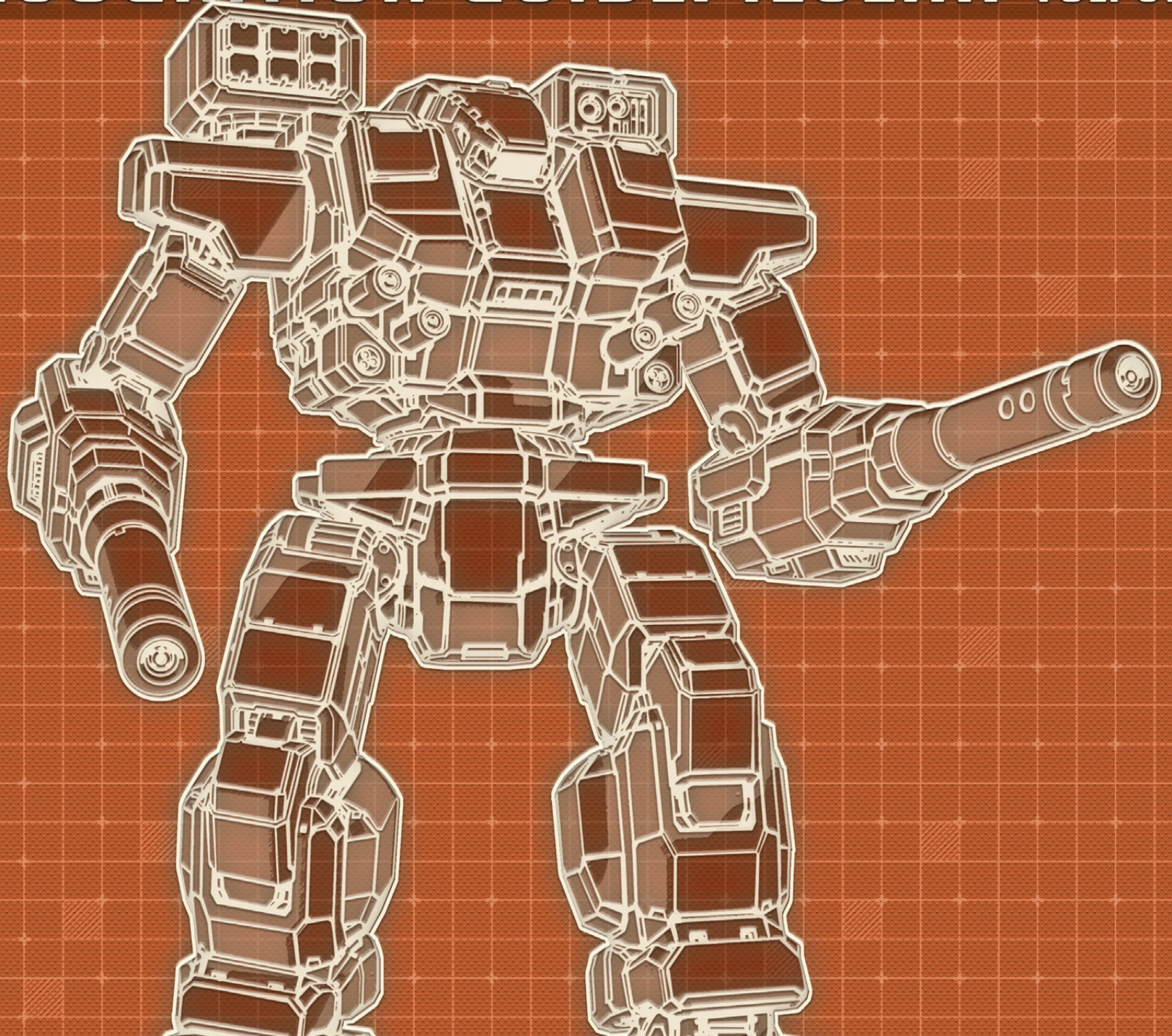
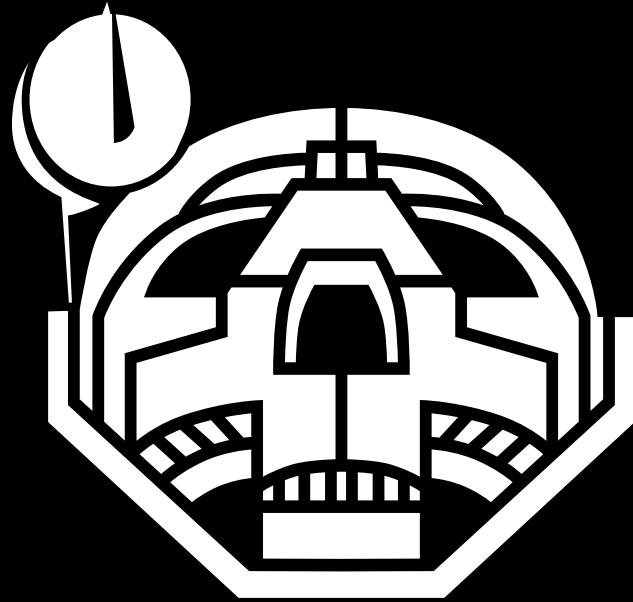


RECOGNITION GUIDE: ILCLAN VOL. 07



RECOGNITION GUIDE: ILCLAN

VOLUME 07



STAR
LEAGUE



SUCCESSION
WARS



CLAN
INVASION



CIVIL WAR



JIHAD



DARK AGE



ILCLAN

CATALYST GAME LABS

RECOGNITION GUIDE: ILCLAN VOL. 07

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.

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

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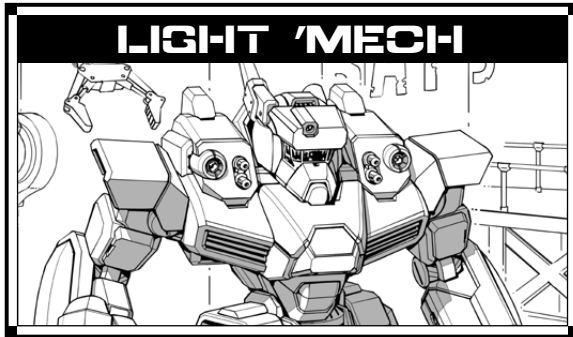
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Mass: 30 tons

Chassis: LM3 Endo Steel

Power Plant: Light Force 270 XL

Cruising Speed: 97 kph

Maximum Speed: 151 kph

Jump Jets: None

Jump Capacity: None

Armor: Forging FF01 Ferro-Fibrous

Armament:

1 Kolibri Delta Series Large Pulse Laser

2 Series 2b Extended-Range Medium Laser

4 Series XII Rotary Machine Guns

Manufacturer: Manufacturing Plant SFF-TW2

Primary Factory: CSF *Titanic* Mobile
Production Facility

Communications System: Comset 1

Targeting and Tracking System: Delta-Six
Sensor Suite

The *Incubus* might have become one of the Clans' premier BattleMechs, if it had been conceived sooner than it was. Instead, its development came during a time of transition in the Homeworlds: the OmniMech was clearly the future, but manufacturing capabilities evolve with all the speed of an assault 'Mech. Conceived by the Steel Vipers as an attempt to compensate for their inability to keep pace with OmniMech-producing rivals, the *Incubus* drew on the Vipers' existing manufacturing capability while providing a degree of modularity through its arm mount. It is this property that makes it an ideal candidate for manufacture on ArcShips, as it requires less space for testing than OmniMechs. Its ease of production also makes it an easier design to encourage our manufacturing partners to adopt.

CAPABILITIES

At its inception, the *Incubus* faced competition from then-new OmniMechs such as the *Viper*. Its extreme agility provided a niche for MechWarriors who found the more brutal nature of the *Battle Cobra* and *Adder* incompatible with their preferred method of combat. But as the Clans' premier Clusters transitioned to OmniMechs, the *Incubus* was largely relegated to *solahma* units despite its capabilities. There, supply chain issues neutralized much of the potential of the 'Mech's semi-modular weaponry. Despite this, the *Incubus* was sought after by MechWarriors who intended to claim a few last victories before finding death in a Circle of Equals.

BATTLE HISTORY

The *Incubus* proved a difficult problem for any Inner Sphere unit that raided Clan holdings. In the wake of Tukayyid, brief shortages of OmniMechs among the Clan *toumans* caused *Incubuses* to take up front-line duty for many of its heavier users, including the Jade Falcons and Steel Vipers. When Warrior House Ijori raided Goat Path in 3060, the *Viper* Fusiliers had still not recovered to full strength and a full complement of OmniMechs, but the *Incubus* managed to stymie the Warrior Houses' cutting-edge Capellan 'Mechs. Renewed production by the Hell's Horses in the 3060s prevented the extinction of the *Incubus*. More recently, the 'Mech has seen much use among the Hell's Horses Mongols, where its more aggressive variants often result in high attrition rates for both sides. We have also provided a significant quantity of the 'Mech's older configurations to interested customers, indirectly causing it to appear on Solaris VII and other gaming worlds in greater frequency.

Data suggests that sufficient female MechWarriors are attracted to the 'Mech's Inner Sphere designation to consider leaning in to this trend with some targeted marketing. While they might mock the totem animals of the Clans, many Inner Sphere MechWarriors assign an animal nickname to themselves, their fighting style, or their 'Mech, and this is an opportunity.

VARIANTS

Most known variants of the *Incubus* make good use of the archaic modular weaponry technology. Its oldest versions permitted commanders to choose between

the accuracy of a pulse laser and the brute force of a PPC. Other versions that equip an autocannon or even an LRM rack, if the mission calls for it, continue to be used to this day. A rarer variant improves the torso lasers to pulse models by freeing up mass with a switch to Streak missiles in the arm. This version is of considerable interest to mercenaries even today.

As much of the Inner Sphere is still willing to pay the decades-old early adopter prices for XXL engines, we will develop an XXL variant, permitting the usual "deep discounts" without significantly affecting our profit margins. Upgrading the *Incubus*' weaponry and armor further amplifies the profit potential, and permits multiple sales channels even without any demand-creation activities.

NOTABLE 'MECHS AND MECHWARRIORS

MechWarrior Alex Sea Fox: Captured from the Wolves in the late 3090s, Alex was quickly made *abtakha* and became Alex Diamond Shark. Some predicted he would become a *ristar* in his new Clan, but this was not to be. Alex's rigid adherence to the tenets of honor proved a political liability in his new Clan and also kept him aloof from his Bloodhouse. Clans Sea Fox and Wolf both expect a degree of pragmatism and realism from their warriors, and Alex maintained a rectitude that seems more suited to a Jade Falcon. Now well in to his seventies, his more intelligent commanders have found great value in Alex Sea Fox's insights, and he still is able to best most MechWarriors in his *Incubus*.

Star Commander Athena Fokker: While the bulk of the Nova Cat Guards utilized OmniMechs during the Revival Trials, one Star Commander retained the 'Mech that helped her earn her Bloodname. Athena Fokker proved the wisdom of this decision when she successfully helped retain her Clan's position. Her final accomplishments on Luthien did much to improve the reputation of her unit and Bloodname, as she succeeded in frustrating an entire company of Combine 'Mechs. She was brought low by artillery fire, but members of ensuing generations of Fokker *sibkos* continued to heavily favor swift, powerful Light 'Mechs in honor of their ancestor.

INCUBUS (VIXEN)

Type: **Incubus**
 Inner Sphere Designation: **Vixen**
 Technology Base: Clan
 Tonnage: 30
 Role: Striker
 Battle Value: 1,596

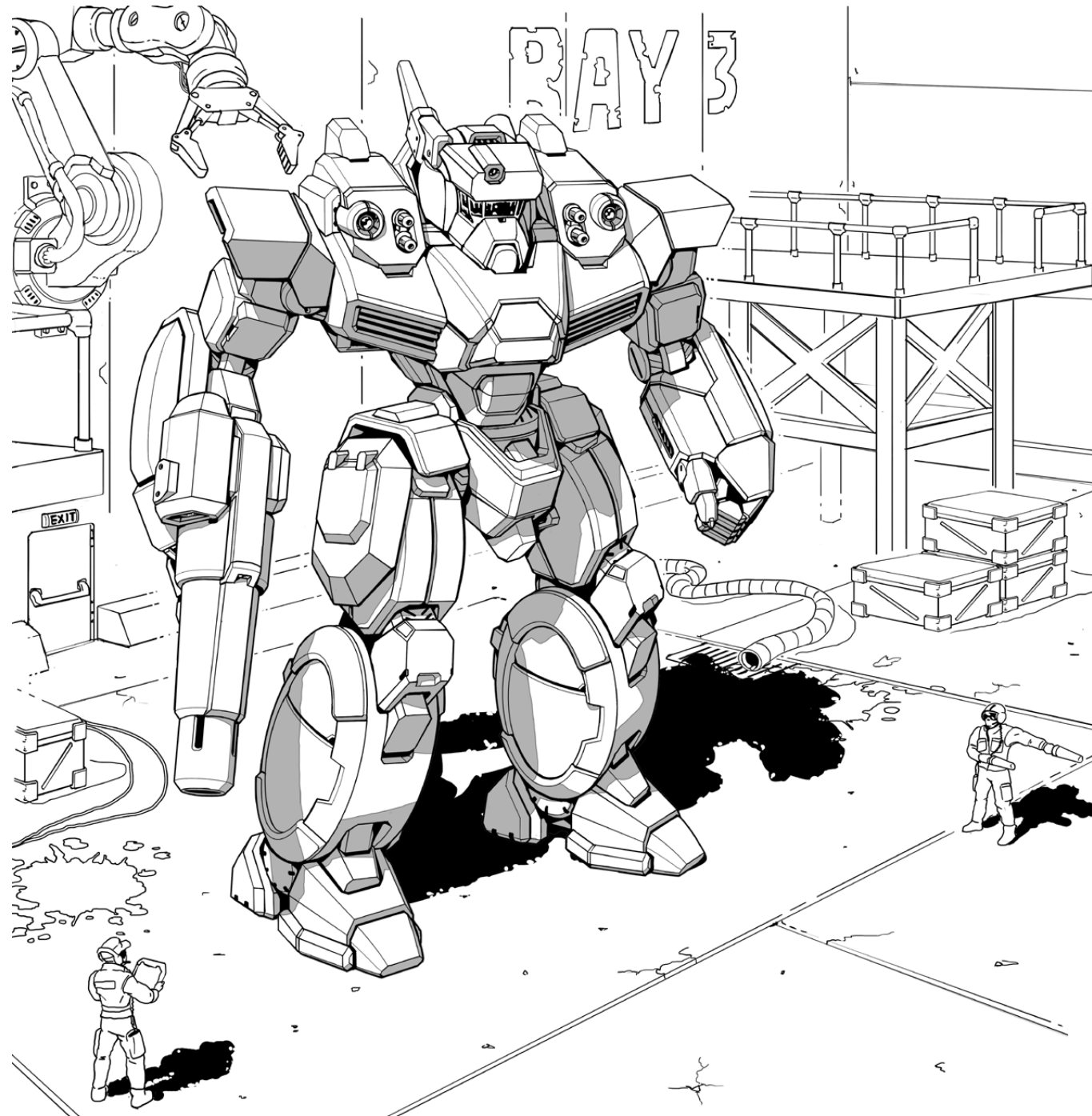
Equipment

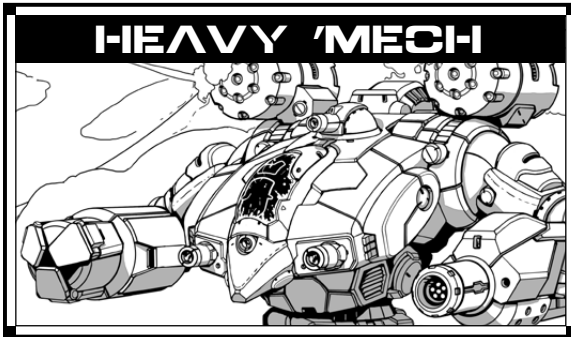
	Endo Steel	Mass
Internal Structure:	270 XL	1.5
Engine:		7.5
Walking MP:	9	
Running MP:	14	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	105	5.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	10	15
Center Torso (rear)		5
R/L Torso	7	10
R/L Torso (rear)		4
R/L Arm	5	10
R/L Leg	7	14

Weapons

Weapons and Ammo	Location	Critical	Tonnage
Large Pulse Laser	RA	2	6
ER Medium Laser	RT	1	1
2 Machine Guns	RT	2	.5
Ammo (MG) 100	CT	1	.5
2 Machine Guns	LT	2	.5
ER Medium Laser	LT	1	1

Notes: Features the following Design Quirks: Jettison-Capable Weapon (Large Pulse Laser), Modular Weapons.





Mass: 70 tons

Chassis: Raven Endo Steel WC1

Power Plant: Redline 350 XL

Cruising Speed: 54 kph

Maximum Speed: 86 kph

Jump Jets: None

Jump Capacity: None

Armor: Compound LZ-7 Ferro-Lamellor

Armament:

25 tons of pod space available

Manufacturer: Snow Raven Industrial Complex Beta

Primary Factory: Mitchella

Communications System: TDWS-37 Mk. 2.2

Targeting & Tracking System: "Hermes" CT-44

This age of darkness knows little mercy, and though under no immediate threat, Khan Sterling McKenna believed that a Sphere-wide war must someday visit its wrath upon Clan Snow Raven and their Outworlds allies. In December 3144, two new OmniMechs were commissioned to be the backbone of the Ravens' modernized *touman*, but also brought unforeseen headaches to the Clan.

