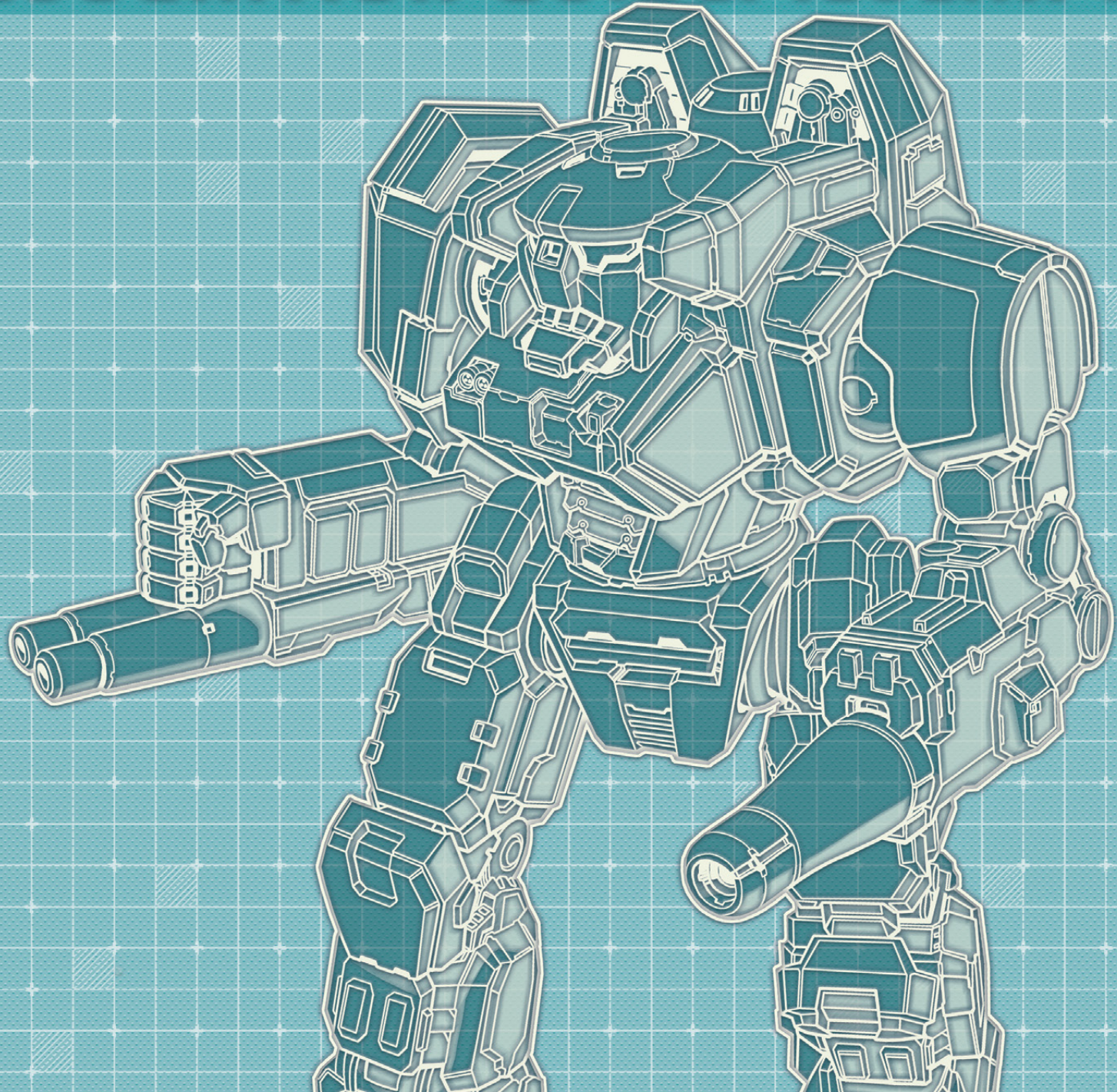
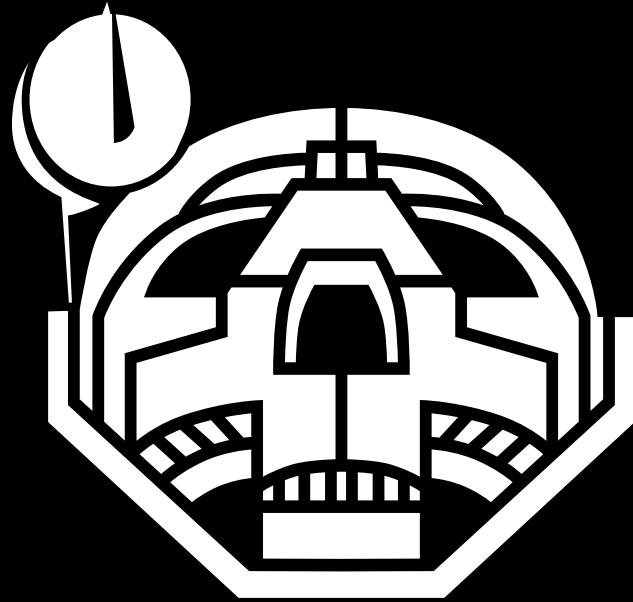


RECOGNITION GUIDE: ILCLAN VOL. 09



RECOGNITION GUIDE: ILCLAN

VOLUME 09



STAR
LEAGUE



SUCCESSION
WARS



CLAN
INVASION



CIVIL WAR



JIHAD



DARK AGE



ILCLAN

CATALYST GAME LABS

RECOGNITION GUIDE: ILCLAN VOL. 09

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: Joshua Franklin, Johannes Heidler, Joshua Perian, Eric

Salzman, Matt Wilsbacher, Patrick Wynne

BattleTech Line Editor: Aaron Cahall

Production Staff

Art Director: Anthony Scroggins

Assistant Art Director: Ray Arrastia

Cover Design and Layout: David A. Kerber

Illustrations: Chris Lowrey, Matt Plog, David Razi,

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, Dale Eadeh,

Stephan Frabartolo, 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.

FIND US ONLINE

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

<http://bg.battletech.com/>
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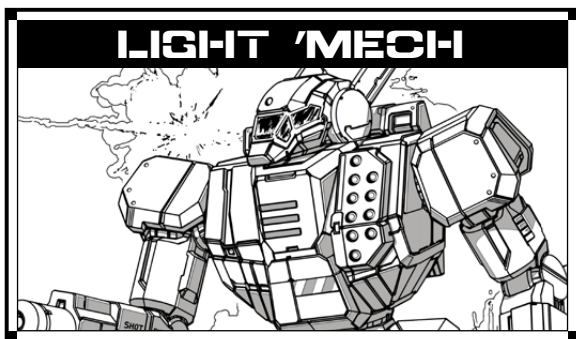
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Just as the Valkyries of mythology safeguarded the souls of heroes, the *Valkyrie* BattleMech protected the Federated Suns throughout the Succession Wars. For centuries, this sturdy light BattleMech was constructed in one of the Inner Sphere's greatest remaining Star League marvels, a fully-automated factory on New Avalon itself. The facility's products became the mainstay of scout and light support elements throughout the AFFS, until the political shifts and conflicts of the thirty-first century finally saw the *Valkyrie* proliferate around the entire Inner Sphere.

When the Word of Blake's grand subterfuge—Project Phoenix—was implemented, the *Valkyrie* changed its appearance and “ultimately even served Davion's enemies. After removing the Blakist threat and rebuilding, Corean offered its reinstated model to all buyers, though it remains emblematic of the Federated Suns.

CAPABILITIES

The *Valkyrie* traditionally offered better protection and long-range armament than most light BattleMechs, at the price of boasting only moderate speed. No classic model veered from the formula of a long-range missile launcher backed up by an arm-mounted energy weapon and a thick shell—until the emergency program to reinstate the *Valkyrie* after the Jihad. With the destruction of its orbital endo steel production capability, Corean created an interim solution using new technologies and licensed it out to its Stewart facilities as well. When the New Avalon facility was refurbished, the new definitive *Valkyrie*—proprietary to that location, but sold openly to all buyers—returned to old strengths and bolstered the 'Mech's overall speed. The *Valkyrie*'s chronic construction

problem, finding a supplier for its conventional jump jets, was solved by choosing a firm with a proven track record of supplying Federated Suns manufacturers.

Although we won possession of the world in 3134, our Clan maintained only nominal control of Stewart, being more interested in the output of the various factories there than directly administering the planet. Thus, when Clan Wolf battled the Marik-Stewart Commonwealth for Stewart four years later, we merely sat back and let events play out. In exchange for not contesting the Wolves' claim to the planet, we worked out a favorable trade deal and went on our way, leaving Clan Wolf in control of Stewart's immense industrial output. Among the changes and upgrades the Wolves effected was to upgrade the *Valkyrie* line, creating a Clan variant that they felt would be suitable for their expanding *solahma* forces and potentially for export as well.

BATTLE HISTORY

Seeing what the Wolves had done with the *Valkyrie*, the Spina Khanate demanded a proportion of the production output, citing a standard clause in their agreement with the Wolves as justification. A Trial of Possession was held on the moon of Clyde, with a Star of Spina's 'Mechs facing off against a Star of the new *Valkyries*. Star Captain Imran led the Wolf defense, in which he demonstrated not only the effectiveness of the new model but also his own tenacity. The final moments of the trial came down to just Imran and two remaining Sea Fox warriors. With little left to lose, the Star Captain threw all his remaining missiles at his opponents, most of which missed their targets but destabilized the ground beneath them, allowing Imran to turn the tables and render both opponents inoperable. Clan Wolf managed to maintain possession of the Stewart factory and the upgraded *Valkyrie* design, while we acquired limited rights to a percentage of the factory's yearly output.

The fall of Palmyra and the loss of the First Prince and the cream of the AFFS in 3144 was a devastating blow to the Federated Suns. The weeks immediately following that disaster saw the High Command scrambling to patch many holes in the realm's coreward defenses, including the raising of temporary units of up to battalion size to shore up surviving forces. These units, none of which existed for more than a few months before being dispersed to existing commands, were painfully

understaffed and undersupplied but did their best to make do with whatever resources they could muster. This often meant green troops were the most experienced forces on hand. Such was the case when the Fifth Sword of Light arrived to seize Monroe two months after Palmyra. By happenstance, Regent Erik Sandoval-Groell was on-planet inspecting the untried forces stationed there. He led the defense from his *Centurion* until it was shot out from under him. The Federated Suns would likely have lost their second leader in as many months if not for the efforts of two lances of factory-fresh *Valkyries* that protected the Regent until he could be recovered. In the final moments before Sandoval was loaded aboard an outbound DropShuttle, a Sword of Light medium lance made a last-ditch attempt to kill him. The brave *Valkyrie* pilots threw themselves in front of the enemy and sold their lives dearly so that the Regent could escape. Only three pilots survived the battle; in recognition of their bravery, Sandoval allowed them to remain together as part of the Eighth Crucis Lancers and granted them the nickname “Erik's Elite.”

VARIANTS

For centuries, the *Valkyrie*'s production was entirely automated and variants were not created at the factory. The recovery of *lostech* led to a massive upgrade program in the 3040s, and great care was invested not to damage the New Avalon facility in the process. The VLK-QD was an outstanding product of its time, with all aspects of its performance carefully optimized while the overall parameters remained unchanged. Though the bulky endo steel structure precluded the use of large double heat sinks, more modern *Valkyries* that instead employ an XL gyro are more vulnerable. Thus, despite the drawback of limited cooling capability, the -QD remains a prized possession to the MechWarriors who still pilot one.

Past decades saw little experimentation with the chassis. Before settling on the current speed parameters, Corean of New Avalon briefly considered confining the *Valkyrie* to a pure support role and released the VLK-QD6 sporting extended LRMs; the model remains in their catalog. Corean of Stewart were less successful in upgrading the post-Jihad *Valkyrie*, creating only a hodgepodge of terrible prototypes until Clan Wolf took over.

VLK-QDD VALKYRIE

Mass: 30 tons
Chassis: Corean Model 1AA
Power Plant: GM 180 Light
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: Rawlings 80
Jump Capacity: 180 meters
Armor: StarGuard CIV Ferro-Fibrous with CASE
Armament:
 1 Defiance Model XII Extended-Range Medium Laser
 1 Devastator Series-07 LRM 10
Manufacturer: Corean Enterprises
Primary Factory: New Avalon
Communications System: Lynx-shur
Targeting and Tracking System: Sync Tracker (39-42071)
 with Artemis IV FCS
 Technology Base: Inner Sphere
 Tonnage: 30
 Role: Missile Boat
 Battle Value: 834

Equipment		Mass		
Internal Structure:		3		
Engine:	180 Light	5.5		
Walking MP:	6			
Running MP:	9			
Jumping MP:	6			
Heat Sinks:	10 [20]	0		
Gyro (XL):		1		
Cockpit:		3		
Armor Factor (Ferro):	105	6		
		<i>Internal Structure</i>	<i>Armor Value</i>	
Head		3	9	
Center Torso		10	16	
Center Torso (rear)			4	
R/L Torso		7	12	
R/L Torso (rear)			2	
R/L Arm		5	10	
R/L Leg		7	14	

Weapons and Ammo	Location	Critical	Tonnage
ER Medium Laser	RA	1	1
Ammo (LRM) 12	RT	1	1
CASE	RT	1	.5
LRM 10	LT	2	5
Artemis IV FCS	LT	1	1
2 Jump Jets	RL	2	1
Jump Jet	RT	1	.5
Jump Jet	LT	1	.5
2 Jump Jets	LL	2	1

Notes: Features the following Design Quirks: Easy To Maintain, Improved Communications.

VALKYRIE C

Mass: 30 tons
Chassis: Corean Model 1AA
Power Plant: Omni 150 XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Rawlings 75i Improved Jump Jets
Jump Capacity: 240 meters
Armor: Beta Compound (Ferro) with CASE II (Clan)
Armament:
 1 Kolibri Delta Series Medium Pulse Laser (Clan)
 1 Type X "Short Bow" LRM 10 Launcher (Clan)
Manufacturer: Corean Enterprises - MacAdams-Suharno
Primary Factory: Stewart
Communications System: Lynx-shur
Targeting and Tracking System: Sync Tracker (39-42071)
 Technology Base: Mixed Inner Sphere
 Tonnage: 30
 Role: Missile Boat
 Battle Value: 936

Equipment		Mass		
Internal Structure:		3		
Engine:	150 XL	3		
Walking MP:	5			
Running MP:	8			
Jumping MP:	8			
Heat Sinks:	10 [20]	0		
Gyro (XL):		1		
Cockpit:		3		
Armor Factor (Ferro, C):	96	5		
		<i>Internal Structure</i>	<i>Armor Value</i>	
Head		3	8	
Center Torso		10	14	
Center Torso (rear)			4	
R/L Torso		7	12	
R/L Torso (rear)			2	
R/L Arm		5	9	
R/L Leg		7	12	

Weapons and Ammo	Location	Critical	Tonnage
Medium Pulse Laser (C)	RA	1	2
Ammo (LRM) 24 (C)	RT	2	2
CASE II (C)	RT	1	.5
LRM 10 (C)	LT	1	2.5
Improved Jump Jet	RL	2	1
3 Improved Jump Jets	RT	6	3
3 Improved Jump Jets	LT	6	3
Improved Jump Jet	LL	2	1

Notes: Features the following Design Quirks: Easy To Maintain, Improved Communications.

NOTABLE 'MECHS AND MECHWARRIORS



Justin Xiang and Daniel Allard: Before the Allard brothers became, respectively, the Inner Sphere's most celebrated *Centurion* and *Wolfhound* MechWarriors, they both used *Valkyries* extensively in their early careers. Justin Xiang piloted one as a trainer on Kittery in 3026, where he successfully defended his green recruits against a trap laid by Gray Noton in his *Rifleman*, though in doing so lost both the *Valkyrie* and his left forearm. Dan Allard was a captain in the Kell Hounds when they deployed to rescue Melissa Steiner off Styx in 3027. Even as Major Patrick Kell fell to Yorinaga Kurita, Dan drove off the foe with a death from above attack that his *Valkyrie* did not survive. Nevertheless, both Allards managed to defy heavy BattleMechs, demonstrating not only their great potential, but also that of the *Valkyrie*.



Sergeant Calla Velanmorg: Due to her all-encompassing drive to advance through the ranks, this talented *Valkyrie* pilot was often considered cold and unfeeling by her superiors, though those few she called friend knew her to be fiercely loyal and dependable. Assigned to the Tenth Lyran Guards as they rebuilt after Alyina, Velanmorg used the opportunity to impress her commanders with her tactical abilities. Her habit of zealously poring over available intel reports prior to any action, combined with near-perfect recall, proved an asset to her company during the Tenth's raid on Teniente in May 3051 to rescue Hohiro Kurita and earned her a commendation from Prince Victor himself.



Leftenant Francis Kay: Scion of a family boasting generations of service in the Tenth Deneb Light Cavalry, Kay felt particularly betrayed by Prince Victor's thawing relationship with the Combine and especially the rumors of his romantic entanglement with Omi Kurita. In memory of his father, killed on Glenmora in 3029, and his older brother, killed on Marduk in 3039, Kay pledged his loyalty to Archon Katherine. During Victor's assault on New Avalon, Kay and his company fought a retreating action across Albion before their final stand at Walford Crossing on the River Thames. With his damaged *Valkyrie* failing rapidly, Kay's last act was an alpha strike that took down a *Centurion* mere meters from Prince Victor's position.



Captain Andrew Johnson: Having attended Filtvelt Military Academy on a scholarship from the Fincastle AFFS Veterans Society, this young man joined the Remagen CrMM after graduation and served for several years without much distinction. That all changed in September 3075 when his unit was involved in the anti-pirate action on Baranda led by Major General Marsin. During the battle, Johnson came to the general's rescue when Marsin got cut off from his command lance and, in the aftermath, the two men forged an unlikely friendship. Many within the Militia came to view Johnson's *Valkyrie* as the general's good luck charm, and after the Jihad Johnson was appointed to the new Duke's security staff.

