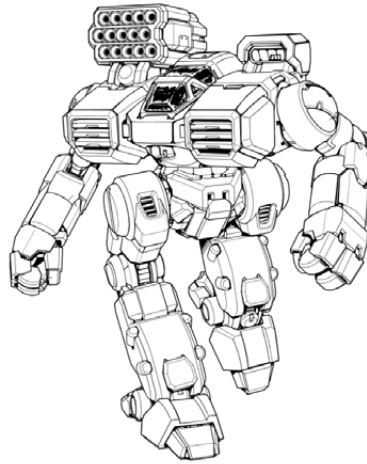


### WARRIOR DATA

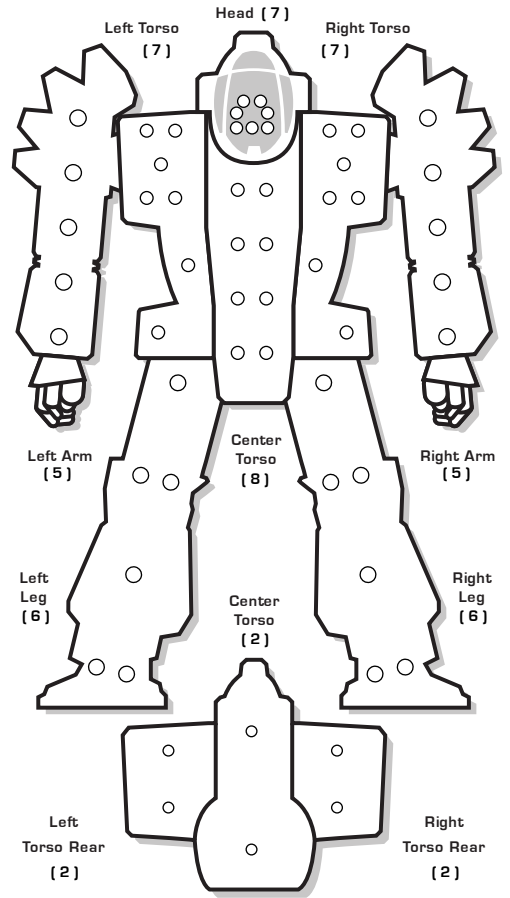
Name: \_\_\_\_\_

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
- [Double Heat Sink
- [Double Heat Sink
- Roll Again
- Roll Again

4-6

#### Left Torso

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

1-3

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

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Endo Steel
- Ferro-Fibrous

#### 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

- SRM 6 (T)
- SRM 6 (T)
- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- Shoulder Turret
- CASE II

1-3

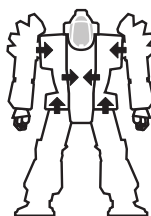
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Leg

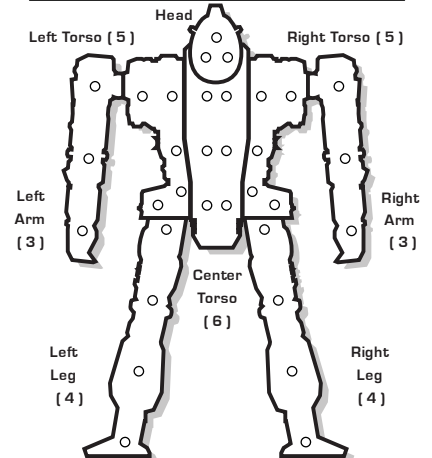
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- [Double Heat Sink
- [Double Heat Sink

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### 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: 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™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Devil

Movement Points:

Walking: 10

Running: 15

Jumping: 0

Tonnage: 30

Tech Base: Clan

Rules Level: Standard

Role: Sniper

### Weapons & Equipment Inventory

(hexes)

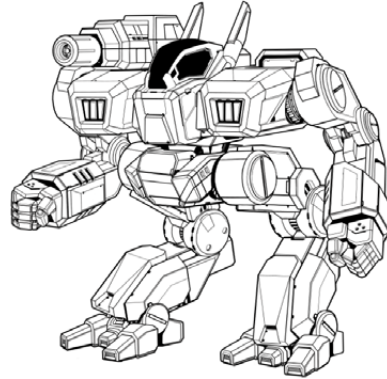
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	ER PPC	RT	15	15 [DE]	—	7	14	23

### WARRIOR DATA

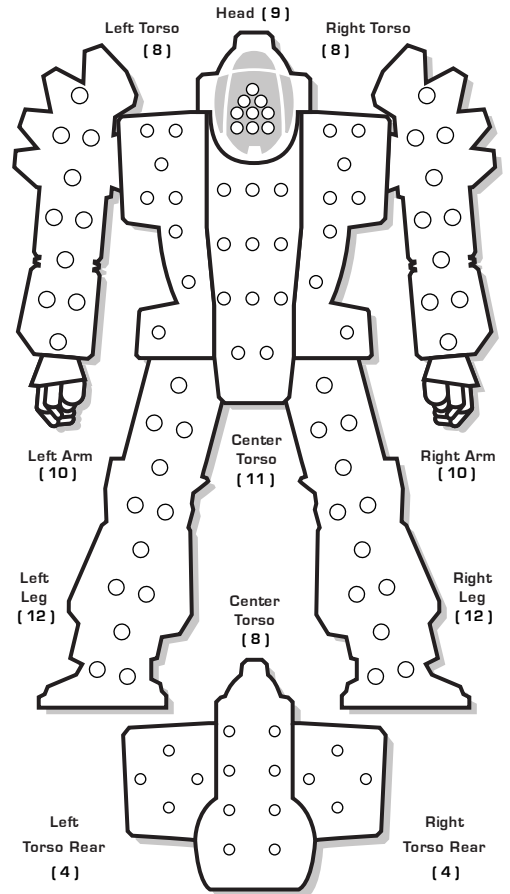
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



BV: 1,691



### 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

- XL Fusion Engine
- XL Fusion Engine
- Targeting Computer
- Targeting Computer
- Endo Steel
- Endo Steel

1-3

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

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

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

4-6

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 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

- XL Fusion Engine
- XL Fusion Engine
- ER PPC
- ER PPC
- Ferro-Fibrous
- Ferro-Fibrous

1-3

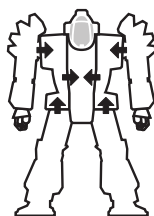
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

#### Right Leg

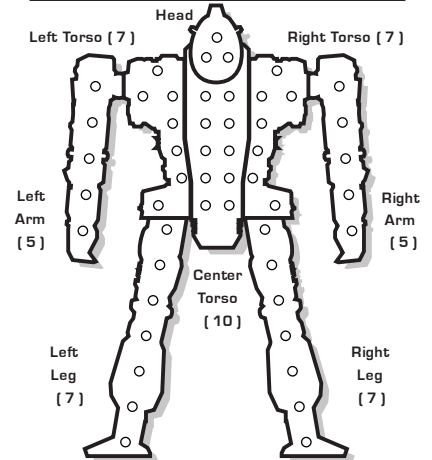
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### 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: 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: Viper (Dragonfly) T

Movement Points:

Walking: 8

Running: 12

Jumping: 8

Tonnage: 40

Tech Base: Clan

Rules Level: Standard

Role: Scout

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 4	LA	3	2/Msl [M,C]	—	4	8	12
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Anti-Missile System	LT	1	[PD]	—	1	—	—
2	ER Micro Laser	RT	1	2 [DE]	—	1	2	4
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Light Active Probe	CT	—	[E]	—	—	—	3

Ammo: [AMS] 24, [Streak SRM 4] 25

BV: 1,704

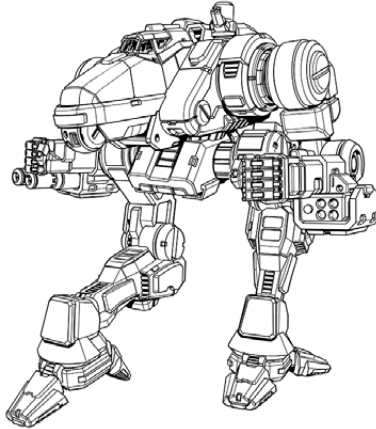


### WARRIOR DATA

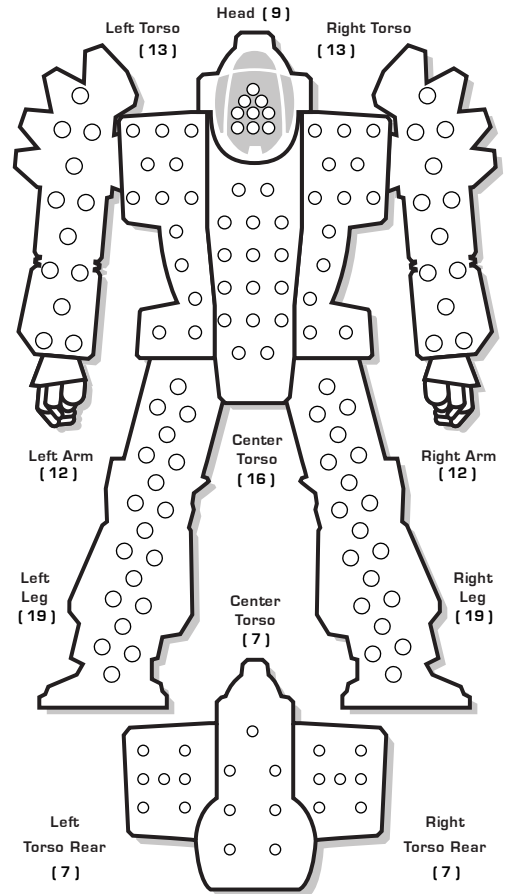
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



### CRITICAL TABLE

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Streak SRM 4
- Ammo (Streak SRM 4) 25

1-3

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

4-6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Anti-Missile System
- Ammo (AMS) 24

1-3

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

4-6

#### Left Leg

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

#### Head

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

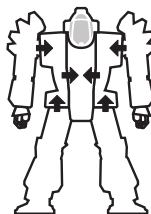
1-3

- #### Center Torso
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Light Active Probe
- Endo Steel

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



Damage Transfer Diagram

#### Right Arm

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

1-3

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

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- ER Micro Laser
- ER Micro Laser

1-3

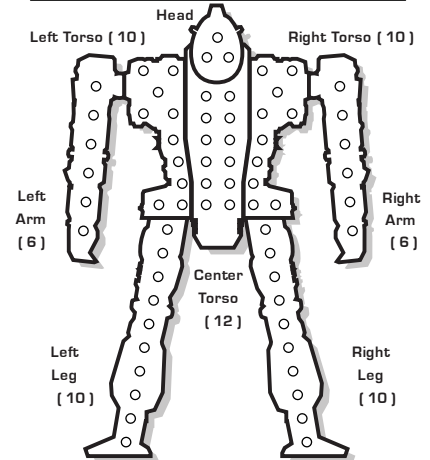
- Targeting Computer
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Roll Again

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

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
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: Viper (Dragonfly) J

Movement Points:

Walking: 8

Running: 12

Jumping: 8

Tonnage: 40

Tech Base: Clan

Rules Level: Standard

Role: Striker

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	ATM 3	LA	2	[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
2	ER Micro Laser	RA	1	2 [DE]	—	1	2	4
2	ER Micro Laser	RT	1	2 [DE]	—	1	2	4

Ammo: [ATM 3] 60

BV: 1,259

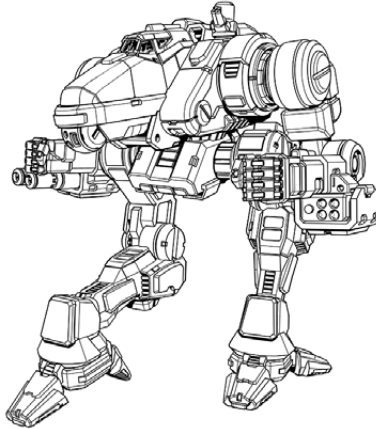


### WARRIOR DATA

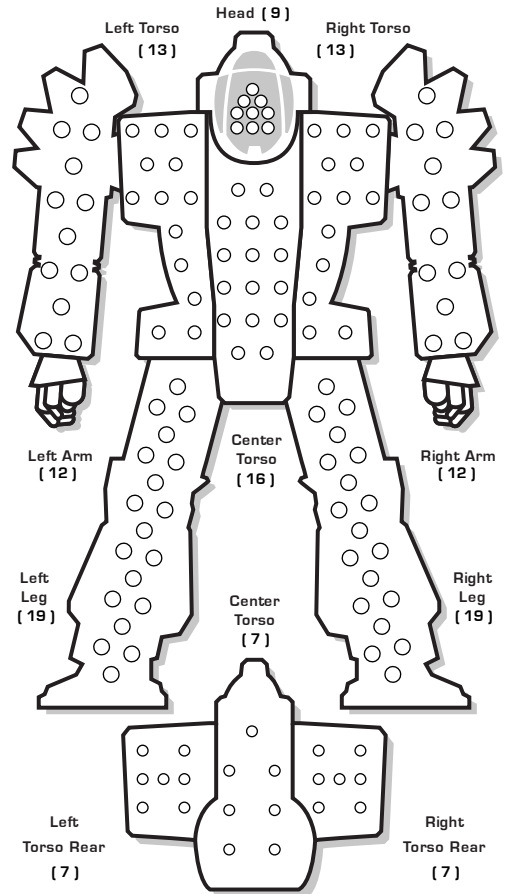
Name: \_\_\_\_\_

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
- [ATM 3]
- [ATM 3]

1-3

- [ATM 3]
- [ATM 3]
- [ATM 3]
- [ATM 3]

4-6

- Ferro-Fibrous
- Ferro-Fibrous

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Ammo [ATM 3] 20
- Ammo [ATM 3 ER] 20

1-3

- Ammo [ATM 3 HE] 20
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Roll Again

4-6

#### Left Leg

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

#### Head

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

#### Center Torso

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

1-3

4-6

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

#### Right Arm

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

1-3

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

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- ER Micro Laser
- ER Micro Laser