Many Outworlds citizens decried the funding of expensive new OmniMech designs, especially when a famine had struck the world of Loparri and resources were needed for relief. Native Outworlders expressed their anger through protests and sit-ins on factory floors. Rather than put down these demonstrations through force, Khan McKenna engaged with local political leaders to find a solution. The details of the resulting contracts are typically Machiavellian and unreadable to anyone not deeply versed in Raven

Alliance law, but one noticeable clause is that twenty percent of new OmniMech production is slated to bolster the anemic ground forces of the Alliance Military Command. This surprising show of respect mollified the loudest detractors, and the *War Crow* entered service only slightly behind schedule.

CAPABILITIES

The *War Crow* is to Clan Snow Raven what the *Grand Summoner* is to the Jade Falcons, a 'Mech intended to serve as the primary line fighter of most engagements. Not outstanding or exemplary in any particular way, it is instead a solid platform on which to build an army. The next generation Ferro-Lamellor armor coating its chassis, pioneered on the *White Raven*, represents a new standard in Raven design philosophy—and a bone for unwary enemies to choke on. Despite its sleek appearance, the *War Crow* is an ungainly beast, prone to stumble on rough terrain. Its MechWarriors quickly learn to lean the 'Mech back when traversing rubble, lest they get a much closer look at the ground.

BATTLE HISTORY

In October 3146, a Star from the Fifth Raven Wing Cluster encountered an unidentified raiding party nosing around the ruins of a Draconis Combine garrison from the Reunification War. Though painted as pirates, the distinctly Combine flavor of the assorted 'Mechs, led by an AS8-K *Atlas*, did not fool the Ravens, who demanded that the trespassers cease all activity. Half of the raiders immediately attacked, with the *Atlas* singling out Star Commander Philius Howe's *War Crow* A. Howe found his HAG ineffective against the *Atlas*' advanced armor, while the *Atlas* struggled to damage his *War Crow* in return. The battle was finally decided by Howe's lasers, and a series of lucky shots against the *Atlas*' knee. Howe's victory was Pyrrhic, however, as three of his Starmates died and the raiders escaped with an unknown prize from the ruins. The *Atlas* pilot killed himself in his cockpit, and none of the others were captured alive, leaving the Ravens with many questions.

In late 3147, a *War Crow* was spotted on several worlds along the Davion-Liao border, far from the Raven Alliance, painted in the trademark green of the infamous Bounty Hunter; it is unknown if this was actually the Bounty Hunter, or a bold impersonator.

The target of this mystery hunter was *Ban-zhang* Pang Ping of Warrior House Imarra, and the two finally met during Julian Davion's Operation Cerberus. While feinting with elements of the First Davion Guards, Pang either became lost or was deliberately separated from his Lance, and encountered the green *War Crow*. BattleROMs recovered from the Capellan warrior's destroyed *Lightning* indicate that the hunter radioed him for positive ID before attacking. Though the *Lightning*'s heavy weaponry would have crippled a weaker 'Mech, the *War Crow* shrugged off what PPC and Gauss blows it could not avoid, returning fire with its HAG until an armor breach detonated the *Lightning*'s Gauss coils. As Pang lay wounded, the *War Crow* pilot said "For Angela, with regards from the Sixth," before training his lasers on Pang's cockpit and killing him. The bright green *War Crow* has not been seen since.

NOTABLE 'MECHS AND MECHWARRIORS

Supervisor Carlton Cume: Cume is known as the best MechWarrior in the Avellar Guards, and possibly the best in the entire Alliance Military Corps. He obtained his *War Crow* not as part of the AMC's portion of production, but by challenging Star Colonel Jordan Howe, Khan McKenna's personal aide. Cume's *Thunderbolt*, long since upgraded with Clan technology, was already the envy of his unit, leading to speculation that he made the challenge simply to humiliate the Star Colonel and the Ravens as a whole. Ever the politician, Khan McKenna praised Cume's victory as proof of the strength of the Outworlds people, and the rightness of the Ravens' choice to ally with them.

MechWarrior "Jolly" Daniel: A Raven warrior renowned for his gregariousness, Jolly is the unofficial morale officer of the 100th Raven Battle Cluster, soothing bruised egos and ensuring that minor spats do not grow into Trials of Grievance. His deep well of patience and gift for instruction guarantee him a spot as a warder for Raven cadets once his front-line duty ends.

Type: **War Crow**

Technology Base: Clan (Advanced)

Tonnage: 70

Role: Brawler

Battle Value: 2,835

Equipment

	Endo Steel	Mass
Internal Structure:	350 XL	3.5
Engine:	350 XL	15
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	14 [28]	4
Gyro:		4
Cockpit:		3
Armor Factor (Lamellor):	217	15.5
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	22	32
Center Torso (rear)		12
R/L Torso	15	22
R/L Torso (rear)		8
R/L Arm	11	22
R/L Leg	15	30

Weight and Space Allocation

Location	Fixed	Spaces Remaining
Head	None	1
Center Torso	None	2
Right Torso	2 XL Engine	4
	2 Endo Steel	
	4 Ferro-Lamellor	
Left Torso	2 XL Engine	4
	3 Endo Steel	
	3 Ferro-Lamellor	
Right Arm	5 Ferro-Lamellor	3
Left Arm	2 Endo Steel	6
Right Leg	None	2
Left Leg	None	2

Notes: Features the following Design Quirks: Improved Targeting (Short), Unbalanced.

Weapons and Ammo Location Critical Tonnage

Primary Weapons Configuration

Ammo (LRM) 16	RA	2	2
LRM 15	RT	2	3.5
Medium Pulse Laser	RT	1	2
ER Medium Laser	H	1	1
ER Medium Laser	CT	1	1
Medium Pulse Laser	LT	1	2
LRM 15	LT	2	3.5
Ammo (LRM) 16	LA	2	2
ER PPC	LA	2	6
PPC Capacitor	LA	1	1
Double Heat Sink	LA	2	1

Alternate Configuration A

ER Large Laser	RA	1	4
ER Medium Laser	RT	1	1
Supercharger	RT	1	1.5
ER Small Laser	H	1	.5
ER Medium Laser	CT	1	1
Ammo (HAG) 16	LT	4	4
HAG 30	LA	8	13

Battle Value: 3,030 Role: Skirmisher

Alternate Configuration B

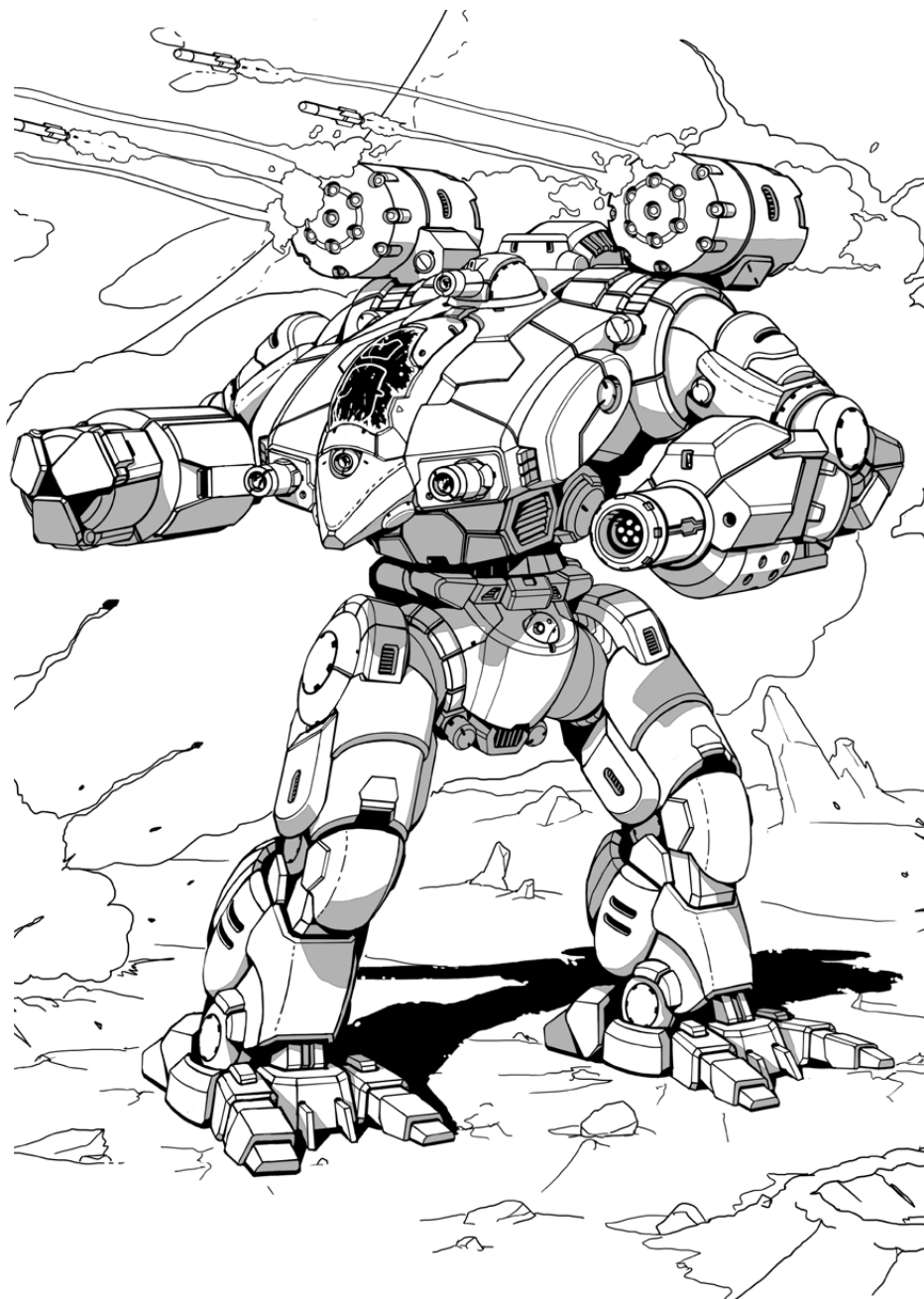
Large Pulse Laser	RA	2	6
Medium Pulse Laser	RT	1	2
ER Medium Laser	H	1	1
Medium Pulse Laser	CT	1	2
Streak LRM 15	LT	3	7
Ammo (Streak) 16	LA	2	2
Jump Jet	RL	1	1
Jump Jet	RT	1	1
Jump Jet	CT	1	1
Jump Jet	LT	1	1
Jump Jet	LL	1	1

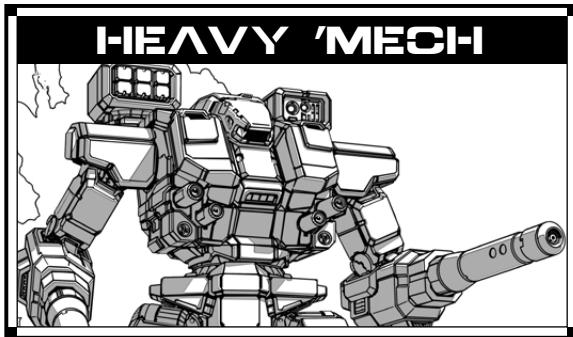
Battle Value: 2,787 Role: Skirmisher

Alternate Configuration C

ER Large Laser	RA	1	4
Ammo (ATM) 14	RA	2	2
ATM 9	RT	4	5
ER Medium Laser	H	1	1
ER Medium Laser	CT	1	1
ATM 9	LT	4	5
Ammo (ATM) 14	LA	2	2
ER Large Laser	LA	1	4
Coolant Pod	LA	1	1

Battle Value: 2,572 Role: Sniper





The *Warhammer* may be the best representation of the average citizen's view of the BattleMech. As they would see it, once the *Warhammer* plants its feet, it is stable and almost impossible to move, carries enough firepower to destroy any opposing 'Mech, and is always in the thick of the fight. From the unwavering lines of the Star League Defense Force bringing down the Usurper, to the pirate in the Periphery screaming "Stand and Deliver," the *Warhammer* looms large over popular images of BattleMech warfare.

CAPABILITIES

The defining characteristic of the *Warhammer* is its rugged, stable chassis carrying paired, arm-mounted particle projector cannons. These weapons give the *Warhammer* dependable firepower at range, while the 'Mech's torso carries close combat weapons or specialized equipment. *Warhammers* are typically found anchoring battle lances but can also serve as a commander's BattleMech or provide direct fire support.

The Free Worlds League found a booming business in the export of *Warhammer* refit kits in the years before and after the Clan Invasion, but production of new units within the League was limited until early in the Jihad, when the Prince of Regulus backed a new *Warhammer* line on Wallis to supply him with BattleMechs for his ambitious plans to claim the Captain-Generalcy. Initial attempts to focus exclusively on long-range weaponry resulted in a heat dissipation system that was unusually weak for a *Warhammer*; despite some initial success, this variant eventually became very unpopular. The definitive -8R reverted back to a more typical loadout that was almost an exact copy of its original forebear,

but with each component lighter, longer-ranged, more accurate, or tougher.

The Draconis Combine took a similar iterative rather than revolutionary approach, producing a variant which mounts ballistic-reinforced armor and employs Clan technology in its secondary systems.

BATTLE HISTORY

Perhaps the most famous battle of the *Warhammer's* long battlefield service occurred during the Marik Civil War in 3015. After acquiring the services of Wolf's Dragoons, Duke Anton Marik began to distrust the mercenaries' intentions, eventually detaining and killing more than two dozen Dragoon civilians, including Joshua Wolf and Jaime Wolf's wife and children. Wolf's Dragoons descended on Anton's New Delos palace in a fury, kept at bay only by a wildfire the Duke ordered lit to keep the mercenaries out until reinforcements could arrive.

At the controls of her famous *Warhammer*, Natasha Kerensky volunteered to lead her independent company through the flames and attack the unsuspecting Ducal Guard. Pushing her *Warhammer's* heat sinks deep in to the red, Kerensky smashed through the walls of Anton's palace and gave her company the time it needed to break through and vent their rage against the Duke and his forces.

Our Spirit Cat allies saw the effectiveness of the Marik *Warhammers* first hand when the Regular Hussars invaded Marik in 3147. The Purifier Cluster found itself outnumbered by several regiments of the Hussars and attempted to use the longer range of their Clan weapons to reduce the invaders' numerical advantage. But the Regular Hussar fire lances and their *Warhammers* provided covering fire for the faster *Trebuchet* and *Sarath* equipped striker lances. The Purifier Cluster was driven into hiding within their fortified headquarters, where the Regular *Warhammers* watched for any attempt at a breakout. The Hussars brought forward artillery to shell the fortification, and the Purifier Cluster was saved only by negotiation for a Regular withdrawal after expected reinforcements were destroyed before reaching the system.

VARIANTS

The recovery of the Helm Core brought about a new generation of *Warhammers*, first in the form of refit kits and later with new production variants employing reclaimed technology. The new variants' extended-range cannons and improved heat-dissipating technology made an effective combination, even against the Clan invaders.

The Federated Commonwealth's *Warhammer* production capacity suffered a hard hit with the loss of the 'Mech's primary factory to Clan Jade Falcon early in the Clan Invasion; the Commonwealth was reduced to refitting ancient Succession Wars 'Mechs to the -7S variant until Project Phoenix brought about new *Warhammers* in the Federated Suns and Lyran Commonwealth more than a decade later. Clan garrisons also developed various ClanTech refit kits for use on captured FedCom *Warhammers*, replacing the PPCs with pulse lasers on models not yet equipped with double heat sinks.

Recently, Wolf's Dragoons contracted with us to begin production runs on a Golden Century-era Clan *Warhammer* variant which was popular with the original Dragoons, and we have fulfilled several Clans' subsequent requests for the model.

Free Worlds League *Warhammers* became ubiquitous throughout the Inner Sphere due to the popularity of their refit kits and the deals other Houses made with the League during the Clan Invasion. Some of these -7M models were even fitted with a two-seat command console to serve as command-and-control units.

The Draconis Combine refit its own *Warhammers* to -7K standard, and the resulting 'Mech was often confused with Marik refits. This would change abruptly with the introduction of a variant featuring paired heavy PPCs, a design which proved so popular that other Houses also copied it, refitting both newer Project Phoenix and more venerable *Warhammers*. Alshain Weapons in turn received the funding it needed to build a new *Warhammer* line on Tok Do, where they created the -9K as an intermediary, placing a large MML next to the heavy PPCs. With the renewed emphasis on tradition in the Draconis Combine, Alshain emphasized the classic chassis on all their *Warhammers*.

The Taurian Concordat has constructed the *Warhammer* on Pinard since the 'Mech was first introduced. After the discovery of the New Dallas Memory Core during the Jihad, SLDF Royal models were introduced, with the WHM-7A currently in production.

WHM-8R WARHAMMER

Mass: 70 tons

Chassis: Kell Reinforced 270 Endo Steel

Power Plant: Magna 280

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Heavy with CASE II

Armament:

2 Fusigon Longtooth ER PPC

2 Magna Mk. VI Extended-Range Medium Lasers

2 Magna Mk. IV Extended-Range Small Lasers

2 LFN Linblad Machine Guns

1 Shannon SH-67 Streak SRM 6 launcher

Manufacturer: Ronin Inc.