Lieutenant Colonel Jacob McDaniels: Criticized by many in the mercenary business for continuing to work for the Word of Blake during the Jihad, Colonel McDaniels kept his own counsel and refused to address the controversy. Some insight into his decisions came to light in early 3073 when Jacob's Juggernauts vanished from their posting in the Protectorate and reappeared on Basalt to assault a Blakist re-education camp. McDaniels fought hard in his *Valkyrie* and a number of prisoners, including a young man named Josh McDaniels, were liberated before a missile strike to his cockpit ended the colonel's life. The surviving Juggernauts dispersed and spent the next several years as a thorn in the side of the Blakist occupiers until they were wiped out shortly before Stone's forces liberated the planet.

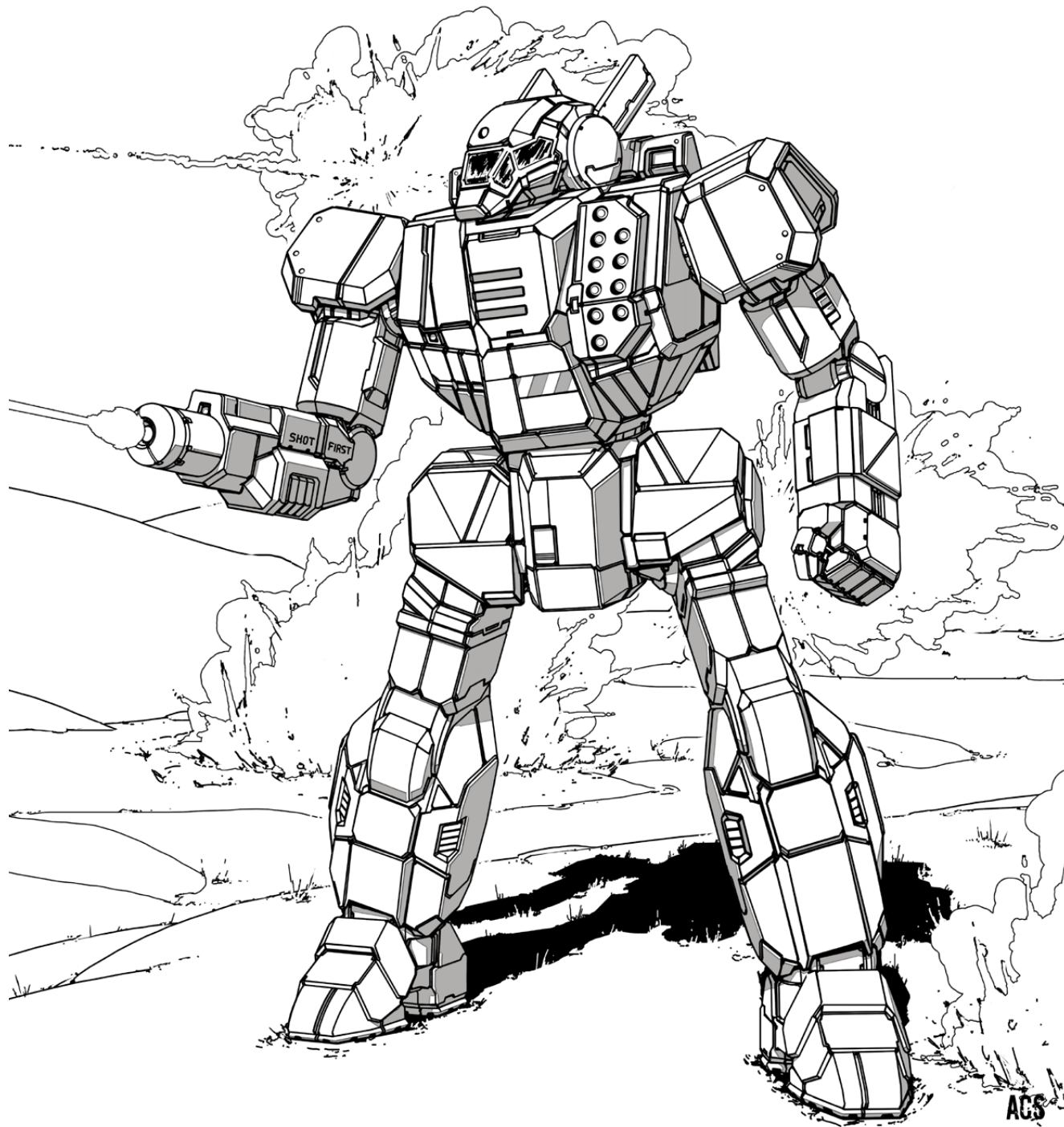


Star Captain Maren Averitt: Growing up near a major Nova Cat enclave on Cyrenaica, young Averitt was always fascinated by the strange Clan culture. Upon graduating from Sun Zhang, her unspoken desire was to serve alongside one of the Nova Cat units defending the Combine's border. She never got that chance, but the Nova Cat Rebellion of 3141 offered her a different opportunity. Disgusted at the treatment of Nova Cat non-combatants by the victorious Combine forces on Sadalbari, Averitt convinced her lancemates to defect and escort a group of Clan civilians through enemy lines and former Republic space to safety in the Clan Protectorate. After such a heroic and a perilous journey, Averitt became the only non-Clan officer in the First Protectorate Guardians, where she and her *Valkyrie* continue to serve.

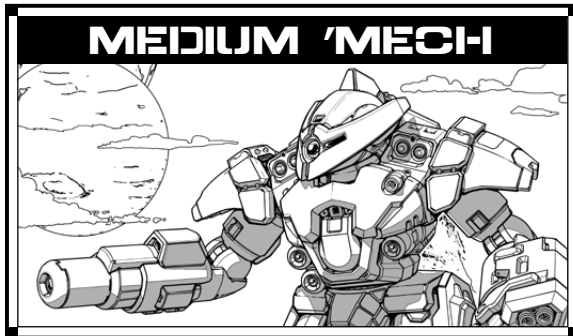
Captain Charles Joseph Pangle Domingo: A graduate of the rebuilt Robinson Battle Academy, Charles served with the Second Robinson Strikers and backed Jerome Sandoval's forces in the 3095 Sandoval civil war, gaining some local fame as a leader of the so-called Tiberias Impasse. Upon his retirement from active duty in the 3120s, Charles was invited to teach combined arms warfare at the Robinson Battle Academy. He exhorted his students to "spend each day working hard to try and malf up less than the day before" if they wanted to qualify for the cockpit, and was pleased that many of his students achieved distinction in battle against the Draconis Combine and Snow Ravens. He took his *Valkyrie* into battle one final time in 3144, assembling students and instructors into an ad hoc force that held the academy grounds for nearly a week against an overwhelming tide of DCMS forces.

Knight-Errant Thaddeus MacEoghan: MacEoghan's academic aptitude enabled him to enroll in Taurus' École Militaire as a MechWarrior. He graduated as a cornet in the First Taurian Lancers, piloting one of the unit's many captured Davion *Valkyries*, but soon realized military routine was stifling his other passion, the liberal arts. On a particularly dull tour of duty he defected on a DropShip bound for Randis IV. Joining the Brotherhood, he was able to happily pursue both his passions over the following decades. Wary of complacency, he made Novo Franklin his quest when word of atrocities committed by a mysterious 'Mech arrived with a supply DropShip in 3144. He was accompanied by Brother Aaron, who returned alone, traumatized and Dispossessed, rambling about a "Dark One." He was deemed mad, and only Brother Perseus paid him any heed. Thaddeus and his *Valkyrie* remain missing to this day.

Leftenant Jancee Turcot: Newly assigned to the Twenty-Second Avalon Hussars, MechWarrior Turcot survived the Palmyra Disaster when the transport JumpShip on which she was still berthed performed an emergency jump away from the system in the initial moments of the battle. Turcot and her brand-new *Valkyrie* -QD6 were reassigned and fought in the failed defense of Monroe a short time later. She has since risen in the ranks and is fanatically loyal to Erik Sandoval-Groell, who she sees as the best chance for revenge against the Combine. Her *Valkyrie* is now a little worse for wear, but Leftenant Turcot has repeatedly refused upgrading to a different 'Mech.



VAPOR EAGLE (GOSHAWK)



Mass: 55 tons

Chassis: GS-1E Endo Steel

Power Plant: Fusion 330 Extralight

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: SR Starlifter 55

Jump Capacity: 180 meters

Armor: Raven Comp B Ferro-Fibrous

Armament:

1 Kolibri Delta Series Large Pulse Laser

3 Series 14a Medium Pulse Lasers

2 Type II Streak SRM 2

4 Series XIb Machine Guns

Manufacturer: Snow Raven Industrial Complex Alpha

Primary Factory: Dante

Communications System: GBX Series Integrated

Targeting and Tracking System: Type 13e with Targeting Computer

Introduced to the Inner Sphere by Clan Steel Viper, the *Vapor Eagle* originated with Clan Snow Raven in 2863, and was manufactured at their Hellgate enclave. The design was favored in the frequent duels resulting from the Ravens' cutthroat internal politics. When the Vipers seized Hellgate in 2899, they took the *Vapor Eagle* as *isorla*, subsequently relocating production to their capital on New Kent. Used by the Vipers to fill out garrison Clusters and engage in one-on-one trials, the Clan's ejection from the Inner Sphere by the Jade Falcons in the Hegira War left the *Vapor Eagle* a rarity in the occupation zones. However, when the Snow Ravens relocated to the Outworlds Alliance, the design became a mainstay of the Raven Alliance military. The *Goshawk II*, produced as a stop-gap measure while Raven technicians built up their new realm's industrial base, was soon eclipsed by

fresh production runs of its bigger brother. Salvaged Viper-made *Vapor Eagles* may still be seen in Jade Falcon garrisons and on Solaris VII, where they excel in showy, graceful fights choreographed for the holovids.

CAPABILITIES

The *Vapor Eagle* has distinctive arm baffles, which spread out the jump jet exhaust and make the 'Mech far more nimble when jumping. While the primary dueling configuration focuses on making every shot count and dodging enemy fire in the close confines of the arenas or a Circle of Equals, garrison versions are often equipped with long-range weaponry and used as mobile fire support.

BATTLE HISTORY

During a 3060 New Belt Pirates raid on the Periphery mining colony of Kore, Storm Riders mercenary Sturm Kintaro used a *Vapor Eagle* from an abandoned Steel Viper cache to liberate his fellow Kore Lancers, who were being held hostage at the Niffelheim mining outpost. Maneuvering the pirates into the path of a magma flow at the Battle of Giant's Pass, he heavily damaged Susie "One Eye" Morgraine-Ryan's *Timber Wolf*, forcing her to retreat off-world.

In 3129, the Fifth Galedon Regulars launched a punitive raid against the Raven Alliance world of Crestoblus. After fighting through heavy orbital resistance, the Regulars' third battalion made a combat drop on the outskirts of the capital city of Szatmar. Scattered across the rolling countryside, the Galedon troops were ambushed by a Trinary of *Vapor Eagles* from the Sixth Raven Regulars, which used their superior speed and accuracy to isolate and destroy the Combine raiders, picking off more than a company of Galedon 'Mechs before they managed to regroup and retreat to their DropShips.

In early 3136, an unidentified force attacked the city of Brandenburg on Callison. Its commander's *Vapor Eagle* led an advance that outflanked the Callison Light Horse, and the machine used its mobility to full effect in the densely-packed urban battlefield while raining destruction on the militia in its path.

VARIANTS

Though the standard *Vapor Eagle* is a go-to duelist, there have been many variations over the centuries. Initially, the design was retooled to mount ballistic weaponry,

first with small-bore Ultra AC/2s, then upgrading to the Ultra AC/10. The progression to increasingly heavy ballistic armament echoes that seen in the Clan refits of the *Phoenix Hawk*, casting the *Vapor Eagle* as a "missing link" in design philosophy between the upgraded SLDF chassis and the monstrosously upsized *Phoenix Hawk IIC*.

In addition to the standard chassis, the Raven Alliance produces a version capable of providing indirect fire-support for the Alliance's conventional forces.

A rare variant, designated *Vapor Eagle 7*, has been spotted with unidentified commando units deployed on several contested worlds after the implementation of Fortress Republic. These lack the base design's distinctive shoulder baffles and appear to be optimized to destroy the conventional combined arms fielded by many factions in the chaotic war zones of the former Republic. While structural details suggest they are custom refits of Steel Viper 'Mechs left over from the Hegira War, their weaponry matches schematics our Clan traded to the Republic of the Sphere, implying that these commandos have connections behind the Fortress Wall.

NOTABLE 'MECHS AND MECHWARRIORS

Golden Boy: Named by Storm Riders mercenary Sturm Kintaro when he recovered it from an abandoned Steel Viper cache on Kore in 3060, this *Vapor Eagle* proved instrumental in Kintaro's campaign against Susie "One Eye" Morgraine-Ryan's pirates. Kintaro's traitorous lancemate Lon Volker suffered severe magma burns fighting at Morgraine-Ryan's side and was taken off-world when she retreated. His body reconstructed with crude cybernetics, Volker led a pirate strike team to ambush the Storm Riders, seizing *Golden Boy* for his own. When the Word of Blake established relations with the Belt Pirates in 3064, Volker defected to the Manei Domini and received significant upgrades to his "true" body. Golden Boy was recorded battling the Solaris Home Defense League and executing many of its captured champions in staged arena duels during the Jihad. Volker's death was never confirmed, but *Golden Boy* was recovered from the ruins of Steiner Stadium after the liberation of Solaris VII, and became a regular sight on the post-Jihad dueling circuit, notably propelling fan-favorite Michael Tate to the second round of the 3136 Grand Tournament.

VAPOR EAGLE (GOSHAWK)

Type: **Vapor Eagle**
 Inner Sphere Designation: **Goshawk**
 Technology Base: Clan
 Tonnage: 55
 Role: Skirmisher
 Battle Value: 2,368

Equipment

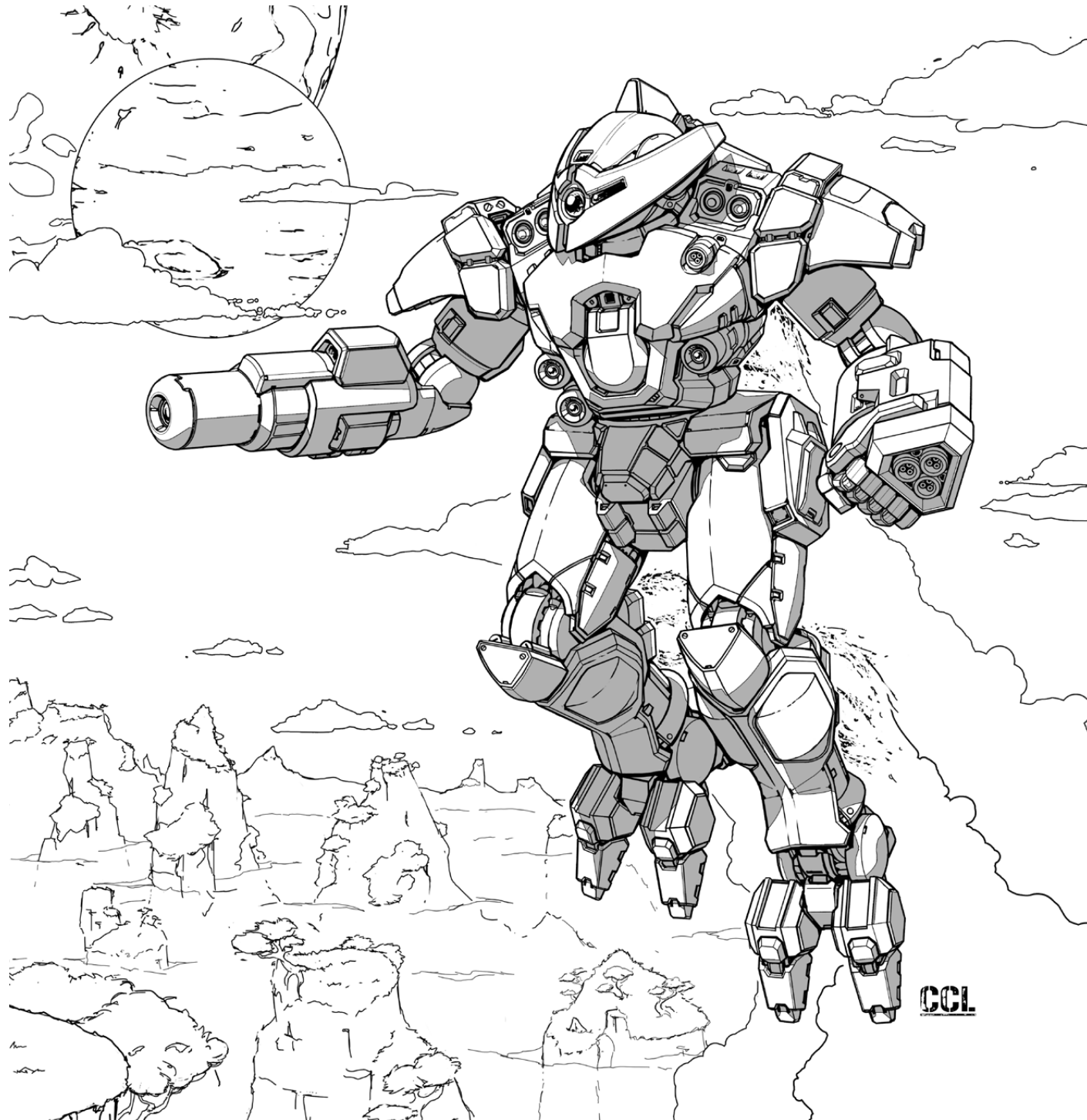
Internal Structure:	Endo Steel	Mass
Engine:	330 XL	3
Walking MP:	6	12.5
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	11 [22]	1
Gyro:		4
Cockpit:		3
Armor Factor (Ferro):	172	9

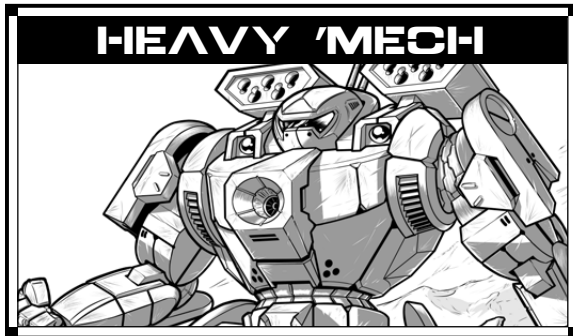
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	18	28
Center Torso (rear)		5
R/L Torso	13	20
R/L Torso (rear)		5
R/L Arm	9	16
R/L Leg	13	24

Weapons

Weapons and Ammo	Location	Critical	Tonnage
Large Pulse Laser	RA	2	6
2 Medium Pulse Lasers	RT	2	4
Targeting Computer	RT	3	3
Streak SRM 2	RT	1	1
Streak SRM 2	LT	1	1
Ammo (Streak) 50	LT	1	1
Medium Pulse Laser	LT	1	2
Machine Gun	LT	1	.25
3 Machine Guns	LA	3	.75
Ammo (MG) 100	LA	1	.5
2 Jump Jets	RL	2	1
Jump Jet	RT	1	.5
Jump Jet	LT	1	.5
2 Jump Jets	LL	2	1

Notes: Features the following Design Quirks: Nimble Jumper.