1-3

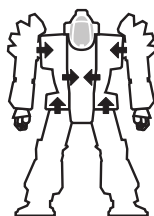
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Right Leg

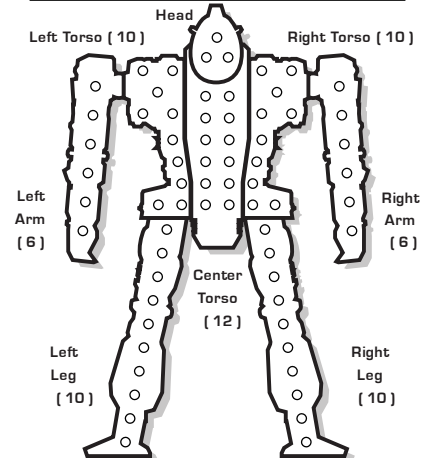
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Movement Points:

Walking: 8

Running: 12

Jumping: 8

Tonnage: 40

Tech Base: Clan

Rules Level: Standard

Role: Scout

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	AP Gauss Rifle	LA	1	3 [DB, AI, X]	—	3	6	9
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Angel ECM Suite	LT	—	[E]	—	—	—	6
1	TAG	RT	—	[E]	—	5	9	15
1	Active Probe	RT	—	[E]	—	—	—	5

Ammo: [AP Gauss] 40

BV: 1,545

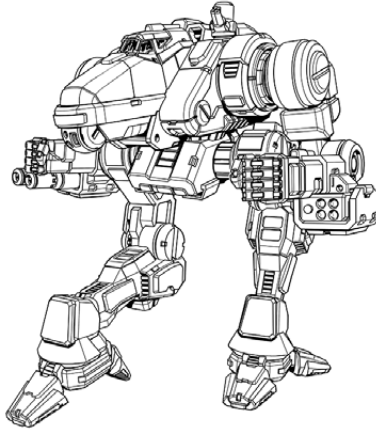


### WARRIOR DATA

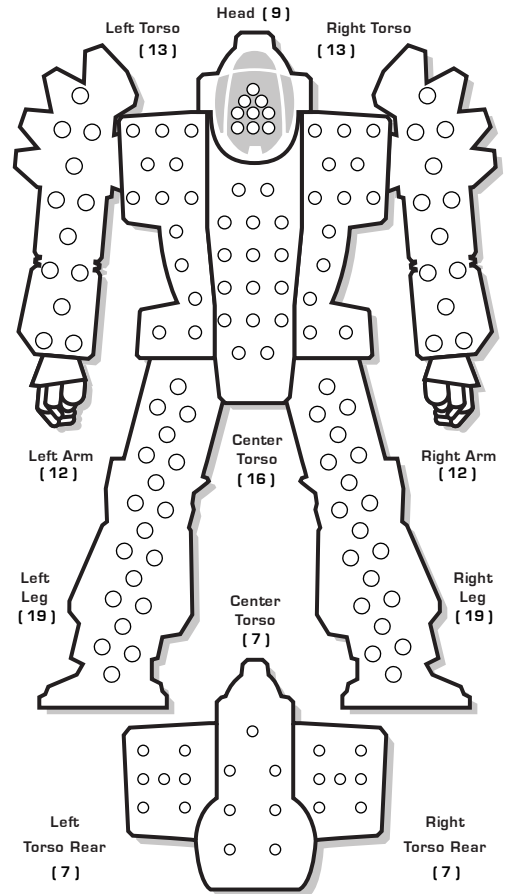
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



### CRITICAL TABLE

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- AP Gauss Rifle
- AP Gauss Rifle
- AP Gauss Rifle
- Ammo [AP Gauss] 40

1-3

- Ferro-Fibrous
- Ferro-Fibrous

4-6

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

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Angel ECM Suite
- Angel ECM Suite

1-3

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

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

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

4-6

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

#### Right Arm

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

1-3

- Ferro-Fibrous
- Ferro-Fibrous

4-6

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

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- TAG
- Active Probe

1-3

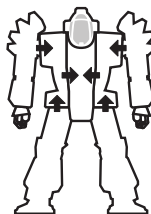
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Right Leg

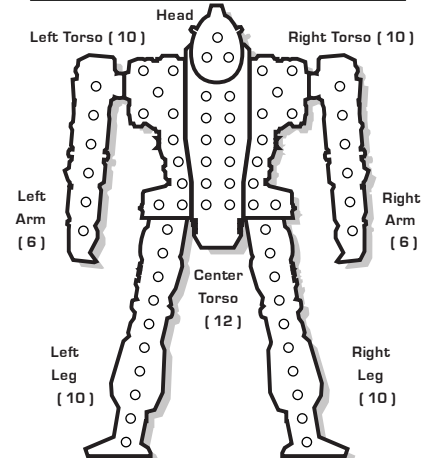
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Movement Points:

Walking: 8

Running: 12

Jumping: 8

Tonnage: 40

Tech Base: Clan

Rules Level: Standard

Role: Sniper

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak LRM 5	LA	2	1/Msl [M,C]	—	7	14	21
1	Streak LRM 5	RA	2	1/Msl [M,C]	—	7	14	21
1	Streak LRM 5	LT	2	1/Msl [M,C]	—	7	14	21
2	ER Micro Laser	RT	1	2 [DE]	—	1	2	4

Ammo: [Streak LRM 5] 48

BV: 1,417

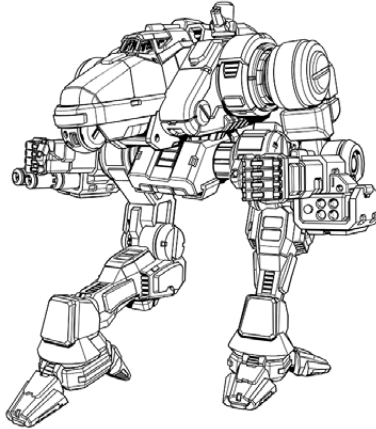


### WARRIOR DATA

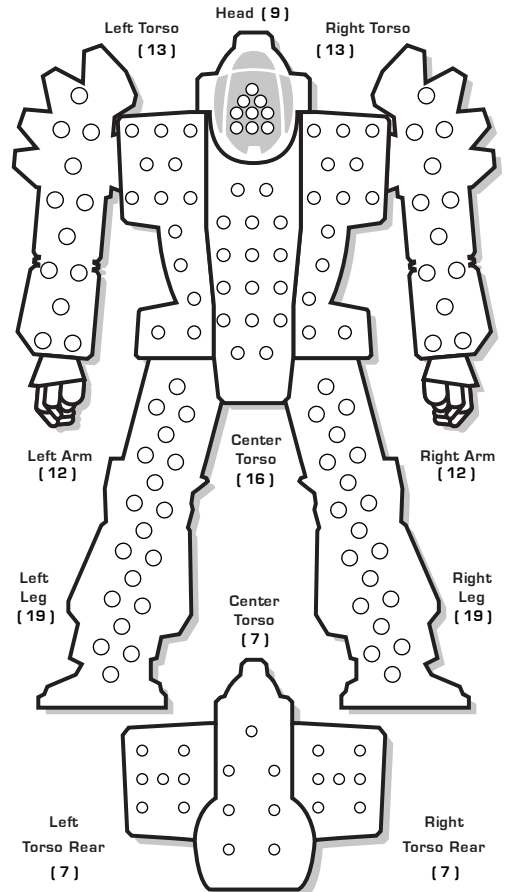
Name: \_\_\_\_\_

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 LRM 5
- Ferro-Fibrous

1-3

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

4-6

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Streak LRM 5
- Ammo (Streak LRM 5) 24