Primary Factory: Wallis

Communications System: Barret Party Line-200

Targeting and Tracking System: Wasat Watchdog W100

Technology Base: Inner Sphere

Tonnage: 70

Role: Brawler

Battle Value: 1,697

Equipment

		Mass
Internal Structure:	Endo Steel	3.5
Engine:	280	16
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	16 [32]	6
Gyro:		3
Cockpit:		3
Armor Factor:	208	13
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	22	29
Center Torso (rear)		10
R/L Torso	15	21
R/L Torso (rear)		7
R/L Arm	11	22
R/L Leg	15	30

Weapons and Ammo

	Location	Critical	Tonnage
ER PPC	RA	3	7
Streak SRM 6	RT	2	4.5
Ammo (Streak) 15	RT	1	1
ER Medium Laser	RT	1	1
ER Small Laser	RT	1	.5
Machine Gun	RT	1	.5
Ammo (MG) 200	RT	1	1
CASE II	RT	1	1
ER Medium Laser	LT	1	1
ER Small Laser	LT	1	.5
Machine Gun	LT	1	.5
ER PPC	LA	3	7

Notes: Features the following Design Quirks: Rugged (2), Searchlight, Stable, Ubiquitous.

WHM-10K WARHAMMER

Mass: 70 tons

Chassis: Alshain Class 115-70H Endo-Composite

Power Plant: GM 280 Light

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Durallex Ballistic-Reinforced with Clan CASE II

Armament:

2 Lord's Light 2 Extended-Range PPCs

2 Martell Medium Lasers

2 Diverse Optics Extended-Range Small Lasers

2 Bulldog Mk. II (Clanspec) Machine Guns

1 Guided Technologies 3rd Gen (Clanspec)

Streak SRM 6

Manufacturer: Alshain Weapons

Primary Factory: Tok Do

Communications System: Sipher Security Plus

Targeting and Tracking System: Matabushi Sentinel

Technology Base: Mixed Inner Sphere (Advanced)

Tonnage: 70

Role: Brawler

Battle Value: 2,033

Equipment

		Mass
Internal Structure:	Endo-Composite	5.5
Engine:	280 Light	12
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks (C):	16 [32]	6
Gyro:		3
Cockpit:		3
Armor Factor (Reinforced):	216	18
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	22	30
Center Torso (rear)		13
R/L Torso	15	20
R/L Torso (rear)		10
R/L Arm	11	22
R/L Leg	15	30

Weapons and Ammo

	Location	Critical	Tonnage
ER PPC	RA	3	7
Streak SRM 6 (C)	RT	2	3
Ammo (Streak) 15 (C)	RT	1	1
Medium Laser	RT	1	1
ER Small Laser	RT	1	.5
Machine Gun (C)	RT	1	.25
Ammo (MG) 100 (C)	RT	1	.5
CASE II (C)	RT	1	.5
Medium Laser	LT	1	1
ER Small Laser	LT	1	.5
Machine Gun (C)	LT	1	.25
ER PPC	LA	3	7

Notes: Features the following Design Quirks: Rugged (2), Searchlight, Stable, Ubiquitous.

NOTABLE 'MECHS AND MECHWARRIORS



The Black Widow: Natasha Kerensky led Wolf's Dragoons' infamous Black Widow formation from the cockpit of her legendary *Warhammer* for the better part of five decades. No other MechWarrior in history captured the public's imagination more than her carefully styled persona—part ruthless killer, part mysterious femme fatale who once even posed for pin-up pictures. Her feats proved she was the greatest warrior of her generation, ahead even of the fearsome Bounty Hunter with whom she frequently clashed, and the mythical Morgan Kell, whose son she would later mentor. Almost a century after her death as Khan of Clan Wolf, she remains the iconic MechWarrior of the Succession Wars in popular media that always clamors for more tales of the Black Widow and her *Warhammer*.

Tai-sa Yorinaga Kurita: A distant cousin of Coordinator Takashi Kurita, Yorinaga's rise through the DCMS ranks was hardly surprising. In command of a battalion of the Second Sword of Light during the 3013 assault on Mallory's World, Yorinaga in his *Warhammer* challenged and defeated First Prince Ian Davion and his *Atlas*. Yorinaga was foiled in his attempt to bring the First Prince's body back to his Coordinator, sparking a rivalry with the Kell Hounds that would doom one of the Kell brothers as well as Yorinaga himself. In the effort to defeat the Kells, the Coordinator ordered Yorinaga to train an elite new command, the Genyosha. Yorinaga's last battle with the Kells saw him duel with Morgan yet again, and the two were unable to destroy each other. After the duel was ended by mutual consent, Yorinaga committed *seppuku* before the regiments he led.



General Michael Maisel: The self-proclaimed "General or somesuch" of the mercenary band Maisel's Militia, Michael piloted his *Warhammer* with all the finesse of a jackhammer. During the Battle of Pilot Mountain, Maisel's BattleMech was felled by the loss of both legs. With the battle still in doubt, Maisel commandeered a rifle and a grappling rod from a fallen infantryman, scaled his second in command's *Catapult*, and continued to "lead" his remaining mercenaries to victory.

Captain Leopold Vogel: Leopold Vogel's first command was a lance of the First Drakøen assigned to defend the Rasalhagian capital against the invading Wolves. Vogel and his lance contested the Fourth Wolf Guards' landing with a desperate charge to counter the Clan's range advantage. Vogel alone made it to a close-range assault, initiating a duel with a *Timber Wolf*. His rabid attack nearly overwhelmed his opponent, but Vogel did not have the firepower to defeat a Clan 'Mech one on one. He served two years as a prisoner to Clan Wolf before local partisans broke him free. Disgusted by the Truce of Tukayyid's surrender of most of Rasalhague to the enemy, Vogel left his home and joined several mercenary groups fighting the Clans before accepting a berth with Wolf's Dragoons. He received a new *Warhammer*, enabling him to fight the Clans on more even terms.



MechWarrior Ryveg: Ryveg's father, finding his military career in the Draconis Combine stagnating, resigned his commission and joined the Osaka Mercenary Legion. Shattered in battle against the Sword of Light, Ryveg's father retired to Solaris and mentored his son to fight in the games. Employing a new stage name, "Greystar" rose to the Class Four circuit on behalf of Blackstar Stables, helping lead their resurgence. Piloting his family *Warhammer*,

Greystar fought his way to the title of Champion of that circuit in 3066, but the Jihad destroyed his dreams of competing for the title of Solaris Champion.



MechWarrior Eldin Tola: Born in the iron wombs of Clan Steel Viper after their retreat from the Inner Sphere, Eldin had few opportunities to achieve the renown needed to be sponsored for a coveted Bloodname. That left him the route of the Grand Melee. Stuck with an ancient Star League *Warhammer*, Eldin's patience and accuracy won him not only the Grand Melee, but his Bloodname. Before he could trial for a command position, the Fourth Fang challenged Clan Wolf. Shocked by a surprise attack by the Wolves, the Vipers struggled. Eldin destroyed a Wolf *Linebacker* before falling to a *Nova's* laser blast. He was taken as a bondsman by the Wolves, but within days found himself adopted as a warrior and assigned his battered *Warhammer* yet again. A week later, he faced his original Clan. Frustrated at the futility of his future with his new Clan facing Abjuration, Eldin Tola fought like a man possessed. His *Warhammer* was left a smoking ruin amongst the battlefield, the Steel Vipers discarding him as just another tainted Wolf.



Chu-i Edward "Joe" Brevan: *Chu-i* Brevan rushed through his studies at the Sun Zhang Military Academy, eager to join the ranks of the DCMS, stating "I want to fight so that others don't have to." He eventually graduated directly to command of a lance in the new Hikage regiment and was assigned a new *Warhammer*. With only a few months of training, the Hikage were deployed to end the vicious assaults by Task Force Perceval.

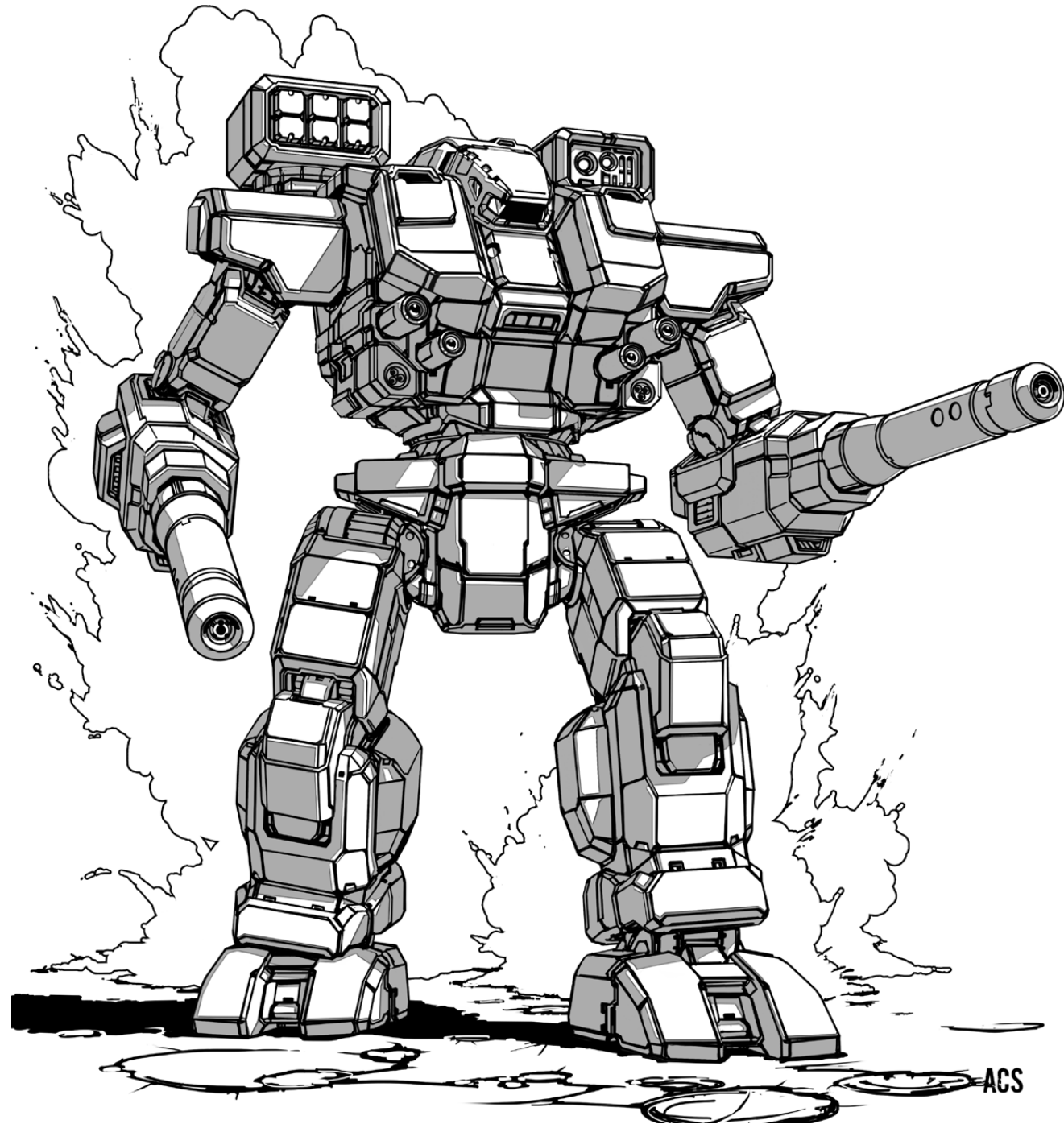
As Brevan led his lance off the ramp of their DropShip and into battle, an unknown enemy heavy 'Mech challenged him to a duel. Aware that his

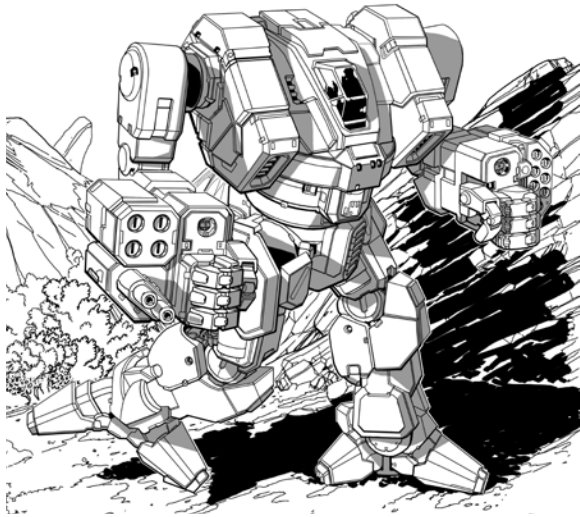
lancemates and company commander had already questioned his leadership abilities, Brevan agreed to honor the duel. His *Warhammer's* PPC lit up the Davion *Inferno*, beating it down into the tarmac. With the 'Mech on the ground and seemingly defeated, Brevan waited for his opponent to surrender. He saw it miraculously rise one last time and fire its own PPC directly toward his cockpit.

Brevan survived, though he sustained heavy wounds. He struggles to recover his place in the Hikage, and has vowed to never show mercy to a Davion again.

Lieutenant Nigel Kendrick: Nigel Kendrick was working his way up the circuits on Solaris VII when he accepted an unusual contract to smuggle a Capellan dancer being held by a local Triad away to join her brother, a refugee in the Lyran Commonwealth. After sneaking into the Triad-owned club, finding the dancer, and escaping, Nigel and his compatriots found themselves in a three-way 'Mech brawl with the Triad and Black Hills security. Kendrick's *Warhammer* was captured on tri-vid news repeatedly kicking a downed Triad *Vindicator*. On the run, rumors suggest that Kendrick may be serving the Republic of the Sphere as a Ghost Paladin or with the Northwind Highlanders.

Subaltern Bradley Pylypiuk: Pirates are always a threat to the Calderon Protectorate, and Bradley Pylypiuk has made a career of bringing them to justice. He leads a company of the Third Taurian Pride on detached duty, assigned to their own *Union DropShip* and hopping from system to system hunting down reports of pirate hideouts. In his *Warhammer*, Pylypiuk led a combat drop directly onto a lunar lair in the Pirate's Haven while the pirates celebrated their latest heist. Although their leader, Moses Henriques, escaped, the destruction of the pirate hideout, the capture of several dozen pirates, and the confiscation of billions of bull bills worth of stolen loot gave Pylypiuk a widespread reputation. He also came away with a French bulldog named Charlie and the nickname of "The Bulldog of Matanzas."





Mass: 25 tons
Speed: 75 kph cruising, 118 kph max
Jump Capacity: 180 meters
Payload: 7.5 tons of pod space, Active Probe
Manufacturer: Manufacturing Plant SFF-AL1 (Alnabog)
Featured in TRO: 3050 Upgrade / Clan Invasion

Known as the *Mist Lynx* among the Clans and the *Koshi* to Inner Sphere MechWarriors, this swift OmniMech remains a popular mainstay in many *toumans* despite the introduction of newer designs. Now produced by our Clan, the nimble *Mist Lynx* can be found throughout the Occupation Zones and beyond.

CAPABILITIES

The *Mist Lynx* has more than a dozen different standard configurations which cover a range of mission profiles and battlefield scenarios. The popular OmniMech is typically deployed as a hard-hitting scout or harasser, using a few powerful weapons and its speed to snipe targets from afar, or to quickly engage and then disengage from the enemy.

BATTLE HISTORY

Clan Smoke Jaguar was once the most frequent deployer of the *Mist Lynx*, but their annihilation spread its manufacture to the Ice Hellions and Steel Vipers, who

both took advantage of the SLDF's invasion of Huntress to trial for and then bring the light OmniMech into production before the Wars of Reaving.

In 3070, during the Wars of Reaving, Viper Khan Brett Andrews dispatched Alpha Galaxy to punish the Snow Ravens by seizing the valuable world of Lum and ejecting them from Clan space. Once on the ground, the Second Viper Guards tried to draw out some of the Raven defenders by destroying civilian settlements between the invaders and the capital. As the Vipers advanced, a Binary of *Mist Lynxes* flanked the Snow Ravens' attempt to intervene. Using their speed and lasers, the Vipers eviscerated the few Raven auxiliaries left.

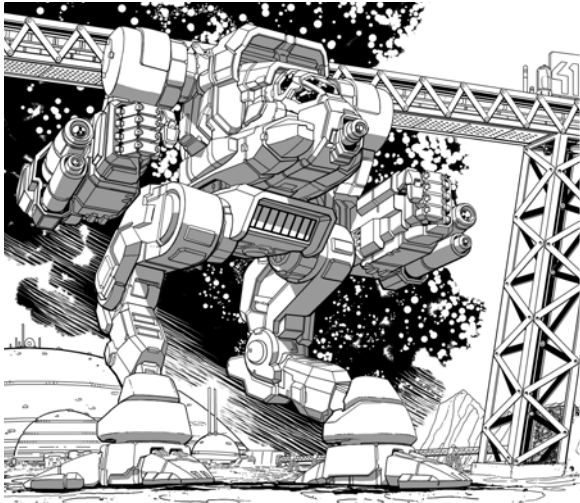
As Clan Wolf marched towards Terra, the planet Alula Australis stood in its way. As Wolf forces advanced on the Republic defenders, several *Mist Lynxes* of the Ninth Wolf Guard Striker Cluster provided essential recon that foiled many of the defending Eleventh Triarii's attempts on Khan Alaric Ward's life. On two separate occasions, *Mist Lynxes* outfitted in the P and K configurations destroyed Republic headhunter units before they reached the Khan. Unfortunately, the Eleventh Triarii was able to execute a surprise artillery strike, but it failed to kill Khan Ward. As Wolf *Dominators* clashed with Republic *Axmans* in the ensuing melee, a swift Star of Wolf Omnis, including a *Mist Lynx J*, quickly overran and made short work of the Republic artillery.