Mass: 75 tons

Chassis: StarFrame Heavy Endo Steel

Power Plant: GM 300

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Heavy

Armament:

29 tons of pods space available

Manufacturer: StarCorps Industries

Primary Factory: Crofton

Communications System: Garret T-60 FastScan

Targeting and Tracking System: Garret F22c

The *Inferno* was rushed into production by StarCorps Industries after the fall of New Avalon. The chassis had been serving as a testbed for several improved survivability projects, but only one of those concepts made it onto the final model.

CAPABILITIES

The *Inferno* is built around a standard fusion engine and a compact gyro, freeing room in the center of the 'Mech for heavier weapons, with the intent that the *Inferno* remains a threat for as long as it stays on the battlefield. Additional weapons or equipment are carried in the side torsos, with larger weapons often carried over the shoulders. The *Inferno* is not particularly fast, nor does it carry notably heavy firepower. But as the StarCorps sold it to the Armed Forces of the Federated Suns, "the Draconis Combine will not take another inch of Davion soil as long as the *Inferno* still rages."

A side effect of the emphasis on protecting the torso-mounted weapons was that the 'Mech's arms were usually left free of any weapons. As an additional option in close combat, the *Inferno* was equipped with armored gauntlets to punch its way through opponents. There were some difficulties with the rush to full production, however. The center torso pod space uses an innovative power link to the fusion engine, but it is insufficiently shielded. The EM interference was deemed insignificant versus the dire need to rebuild AFFS regiments. The effect is brief and most of the planned electronic systems were not likely to be impaired by the interference.

BATTLE HISTORY

The AFFS prioritized shipments of new *Infernos* to front-line garrisons defending the Federated Suns against the Draconis Combine, particularly new or rebuilt regiments. The *Inferno* has proven to be a particularly good platform for getting new MechWarriors accustomed to the use of neurohelmets, creating the impression that it is a training 'Mech. In an effort to fix this impression, StarCorps provided a shipment of *Infernos* configured with ClanTech to the Davion Guards.

The Kestrel Grenadiers received a lance of *Infernos* for Operation Perceval. Not particularly suited to the raids of that operation, the *Infernos* were instead assigned to base security on Remagen. Consequently, they were ready when Task Force Tsujigiri arrived to capture Erik Sandoval and end the Federated Suns' raids. The *Infernos* harassed each landing, then moved on to tackle another, trying to keep the enemy from coordinating effectively and making them second guess each landing zone. The Combine pursuit eventually trapped the Grenadiers between their pursuers and an offloading company. The combined firepower of two full companies of 'Mechs tore through the Grenadiers lance.

NOTABLE 'MECHS AND MECHWARRIORS

Subaltern Charles Ward: Ward's training at the Robinson Battle Academy was cut short when Robinson was invaded by the Draconis Combine. Attached to the Kestrel Grenadiers to finish his training in the field, he officially graduated and joined the Armed Forces of the Federated Suns. He was assigned a brand-new *Inferno* and placed in a security lance weeks before the Hikage invaded. As the pursuit tightened on the lance, Ward challenged a Hikage *Warhammer* to a duel. The Hikage 'Mech hammered away at Ward's 'Mech, tearing through its already-weakened armor. Hobbled on one leg and with both arms destroyed, Ward battered his poor *Inferno* in desperate attempts to stand. Finally succeeding, his last shot blasted through the *Warhammer's* cockpit. He stood there, victorious but immobile in the shadow of the enemy, and slipped out of consciousness. Ward was recovered after Tsujigiri retreated from Remagen and is awaiting word of his next assignment while he heals from his injuries.

Captain Thomas Michael Haase: Captain Haase led a company of the Capellan March Militia against the Dynasty Guard on Taygeta in 3145. The command lance was composed of newly acquired *Infernos*, along with lances of Glory fire support vehicles and battle armor, all holding a fortified hill overlooking the outskirts of the city and protecting a battery of artillery. The Capellans' first wave retreated from the strong defense, but the second wave raced through the artillery and missile fire and reached the hill. Captain Haase and his *Infernos* were caught in a vicious melee that left two of the 'Mechs and most of the battle armor as casualties, but the artillery was saved. A third wave was sent to destroy the artillery; fortunately, the remainder of the Davion battalion had successfully pulled back and Haase's company received orders to withdraw.

Type: Inferno

Technology Base: Inner Sphere (Advanced)

Tonnage: 75

Role: Brawler

Battle Value: 1,577

Equipment

Internal Structure:	Endo Steel	4	Mass	19
Engine:	300	19		
Walking MP:	4			
Running MP:	6			
Jumping MP:	0			
Heat Sinks:	12 [24]	2		
Gyro (Compact):		4.5		
Cockpit:		3		
Armor Factor:	216	13.5		
	<i>Internal Structure</i>	<i>Armor Value</i>		
Head	3	9		
Center Torso	23	33		
Center Torso (rear)		10		
R/L Torso	16	25		
R/L Torso (rear)		7		
R/L Arm	12	22		
R/L Leg	16	28		

Weight and Space Allocation

<i>Location</i>	<i>Fixed</i>	<i>Spaces Remaining</i>
Head	None	1
Center Torso	None	4
Right Torso	None	12
Left Torso	None	12
Right Arm	5 Endo Steel	5
Left Arm	5 Endo Steel	5
Right Leg	2 Endo Steel	0
Left Leg	2 Endo Steel	0

Notes: Features the following Design Quirks: Battlefists, Easy to Pilot, EM Interference (Center Torso).

Weapons and Ammo Location Critical Tonnage

Primary Weapons Configuration

Double Heat Sink	RA	3	1
Medium Re-engineered Laser	RT	2	2.5
MML 5	RT	3	3
2 Double Heat Sinks	RT	6	2
Heavy PPC	CT	4	10
Medium Re-engineered Laser	LT	2	2.5
MML 5	LT	3	3
Ammo (MML) 48/40	LT	2	2
CASE II	LT	1	1
Double Heat Sink	LT	3	1
Double Heat Sink	LA	3	1

Alternate Configuration A

Medium X-Pulse Laser	RT	1	2
ER PPC	CT	3	7
Gauss Rifle	LT	7	15
Ammo (Gauss) 16	LT	2	2
CASE II	LT	1	1
Medium X-Pulse Laser	LT	1	2

Battle Value: 1,846 Role: Brawler

Alternate Configuration B

LRM 15	RT	3	7
Ammo (LRM) 16	RT	2	2
CASE II	RT	1	1
ER Small Laser	RT	1	.5
Double Heat Sink	RT	3	1
ER PPC	CT	3	7
ER Small Laser	CT	1	.5
LRM 15	LT	3	7
Ammo (LRM) 16	LT	2	2
CASE II	LT	1	1

Battle Value: 1,658 Role: Missile Boat

Weapons and Ammo Location Critical Tonnage

Alternate Configuration C

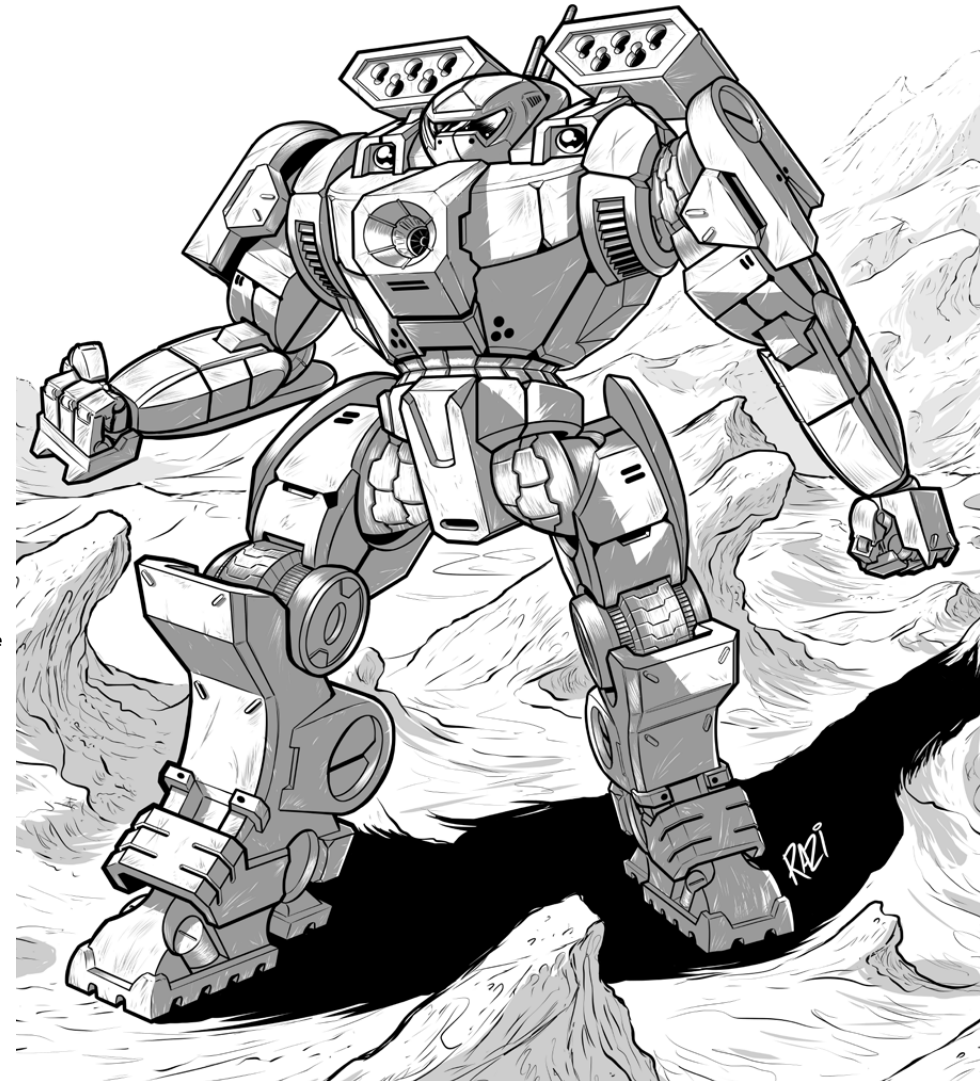
MML 5	RT	3	3
Ammo (MML) 48/40	RT	2	2
Ammo (Thunderbolt) 8	RT	2	2
CASE II	RT	1	1
ER Medium Laser	RT	1	1
Thunderbolt 15	CT	3	11
ER Medium Laser	CT	1	1
MML 5	LT	3	3
Ammo (MML) 24/20	LT	1	1
Ammo (Thunderbolt) 8	LT	2	2
CASE II	LT	1	1
ER Medium Laser	LT	1	1

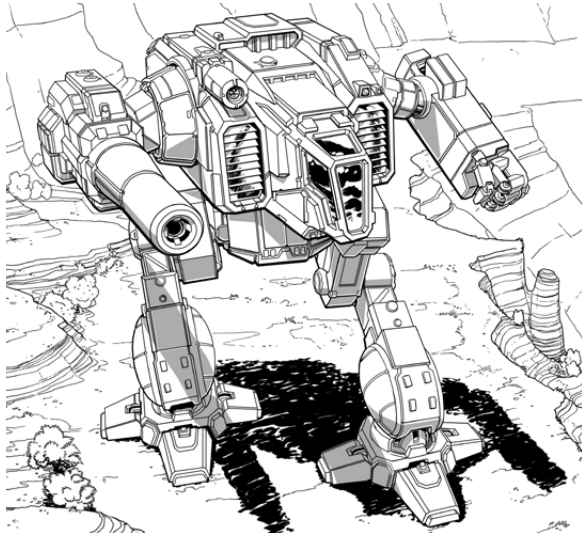
Battle Value: 1,698 Role: Missile Boat

Alternate Configuration R—Mixed

Double Heat Sink	RA	3	1
SRM 6 (C)	RT	1	1.5
Targeting Computer (C)	RT	3	3
2 Double Heat Sinks	RT	6	2
ER PPC (C)	CT	2	6
2 ER Large Lasers (C)	CT	2	8
Double Heat Sink	LA	3	1
SRM 6 (C)	LT	1	1.5
Ammo (SRM) 15 (C)	LT	1	1
CASE II	LT	1	1
3 Double Heat Sinks	LT	9	3

Battle Value: 2,360 Role: Sniper





Mass: 45 tons
Speed: 64 kph cruising, 129 kph max with MASC
Jump Capacity: 180 meters
Payload: 17 tons of pod space
Manufacturer: Clan Protectorate Arms
Primary Factory: Asellus Australis Alpha
 (Asellus Australis)
Featured in TRO: 3058 Upgrade / Clan Invasion

Clan Nova Cat debuted the *Shadow Cat* near the turn of the thirtieth century, and the 'Mech quickly became a staple within their own *touman* and that of almost all other Clans. Now built in the Clan Protectorate and widely sold by our merchants, the OmniMech remains common in most Clan and even Inner Sphere units.

CAPABILITIES

Long prized for wedding agility and ample pod space, the *Shadow Cat* earned renown as a striker OmniMech with few peers. A fixed 180-meter jump capacity and MASC-enabled bursts of over 120 kph enable this hunter to easily stalk prey in varied terrain. Most configurations pack the chassis with a blend of weapons and electronics on par with some heavy BattleMechs. The end product is a well-balanced machine equally fit for rapid assaults or recon in force.

BATTLE HISTORY

The *Shadow Cat* is one of a number of Clan OmniMechs that have become common sights in mercenary forces over the past few decades. On Le Blanc, the Event Horizon company's CO led harassment raids from the cockpit of his *Shadow Cat* as part of a wider guerilla campaign against the occupying Nineteenth Galedon Regulars. Using jump jets to rapidly cross the planet's rough terrain, the mercenaries executed numerous raids hoping to bring an end to the Dragon's incursion.

NOTABLE 'MECHS AND MECHWARRIORS

Callie: Clan Nova Cat brought this particular *Shadow Cat* from the Homeworlds, and it found its way into the Republic when Delta Galaxy joined the nascent RAF. Like many older 'Mechs, those who deal with *Callie* swear she has a personality all her own—typically, a cantankerous one. However, some pilots are adamant she has favorites. In the aftermath of a Wolf raid on Asellus Australis, Star Captain Hilke insisted *Callie* shifted on her own accord to prevent the OmniMech from collapsing directly onto the cockpit, likely saving her life.

Captain Reinar Jorgensen: Jorgensen founded the Event Horizon mercenary company as a home for retired AFFS troops to continue helping their nation the only way they know. Reinar sacrificed everything to found his new mercenary company, including selling his centuries-old family business, after which he named the group. Now that Event Horizon has begun to make a name for themselves in the fighting on Le Blanc, the cost seems to have been worth it.