1-3

- Ammo (Streak LRM 5) 24
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Roll Again

4-6

#### Left Leg

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

#### Head

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

#### Center Torso

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

1-3

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

4-6

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Streak LRM 5
- Ferro-Fibrous

1-3

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

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- ER Micro Laser
- ER Micro Laser

1-3

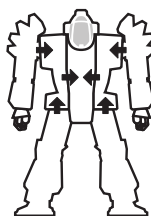
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Right Leg

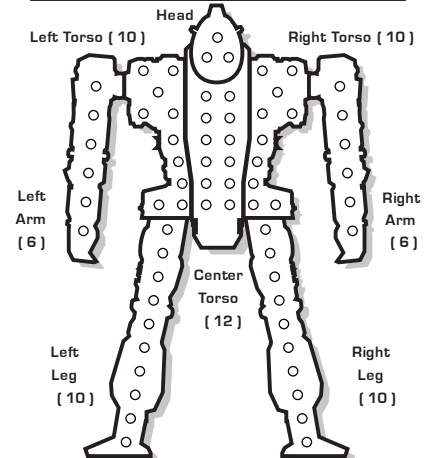
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Movement Points:

Walking: 8

Running: 12

Jumping: 8

Tonnage: 40

Tech Base: Clan

Rules Level: Standard

Role: Striker

### Weapons & Equipment Inventory

(hexes)

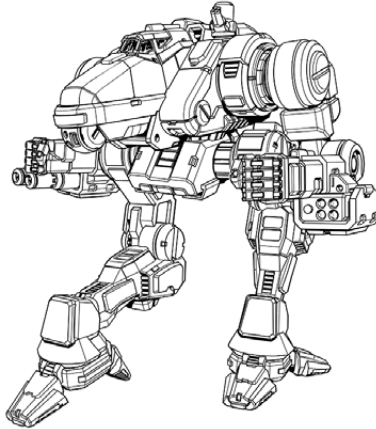
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	Micro Pulse Laser	RT	1	3 [P, AI]	—	1	2	3

### WARRIOR DATA

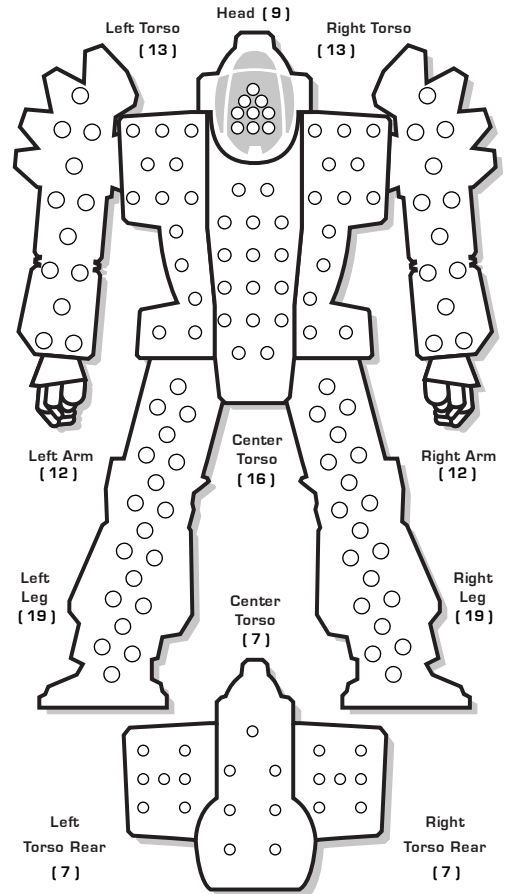
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



BV: 2,054



### CRITICAL TABLE

#### Left Arm

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

1-3

- Ferro-Fibrous
- Ferro-Fibrous

4-6

- Roll Again
- Roll Again
- Roll Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Targeting Computer
- Targeting Computer

1-3

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

4-6

#### Left Leg

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

#### Head

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

#### Center Torso

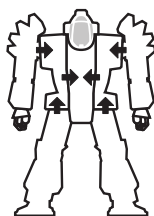
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

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

4-6

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



Damage Transfer Diagram

#### Right Arm

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

1-3

- Ferro-Fibrous
- Ferro-Fibrous

4-6

- Roll Again
- Roll Again
- Roll Again

#### Right Torso

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

1-3

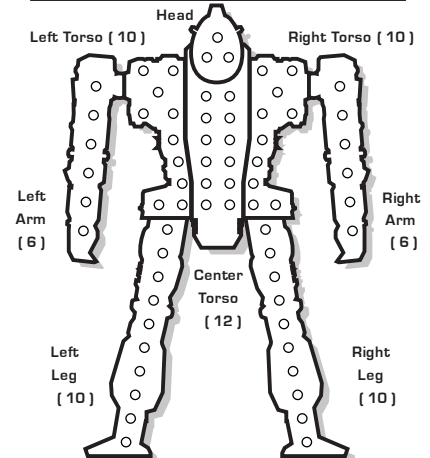
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

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
30	Shutdown
28	Ammo Exp, avoid on 8+
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Exp, avoid on 6+
22	Shutdown, avoid on 8+
20	-4 Movement Points
19	Ammo Exp, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	-3 Movement 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: Viper (Dragonfly) R

Movement Points:

Walking: 8

Running: 12

Jumping: 8

Tonnage: 40

Tech Base: Mixed

Rules Level: Standard

Role: Scout

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Narc (Clan)	LA	—	[M]	—	4	8	12
2	ER Medium Laser (Clan)	RA	5	7 [DE]	—	5	10	15
1	Bloodhound Active Probe	LT	—	[E]	—	—	—	8
1	Light TAG (Clan)	RT	—	[E]	—	3	6	9