NOTABLE 'MECHS AND MECHWARRIORS

Captain Ian Schneider: Descended from former Wolfnet operatives who survived the Jihad, Ian felt he was born into intelligence work. Fiercely patriotic, he joined the Republic's Sphere Intelligence Service as soon as he could. Gifted with superb reflexes and a keen wit, Ian's dedication to the Republic's survival saw him deployed outside of the Fortress Wall on numerous occasions, always in a customized *Mist Lynx*. Attached to the Eleventh Triarii on Alula Australis, Ian planned the failed artillery strike that almost killed Alaric Ward. Last seen before the Eleventh's headquarters was overrun, Ian's current whereabouts are unknown.

Weapons and Ammo	Location	Critical	Tonnage
<i>Weapons Configuration T</i>			
2 ER Small Lasers	RA	2	1
SRM 4	RA	1	1
Ammo (SRM) 25	RA	1	1
ECM Suite	RT	1	1
LRM 10	LA	1	2.5
Ammo (LRM) 12	LA	1	1
Battle Value: 971	Role: Scout		
<i>Alternate Configuration I</i>			
Narc Missile Beacon	RA	1	2
Ammo (Narc) 12	RA	2	2
5 SRM 2	LA	5	2.5
Ammo (SRM) 50	LA	1	1
Battle Value: 689	Role: Striker		
<i>Alternate Configuration J</i>			
Imp. Heavy Medium Laser	RA	2	1
Supercharger	RT	1	.5
ER PPC	LA	2	6
Battle Value: 1,704	Role: Sniper		
<i>Alternate Configuration K</i>			
2 ER Medium Lasers	RA	2	2
ProtoMech AC/4	LA	3	4.5
Ammo (PAC) 20	LA	1	1
Battle Value: 976	Role: Scout		
<i>Alternate Configuration L</i>			
4 AP Gauss Rifles	RA	4	2
Ammo (AP Gauss) 40	RA	1	1
Imp. Heavy Medium Laser	RT	2	1
Heavy Flamer	LA	1	1.5
Ammo (Heavy Flamer) 10	LA	1	1
ECM Suite	LA	1	1
Battle Value: 901	Role: Scout		
<i>Alternate Configuration M</i>			
Plasma Cannon	RA	1	3
Ammo (Plasma) 20	RA	2	2
SRM 2	RT	1	.5
Ammo (SRM) 50	RT	1	1
4 ER Micro Lasers	LA	4	1
Battle Value: 961	Role: Striker		
<i>Alternate Configuration N</i>			
2 LRM 5	RA	2	2
Heavy Small Laser	RA	1	.5
Ammo (LRM) 24	RT	1	1
TAG	RT	1	1
2 LRM 5	LA	2	2
Laser Anti-Missile System	LA	1	1
Battle Value: 976	Role: Missile Boat		

STORMCROW (RYOKEN)



Mass: 55 tons
Speed: 64 kph cruising, 97 kph max
Jump Capacity: None
Payload: 23 tons of pod space
Manufacturer: Industrial Complex Alpha (Dante)
Featured in TRO: 3050 Upgrade / Clan Invasion

Lessons learned from the *Corvis* helped Clan Snow Raven create the *Stormcrow*, arguably the most successful medium OmniMech ever made. Over two hundred years after its debut, the original chassis remains competitive, even dominant. New *Stormcrows* from the Dante plant strengthen the Raven *touman*, and outside sales of the 'Mech have helped fund important new OmniMech projects—though it is unlikely anything will ever supersede it.

CAPABILITIES

Built to deliver a withering barrage to any spot on the battlefield, the *Stormcrow* is made not for prolonged engagements, but for smashing an enemy as quickly as possible, no matter that enemy's size. A skilled warrior in a *Stormcrow* is a whirlwind of doom, humbling all but the strongest of BattleMechs and humiliating many an overconfident MechWarrior. Though the Ghost Bears' *Ryoken II* and Clan Wolf's radical *Skinwalker* descend from the *Stormcrow*, neither design has become as iconic their progenitor's combination of speed and hard-hitting firepower.

BATTLE HISTORY

Every major power fields the *Stormcrow*, though it is still known as the *Ryoken* among the Spheroids. It particularly flourishes in House Kurita's tactically unorthodox Ryuken regiments. During the Battle of New Avalon, the Ryuken-*hachi* used waves of *Stormcrows* as shock troops against the Davion Assault Guards, where their mix of speed and firepower downed Davion *Victors* and *BattleMasters* with ease. *Chu-i* Sharanjeet Singh distinguished himself by blasting the head off of Major Daniel Zibler's *Atlas* at extreme range, demoralizing Charlie Battalion and hastening the Kurita victory over their ancient foes.

Star Commander Fernelle, a Falcon warrior on the verge of *solahma* status, found herself relegated to an older *Stormcrow* after her Clan's defeat on Skye. Desperate for some measure of vindication, she threw herself into the fray on Rigil Kentarus like a savage, attacking every Wolf in sight. Fernelle downed two smaller 'Mechs before coming up against Star Captain Myron Kerensky's *Dominator*. Kerensky tried to use his superior maneuverability to keep out of range of Fernelle's guns, but the Wolf warrior fought too conservatively. Heedless of damage or crippling heat, Fernelle pressed her opponent until her HAG ammo ran dry, the weapon itself exploded, and her hip actuator was frozen, before finally coring the *Dominator* with her heavy laser. Her heroism earned her a stay of transfer, but it remains to be seen if she can repeat her victory, or if it was simply the luck of the desperate.

NOTABLE 'MECHS AND MECHWARRIORS

Nova Commander Kanas Cobb: Commanding a Nova in the Hell's Horses' Seventy-first Mechanized Cavalry, Kanas serves under his own genefather, Star Colonel Elliot Cobb. Though both are skilled and respected MechWarriors, a rivalry has grown between them. It seems neither can do right in the eyes of the other, and mutual accusations of embarrassing their shared Bloodright are common. Kanas has vowed to outshine his genefather, while Elliot often expresses hope that his subsequent spawn disappoint him less. Kanas has many friends in his Cluster, some of whom whisper to him to challenge Elliot for command, but he is not yet ready to take their spat to such a level.

Weapons and Ammo	Location	Critical	Tonnage
<i>Weapons Configuration T</i>			
Large Pulse Laser	RA	2	6
ER Small Pulse Laser	RA	1	1.5
Light Active Probe	RT	1	.5
2 Double Heat Sinks	RT	4	2
Medium Pulse Laser	H	1	2
Supercharger	LT	1	1.5
2 Double Heat Sinks	LT	4	2
Large Pulse Laser	LA	2	6
ER Small Pulse Laser	LA	1	1.5
Battle Value: 2,280	Role: Striker		
<i>Alternate Configuration I</i>			
ER Large Laser	RA	1	4
ER Medium Laser	RA	1	1
Double Heat Sink	RA	2	1
LRM 15	RT	2	3.5
Ammo (LRM) 8	RT	1	1
Double Heat Sink	RT	2	1
Active Probe	H	1	1
LRM 15	LT	2	3.5
Ammo (LRM) 8	LT	1	1
Double Heat Sink	LT	2	1
ER Large Laser	LA	1	4
ER Medium Laser	LA	1	1
Battle Value: 2,319	Role: Scout		
<i>Alternate Configuration J</i>			
Imp. Heavy Large Laser	RA	3	4
Targeting Computer	RT	4	4
Ammo (HAG) 8	LT	2	2
HAG 30	LA	8	13
Battle Value: 2,300	Role: Striker		
<i>Alternate Configuration K</i>			
4 Imp. Heavy Medium Lasers	RA	8	4
3 Double Heat Sinks	RT	6	3
2 Double Heat Sinks	LT	4	2
Ammo (Gauss) 16	LT	2	2
Gauss Rifle	LA	6	12
Battle Value: 2,001	Role: Striker		
<i>Alternate Configuration P</i>			
ER Large Laser	RA	1	4
Medium Pulse Laser	RA	1	2
Streak SRM 6	RT	2	3
Double Heat Sink	RT	2	1
Medium Pulse Laser	H	1	2
Streak SRM 6	LT	2	3
Ammo (Streak) 15	LT	1	1
Double Heat Sink	LT	2	1
ER Large Laser	LA	1	4
Medium Pulse Laser	LA	1	2
Battle Value: 2,213	Role: Striker		

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Mist Lynx (Koshi) T

Movement Points:

Walking: 7

Running: 11

Jumping: 6

Tonnage: 25

Tech Base: Clan

Rules Level: Standard

Role: Scout

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LA	4	1/Msl [M,C,S]	—	7	14	21
1	SRM 4	RA	3	2/Msl [M,C,S]	—	3	6	9
2	ER Small Laser	RA	2	5 [DE]	—	2	4	6
1	ECM Suite	RT	—	[E]	—	—	—	6
1	Active Probe	HD	—	[E]	—	—	—	5

Ammo: [LRM 10] 12, [SRM 4] 25

BV: 971

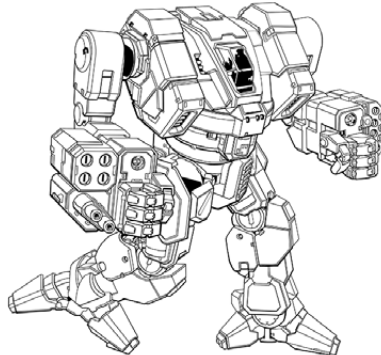


WARRIOR DATA

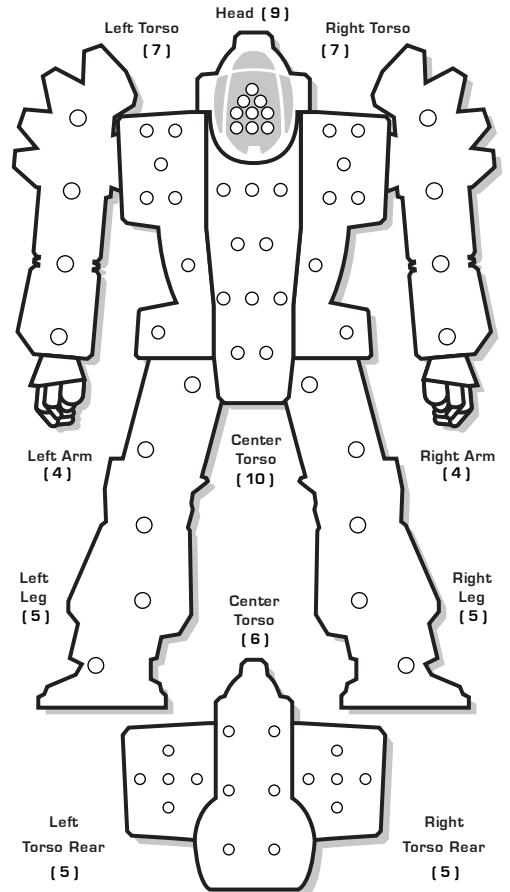
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 10
- Ammo (LRM 10) 12

1-3

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

4-6

Left Torso

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

1-3

- Jump Jet
- Jump Jet
- Jump Jet
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Active Probe
- Sensors
- Life Support

Center Torso

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

1-3

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

4-6

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 4
- ER Small Laser

1-3

- ER Small Laser
- Ammo (SRM 4) 25
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- [Double Heat Sink
- [Double Heat Sink
- Jump Jet
- Jump Jet

1-3

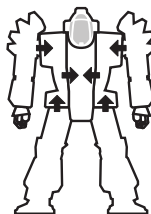
- Jump Jet
- ECM Suite
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Right Leg

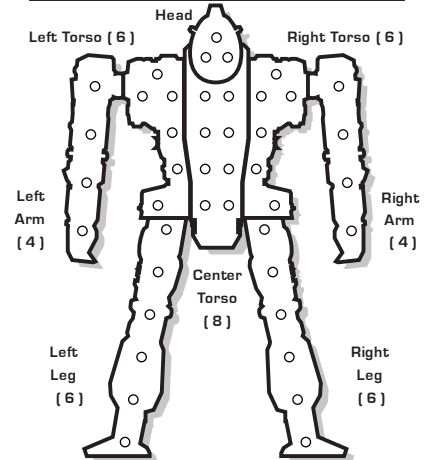
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Mist Lynx (Koshi) I

Movement Points:

Walking: 7

Running: 11

Jumping: 6

Tonnage: 25

Tech Base: Clan

Rules Level: Standard

Role: Striker

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
5	SRM 2	LA	2	2/Msl [M,C,S]	-	3	6	9
1	Narc	RA	-	[M]	-	4	8	12
1	Active Probe	HD	-	[E]	-	-	-	5

Ammo: [Narc] 12, [SRM 2] 50

BV: 689

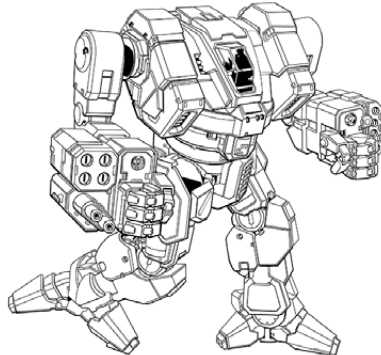


WARRIOR DATA

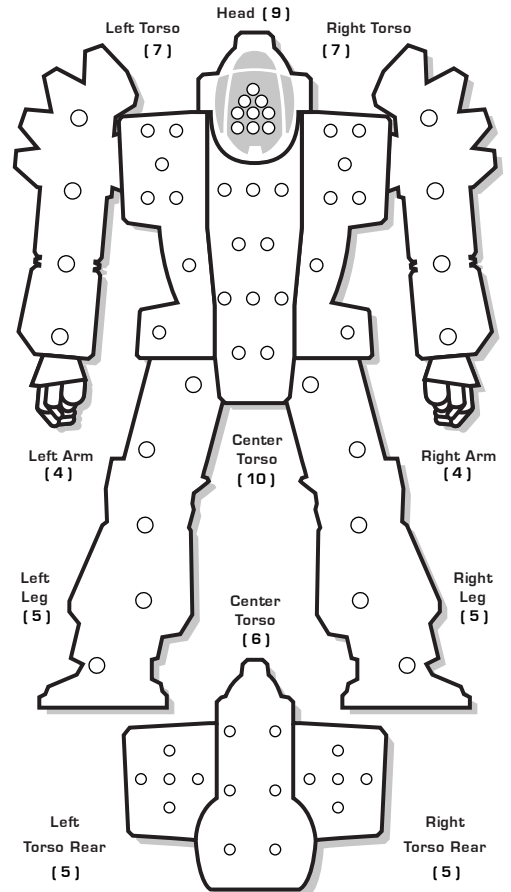
Name: _____

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 2
- SRM 2

1-3

- SRM 2
- SRM 2
- SRM 2
- Ammo [SRM 2] 50
- Endo Steel
- 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

- Jump Jet
- Jump Jet
- Jump Jet
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

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

4-6

Head

- Life Support
- Sensors
- Cockpit
- Active Probe
- 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 (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Narc
- Ammo [Narc] 6

1-3

- Ammo [Narc] 6
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

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

1-3

- Jump Jet
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

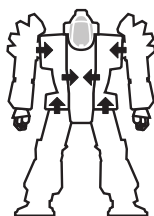
4-6

Right Leg

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

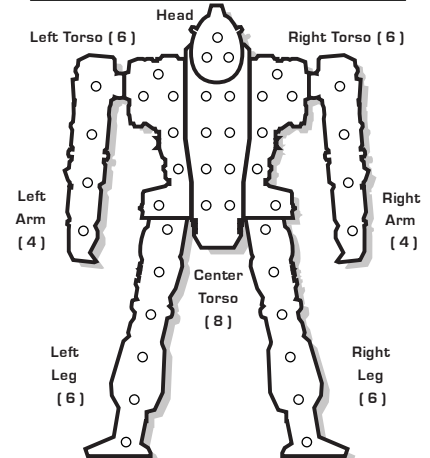
4-6

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
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: Mist Lynx (Koshi) J

Movement Points:

Walking: 7

Running: 11 [14]

Jumping: 6

Tonnage: 25

Tech Base: Clan

Rules Level: Standard

Role: Sniper

Weapons & Equipment Inventory

(hexes)

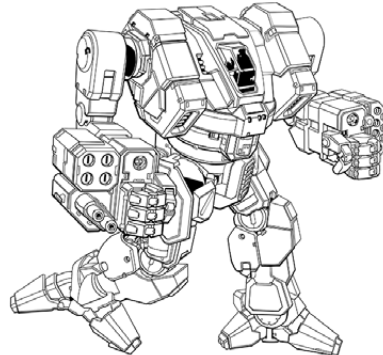
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15 [DE]	—	7	14	23
1	Imp. Heavy Medium Laser	RA	7	10 [DEX]	—	3	6	9
1	Active Probe	HD	—	[E]	—	—	—	5