Weapons and Ammo	Location	Critical	Tonnage
<i>Weapons Configuration T</i>			
Ultra AC/10	RA	4	10
Ammo (Ultra) 20	RT	2	2
Medium Pulse Laser	RT	1	2
Active Probe	LT	1	1
Medium Pulse Laser	LA	1	2
Battle Value: 1,852		Role: Scout	

Weapons and Ammo	Location	Critical	Tonnage
<i>Alternate Configuration D</i>			
ER Large Laser	RA	1	4
Double Heat Sink	RA	2	1
Streak SRM 6	RT	2	3
Ammo (Streak) 15	RT	1	1
Medium Pulse Laser	LT	1	2
ER Small Laser	LT	1	.5
2 Machine Guns	LT	2	.5
Ammo (MG) 200	LT	1	1
2 Medium Pulse Lasers	LA	2	4
Battle Value: 2,298		Role: Striker	

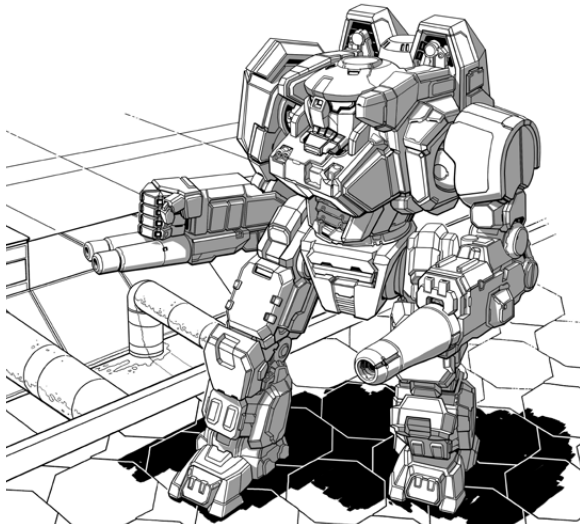
<i>Alternate Configuration E</i>			
Imp. Heavy Large Laser	RA	3	4
2 Double Heat Sinks	RA	4	2
Double Heat Sink	RT	2	1
2 Coolant Pods	RT	2	2
Imp. Heavy Large Laser	LT	3	4
Double Heat Sink	LT	2	1
3 Double Heat Sinks	LA	6	3
Battle Value: 2,084		Role: Striker	

<i>Alternate Configuration I</i>			
ER Medium Pulse Laser	RA	2	2
Imp. Heavy Medium Laser	RA	2	1
Double Heat Sink	RA	2	1
Streak SRM 6	RT	2	3
Ammo (Streak) 15	RT	1	1
Streak SRM 6	LT	2	3
Ammo (Streak) 15	LT	1	1
Targeting Computer	LT	2	2
ER Medium Pulse Laser	LA	2	2
Imp. Heavy Medium Laser	LA	2	1
Battle Value: 2,408		Role: Striker	

<i>Alternate Configuration J</i>			
HAG 20	RA	6	10
Ammo (HAG) 12	RT	2	2
3 AP Gauss Rifles	LT	3	1.5
Ammo (AP Gauss) 40	LT	1	1
Active Probe	LT	1	1
3 AP Gauss Rifles	LA	3	1.5
Battle Value: 1,802		Role: Striker	

<i>Alternate Configuration M</i>			
Large Pulse Laser	RA	2	6
Double Heat Sink	RA	2	1
ER Medium Laser	RT	1	1
ER Medium Laser	LT	1	1
Double Heat Sink	LT	2	1
Large Pulse Laser	LA	2	6
Double Heat Sink	LA	2	1
Battle Value: 2,438		Role: Striker	

EXECUTIONER (GLADIATOR)



Mass: 95 tons
Speed: 43 kph cruising, 86 kph max with MASC
Jump Capacity: 120 meters
Payload: 26.5 tons of pod space
Manufacturer: Alshain BattleWorx (Alshain)
Featured in TRO: 3050 Upgrade / Clan Invasion

Possessing an intimidating look that has not dulled with age, Clan Ghost Bear's *Executioner* remains an impressive and fearsome war machine. While production of other OmniMech designs such as the *Linebacker* or *Adder* diminished or ended altogether during the Word's Jihad, construction of the powerful *Executioner* never stopped and it remains a mainstay of the Rasalhague Dominion Touman.

CAPABILITIES

The impressive *Executioner* continues to shine on the modern battlefield despite various attempts to update the OmniMech with new construction technologies. The spacious and reliable chassis has the right mix of protection and pod space to accept a wide variety of weapons and mission profiles. While undergunned compared to the lighter *Warhawk*, the use of MASC and jump jets give the *Executioner* superior mobility for its weight. Combined with its availability, the *Executioner* is highly sought after as a command OmniMech by the other Clans—and the Ghost Bears are all too happy to use that demand as leverage when striking a deal.

BATTLE HISTORY

As the Second Combine-Dominion War reached its bloody conclusion, Ghost Bear *Executioners* were at the forefront of the fighting, battling alongside more contemporary designs as the Bears marched on the Nova Cat capital of Irece. When the fighting reached the Cats' Barcella-LAW manufacturing plant, the Bears' Beta Galaxy led the charge. Galaxy Commander Hall personally blasted a hole in the defensive wall with his *Kodiak*, but it was a mixed Star of *Executioners* and *Karhus* from the Eighteenth Battle Cluster that held the breach from sniping Nova Cat Legionaries once Beta entered the factory.

During the Bears' defense of Lambrecht from a Draconis Combine counterattack in 3150, *Executioners* faced off against the attacking Third An Ting Legion. Surviving the Legion's surprise combat drop, the Fifth Bear Guards rallied, first forcing the Legion from the capital of Middle Park and then scouring them from the planet. As the An Ting Legion made its final stand among the old Castle Brian ruins on the continent Brattanois, an *Executioner* piloted by Star Commander Roman Tseng stalked the Combine warriors through the wreckage. Issuing combat challenges to any Combine warrior brave enough to face him, Tseng destroyed a Draconis *Shugenja* and a *Dragon II* using his *Executioner's* speed and the difficult terrain to outmaneuver his opponents. When the Legion survivors fled into a nearby series of abandoned boron mines, Tseng's *Executioner* led the chase.

NOTABLE 'MECHS AND MECHWARRIORS

Star Commander Roman Tseng: A Freeminder like many of the former Vega Protectorate warriors of Omega Galaxy, Star Commander Roman Tseng is a strong proponent for better integration with the Inner Sphere. He views the Dominion's drive towards Terra as an extension of that integration and a way for him to protect innocent civilians from the predations of the Great Houses. Roman holds an especially low opinion of the Draconis Combine, having faced the Dragon's warriors during their many raids of the Protectorate before it joined the Rasalhague Dominion. A supporter of Star Captain Tintavel Tseng, Roman hopes that she will take control of the Fifth Bear Guards soon so he can trial for her vacant Trinary command.

Weapons and Ammo	Location	Critical	Tonnage
<i>Weapons Configuration T</i>			
2 ER Large Pulse Lasers	RA	6	12
2 Machine Guns	RT	2	.5
Ammo (MG) 200	RT	1	1
ECM Suite	RT	1	1
Ammo (LB-X) 20	LT	2	2
LB 10-X AC	LA	5	10
Battle Value: 2,558	Role: Sniper		
<i>Alternate Configuration F</i>			
2 Large Pulse Lasers	RA	4	12
Supercharger	RT	1	2.5
Double Heat Sink	RT	2	1
Targeting Computer	LT	4	4
ER PPC	LA	2	6
Double Heat Sink	LA	2	1
Battle Value: 3,606	Role: Sniper		
<i>Alternate Configuration G</i>			
6 ER Medium Lasers	RA	6	6
Watchdog CEWS	RT	2	1.5
Double Heat Sink	RT	2	1
Targeting Computer	LT	3	3
ER PPC	LA	2	6
Streak LRM 15	LA	3	7
Ammo (Streak) 16	LA	2	2
Battle Value: 3,825	Role: Skirmisher		
<i>Alternate Configuration I</i>			
2 Imp. Heavy Large Lasers	RA	6	8
Supercharger	RT	1	2.5
ECM Suite	RT	1	1
2 Double Heat Sinks	RT	4	2
Targeting Computer	LT	2	2
2 Double Heat Sinks	LT	4	2
2 Streak SRM 6	LA	4	6
Ammo (Streak) 15	LA	1	1
2 Double Heat Sink	LA	4	2
Battle Value: 3,339	Role: Skirmisher		
<i>Alternate Configuration J</i>			
HAG 40	RA/RT	9/1	16
Ammo (HAG) 12	RT	4	4
3 SRM 6	LA	3	4.5
Ammo (SRM) 30	LA	2	2
Battle Value: 2,891	Role: Juggernaut		
<i>Alternate Configuration L</i>			
2 ER Large Lasers	RA	2	8
Ammo (Streak) 32	LT	4	4
CASE II	LT	1	.5
2 Streak LRM 15	LA	6	14
Battle Value: 3,132	Role: Sniper		

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Valkyrie VLK-GD

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Tonnage: 30

Tech Base: Inner Sphere

Rules Level: Standard

Role: Missile Boat

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RA	4	6 [P]	-	2	4	6
1	LRM 10	LT	4	1/Msl [M,C,S]	6	7	14	21

w/Artemis IV

Ammo: [LRM 10] 12

BV: 807

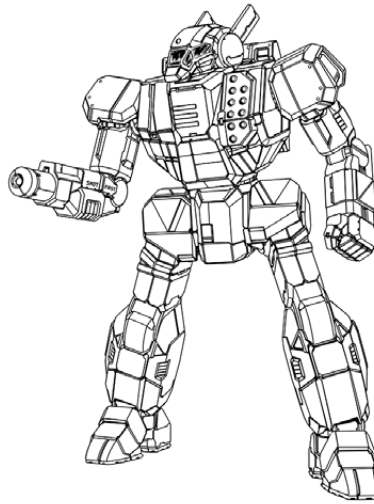


WARRIOR DATA

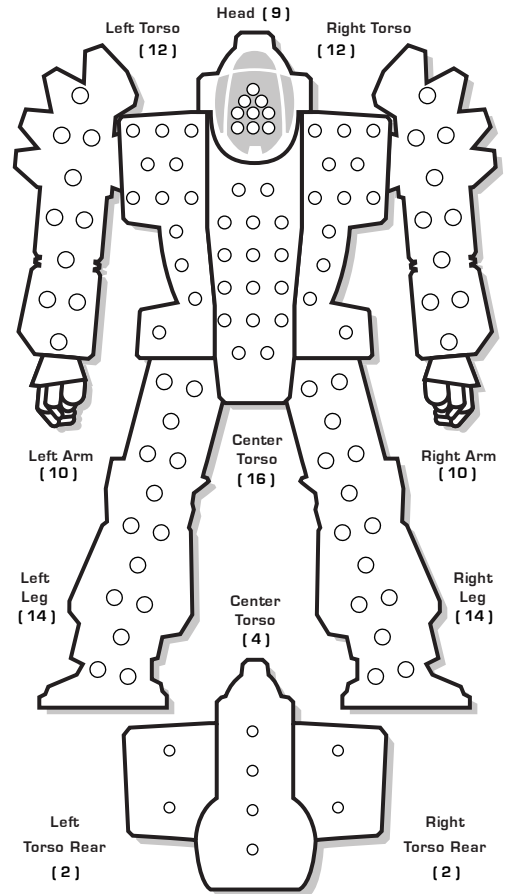
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- Heat Sink
- Heat Sink
- [LRM 10]
- LRM 10
- Artemis IV FCS
- Endo Steel

1-3

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

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

4-6

Right Arm

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

1-3

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

4-6

Right Torso

- Heat Sink
- Heat Sink
- Ammo [LRM 10] 12
- CASE
- Endo Steel
- Endo Steel

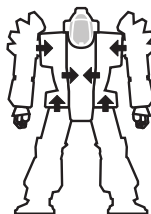
1-3

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

4-6

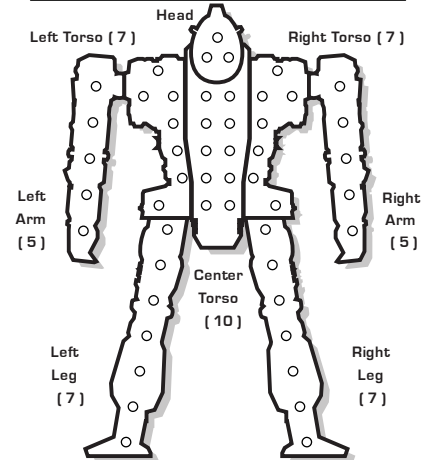
Right Leg

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



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: 10



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
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: Valkyrie VLK-GD6

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Tonnage: 30

Tech Base: Inner Sphere

Rules Level: Standard

Role: Missile Boat

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Extended LRM 10	LT	6	1/Msl [M,C,S]	10	12	22	38

Ammo: [ELRM 10] 18

BV: 827

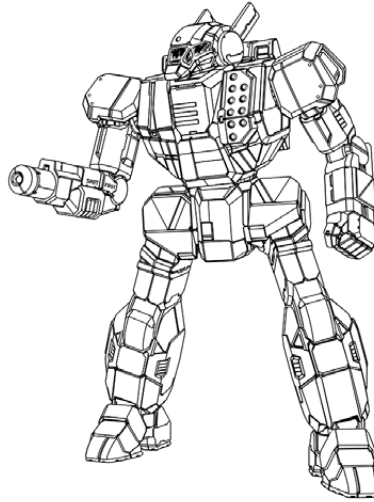


WARRIOR DATA

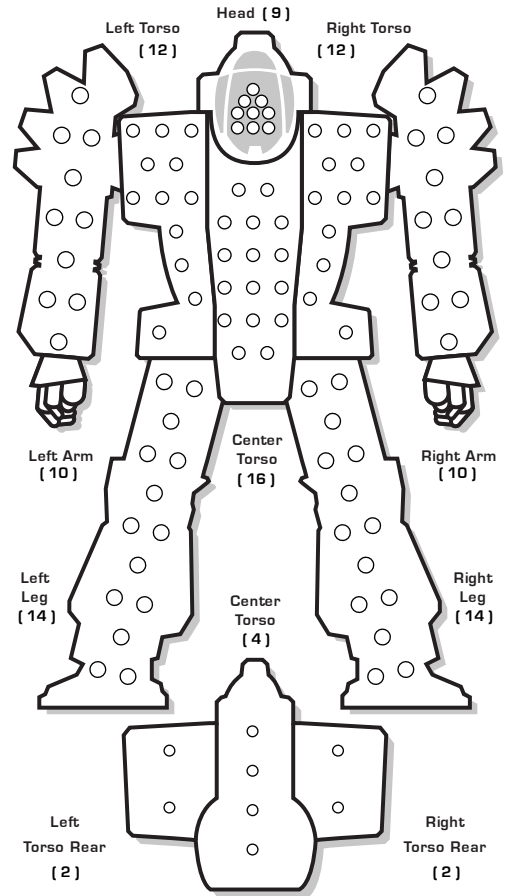
Name: _____

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

4-6

Left Torso

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

1-3

- Extended LRM 10
- Extended LRM 10
- Extended LRM 10
- Extended LRM 10
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

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

4-6

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

Right Arm

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

1-3

- ER Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Torso

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

1-3

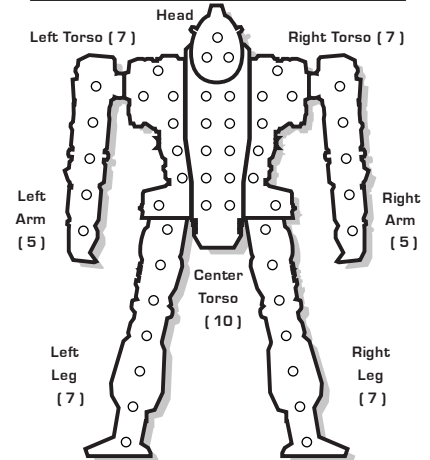
- Jump Jet
- Ammo [ELRM 10] 9
- Ammo [ELRM 10] 9
- CASE
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



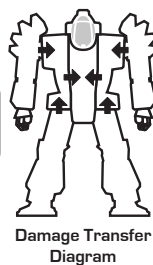
HEAT DATA

Heat Level*	Effects	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: Valkyrie VLK-GDD

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 30

Tech Base: Inner Sphere

Rules Level: Standard

Role: Missile Boat

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	LRM 10	LT	4	1/Msl [M,C,S]	6	7	14	21

w/Artemis IV

Ammo: [LRM 10] 12

BV: 834

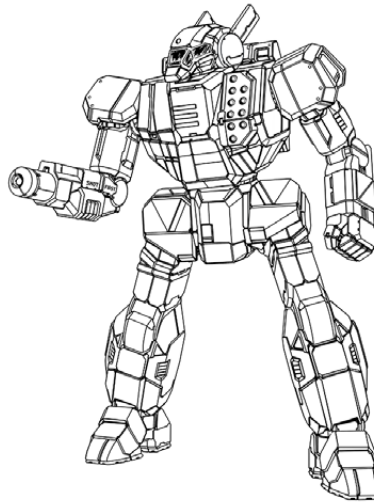


WARRIOR DATA

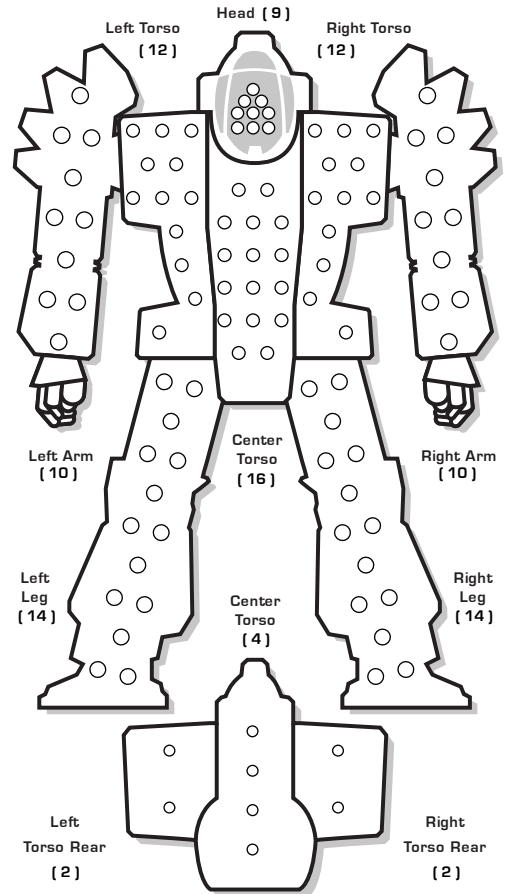
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet

1-3

- LRM 10
- LRM 10
- Artemis IV FCS
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Left Leg

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

Head

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

1-3

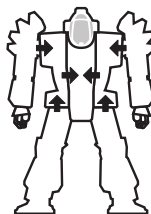
Center Torso

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

4-6

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

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



Damage Transfer Diagram

Right Arm

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

1-3

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

4-6

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

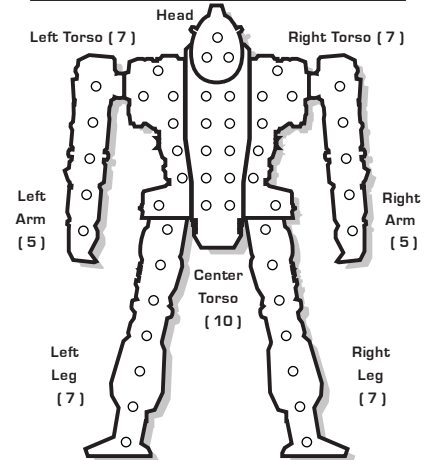
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Ammo [LRM 10] 12
- CASE
- Roll Again

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™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Valkyrie C

Movement Points:

Walking: 5

Running: 8

Jumping: 8

Tonnage: 30

Tech Base: Mixed

Rules Level: Standard

Role: Missile Boat

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
[Clan]								
1	LRM 10 [Clan]	LT	4	1/Msl [M.C.S.]	—	7	14	21