Ammo: (Narc) 12

BV: 1,335

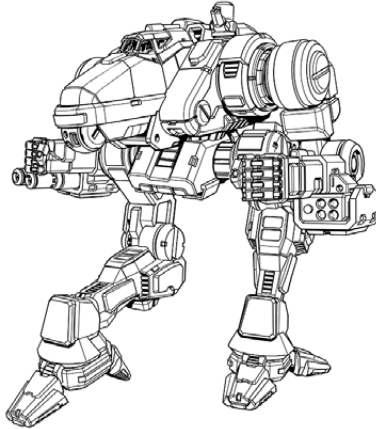


### WARRIOR DATA

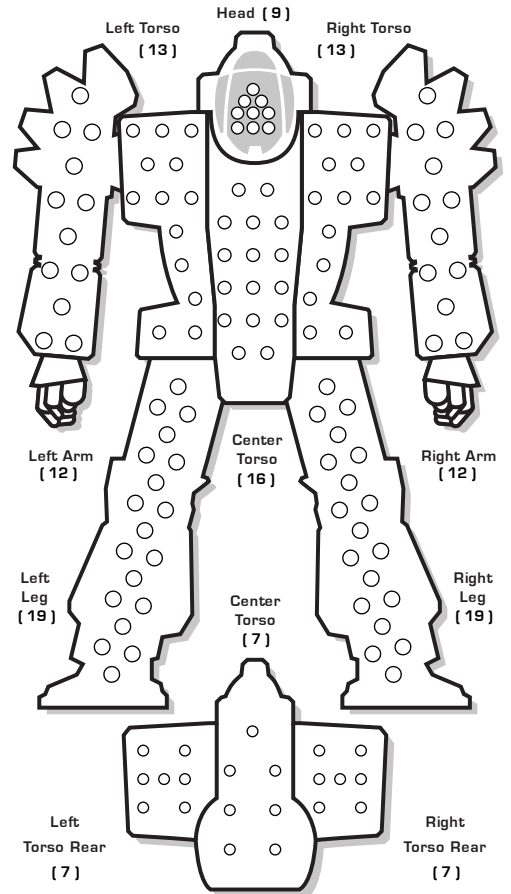
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



### CRITICAL TABLE

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Narc
- Ammo (Narc) 6

1-3

- Ammo (Narc) 6
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Bloodhound Active Probe [IS]
- Bloodhound Active Probe [IS]

1-3

- Bloodhound Active Probe [IS]
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Roll Again

4-6

#### Left Leg

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

#### Head

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

1-3

- #### Center Torso
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro

4-6

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

#### Right Arm

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

1-3

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

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Light TAG (Clan)
- Endo Steel

1-3

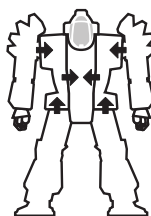
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

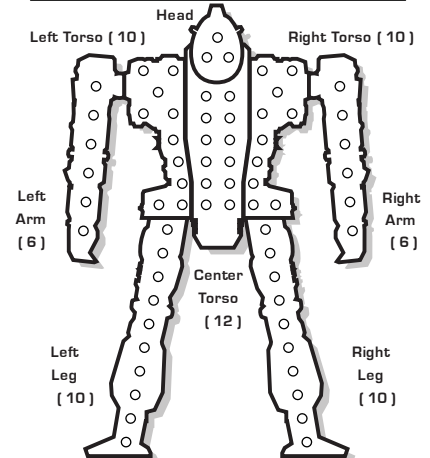
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Rifleman RFL-5M

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Standard

Role: Brawler

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	LA	1	5/Sht (DB,R/C)	2	6	13	20
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	Ultra AC/5	RA	1	5/Sht (DB,R/C)	2	6	13	20
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9

Ammo: (Ultra AC/5) 20

BV: 1,227

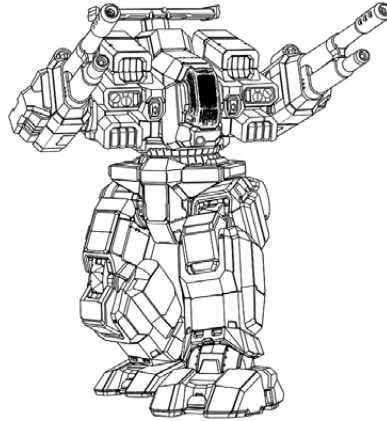


### WARRIOR DATA

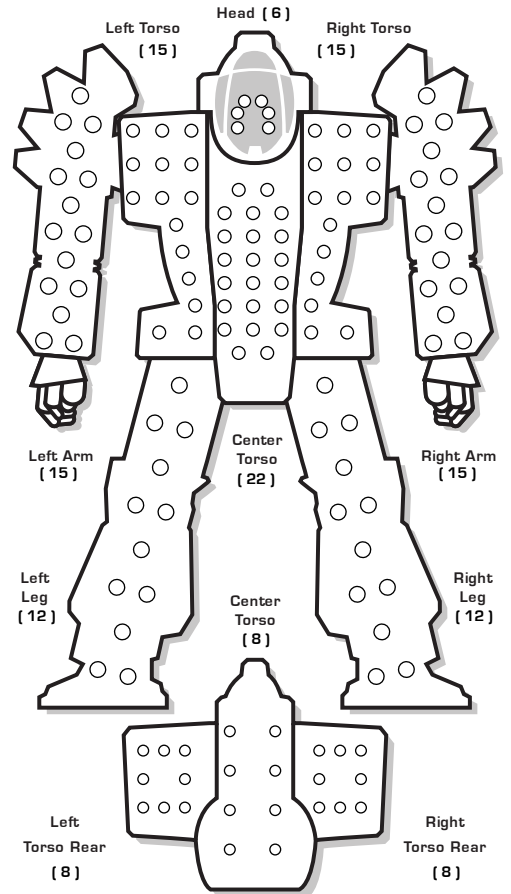
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



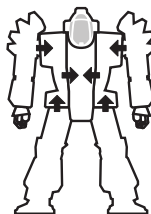
### CRITICAL TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Ultra AC/5
  - Ultra AC/5
  - Ultra AC/5
  - Ultra AC/5
- 1-3**
- Ultra AC/5
  - Large Laser
  - Large Laser
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Left Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 1-3**
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Medium Laser
  - Roll Again
  - Roll Again
- 4-6**

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Roll Again
  - Sensors
  - Life Support

- Center Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Roll Again
  - Roll Again
- 4-6**

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

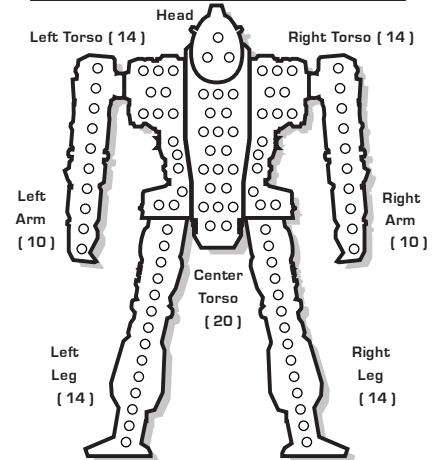


Damage Transfer Diagram

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Ultra AC/5
  - Ultra AC/5
  - Ultra AC/5
  - Ultra AC/5
- 1-3**
- Ultra AC/5
  - Large Laser
  - Large Laser
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Right Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 1-3**
- Medium Laser
  - Ammo (Ultra AC/5) 20
  - CASE
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
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: Rifleman RFL-7G

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Standard

Role: Sniper

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Silver Bullet Gauss Rifle	LA	1	15	2	7	15	22
				[DB,C/F/X]				
1	Silver Bullet Gauss Rifle	RA	1	15	2	7	15	22
				[DB,C/F/X]				
1	ER Medium Laser	LT	5	5 [DE]	-	4	8	12
1	ER Medium Laser	RT	5	5 [DE]	-	4	8	12