WARRIOR DATA

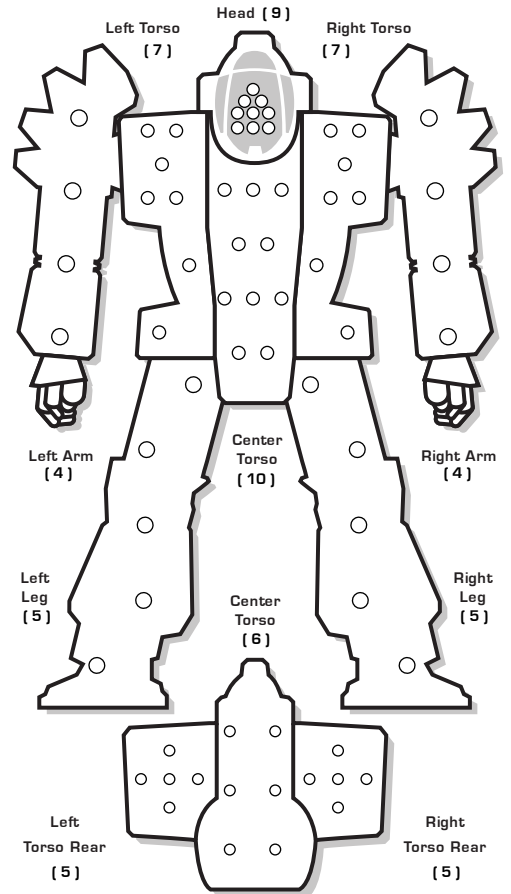
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



BV: 1,704



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Endo Steel
- Ferro-Fibrous

1-3

Center Torso

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

4-6

Left Torso

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

1-3

Right Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Active Probe
- Sensors
- Life Support

1-3

Right Arm (CASE)

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

1-3

Center Torso

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

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Supercharger
- Jump Jet

1-3

Left Torso

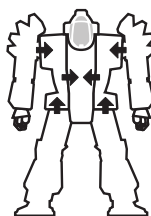
- Jump Jet
- Jump Jet
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Right Leg

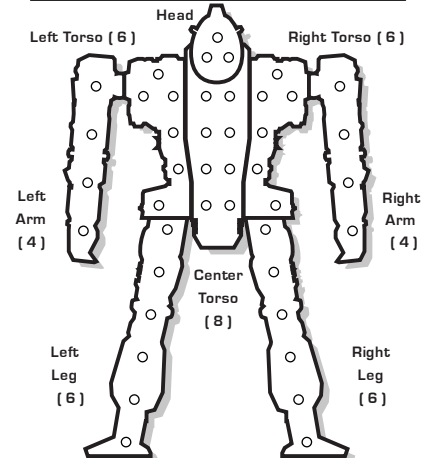
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Mist Lynx (Koshi) K

Movement Points:

Walking: 7

Running: 11

Jumping: 6

Tonnage: 25

Tech Base: Clan

Rules Level: Standard

Role: Scout

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ProtoMech AC/4	LA	1	4 [DB,S]	—	5	10	15
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Active Probe	HD	—	[E]	—	—	—	5

Ammo: (Proto AC/4) 20

BV: 976

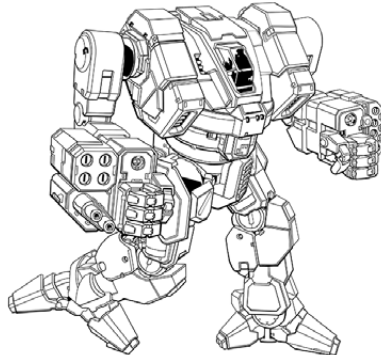


WARRIOR DATA

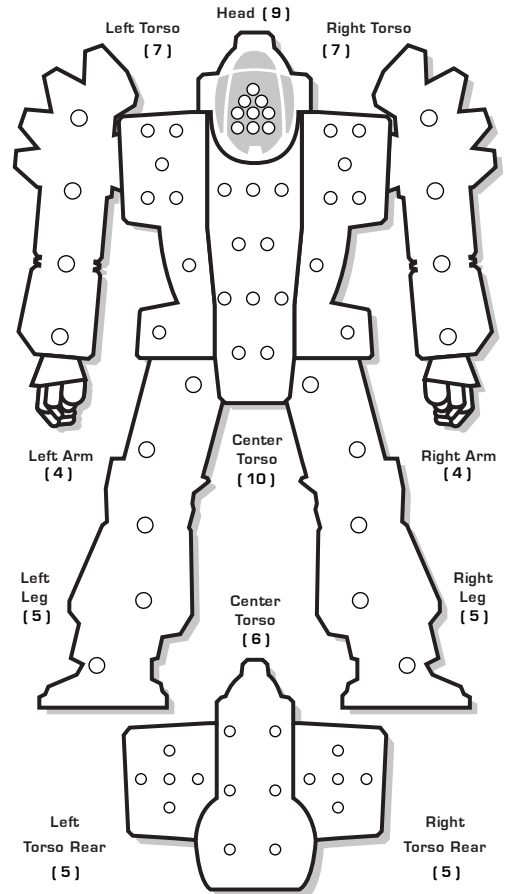
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm [CASE]

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

1-3

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

4-6

Left Torso

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

1-3

- Jump Jet
- Jump Jet
- Jump Jet
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

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

4-6

Head

- Life Support
- Sensors
- Cockpit
- Active Probe
- 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
- Hand Actuator
- ER Medium Laser
- ER Medium Laser

1-3

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

4-6

Right Torso

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

1-3

- Jump Jet
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

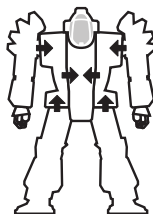
4-6

Right Leg

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

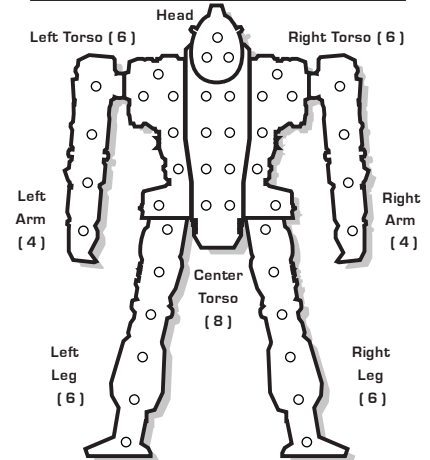
4-6

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
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: Mist Lynx (Koshi) L

Movement Points:

Walking: 7

Running: 11

Jumping: 6

Tonnage: 25

Tech Base: Clan

Rules Level: Standard

Role: Scout

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Flamer	LA	5	4 [DE,H,AI]	—	2	3	4
1	ECM Suite	LA	—	[E]	—	—	—	6
4	AP Gauss Rifle	RA	1	3 [DB,AI,X]	—	3	6	9
1	Imp. Heavy Medium Laser	RT	7	10 [DE,X]	—	3	6	9
1	Active Probe	HD	—	[E]	—	—	—	5

Ammo: [AP Gauss] 40, [Heavy Flamer] 10

BV: 901

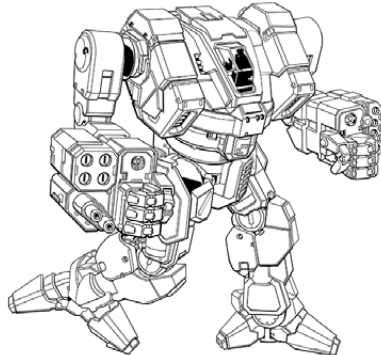


WARRIOR DATA

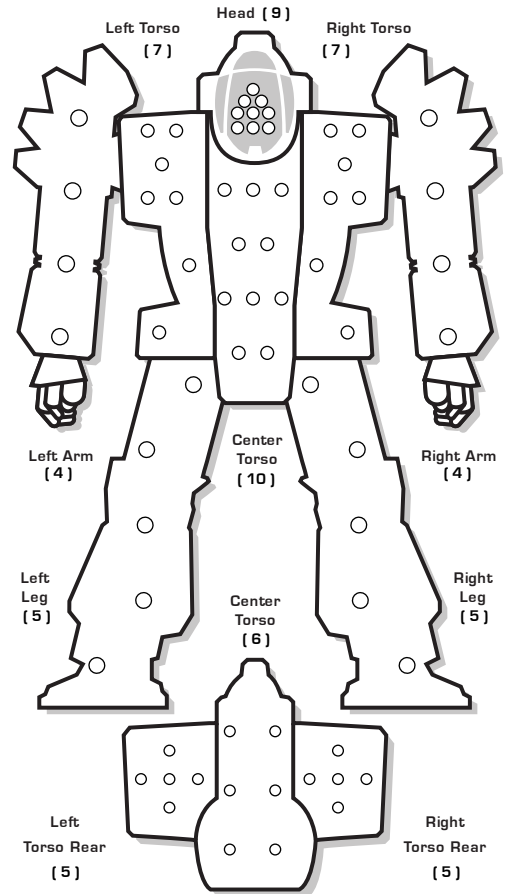
Name: _____

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
- Heavy Flamer
- Ammo (Heavy Flamer) 10

1-3

ECM Suite

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

4-6

Left Torso

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

1-3

Jump Jet

- Jump Jet
- Jump Jet
- Jump Jet
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Active Probe
- Sensors
- Life Support

1-3

Center Torso

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

4-6

Right Torso

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

Right Arm (CASE)

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

1-3

Ammo [AP Gauss] 40

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

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- [Double Heat Sink
- [Double Heat Sink
- Jump Jet
- Jump Jet

1-3

Jump Jet

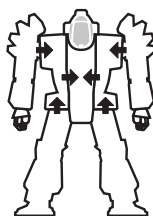
- Jump Jet
- [Imp. Heavy Medium Laser
- [Imp. Heavy Medium Laser
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

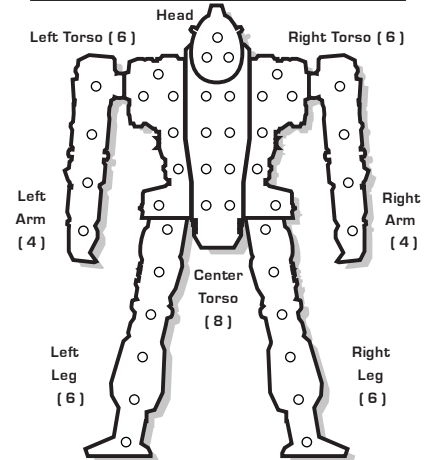
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Mist Lynx (Koshi) M

Movement Points:

Walking: 7

Running: 11

Jumping: 6

Tonnage: 25

Tech Base: Clan

Rules Level: Standard

Role: Striker

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	ER Micro Laser	LA	1	2 [DE]	—	1	2	4
1	Plasma Cannon	RA	7	[DE,H,AI]	—	6	12	18
1	SRM 2	RT	2	2/Msl [M,C,S]	—	3	6	9
1	Active Probe	HD	—	[E]	—	—	—	5

Ammo: (Plasma Cannon) 20, (SRM 2) 50

BV: 961

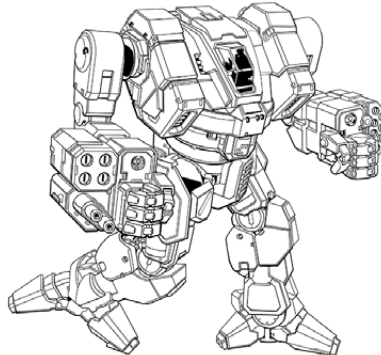


WARRIOR DATA

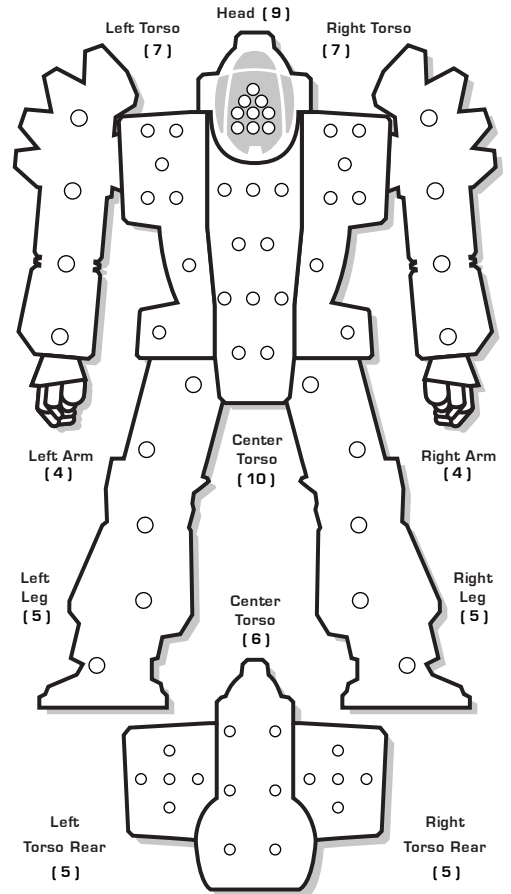
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

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

1-3

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

4-6

Left Torso

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

1-3

- Jump Jet
- Jump Jet
- Jump Jet
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Active Probe
- Sensors
- Life Support

Center Torso

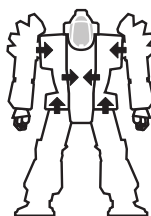
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

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
- Hand Actuator
- Plasma Cannon
- Ammo (Plasma Cannon) 10

1-3

- Ammo (Plasma Cannon) 10
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

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

1-3

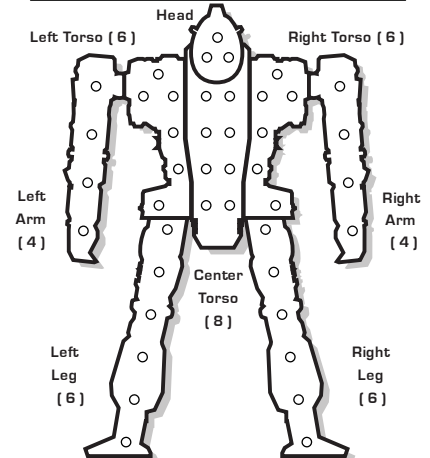
- Jump Jet
- SRM 2
- Ammo (SRM 2) 50
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Mist Lynx (Koshi) N

Movement Points:

Walking: 7

Running: 11

Jumping: 6

Tonnage: 25

Tech Base: Clan

Rules Level: Standard

Role: Missile Boat

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	LRM 5	LA	2	1/Msl [M.C.S]	—	7	14	21
1	Laser AMS	LA	5	[PD]	—	1	—	—
2	LRM 5	RA	2	1/Msl [M.C.S]	—	7	14	21
1	Heavy Small Laser	RA	3	6 [DE]	—	1	2	3
1	TAG	RT	—	[E]	—	5	9	15
1	Active Probe	HD	—	[E]	—	—	—	5

Ammo: [LRM 5] 24

BV: 976

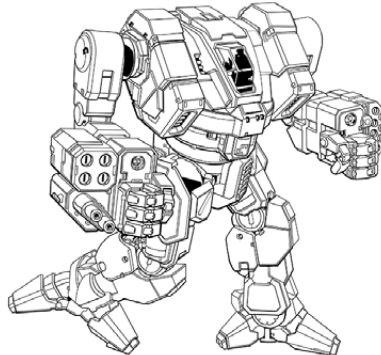


WARRIOR DATA

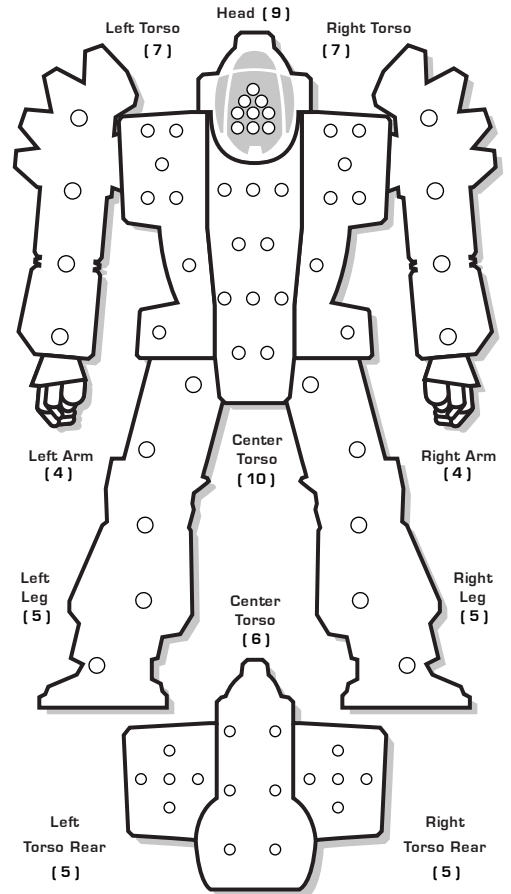
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 5
- LRM 5

1-3

- Laser AMS
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

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

1-3

- Jump Jet
- Jump Jet
- Jump Jet
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Active Probe
- 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
- Hand Actuator
- LRM 5
- LRM 5

1-3

- Heavy Small Laser
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

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

1-3

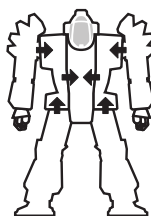
- Jump Jet
- Ammo [LRM 5] 24
- TAG
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

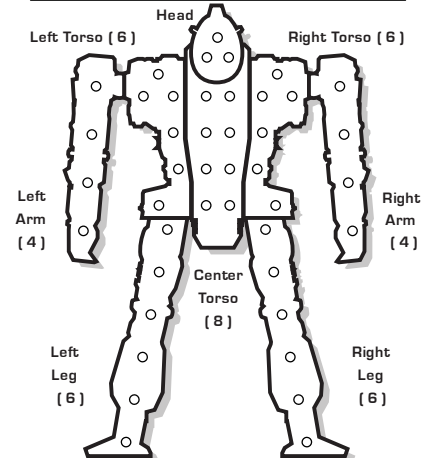
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Double Heat Sinks: 10 (20)



Heat Scale

Overflow

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

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Incubus (Vixen)

Movement Points:

Walking: 9

Running: 14

Jumping: 0

Tonnage: 30

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	RA	10	10 [P]	—	6	14	20
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
2	Machine Gun	LT	—	2 [DB, AI]	—	1	2	3
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
2	Machine Gun	RT	—	2 [DB, AI]	—	1	2	3

Ammo: (Machine Gun) 100

BV: 1,596

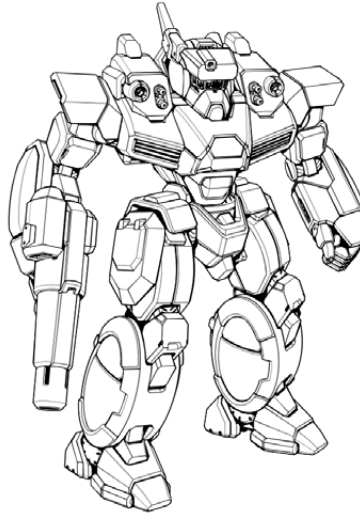


WARRIOR DATA

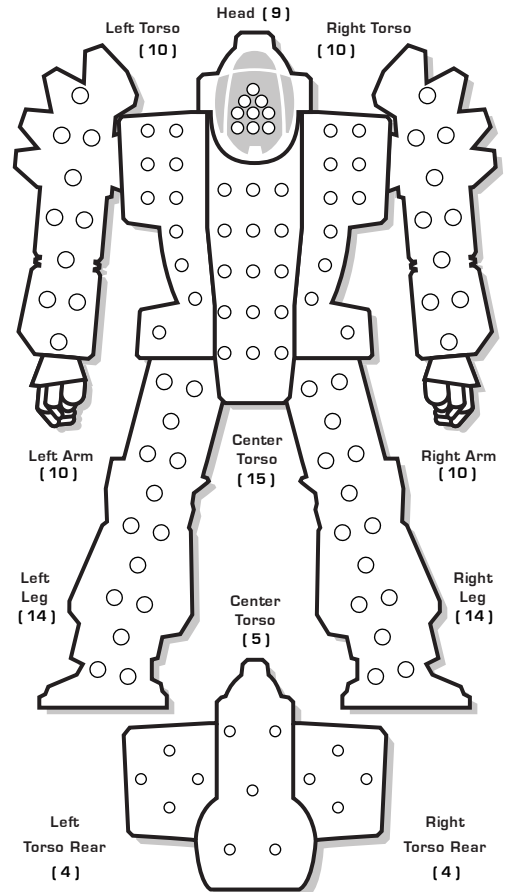
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

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

1-3

Center Torso (CASE)

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

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Machine Gun
- Machine Gun
- Endo Steel

1-3

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

4-6

Left Leg

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

Head

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

1-3

4-6

Right Arm

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

1-3

Center Torso (CASE)

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

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Machine Gun
- Machine Gun
- Endo Steel

1-3

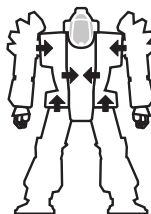
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

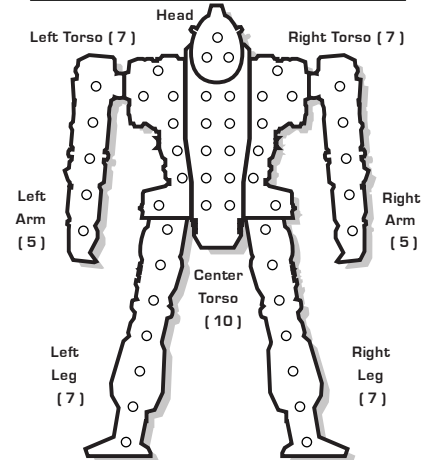
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Double Heat Sinks: 10 (20)



Heat Scale

Overflow

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

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Incubus (Vixen) 2

Movement Points:

Walking: 9

Running: 14

Jumping: 0

Tonnage: 30

Tech Base: Clan

Rules Level: Standard

Role: Striker

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
2	Machine Gun	LT	—	2 [DB, AI]	—	1	2	3
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
2	Machine Gun	RT	—	2 [DB, AI]	—	1	2	3

Ammo: (Machine Gun) 100

BV: 1,913

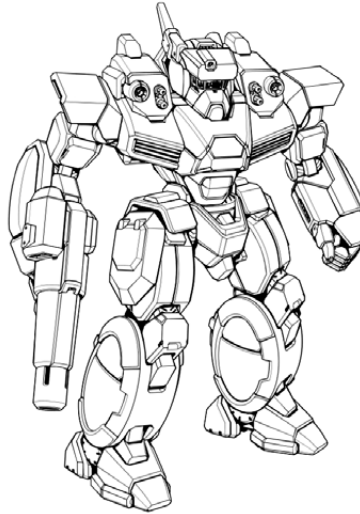


WARRIOR DATA

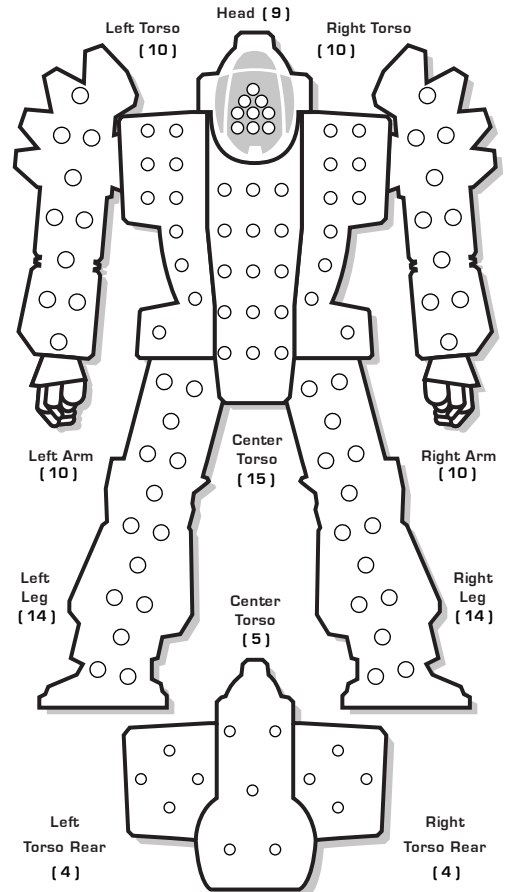
Name: _____

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
- Roll Again
- Roll Again

1-3

Center Torso (CASE)

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

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Machine Gun
- Machine Gun
- Endo Steel

1-3

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

4-6

Left Leg

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

Head

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

1-3

4-6

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER PPC
- ER PPC

1-3

Center Torso (CASE)

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

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Machine Gun
- Machine Gun
- Endo Steel

1-3

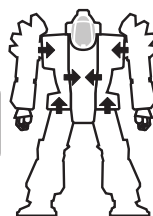
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

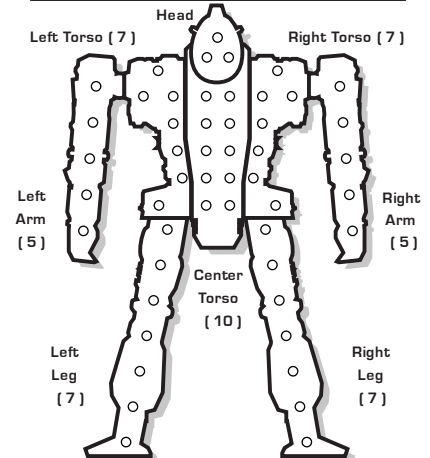
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Double Heat Sinks: 10 (20)



Heat Scale

Overflow

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

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Incubus (Vixen) 3

Movement Points:

Walking: 9

Running: 14

Jumping: 0

Tonnage: 30

Tech Base: Clan

Rules Level: Standard

Role: Striker

Weapons & Equipment Inventory

(hexes)

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

Ammo: (Machine Gun) 100, (Streak SRM 6) 15

BV: 1,324

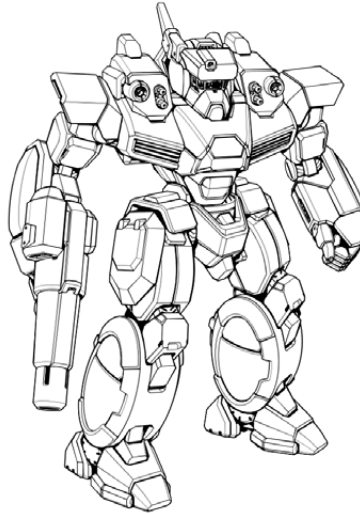


WARRIOR DATA

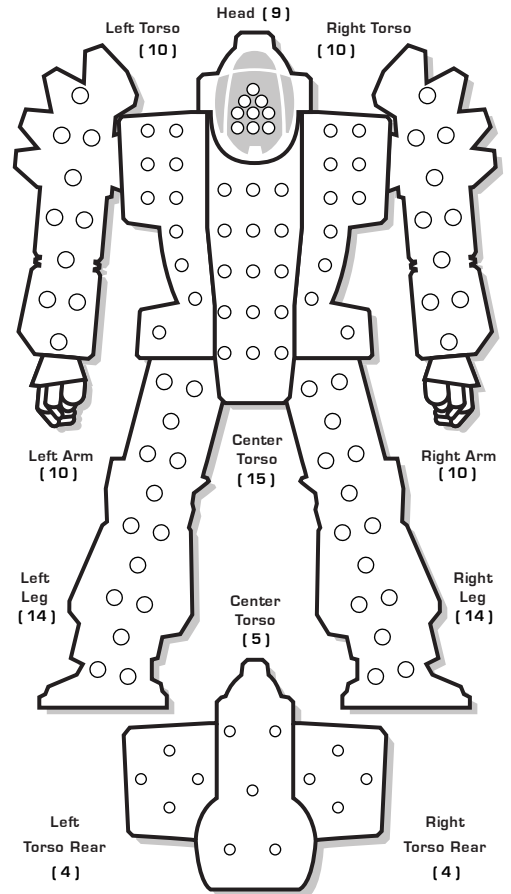
Name: _____

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
- Roll Again
- Roll Again

1-3

Center Torso (CASE)

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

4-6

Left Torso

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

1-3

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

4-6

Left Leg

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

Head

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

1-3

Center Torso (CASE)

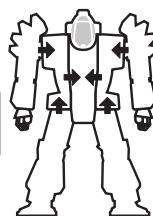
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo (Machine Gun) 100
- Endo Steel

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



Damage Transfer Diagram

Right Arm (CASE)

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

1-3

Right Torso

- Ammo (Streak SRM 6) 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

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

1-3

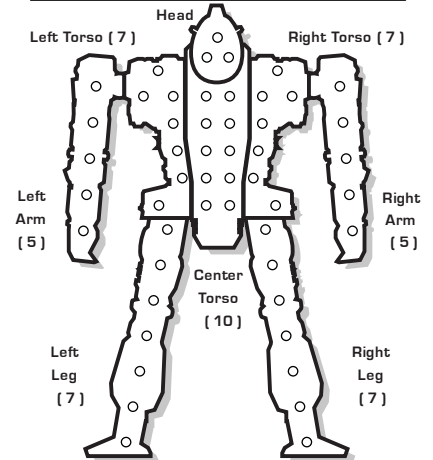
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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

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: Incubus (Vixen) 7

Movement Points:

Walking: 9

Running: 14

Jumping: 0

Tonnage: 30

Tech Base: Clan

Rules Level: Standard

Role: Striker

Weapons & Equipment Inventory

(hexes)

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

Ammo: (Machine Gun) 100, (Ultra AC/2) 45

BV: 1,175

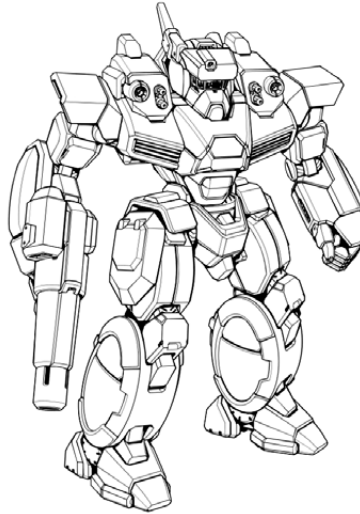


WARRIOR DATA

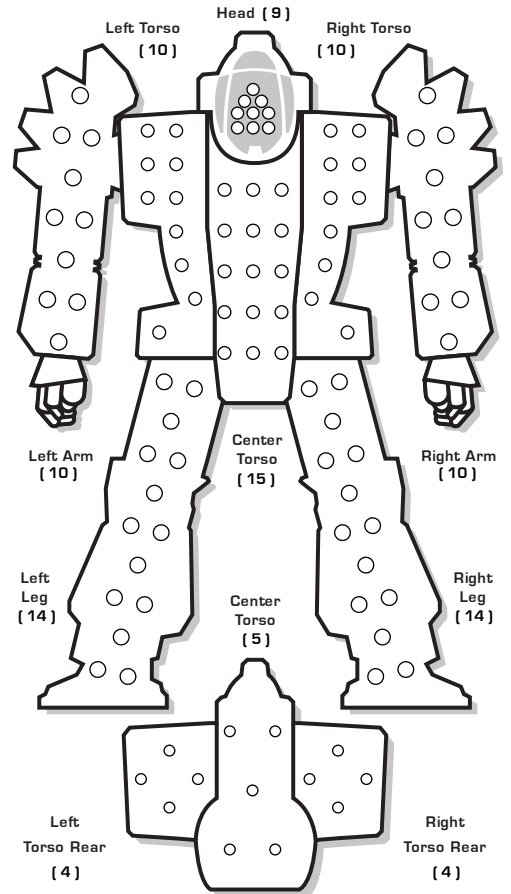
Name: _____

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
- Roll Again
- Roll Again

1-3

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

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Machine Gun
- Machine Gun
- Endo Steel

1-3

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

4-6

Left Leg

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

Head

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

1-3

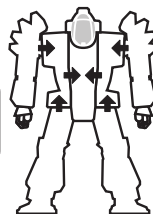
Center Torso (CASE)

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo (Machine Gun) 100
- Endo Steel

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Ultra AC/2
- Ultra AC/2

1-3

- Ammo (Ultra AC/2) 45
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Machine Gun
- Machine Gun
- Endo Steel

1-3

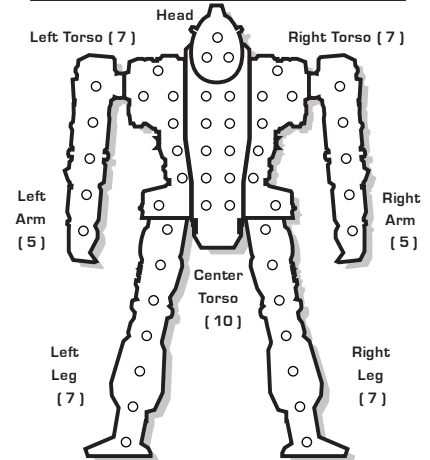
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Double Heat Sinks: 10 (20)



Heat Scale

Overflow

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

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Incubus (Vixen) 8

Movement Points:

Walking: 9

Running: 14

Jumping: 0

Tonnage: 30

Tech Base: Clan

Rules Level: Standard

Role: Striker

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	RA	6	1/Msl [M,C,S]	—	7	14	21
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
2	Machine Gun	LT	—	2 [DB,AI]	—	1	2	3
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
2	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3

Ammo: (LRM 20) 6, (Machine Gun) 100

BV: 1,557

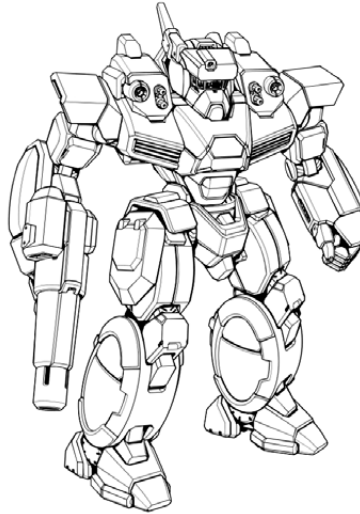


WARRIOR DATA

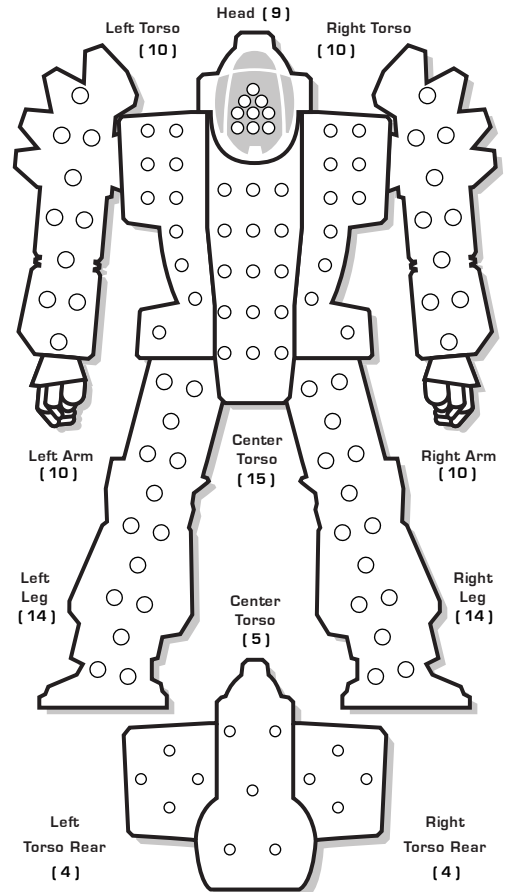
Name: _____

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
- Roll Again
- Roll Again

1-3

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

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Machine Gun
- Machine Gun
- Endo Steel