Ammo: [LRM 10] 24

BV: 936

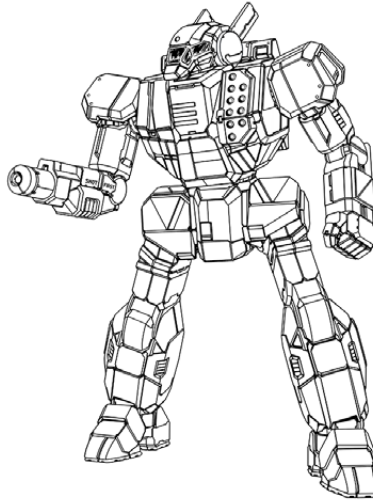


WARRIOR DATA

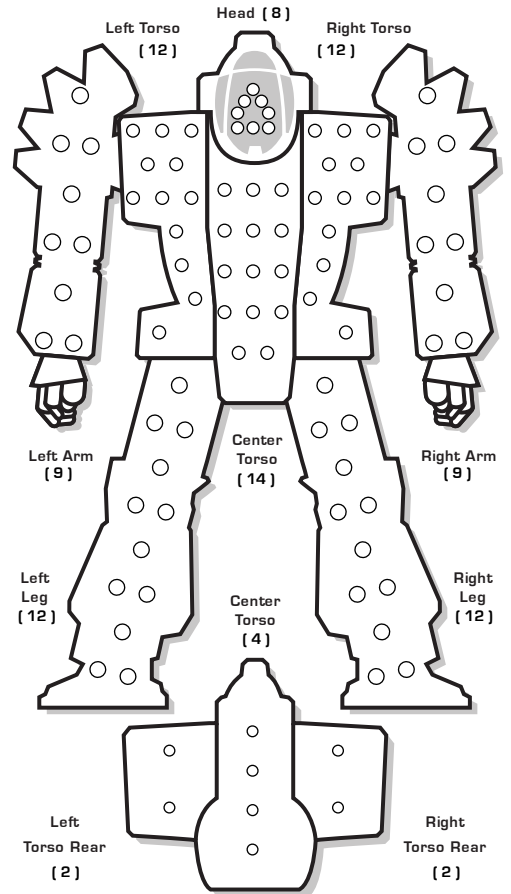
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- 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
- Ferro-Fibrous [Clan]
- Ferro-Fibrous [Clan]

4-6

Left Torso

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

1-3

- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- LRM 10 [Clan]
- Ferro-Fibrous [Clan]
- Ferro-Fibrous [Clan]

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous [Clan]
- Sensors
- Life Support

1-3

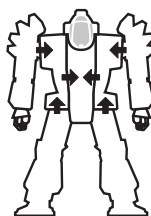
Center Torso

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

4-6

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

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



Damage Transfer Diagram

Right Arm

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

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Medium Pulse Laser [Clan]
- Ferro-Fibrous [Clan]
- Ferro-Fibrous [Clan]

4-6

Right Torso

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

1-3

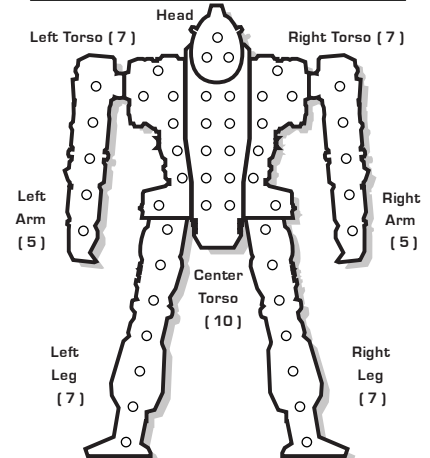
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Ammo [LRM 10] 12
- Ammo [LRM 10] 12
- CASE II [Clan]

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Improved Jump Jet
- Improved 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: Shadow Cat T

Movement Points:

Walking: 6

Running: 9 [12]

Jumping: 6

Tonnage: 45

Tech Base: Clan

Rules Level: Standard

Role: Scout

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	Ultra AC/10	RA	3	10/Sht	—	6	12	18
[DB,R/C]								
1	Active Probe	LT	—	[E]	—	—	—	5
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12

Ammo: [Ultra AC/10] 20

BV: 1,852

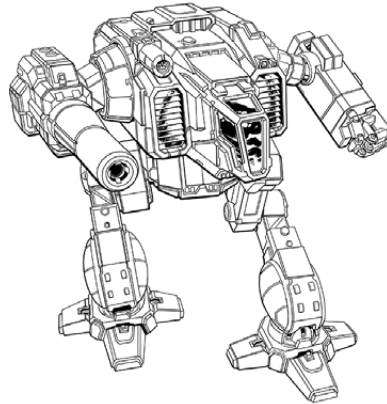


WARRIOR DATA

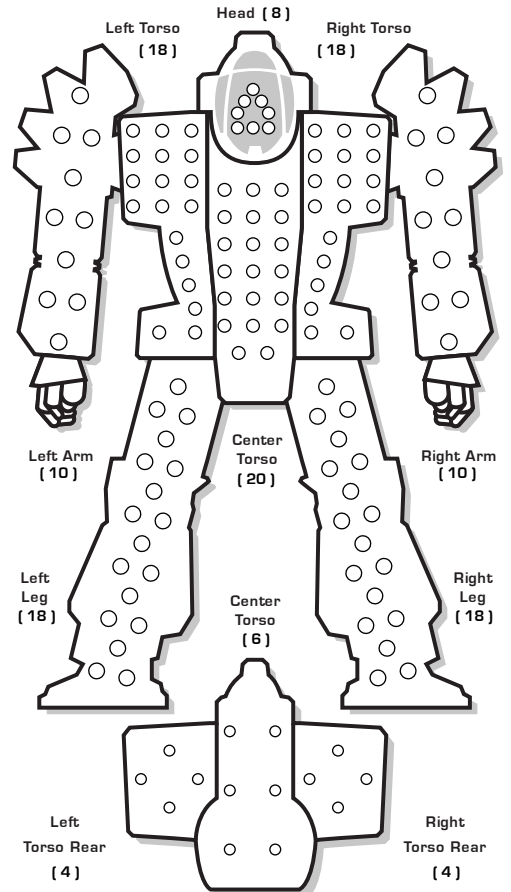
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

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

1-3

Center Torso

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

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Active Probe
- Endo Steel
- Ferro-Fibrous

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
- Jump Jet
- Jump Jet

Head

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

1-3

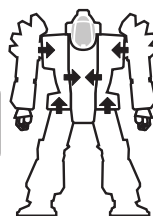
Center Torso

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

4-6

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

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



Damage Transfer Diagram

Right Arm

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

1-3

Center Torso

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

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Medium Pulse Laser
- Ammo [Ultra AC/10] 10
- Ammo [Ultra AC/10] 10

1-3

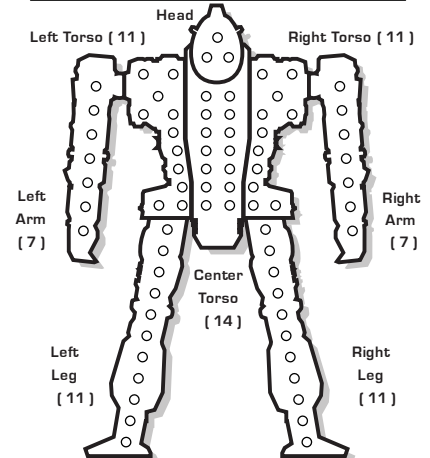
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

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: Shadow Cat D

Movement Points:

Walking: 6

Running: 9 [12]

Jumping: 6

Tonnage: 45

Tech Base: Clan

Rules Level: Standard

Role: Striker

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	ER Small Laser	LT	2	5 [DE]	—	2	4	6
2	Machine Gun	LT	—	2 [DB,AI]	—	1	2	3
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12

Ammo: (Machine Gun) 200, (Streak SRM 6) 15

BV: 2,298

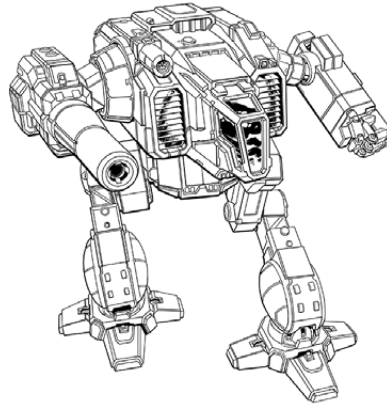


WARRIOR DATA

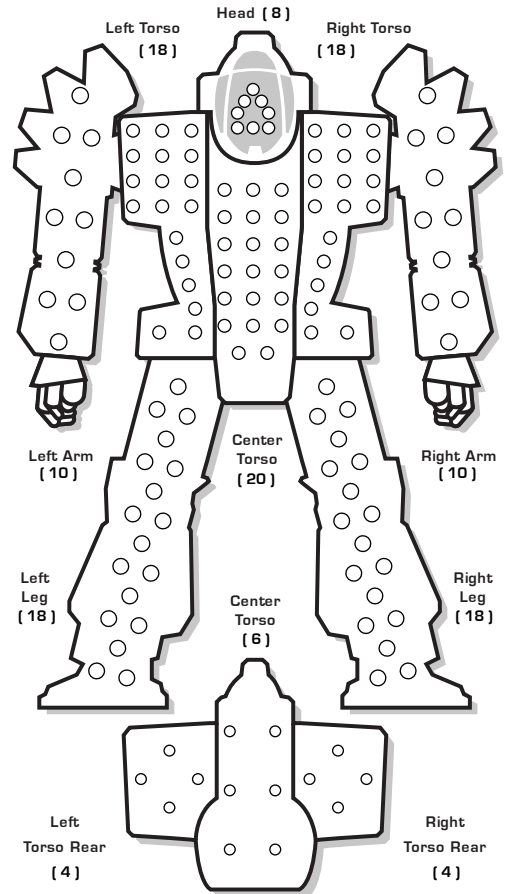
Name: _____

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
- Medium Pulse Laser
- Medium Pulse Laser
- Endo Steel
- Endo Steel

1-3

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

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- ER Small Laser
- ER Small Laser
- Machine Gun

1-3

- Machine Gun
- Ammo (Machine Gun) 200
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

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

Head

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

Center Torso

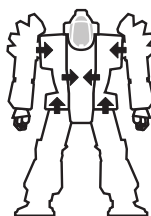
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

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

4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- ER Large Laser
- Endo Steel

1-3

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

4-6

Right Torso (CASE)

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

1-3

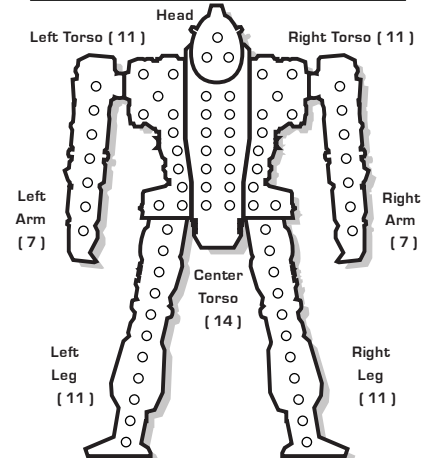
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

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
30	Shutdown
28	Ammo Exp, avoid on 8+
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Exp, avoid on 6+
22	Shutdown, avoid on 8+
20	-4 Movement Points
19	Ammo Exp, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	-3 Movement 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: 11 (22)



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
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: Shadow Cat I

Movement Points:

Walking: 6

Running: 9 [12]

Jumping: 6

Tonnage: 45

Tech Base: Clan

Rules Level: Standard

Role: Striker

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Imp. Heavy Medium Laser	LA	7	10 [DE,X]	-	3	6	9
1	ER Medium Pulse Laser	LA	6	7 [P]	-	5	9	14
1	Imp. Heavy Medium Laser	RA	7	10 [DE,X]	-	3	6	9
1	ER Medium Pulse Laser	RA	6	7 [P]	-	5	9	14
1	Streak SRM 6	LT	4	2/Msl [M,C]	-	4	8	12
1	Targeting Computer	LT	-	[E]	-	-	-	-
1	Streak SRM 6	RT	4	2/Msl [M,C]	-	4	8	12

Ammo: [Streak SRM 6] 30

BV: 2,408

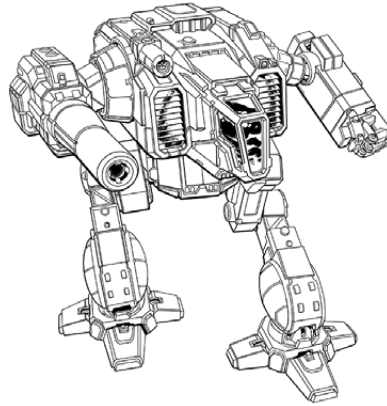


WARRIOR DATA

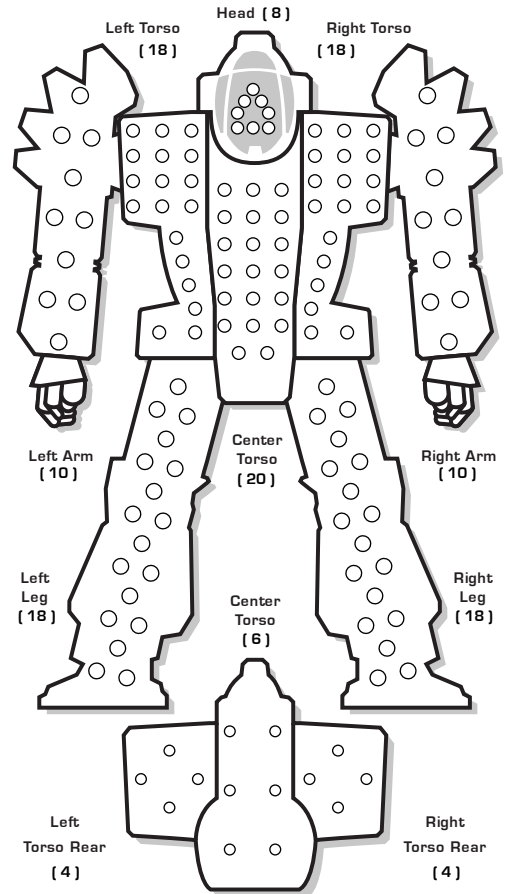
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

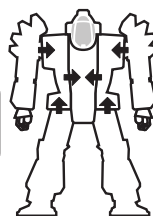
- Left Arm (CASE)**
- Shoulder
 - Upper Arm Actuator
- 1-3**
- Imp. Heavy Medium Laser
 - Imp. Heavy Medium Laser
 - ER Medium Pulse Laser
 - ER Medium Pulse Laser
- 4-6**
- Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- Left Torso (CASE)**
- XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Streak SRM 6
 - Streak SRM 6
 - Ammo (Streak SRM 6) 15
- 1-3**
- Targeting Computer
 - Targeting Computer
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 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**

- 4-6**
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - MASC
 - MASC

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

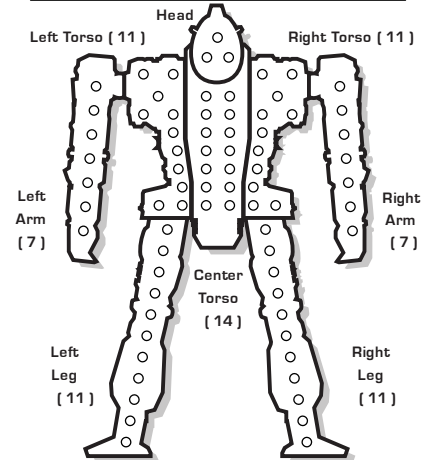


Damage Transfer Diagram

- Right Arm (CASE)**
- Shoulder
 - Upper Arm Actuator
- 1-3**
- Double Heat Sink
 - Double Heat Sink
 - Imp. Heavy Medium Laser
 - Imp. Heavy Medium Laser
- 4-6**
- ER Medium Pulse Laser
 - ER Medium Pulse Laser
 - Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again
- Right Torso (CASE)**
- XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Streak SRM 6
 - Streak SRM 6
 - Ammo (Streak SRM 6) 15
- 1-3**
- Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - 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: Shadow Cat J

Movement Points:

Walking: 6

Running: 9 [12]

Jumping: 6

Tonnage: 45

Tech Base: Clan

Rules Level: Standard

Role: Striker

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
1	HAG/20	RA	4	20 [C,F,X]	2	8	16	24
3	AP Gauss Rifle	LT	1	3 [DB,AI,X]	—	3	6	9
1	Active Probe	LT	—	[E]	—	—	—	5

Ammo: [AP Gauss] 40, [HAG 20] 12

BV: 1,802

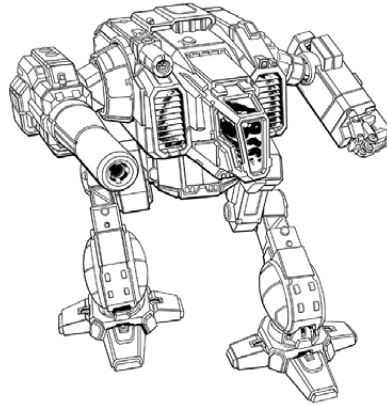


WARRIOR DATA

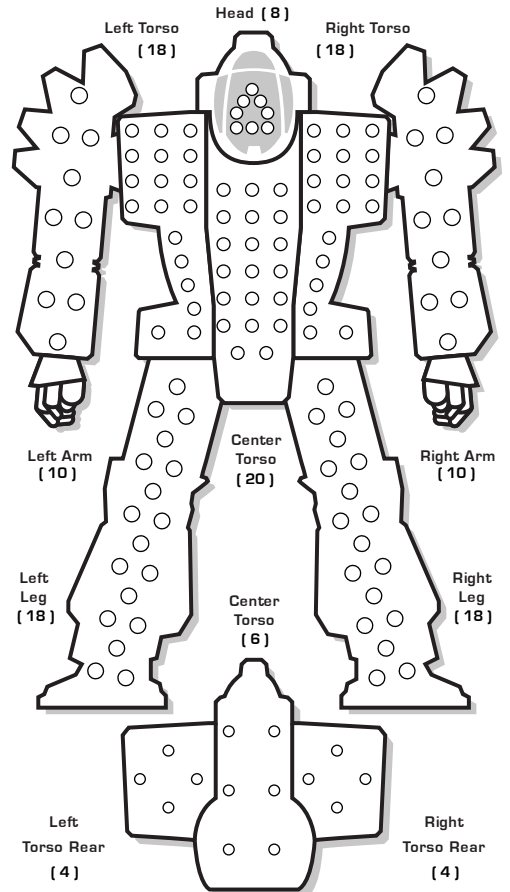
Name: _____

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
- Endo Steel

1-3

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

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- AP Gauss Rifle
- AP Gauss Rifle
- AP Gauss Rifle