Ammo: [Silver Bullet] 32

BV: 1,302

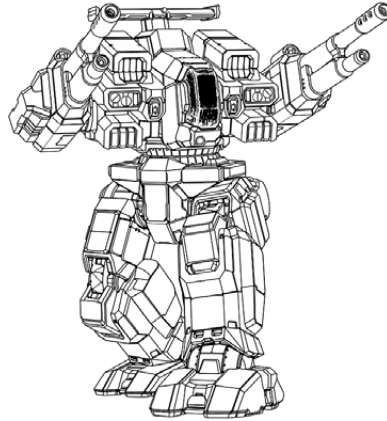


### WARRIOR DATA

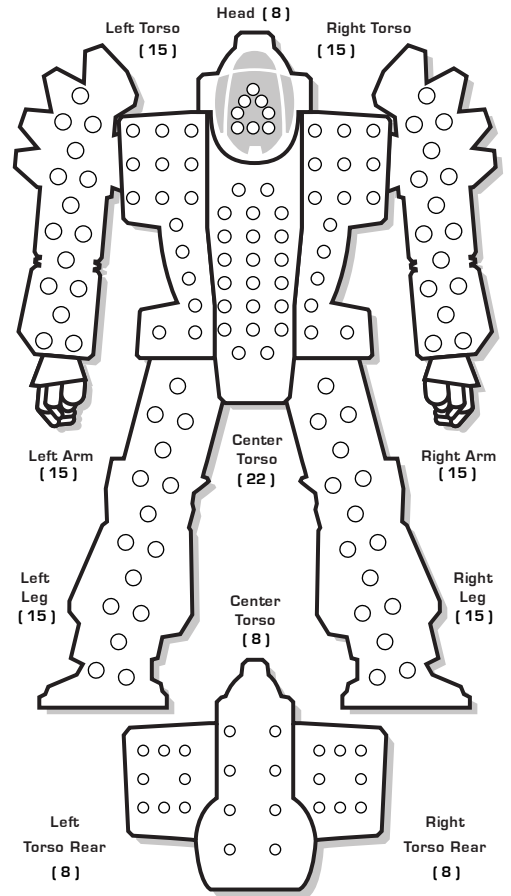
Name: \_\_\_\_\_

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

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



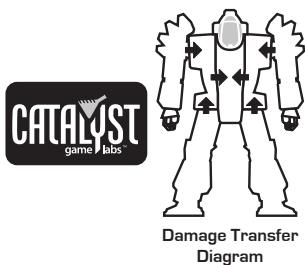
### ARMOR DIAGRAM



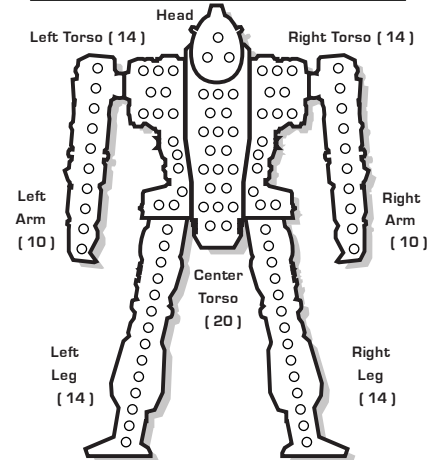
### CRITICAL TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - 1-3 Silver Bullet Gauss Rifle
  - 4 Silver Bullet Gauss Rifle
  - 5 Silver Bullet Gauss Rifle
  - 6 Silver Bullet Gauss Rifle
- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - 1-3 Silver Bullet Gauss Rifle
  - 4 Silver Bullet Gauss Rifle
  - 5 Silver Bullet Gauss Rifle
  - 6 Silver Bullet Gauss Rifle
- Center Torso**
- XL Fusion Engine
  - 2 XL Fusion Engine
  - 3 XL Fusion Engine
  - 4 Gyro
  - 5 Gyro
  - 6 Gyro
- Left Torso**
- XL Fusion Engine
  - 2 XL Fusion Engine
  - 3 XL Fusion Engine
  - 4 ER Medium Laser
  - 5 Ammo [Silver Bullet] 8
  - 6 Endo Steel
- Right Torso**
- XL Fusion Engine
  - 2 XL Fusion Engine
  - 3 XL Fusion Engine
  - 4 Double Heat Sink
  - 5 Double Heat Sink
  - 6 Double Heat Sink
- Left Leg**
- Hip
  - Upper Leg Actuator
  - 3 Lower Leg Actuator
  - 4 Foot Actuator
  - 5 Endo Steel
  - 6 Endo Steel
- Right Leg**
- Hip
  - Upper Leg Actuator
  - 3 Lower Leg Actuator
  - 4 Foot Actuator
  - 5 Endo Steel
  - 6 Endo Steel

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
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: Rifleman RFL-7N

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Standard

Role: Sniper

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19
1	LB 5-X AC	LA	1	5 [DB,C/F/S]	3	7	14	21
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	LB 5-X AC	RA	1	5 [DB,C/F/S]	3	7	14	21
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12

Ammo: [LB 5-X] 40

BV: 1,398

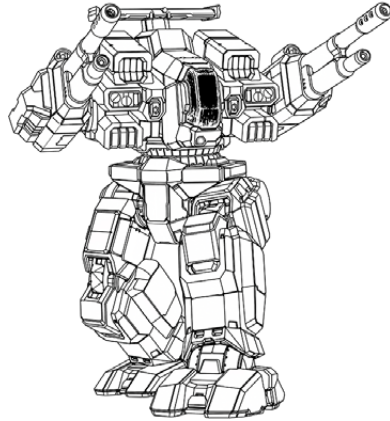


### WARRIOR DATA

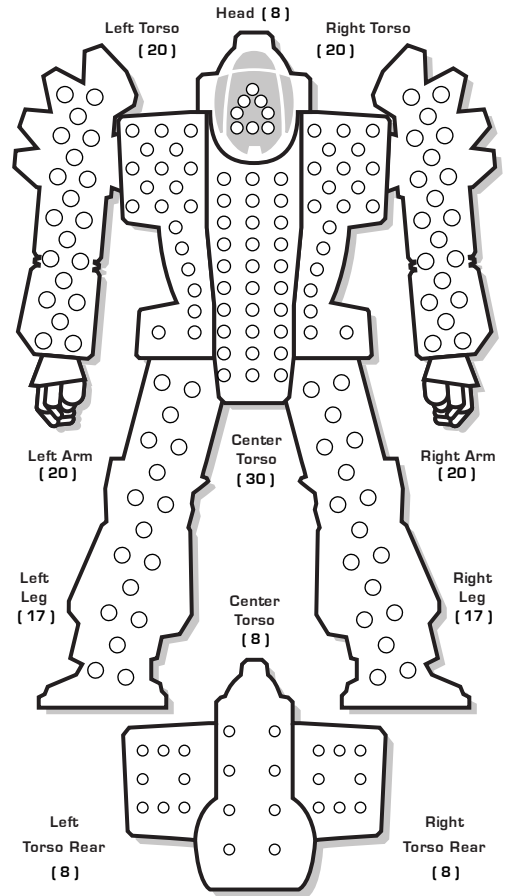
Name: \_\_\_\_\_

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
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Large Laser

- ER Large Laser
- 1-3 LB 5-X AC
- 4-6 LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC

#### Left Torso

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

- ER Medium Laser
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

#### Left Leg

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

#### Head

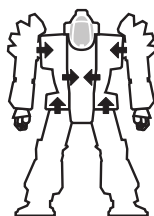
- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

#### Center Torso

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

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

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Large Laser

- ER Large Laser
- 4-6 LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC

#### Right Torso

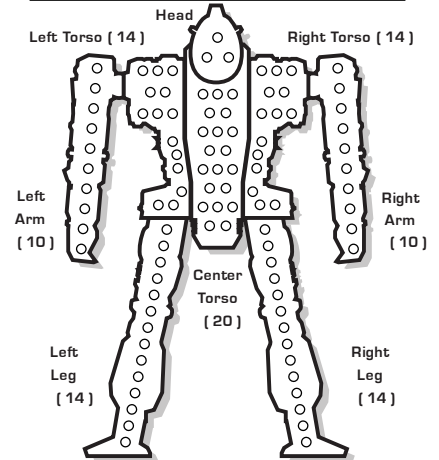
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- ER Medium Laser
- 2 Ammo [LB 5-X] 20
- 3 Ammo [LB 5-X Cluster] 20
- 4 CASE II
- 5 Endo Steel
- 6 Endo Steel

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	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: Rifleman RFL-7N2

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Standard

Role: Sniper

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	LA	2	10	—	6	12	18
				[DB,C/F/S]				
1	Light PPC	LA	5	5 [DE]	3	6	12	18
1	LB 10-X AC	RA	2	10	—	6	12	18
				[DB,C/F/S]				
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12

Ammo: [LB 10-X] 30

BV: 1,452

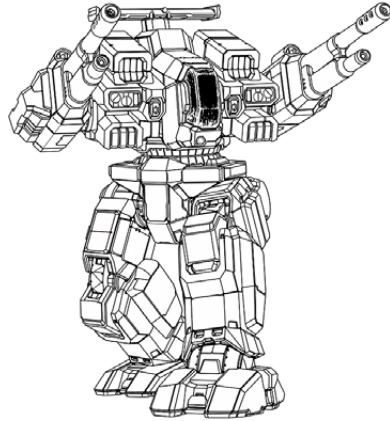


### WARRIOR DATA

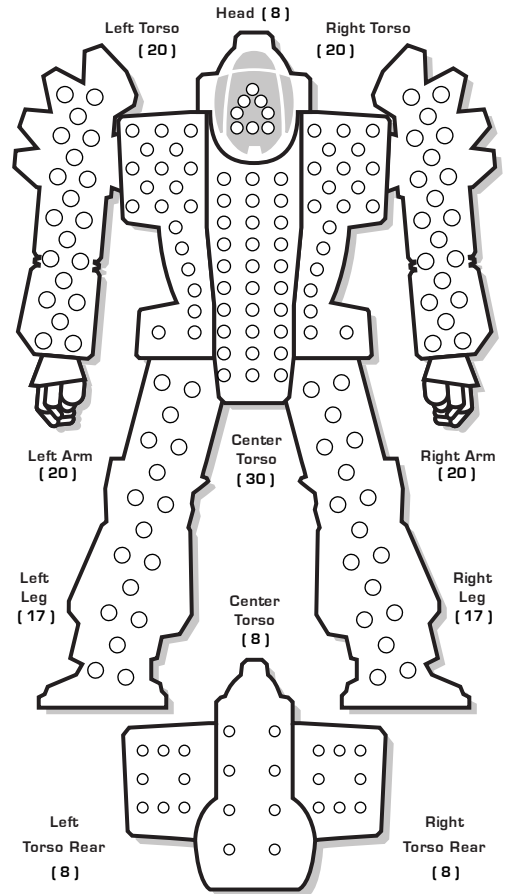
Name: \_\_\_\_\_

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

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



### ARMOR DIAGRAM



### CRITICAL TABLE

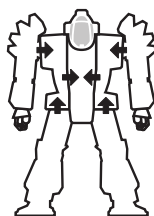
- Left Arm**
- Shoulder
  - Upper Arm Actuator
- 1-3
- LB 10-X AC
  - LB 10-X AC
  - LB 10-X AC
  - LB 10-X AC
- Left Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - ER Medium Laser
  - Endo Steel
  - Endo Steel
- 1-3
- Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Roll Again
- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Endo Steel
  - Endo Steel
- 4-6

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Endo Steel
  - Sensors
  - Life Support

- Center Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3

- Right Torso**
- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Roll Again
  - Roll Again
- 4-6

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

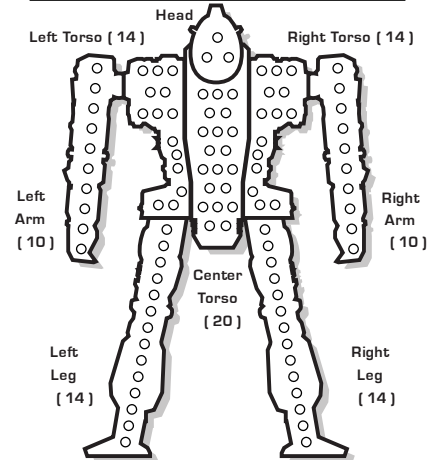


Damage Transfer Diagram

- Right Arm**
- Shoulder
  - Upper Arm Actuator
- 1-3
- LB 10-X AC
  - LB 10-X AC
  - LB 10-X AC
  - LB 10-X AC
- Right Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 1-3
- ER Medium Laser
  - Ammo [LB 10-X] 10
  - Ammo [LB 10-X] 10
  - Ammo [LB 10-X Cluster] 10
  - CASE II
  - Roll Again
- 4-6

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	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: Rifleman C

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 60

Tech Base: Mixed

Rules Level: Experimental

Role: Sniper

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser [Clan]	LA	10	10 [P]	-	6	14	20
1	LB 5-X AC [Clan]	LA	1	5 [DB,C/F/S]	3	8	15	24
1	Large Pulse Laser [Clan]	RA	10	10 [P]	-	6	14	20
1	LB 5-X AC [Clan]	RA	1	5 [DB,C/F/S]	3	8	15	24