1-3

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

4-6

Left Leg

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

Head

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

1-3

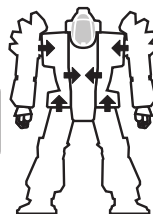
Center Torso (CASE)

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo (Machine Gun) 100
- Endo Steel

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 20
- LRM 20

1-3

- LRM 20
- LRM 20
- Ammo (LRM 20) 6
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Machine Gun
- Machine Gun
- Endo Steel

1-3

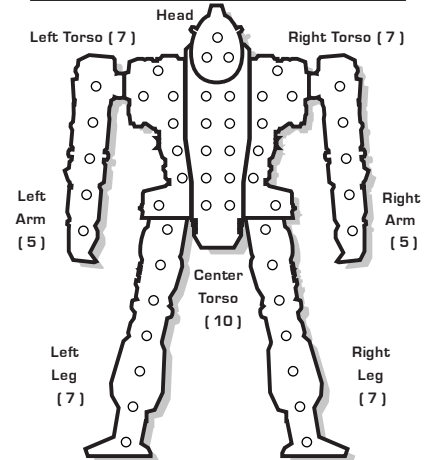
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Double Heat Sinks: 10 (20)



Heat Scale

Overflow

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

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Incubus (Vixen) 9

Movement Points:

Walking: 9

Running: 14

Jumping: 0

Tonnage: 30

Tech Base: Mixed

Rules Level: Advanced

Role: Striker

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Pulse Laser	RA	13	10 [P]	—	7	15	23
1	ER Medium Pulse Laser	LT	6	7 [P]	—	5	9	14
2	AP Gauss Rifle	LT	1	3 [DB,AI,X]	—	3	6	9
1	ER Medium Pulse Laser	RT	6	7 [P]	—	5	9	14
1	AP Gauss Rifle	RT	1	3 [DB,AI,X]	—	3	6	9

Ammo: [AP Gauss] 40

BV: 1,849

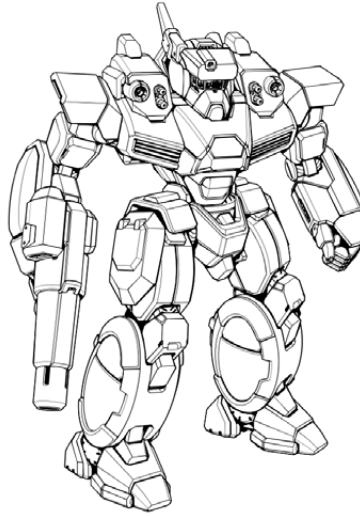


WARRIOR DATA

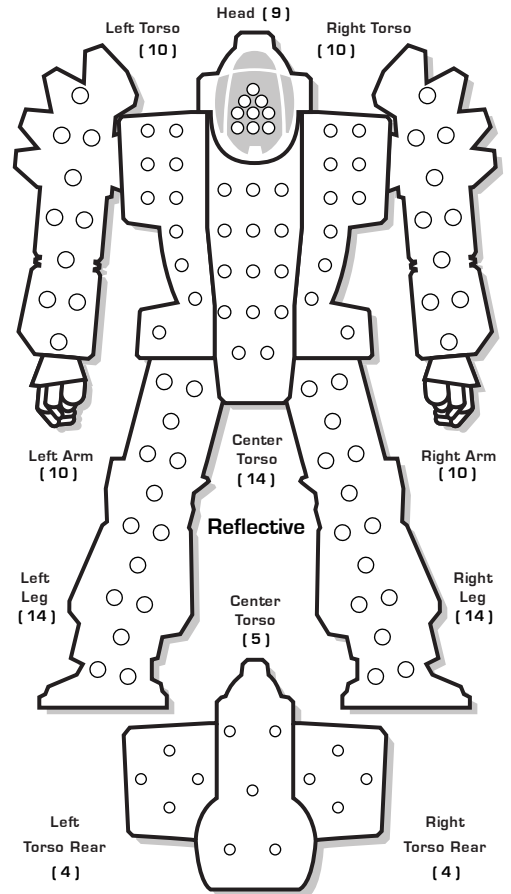
Name: _____

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
- Roll Again
- Roll Again

1-3

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

4-6

Left Torso (CASE)

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- [ER Medium Pulse Laser
- [ER Medium Pulse Laser

1-3

- AP Gauss Rifle
- AP Gauss Rifle
- Endo Steel
- Endo Steel
- Reflective
- Reflective

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- [ER Large Pulse Laser
- [ER Large Pulse Laser

1-3

- [ER Large Pulse Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- [ER Medium Pulse Laser
- [ER Medium Pulse Laser

1-3

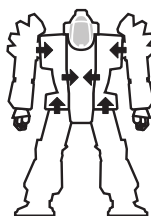
- AP Gauss Rifle
- Ammo [AP Gauss] 40
- Endo Steel
- Endo Steel
- Reflective
- Roll Again

4-6

Right Leg

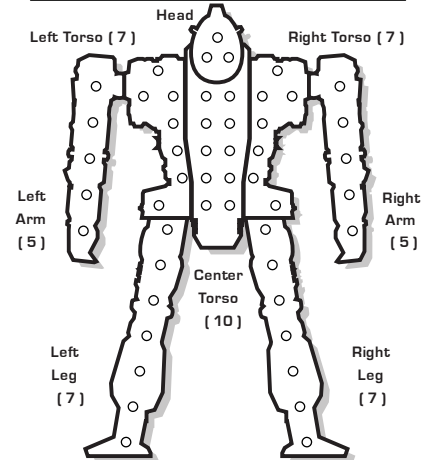
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Reflective

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: Stormcrow (Ryoken) T

Movement Points:

Walking: 6

Running: 9 [12]

Jumping: 0

Tonnage: 55

Tech Base: Clan

Rules Level: Standard

Role: Striker

Weapons & Equipment Inventory

(hexes)

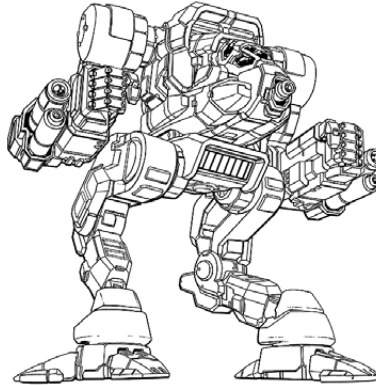
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
1	ER Small Pulse Laser	LA	3	5 [P,A]	—	2	4	6
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	ER Small Pulse Laser	RA	3	5 [P,A]	—	2	4	6
1	Light Active Probe	RT	—	[E]	—	—	—	3
1	Medium Pulse Laser	HD	4	7 [P]	—	4	8	12

WARRIOR DATA

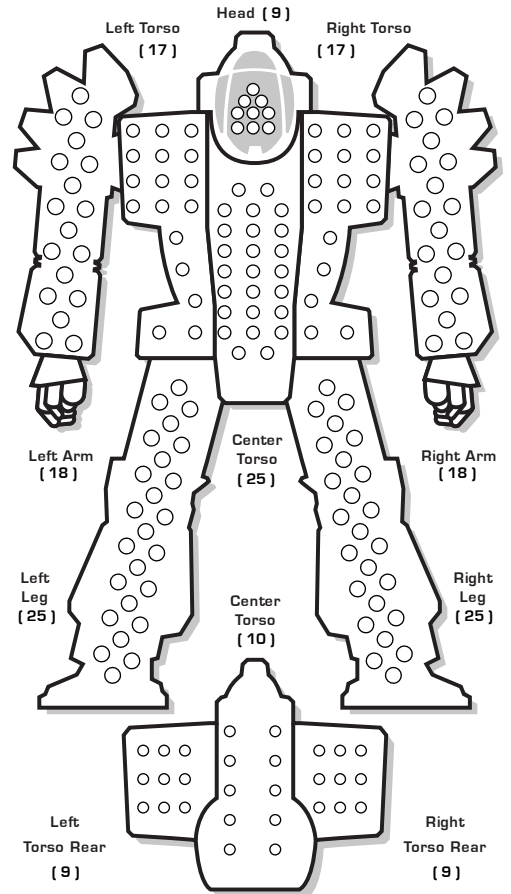
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



BV: 2,280



CRITICAL TABLE

Left Arm

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

1-3

- ER Small Pulse Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

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

1-3

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

4-6

Left Leg

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

Head

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

1-3

Center Torso

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

4-6

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

Right Arm

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

1-3

- ER Small Pulse Laser
- 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
- Double Heat Sink
- Double Heat Sink

1-3

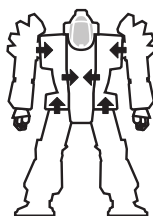
- Light Active Probe
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Right Leg

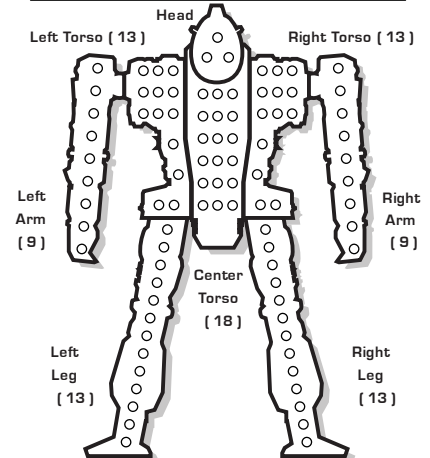
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Stormcrow (Ryoken) I

Movement Points: **Tonnage:** 55
 Walking: 6 **Tech Base:** Clan
 Running: 9 **Rules Level:** Standard
 Jumping: 0 **Role:** Sniper

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	LRM 15	LT	5	1/Msl [M,C,S]	—	7	14	21
1	LRM 15	RT	5	1/Msl [M,C,S]	—	7	14	21
1	Active Probe	HD	—	[E]	—	—	—	5

Ammo: [LRM 15] 16

BV: 2,319

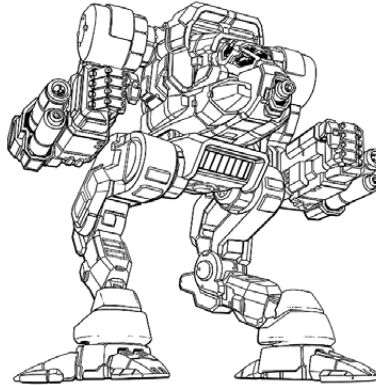


WARRIOR DATA

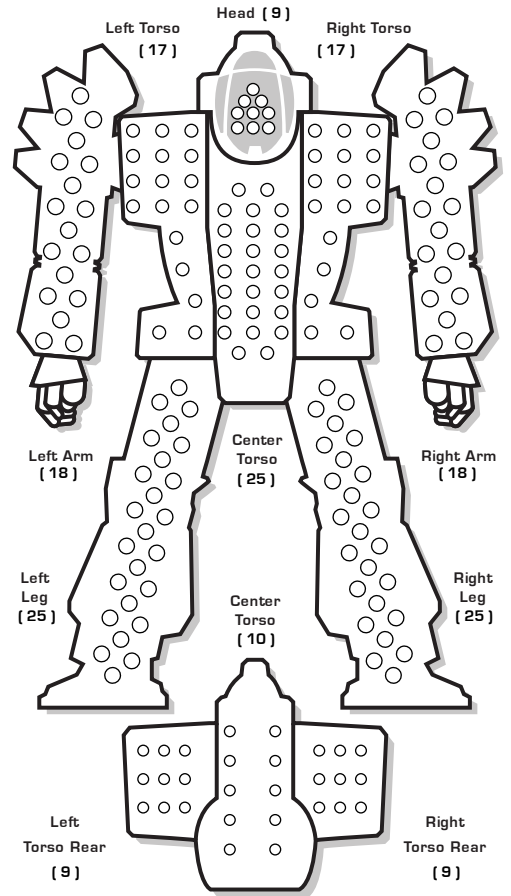
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

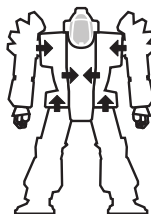
- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Hand Actuator
 - ER Large Laser
 - ER Medium Laser
-
- Center Torso**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6
-
- Left Torso (CASE)**
- XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - LRM 15
 - LRM 15
- 1-3
-
- Right Torso (CASE)**
- XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - LRM 15
 - LRM 15
- 1-3
-
- Left Leg**
- Ammo [LRM 15] 8
 - Endo Steel
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
- 4-6

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Active Probe
 - Sensors
 - Life Support

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

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

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

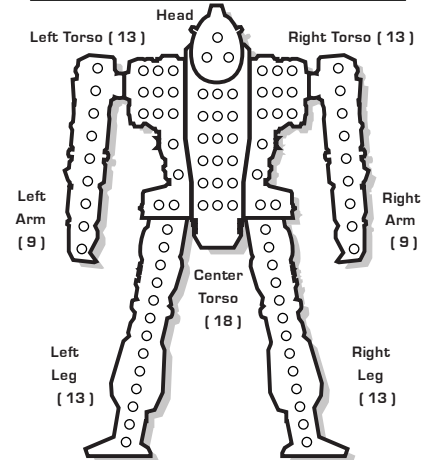


Damage Transfer Diagram

- Right Torso (CASE)**
- XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - LRM 15
 - LRM 15
- 1-3
-
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Endo Steel
- 4-6

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

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: Stormcrow (Ryoken) J

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 55

Tech Base: Clan

Rules Level: Standard

Role: Striker

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HAG/30	LA	6	30 [C,F,X]	2	8	16	24
1	Imp. Heavy Large Laser	RA	18	16 [D,E,X]	-	5	10	15
1	Targeting Computer	RT	-	[E]	-	-	-	-

Ammo: (HAG 30) 8

BV: 2,300

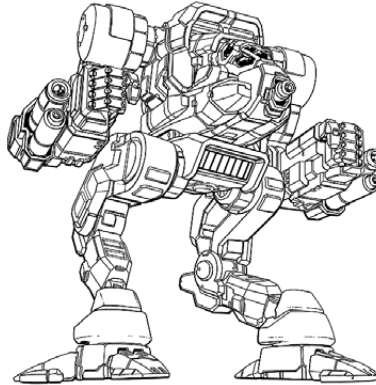


WARRIOR DATA

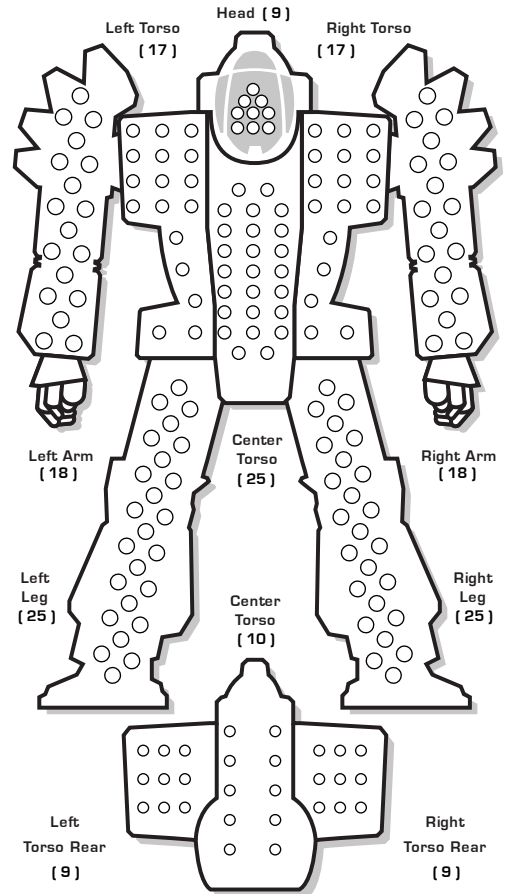
Name: _____

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 HAG/30
- 4 HAG/30
- 5 HAG/30
- 6 HAG/30

Head

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

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 3 Lower Arm Actuator
- 4 Hand Actuator
- 5 Imp. Heavy Large Laser
- 6 Imp. Heavy Large Laser

Center Torso

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

- 1-3 Imp. Heavy Large Laser
- 2 Roll Again
- 4-6 Roll Again
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Left Torso

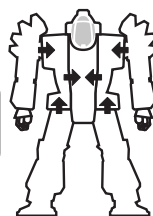
- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 1-3 Ammo (HAG 30) 4
- 4 Ammo (HAG 30) 4
- 5 Endo Steel
- 6 Ferro-Fibrous

- 1 Gyro
- 2 XL Fusion Engine
- 4-6 XL Fusion Engine
- 4 XL Fusion Engine
- 5 Endo Steel
- 6 Ferro-Fibrous

Right Torso

- 1-3 XL Fusion Engine
- 2 XL Fusion Engine
- 1-3 Targeting Computer
- 4 Targeting Computer
- 5 Targeting Computer
- 6 Targeting Computer