1-3

- Ammo [AP Gauss] 40
- Active Probe
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- [MASC]
- [MASC]

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- HAG/20
- HAG/20
- HAG/20
- HAG/20

1-3

- HAG/20
- HAG/20
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Ammo [HAG 20] 6
- Ammo [HAG 20] 6
- Endo Steel

1-3

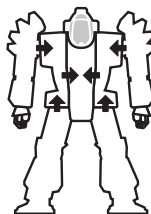
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Leg

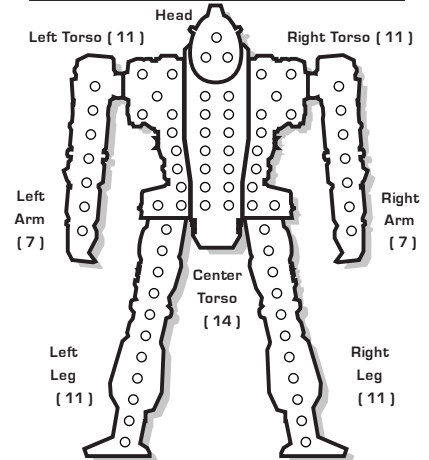
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

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: Shadow Cat M

Movement Points:

Walking: 6

Running: 9 [12]

Jumping: 6

Tonnage: 45

Tech Base: Clan

Rules Level: Standard

Role: Striker

Weapons & Equipment Inventory

(hexes)

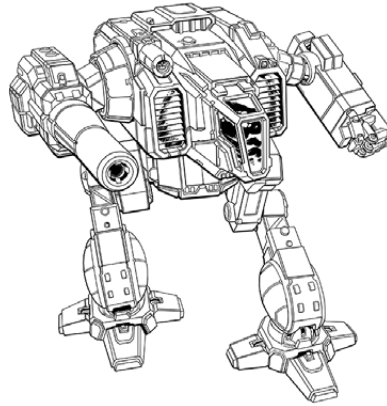
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15

WARRIOR DATA

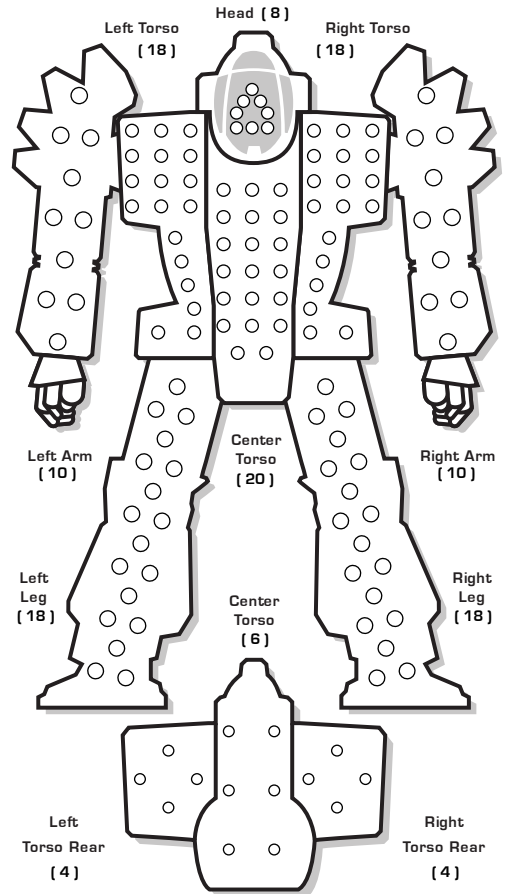
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



BV: 2,438



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 [Double Heat Sink
4. [Double Heat Sink
5. [Large Pulse Laser
6. [Large Pulse Laser

Head

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

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 [Double Heat Sink
4. [Double Heat Sink
5. [Large Pulse Laser
6. [Large Pulse Laser

Center Torso

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

Endo Steel

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

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- 1-3 [Double Heat Sink
4. [Double Heat Sink
5. ER Medium Laser

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
5. [MASC
6. [MASC

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- 1-3 ER Medium Laser
5. Endo Steel
6. Ferro-Fibrous

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

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

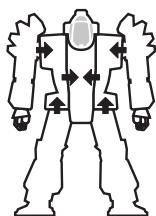
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- 4-6 Roll Again
5. Roll Again
6. Roll Again

Left Leg

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

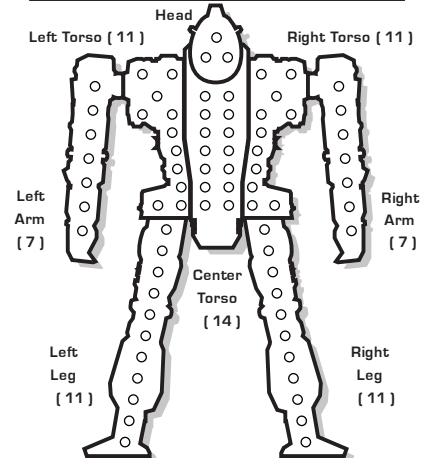
Right Leg

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



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: Vapor Eagle (Goshawk)

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 55

Tech Base: Clan

Rules Level: Standard

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Machine Gun	LA	—	2 [DB,AI]	—	1	2	3
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	Streak SRM 2	LT	2	2/Msl [M,C]	—	4	8	12
1	Machine Gun	LT	—	2 [DB,AI]	—	1	2	3
2	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	Streak SRM 2	RT	2	2/Msl [M,C]	—	4	8	12
1	Targeting Computer	RT	—	[E]	—	—	—	—

Ammo: (Machine Gun) 100, (Streak SRM 2) 50

BV: 2,368

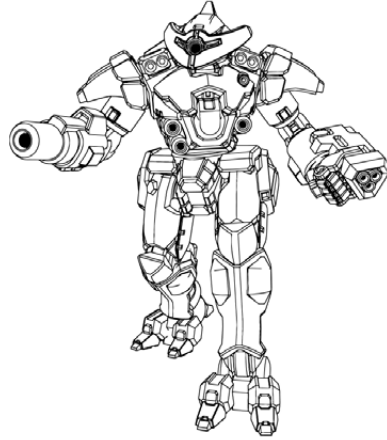


WARRIOR DATA

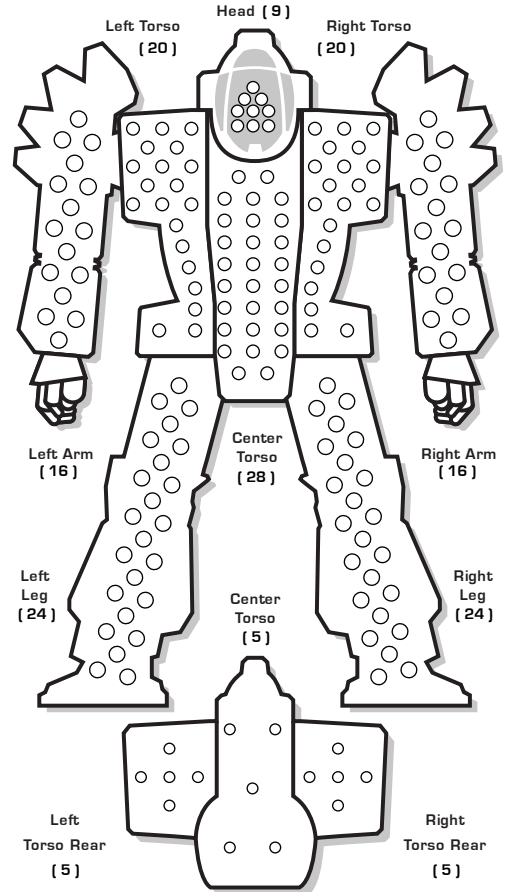
Name: _____

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
- Machine Gun
- Machine Gun

1-3

- Machine Gun
- Ammo (Machine Gun) 100
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Medium Pulse Laser
- Streak SRM 2
- Machine Gun

1-3

- Ammo (Streak SRM 2) 50
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

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

1-3

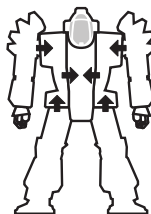
Center Torso

- 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
- Ferro-Fibrous

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



Damage Transfer Diagram

Right Arm

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

1-3

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

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Medium Pulse Laser
- Medium Pulse Laser
- Streak SRM 2

1-3

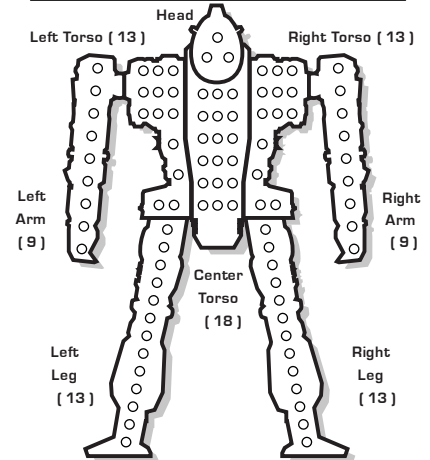
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Endo Steel
- Endo Steel
- Ferro-Fibrous

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	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: Vapor Eagle (Goshawk) 2

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 55

Tech Base: Clan

Rules Level: Standard

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Machine Gun	LA	—	2 [DB, AI]	—	1	2	3
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	Ultra AC/10	LT	3	10/Sht [DB, R/C]	—	6	12	18
1	Machine Gun	LT	—	2 [DB, AI]	—	1	2	3
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	Targeting Computer	RT	—	[E]	—	—	—	—

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

BV: 1,989

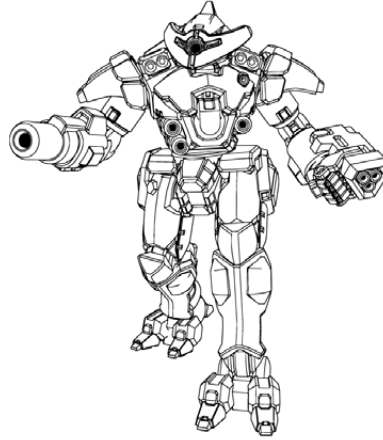


WARRIOR DATA

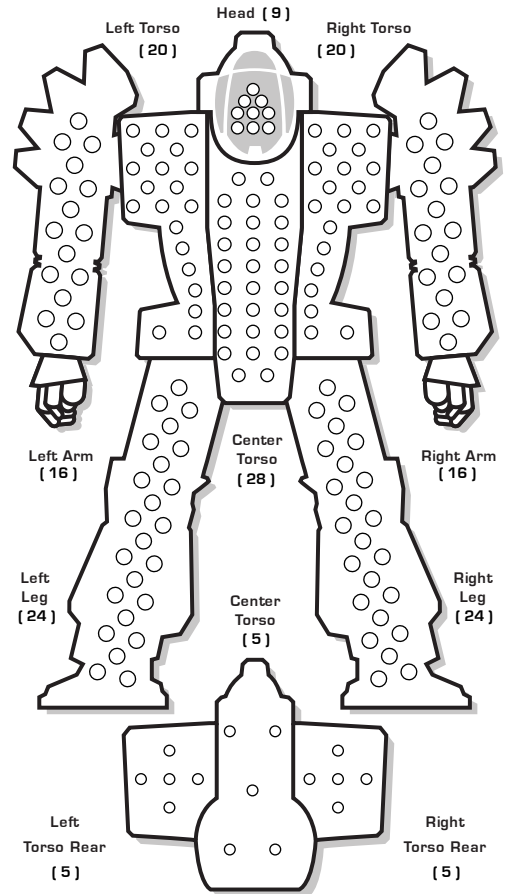
Name: _____

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
- Machine Gun
- Machine Gun

1-3

- Machine Gun
- Ammo (Machine Gun) 100
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Ultra AC/10
- Ultra AC/10
- Ultra AC/10

1-3

- Ultra AC/10
- Machine Gun
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Roll Again

4-6

Left Leg

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

Head

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

Center Torso

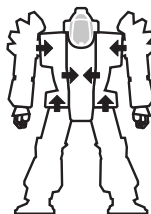
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

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

4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Pulse Laser
- Endo Steel
- Ferro-Fibrous

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
- Jump Jet
- Medium Pulse Laser
- Ammo (Ultra AC/10) 10
- Ammo (Ultra AC/10) 10

1-3

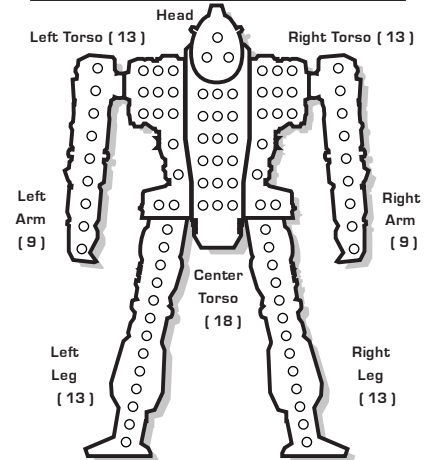
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Endo Steel
- Endo Steel
- Ferro-Fibrous

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	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: Vapor Eagle (Goshawk) 5

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 55

Tech Base: Clan

Rules Level: Standard

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Machine Gun	LA	—	2 [DB, AI]	—	1	2	3
3	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	LRM 20	LT	6	1/Msl [M.C.S.]	—	7	14	21
w/Artemis IV								
1	Machine Gun	LT	—	2 [DB, AI]	—	1	2	3
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	Targeting Computer	RT	—	[E]	—	—	—	—

Ammo: (LRM 20) 18, (Machine Gun) 100

BV: 2,572

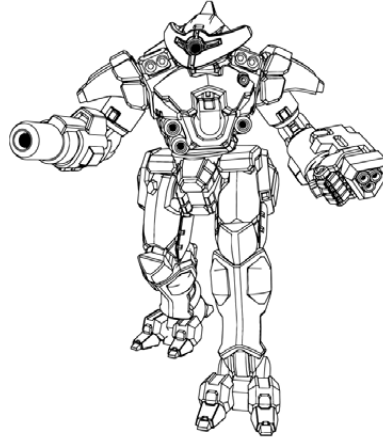


WARRIOR DATA

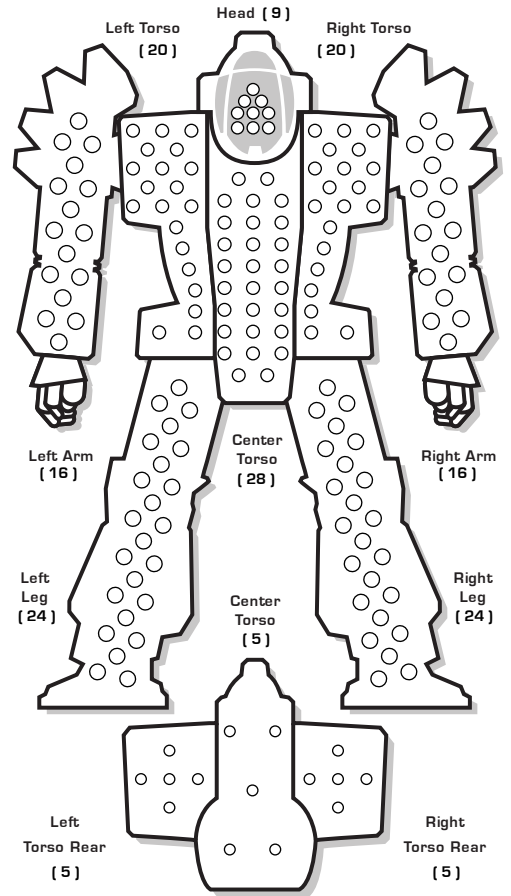
Name: _____

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
- Machine Gun
- Machine Gun

1-3

- Machine Gun
- Ammo (Machine Gun) 100
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- LRM 20
- LRM 20
- LRM 20

1-3

- LRM 20
- Artemis IV FCS
- Machine Gun
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6

4-6

Left Leg

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

Head

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

Center Torso

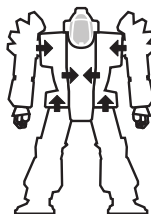
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

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

4-6

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



Damage Transfer Diagram

Right Arm

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

1-3

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

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Medium Pulse Laser
- Targeting Computer
- Targeting Computer

1-3

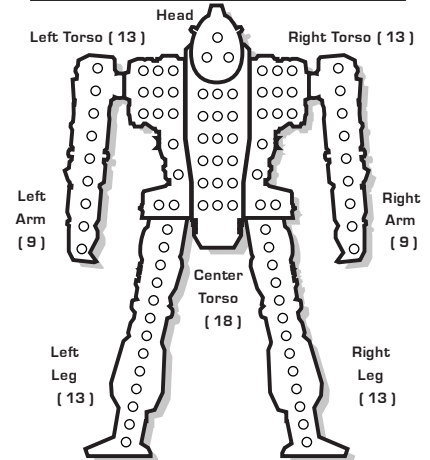
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 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™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Vapor Eagle (Goshawk) 6

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 55

Tech Base: Clan

Rules Level: Standard

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Machine Gun	LA	—	2 [DB, AI]	—	1	2	3
3	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Ultra AC/2	LT	1	2/Sht	2	9	18	27
				[DB, R/C]				
1	Machine Gun	LT	—	2 [DB, AI]	—	1	2	3
1	Ultra AC/2	RT	1	2/Sht	2	9	18	27
				[DB, R/C]				
1	Targeting Computer	RT	—	[E]	—	—	—	—