Ammo: [LB-5X] 20

BV: 1,335

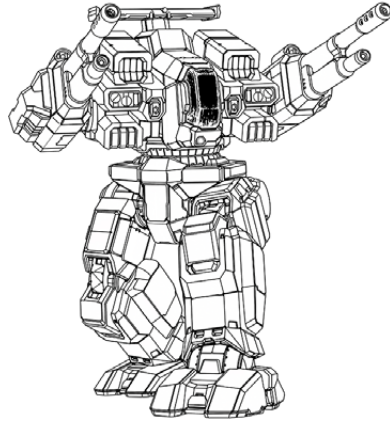


### WARRIOR DATA

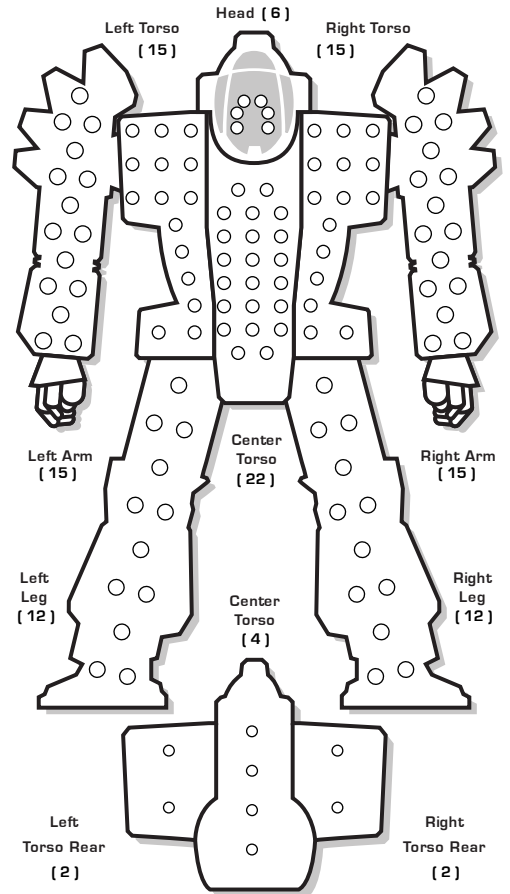
Name: \_\_\_\_\_

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

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



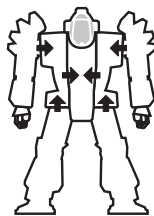
### ARMOR DIAGRAM



### CRITICAL TABLE

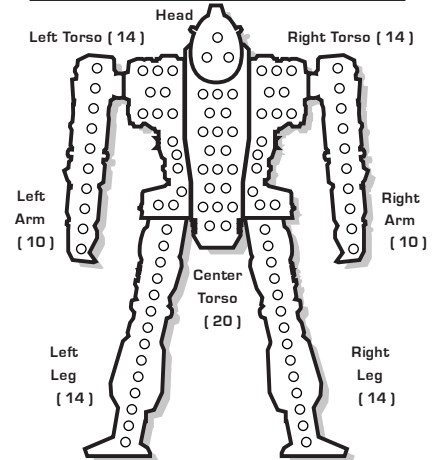
Location	Damage	Effect
Left Arm	1. Shoulder	
	2. Upper Arm Actuator	
	1-3. Large Pulse Laser [Clan]	
	4. Large Pulse Laser [Clan]	
	5. LB 5-X AC [Clan]	
	6. LB 5-X AC [Clan]	
Center Torso	1. LB 5-X AC [Clan]	
	2. LB 5-X AC [Clan]	
	3. Roll Again	
	4. Roll Again	
	5. Roll Again	
	6. Roll Again	
Right Arm	1. Shoulder	
	2. Upper Arm Actuator	
	1-3. Large Pulse Laser [Clan]	
	4. Large Pulse Laser [Clan]	
	5. LB 5-X AC [Clan]	
	6. LB 5-X AC [Clan]	
Left Torso	1. Heat Sink	
	2. Roll Again	
	3. Roll Again	
	4. Roll Again	
	5. Roll Again	
	6. Roll Again	
Right Torso	1. Heat Sink	
	2. Roll Again	
	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. Heat Sink	
	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 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: 12



Heat Scale

Heat Level	Effects
30*	Shutdown
29	
28*	
27	
26*	
25*	
24*	
23*	
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: Rifleman C 3

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 60

Tech Base: Clan

Rules Level: Standard

Role: Sniper

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	Ultra AC/5	LA	1	5/Sht	—	7	14	21
				[DB,F/C]				
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	Ultra AC/5	RA	1	5/Sht	—	7	14	21
				[DB,F/C]				
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15

Ammo: [Ultra AC/5] 40

BV: 1,871

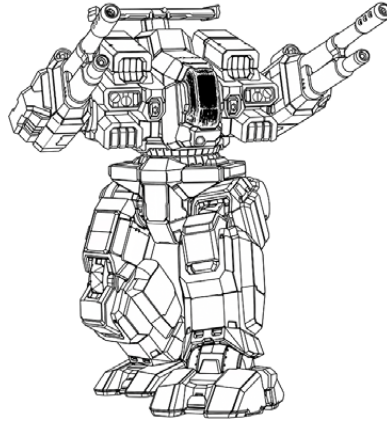


### WARRIOR DATA

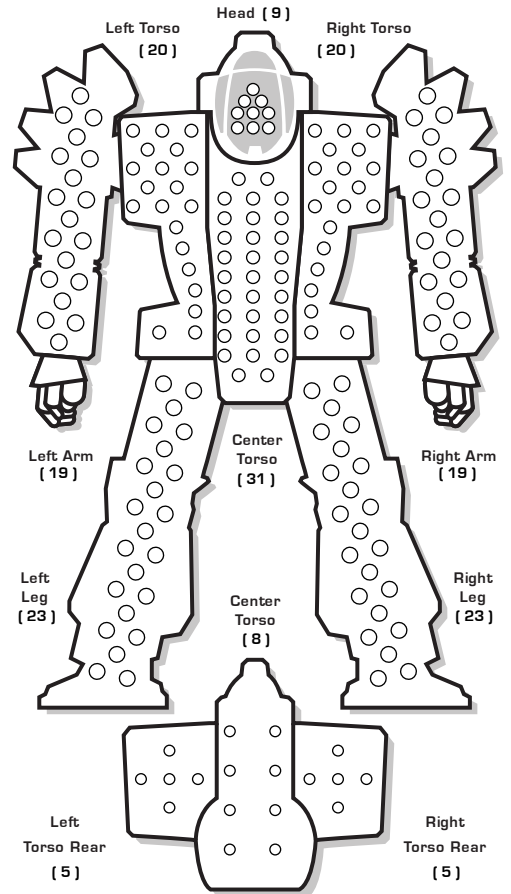
Name: \_\_\_\_\_

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
- ER Large Laser
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5

1-3

- Ammo [Ultra AC/5] 20
- Roll Again
- Fusion Engine
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel

1-3

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

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Double Heat Sink
- Double Heat Sink

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- ER Large Laser
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5

1-3

- Ammo [Ultra AC/5] 20
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- Double Heat Sink
- Double Heat Sink
- ER Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

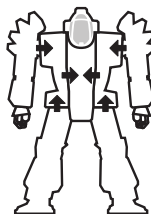
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Right Leg

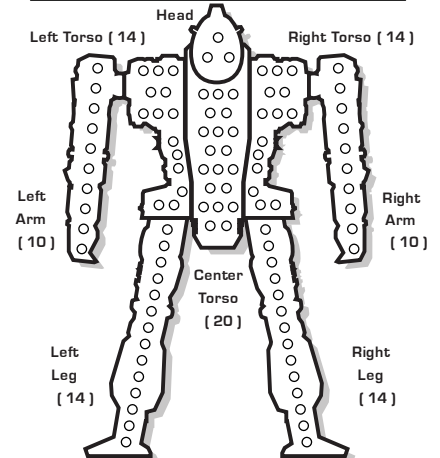
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Double Heat Sink
- Double Heat Sink

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### 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: 14 (28)



Heat Scale

Overflow

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