Ammo: (Machine Gun) 100, (Ultra AC/2) 90

BV: 1,959

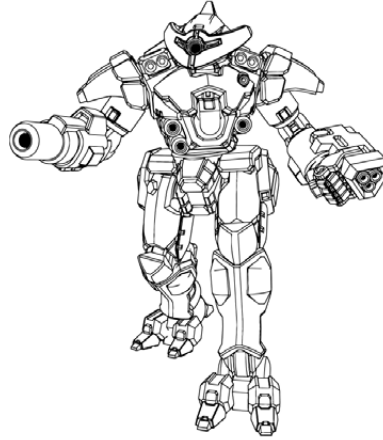


WARRIOR DATA

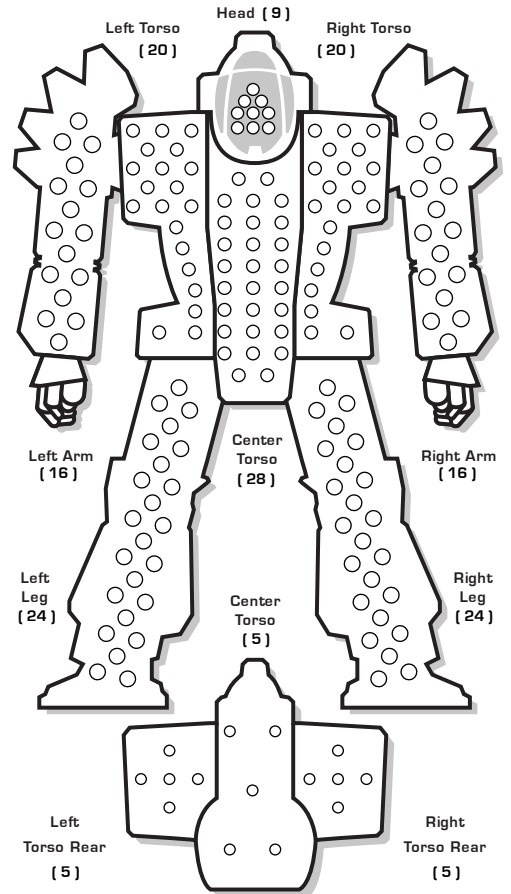
Name: _____

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
- Machine Gun
- Machine Gun

1-3

- Machine Gun
- Ammo (Machine Gun) 100
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Ultra AC/2
- Ultra AC/2
- Machine Gun

1-3

- Ammo (Ultra AC/2) 45
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

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

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
- Ferro-Fibrous

Right Arm

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

1-3

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

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Ultra AC/2
- Ultra AC/2
- Ammo (Ultra AC/2) 45

1-3

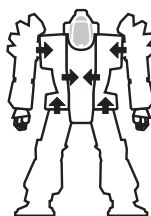
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Endo Steel
- Endo Steel
- Ferro-Fibrous

4-6

Right Leg

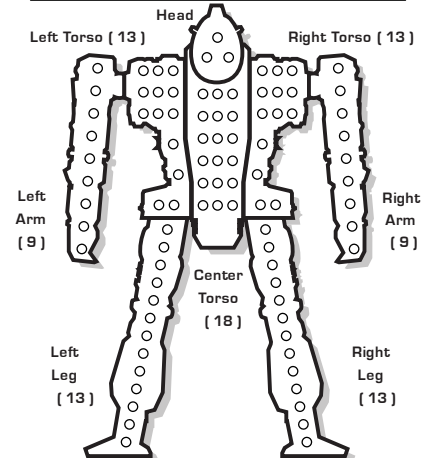
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

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: 11 (22)



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
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: Vapor Eagle (Goshawk) 7

Movement Points:

Walking: 6

Running: 9 [15]

Jumping: 0

Tonnage: 55

Tech Base: Clan

Rules Level: Standard

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	A-Pod	LL	—	[PD,OS,AI]	—	—	—	—
1	A-Pod	RL	—	[PD,OS,AI]	—	—	—	—
1	Plasma Cannon	LA	7	[DE,H,AI]	—	6	12	18
1	ER PPC	RA	15	15 [DE]	—	7	14	23
5	Micro Pulse Laser	LT	1	3 [P,AI]	—	1	2	3
5	Micro Pulse Laser	RT	1	3 [P,AI]	—	1	2	3
1	Targeting Computer	RT	—	[E]	—	—	—	—

Ammo: (Plasma Cannon) 10

BV: 2,876

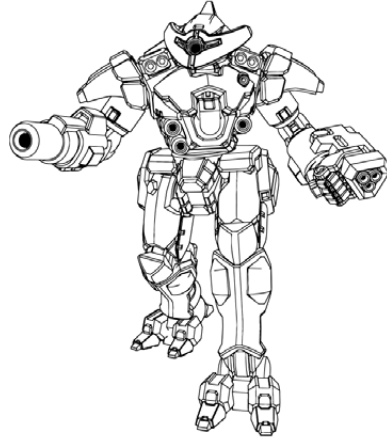


WARRIOR DATA

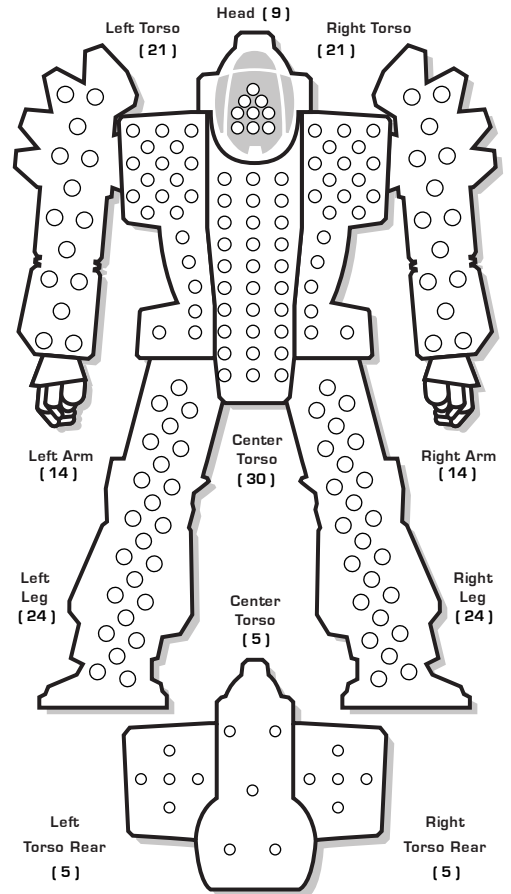
Name: _____

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
- Plasma Cannon
- Ammo (Plasma Cannon) 10

1-3

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

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Micro Pulse Laser
- Micro Pulse Laser
- Micro Pulse Laser
- Micro Pulse Laser

1-3

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

4-6

Left Leg

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

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
- Supercharger
- Ferro-Fibrous

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER PPC
- ER PPC
- Endo Steel

1-3

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

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Micro Pulse Laser
- Micro Pulse Laser
- Micro Pulse Laser
- Micro Pulse Laser

1-3

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

4-6

Right Leg

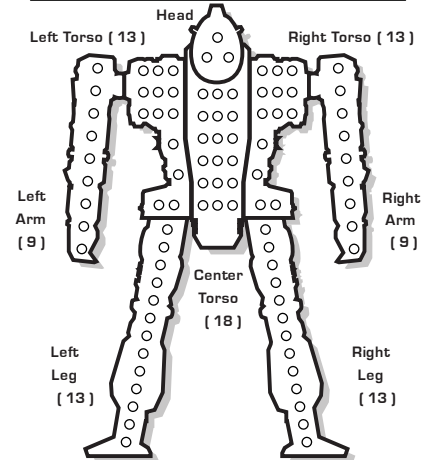
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- A-Pod
- Endo Steel

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: 11 (22)

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
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: Inferno INF-NOA

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 75

Tech Base: Inner Sphere

Rules Level: Standard

Role: Brawler

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LT	1	15 [DB,X]	2	7	15	22
1	Medium X-Pulse Laser	LT	6	6 [P]	-	3	6	9
1	Medium X-Pulse Laser	RT	6	6 [P]	-	3	6	9
1	ER PPC	CT	15	10 [DE]	-	7	14	23

Ammo: [Gauss] 16

BV: 1,846

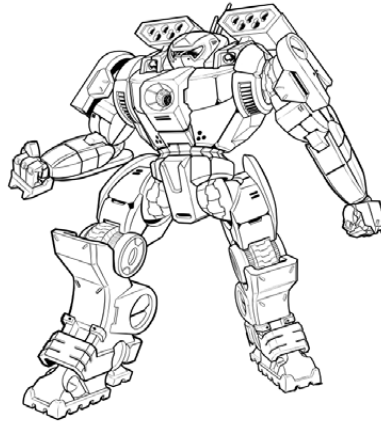


WARRIOR DATA

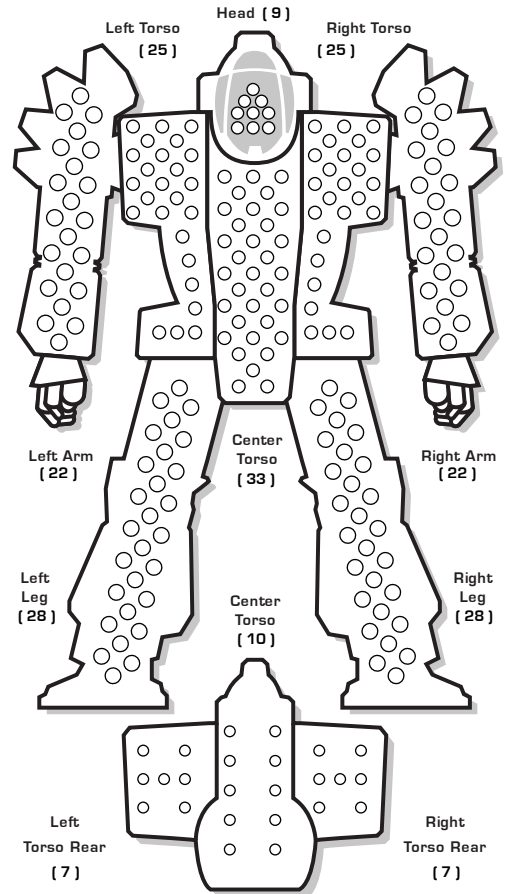
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

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

1-3

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

4-6

Left Torso

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

1-3

- Gauss Rifle
- Medium X-Pulse Laser
- Ammo [Gauss] 8
- Ammo [Gauss] 8
- CASE II
- Roll Again

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

- Fusion Engine
- Fusion Engine
- ER PPC
- ER PPC
- ER PPC
- Roll Again

Right Arm

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

1-3

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

4-6

Right Torso

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

1-3

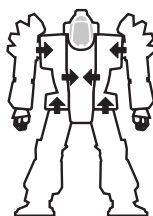
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

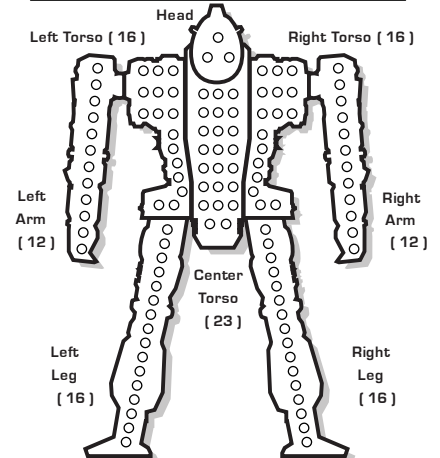
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

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

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

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Inferno INF-NOB

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 75

Tech Base: Inner Sphere

Rules Level: Standard

Role: Missile Boat

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LT	5	1/Msl [M,C,S]	6	7	14	21
1	ER Small Laser	LT	2	3 [DE]	-	2	4	5
1	LRM 15	RT	5	1/Msl [M,C,S]	6	7	14	21
1	ER Small Laser	RT	2	3 [DE]	-	2	4	5
1	ER PPC	CT	15	10 [DE]	-	7	14	23

Ammo: (LRM 15) 32

BV: 1,658

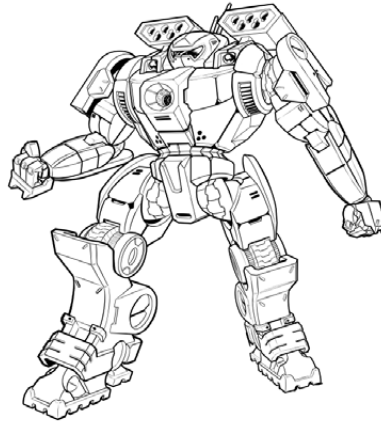


WARRIOR DATA

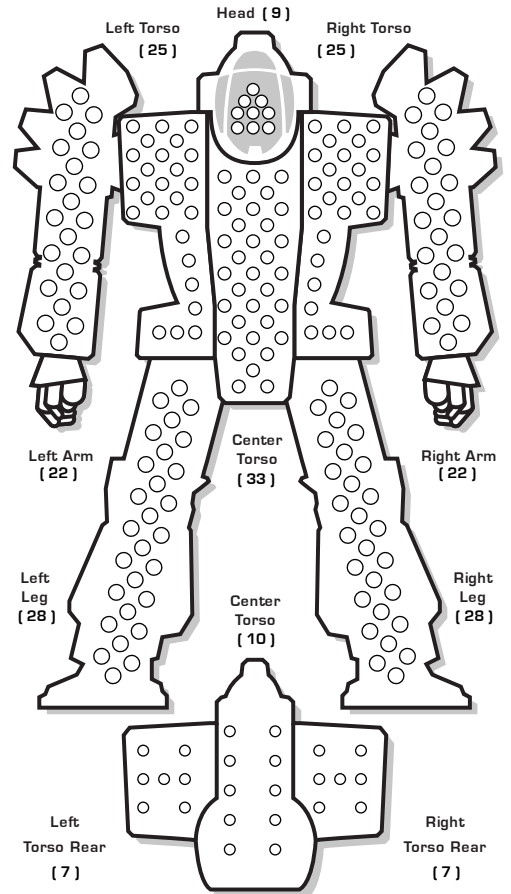
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

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

1-3

- Endo Steel
- Endo Steel

4-6

- Roll Again
- Roll Again
- Roll Again

Left Torso

- LRM 15
- LRM 15
- LRM 15
- ER Small Laser
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8

1-3

- CASE II
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

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

Center Torso

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

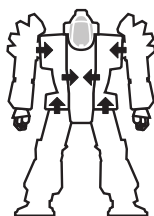
1-3

- Fusion Engine
- Fusion Engine

4-6

- ER PPC
- ER PPC
- ER PPC
- Roll Again

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



Damage Transfer Diagram

Right Arm

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

1-3

- Endo Steel
- Endo Steel

4-6

- Roll Again
- Roll Again
- Roll Again

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LRM 15
- LRM 15
- LRM 15

1-3

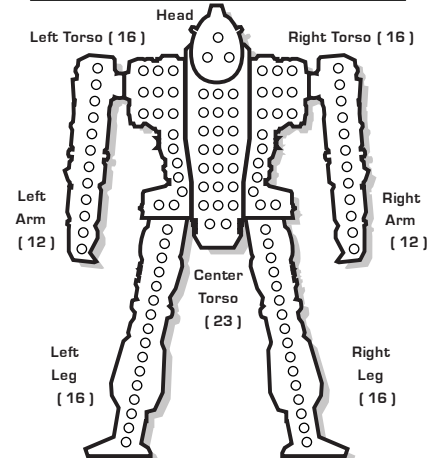
- ER Small Laser
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- CASE II
- Roll Again
- Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	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: Executioner (Gladiator) T

Movement Points: **Tonnage:** 95
 Walking: 4 **Tech Base:** Clan
 Running: 6 [8] **Rules Level:** Standard
 Jumping: 4 **Role:** Sniper

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Pulse Laser	RA	13	10 [P]	—	7	15	23
1	LB 10-X AC	LA	2	10	—	6	12	18
[DB,C/F/S]								
2	Machine Gun	RT	—	2 [DB,A]	—	1	2	3
1	ECM Suite	RT	—	[E]	—	—	—	6

Ammo: (LB-10X) 20, (Machine Gun) 200

BV: 2,558

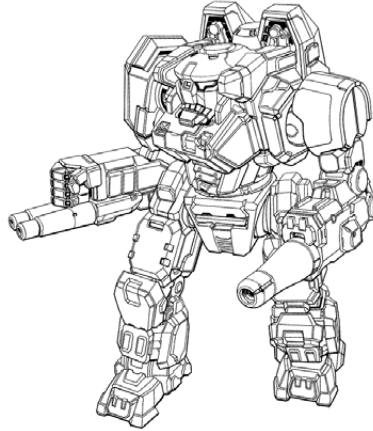


WARRIOR DATA

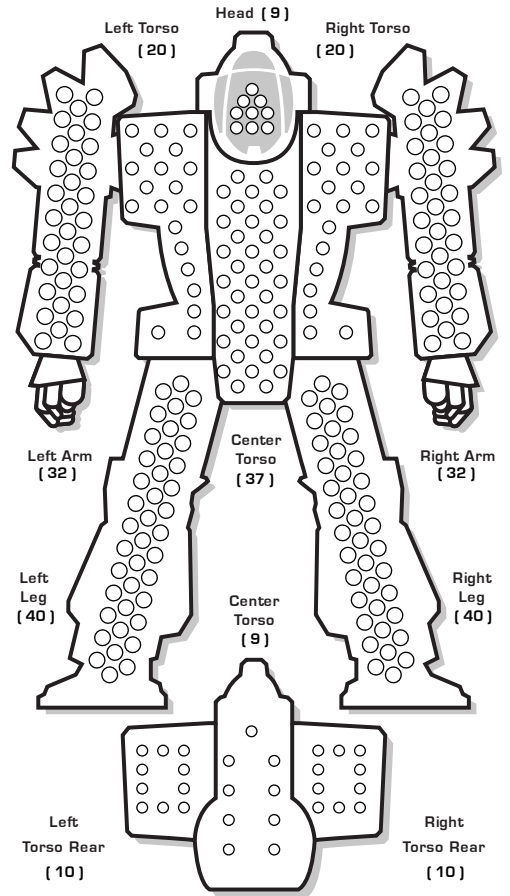
Name: _____

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
 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
- 1-3**
- LB 10-X AC
 - Ferro-Fibrous
- 4-6**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- Left Torso (CASE)**
- XL Fusion Engine
 - XL Fusion Engine
 - Ammo (LB-10X) 10
 - Ammo (LB-10X) 10
 - MASC
 - MASC
- 1-3**
- MASC
 - MASC
- 4-6**
- Roll Again
 - Roll Again
 - Roll Again

Head

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

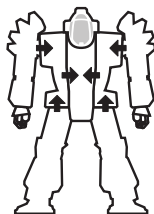
Center Torso

- 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
- Ferro-Fibrous
- Ferro-Fibrous

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



Damage Transfer Diagram

Right Arm

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

4-6

- ER Large Pulse Laser
- ER Large Pulse Laser
- ER Large Pulse Laser
- ER Large Pulse Laser
- Ferro-Fibrous
- Roll Again

Right Torso (CASE)

- XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Machine Gun
 - Machine Gun
- 1-3**

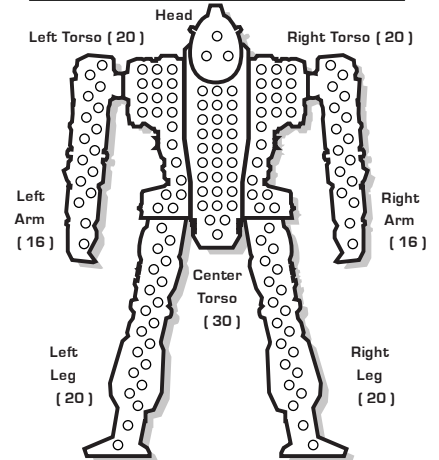
4-6

- Ammo (Machine Gun) 200
- ECM Suite
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 16 (32)
30	Shutdown	○○○○○○○○○○○○○○○○○○○○
28	Ammo Exp, avoid on 8+	○○○○○○○○○○○○○○○○○○○○
26	Shutdown, avoid on 10+	○○○○○○○○○○○○○○○○○○○○
25	-5 Movement Points	○○○○○○○○○○○○○○○○○○○○
24	+4 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
23	Ammo Exp, avoid on 6+	○○○○○○○○○○○○○○○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○○○○○○○○○○○○○○
20	-4 Movement Points	○○○○○○○○○○○○○○○○○○○○
19	Ammo Exp, avoid on 4+	○○○○○○○○○○○○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○○○○○○○○

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
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5*
4
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1
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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Executioner (Gladiator) I

Movement Points: **Tonnage:** 95
 Walking: 4 **Tech Base:** Clan
 Running: 6 [10] **Rules Level:** Standard
 Jumping: 4 **Role:** Skirmisher

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Streak SRM 6	LA	4	2/Msl [M,C]	—	4	8	12
2	Imp. Heavy Large Laser	RA	18	16 [D,E,X]	—	5	10	15
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	ECM Suite	RT	—	[E]	—	—	—	6

Ammo: [Streak SRM 6] 15

BV: 3,339

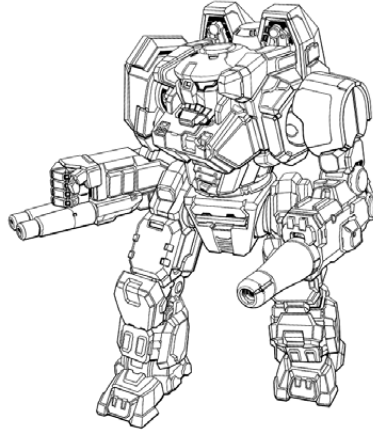


WARRIOR DATA

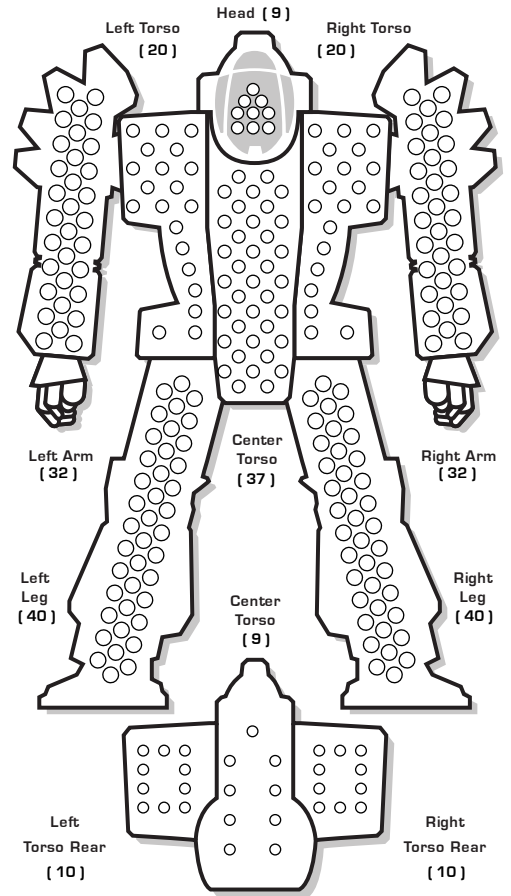
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

- Left Arm (CASE)**
- Shoulder
 - Upper Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3**
- Streak SRM 6
 - Streak SRM 6
 - Streak SRM 6
 - Streak SRM 6
 - Ammo [Streak SRM 6] 15
 - Ferro-Fibrous
- 4-6**
- Left Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3**
- MASC
 - MASC
 - MASC
 - MASC
 - Targeting Computer
 - Targeting Computer
- 4-6**

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

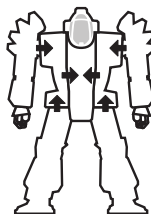
- Right Arm (CASE)**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Imp. Heavy Large Laser
 - Imp. Heavy Large Laser
- 1-3**

- Imp. Heavy Large Laser
 - Imp. Heavy Large Laser
 - Imp. Heavy Large Laser
 - Imp. Heavy Large Laser
 - Ferro-Fibrous
 - Roll Again
- 4-6**

- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3**

- Double Heat Sink
 - Double Heat Sink
 - ECM Suite
 - Supercharger
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6**

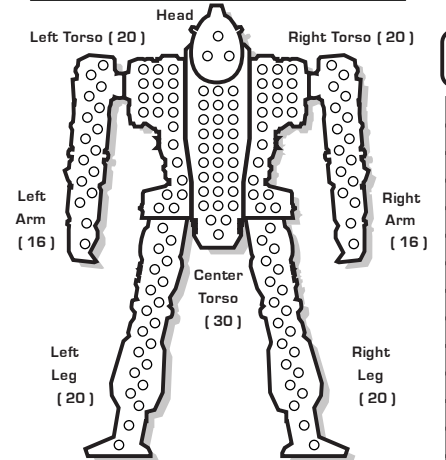
Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○



Damage Transfer Diagram

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	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

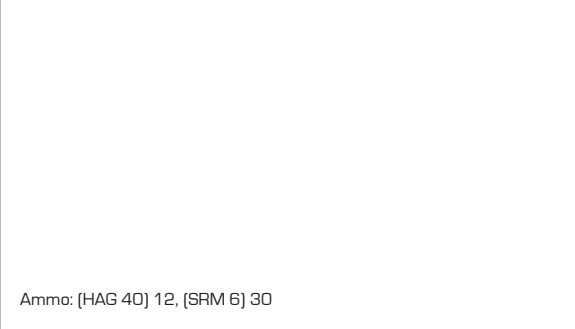
'MECH DATA

Type: Executioner (Gladiator) J

Movement Points: **Tonnage:** 95
 Walking: 4 **Tech Base:** Clan
 Running: 6 [8] **Rules Level:** Standard
 Jumping: 4 **Role:** Juggernaut

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	SRM 6	LA	4	2/Msl [M,C,S]	—	3	6	9
1	HAG/40	RT	8	40 [C,F,X]	2	8	16	24



Ammo: (HAG 40) 12, (SRM 6) 30

BV: 2,891

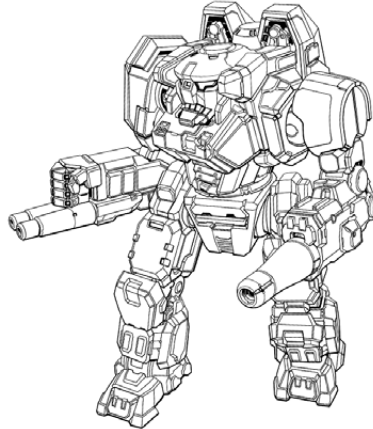


WARRIOR DATA

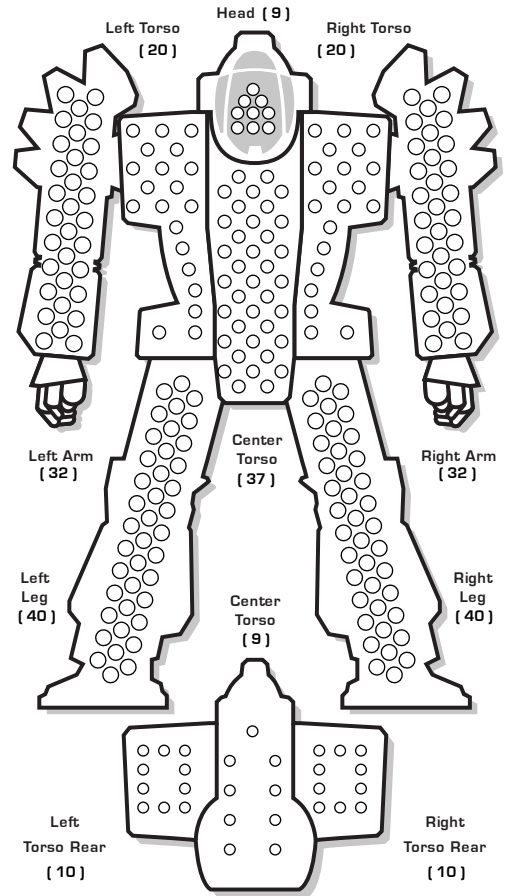
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

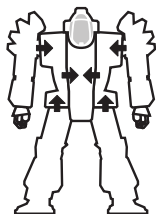
- Left Arm (CASE)**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - SRM 6
 - SRM 6
- 1-3**
- SRM 6
 - Ammo (SRM 6) 15
 - Ammo (SRM 6) 15
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
- 4-6**
- Left Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - MASC
 - MASC
 - MASC
 - MASC
- 1-3**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Ferro-Fibrous
 - Sensors
 - Life Support

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

- Right Torso (CASE)**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6**

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

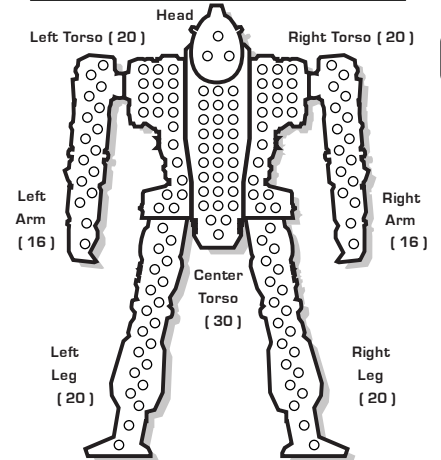


Damage Transfer Diagram

- Right Arm (CASE)**
- Shoulder
 - Upper Arm Actuator
 - HAG/40
 - HAG/40
 - HAG/40
 - HAG/40
- 1-3**
- HAG/40
 - HAG/40
 - HAG/40
 - HAG/40
 - HAG/40
 - Ferro-Fibrous
- 4-6**
- Right Torso (CASE)**
- XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - HAG/40
 - Ammo (HAG 40) 3
- 1-3**
- Ammo (HAG 40) 3
 - Ammo (HAG 40) 3
 - Ammo (HAG 40) 3
 - Ferro-Fibrous
 - 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: 16 [32]
30	Shutdown	○○○○○○○○○○○○○○○○○○○○
28	Ammo Exp, avoid on 8+	○○○○○○○○○○○○○○○○○○○○
26	Shutdown, avoid on 10+	○○○○○○○○○○○○○○○○○○○○
25	-5 Movement Points	○○○○○○○○○○○○○○○○○○○○
24	+4 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
23	Ammo Exp, avoid on 6+	○○○○○○○○○○○○○○○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○○○○○○○○○○○○○○
20	-4 Movement Points	○○○○○○○○○○○○○○○○○○○○
19	Ammo Exp, avoid on 4+	○○○○○○○○○○○○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○○○○○○○○

Heat Scale

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

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Executioner (Gladiator) L

Movement Points: **Tonnage:** 95
 Walking: 4 **Tech Base:** Clan
 Running: 6 [8] **Rules Level:** Standard
 Jumping: 4 **Role:** Sniper

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	RA	12	10 [DE]	—	8	15	25
2	Streak LRM 15	LA	5	1/Msl [M,C]	—	7	14	21

(hexes)

Hexes: 32

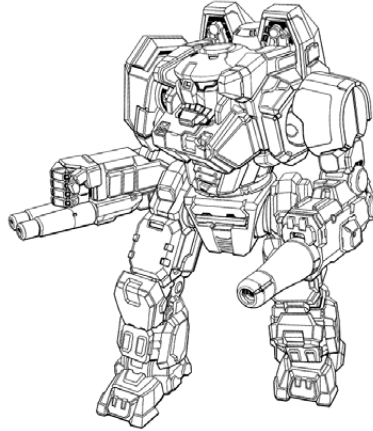
Ammo: [Streak LRM 15] 32

WARRIOR DATA

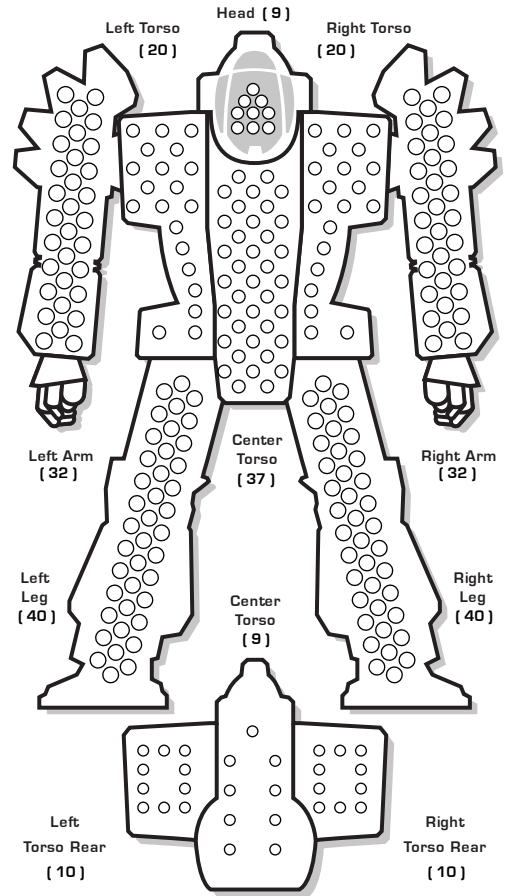
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



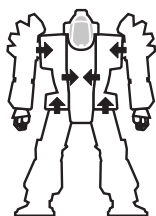
CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Streak LRM 15
 - Streak LRM 15
 - Streak LRM 15
 - Streak LRM 15
- 1-3**
- Streak LRM 15
 - Streak LRM 15
- 4-6**
- Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
- Left Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - Ammo (Streak LRM 15) 8
 - Ammo (Streak LRM 15) 8
 - Ammo (Streak LRM 15) 8
 - Ammo (Streak LRM 15) 8
- 1-3**
- CASE II
 - MASC
 - MASC
 - MASC
 - MASC
 - Roll Again
- 4-6**

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Ferro-Fibrous
 - Sensors
 - Life Support
- Center Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3**
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Ferro-Fibrous
 - Ferro-Fibrous
- 4-6**

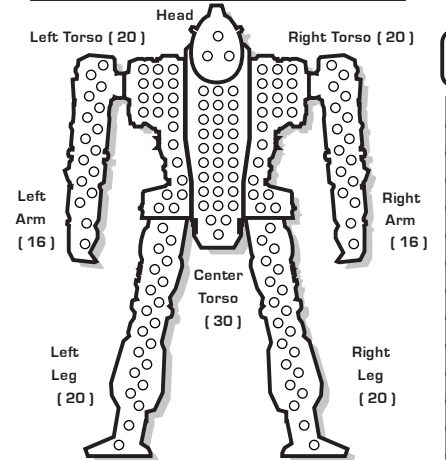
- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER Large Laser
 - ER Large Laser
- 1-3**
- Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**
- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Ferro-Fibrous
 - Ferro-Fibrous
- 1-3**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 16 [32]
30	Shutdown	○○○○○○○○○○○○○○○○○○○○
28	Ammo Exp, avoid on 8+	○○○○○○○○○○○○○○○○○○○○
26	Shutdown, avoid on 10+	○○○○○○○○○○○○○○○○○○○○
25	-5 Movement Points	○○○○○○○○○○○○○○○○○○○○
24	+4 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
23	Ammo Exp, avoid on 6+	○○○○○○○○○○○○○○○○○○○○
22	Shutdown, avoid on 8+	○○○○○○○○○○○○○○○○○○○○
20	-4 Movement Points	○○○○○○○○○○○○○○○○○○○○
19	Ammo Exp, avoid on 4+	○○○○○○○○○○○○○○○○○○○○
18	Shutdown, avoid on 6+	○○○○○○○○○○○○○○○○○○○○
17	+3 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
15	-3 Movement Points	○○○○○○○○○○○○○○○○○○○○
14	Shutdown, avoid on 4+	○○○○○○○○○○○○○○○○○○○○
13	+2 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
10	-2 Movement Points	○○○○○○○○○○○○○○○○○○○○
8	+1 Modifier to Fire	○○○○○○○○○○○○○○○○○○○○
5	-1 Movement Points	○○○○○○○○○○○○○○○○○○○○

Heat Scale

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