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



Damage Transfer Diagram

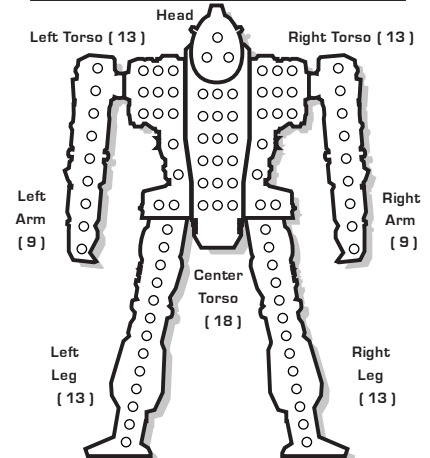
Left Leg

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 70

Tech Base: Clan

Rules Level: Advanced

Role: Brawler

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15 [DE]	-	7	14	23
w/Capacitor								
1	LRM 15	LT	5	1/Msl [M,C,S]	-	7	14	21
1	Medium Pulse Laser	LT	4	7 [P]	-	4	8	12
1	LRM 15	RT	5	1/Msl [M,C,S]	-	7	14	21
1	Medium Pulse Laser	RT	4	7 [P]	-	4	8	12
1	ER Medium Laser	CT	5	7 [DE]	-	5	10	15
1	ER Medium Laser	HD	5	7 [DE]	-	5	10	15

Ammo: [LRM 15] 32

BV: 2,835

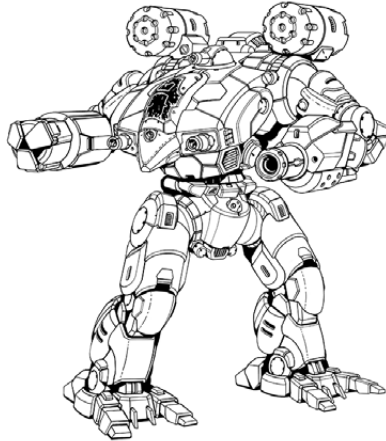


WARRIOR DATA

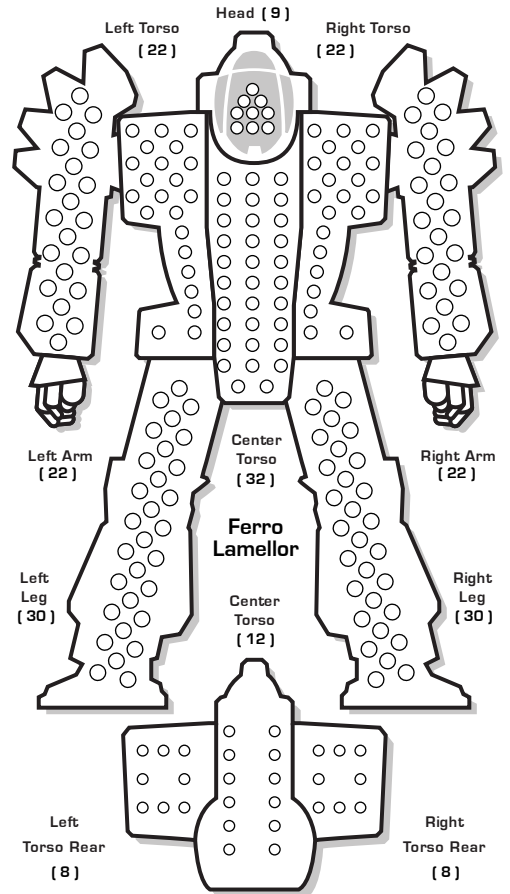
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM

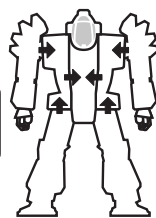


CRITICAL TABLE

- Left Arm (CASE)**
- Shoulder
 - Upper Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - ER PPC
 - ER PPC
- 1-3**
- Left Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - LRM 15
 - LRM 15
 - Medium Pulse Laser
 - Endo Steel
- 1-3**
- Endo Steel
 - Endo Steel
 - Ferro-Lamellor
 - Ferro-Lamellor
 - Ferro-Lamellor
 - Roll Again
- 4-6**

- Head**
- Life Support
 - Sensors
 - Cockpit
 - ER Medium Laser
 - Sensors
 - Life Support
- Center Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3**
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - ER Medium Laser
 - Roll Again
- 4-6**

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

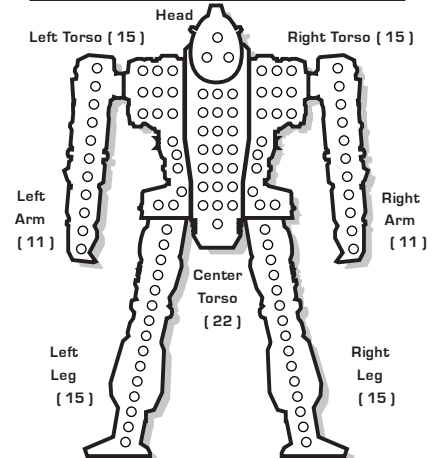


Damage Transfer Diagram

- Right Arm (CASE)**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Ammo [LRM 15] 8
 - Ammo [LRM 15] 8
- 1-3**
- Right Torso**
- Ferro-Lamellor
 - Ferro-Lamellor
 - Ferro-Lamellor
 - Ferro-Lamellor
 - Ferro-Lamellor
 - Roll Again
- 4-6**
- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - LRM 15
 - LRM 15
 - Medium Pulse Laser
 - Endo Steel
- 1-3**
- Endo Steel
 - Ferro-Lamellor
 - Ferro-Lamellor
 - Ferro-Lamellor
 - Ferro-Lamellor
 - Roll Again
- 4-6**

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
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: War Crow A

Movement Points:

Walking: 5

Running: 8 [10]

Jumping: 0

Tonnage: 70

Tech Base: Clan

Rules Level: Advanced

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HAG/30	LA	6	30 [C,F,X]	2	8	16	24
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	ER Medium Laser	CT	5	7 [DE]	—	5	10	15
1	ER Small Laser	HD	2	5 [DE]	—	2	4	6

Ammo: [HAG 30] 16

BV: 3,030

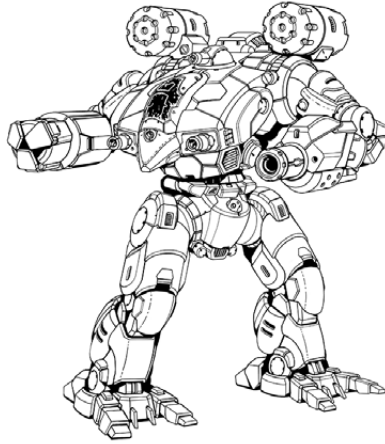


WARRIOR DATA

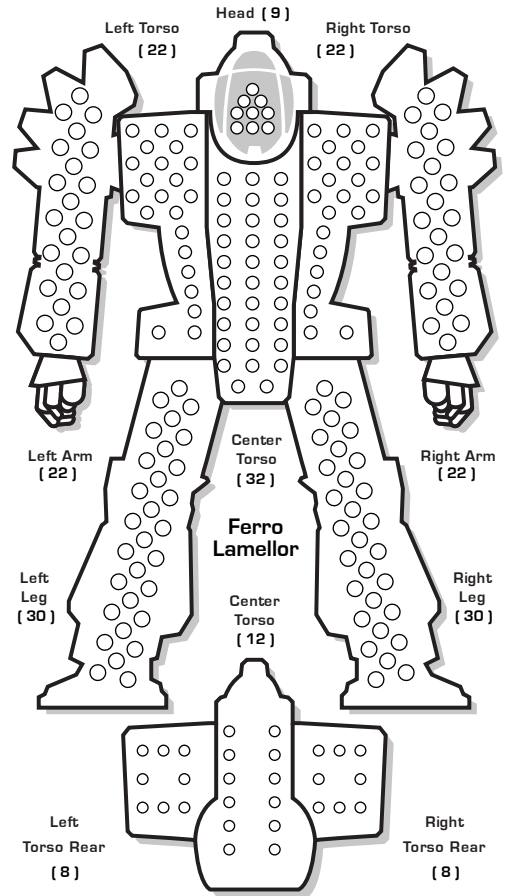
Name: _____

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
- HAG/30
- HAG/30
- HAG/30
- HAG/30

1-3

- HAG/30
- HAG/30
- HAG/30
- HAG/30
- Endo Steel
- Endo Steel

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Ammo [HAG 30] 4
- Ammo [HAG 30] 4
- Ammo [HAG 30] 4
- Ammo [HAG 30] 4

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Lamellor
- Ferro-Lamellor
- Ferro-Lamellor

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Large Laser
- Ferro-Lamellor

1-3

4-6

Right Torso

- Ferro-Lamellor
- Ferro-Lamellor
- Ferro-Lamellor
- Ferro-Lamellor
- Roll Again
- Roll Again

1-3

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Supercharger
- Endo Steel
- Endo Steel

1-3

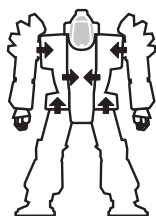
4-6

- Ferro-Lamellor
- Ferro-Lamellor
- Ferro-Lamellor
- Ferro-Lamellor
- Roll Again
- Roll Again

Right Leg

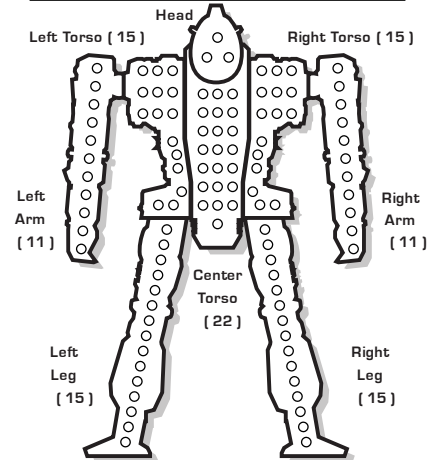
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
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: Warhammer WHM-7A

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Standard

Role: Brawler

Weapons & Equipment Inventory

(hexes)

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

Ammo: [SRM 6] 15

BV: 1,679

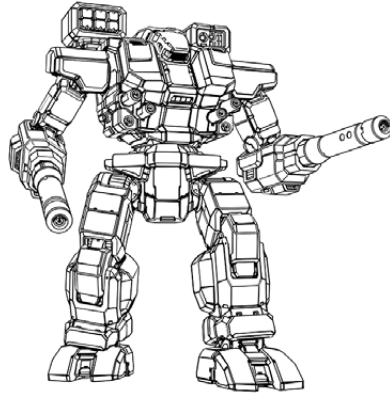


WARRIOR DATA

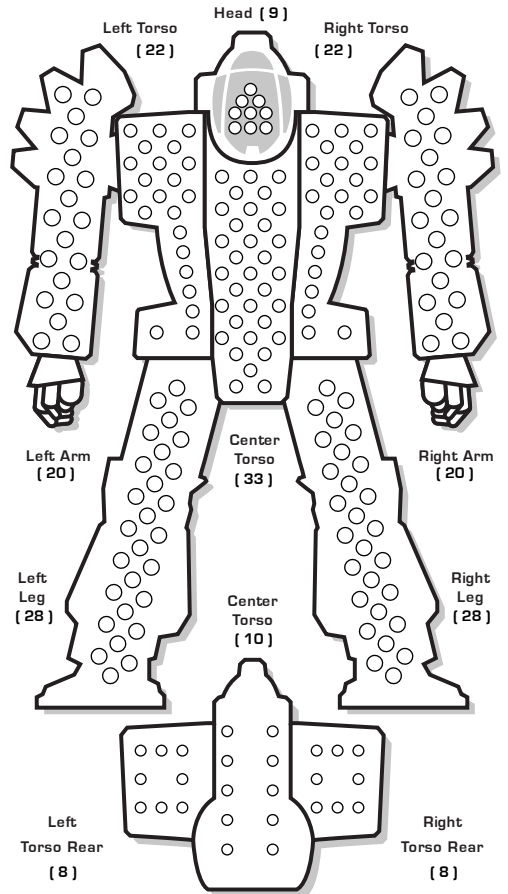
Name: _____

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

1-3

- ER PPC
- ER PPC
- ER PPC
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Left Torso

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

1-3

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

1-3

Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Laser
- Medium Laser

Right Arm

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

1-3

- ER PPC
- ER PPC
- ER PPC
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- SRM 6
- SRM 6
- Artemis IV FCS

1-3

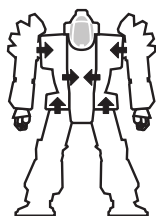
- Medium Laser
- Small Pulse Laser
- Ammo [SRM 6] 15
- CASE
- Endo Steel
- Endo Steel

4-6

Right Leg

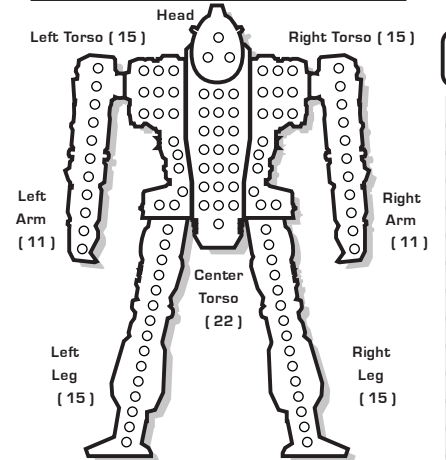
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 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*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Warhammer WHM-7M

Movement Points: **Tonnage:** 70
 Walking: 4 **Tech Base:** Inner Sphere
 Running: 6 **Rules Level:** Standard
 Jumping: 0 **Role:** Brawler

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10 [DE]	—	7	14	23
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Anti-Missile System	LT	1	[PD]	—	1	—	—
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3

Ammo: [AMS] 12, [Machine Gun] 200, [SRM 6] 15

BV: 1,487

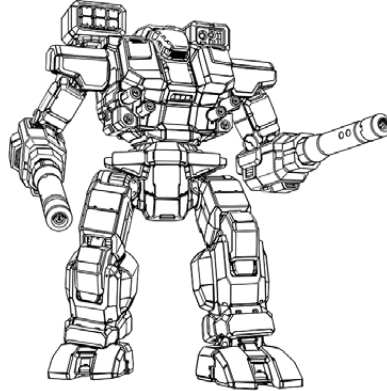


WARRIOR DATA

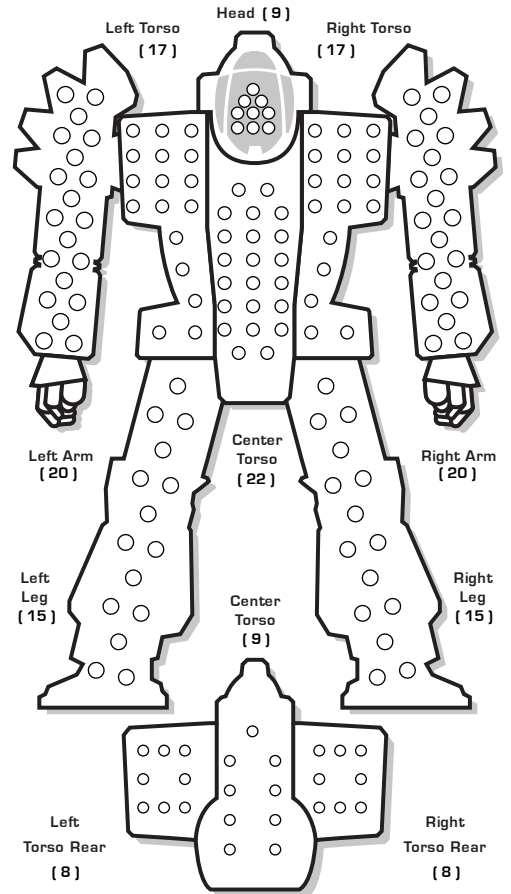
Name: _____

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

- 1-3**
- ER PPC
 - ER PPC
 - ER PPC
 - Roll Again
 - Roll Again
 - Roll Again

- Left Torso**
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink

- 1-3**
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Medium Laser
 - Anti-Missile System
 - Roll Again

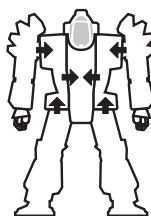
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Roll Again
 - Roll Again

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

- Center Torso**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro

- 1-3**
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Ammo (Machine Gun) 200
 - Roll Again

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

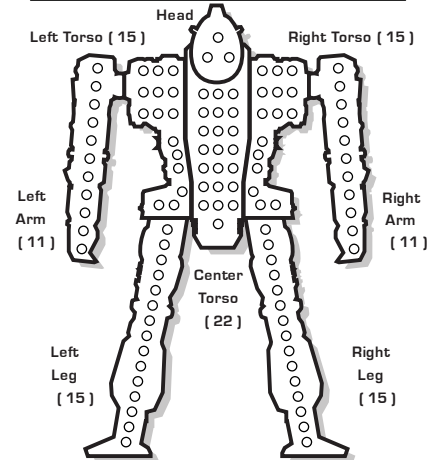
- 1-3**
- ER PPC
 - ER PPC
 - ER PPC
 - Roll Again
 - Roll Again
 - Roll Again

- Right Torso**
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink

- 1-3**
- SRM 6
 - SRM 6
 - Medium Laser
 - Machine Gun
 - Ammo (SRM 6) 15
 - Ammo (AMS) 12

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Double Heat Sinks: 18 (36)



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
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: Warhammer WHM-9K

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Standard

Role: Brawler

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC	LA	15	15 [DE]	3	6	12	18
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
1	MML 9	RT	5	[M.C.S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	-	3	6	9

Ammo: (MML 9/LRM) 13, (MML 9/SRM) 11

BV: 1,744

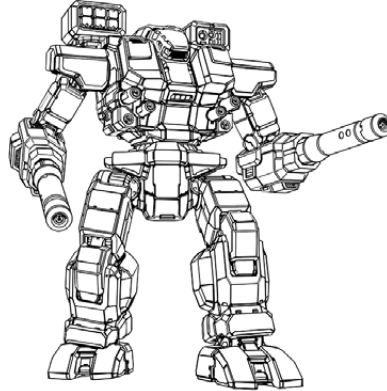


WARRIOR DATA

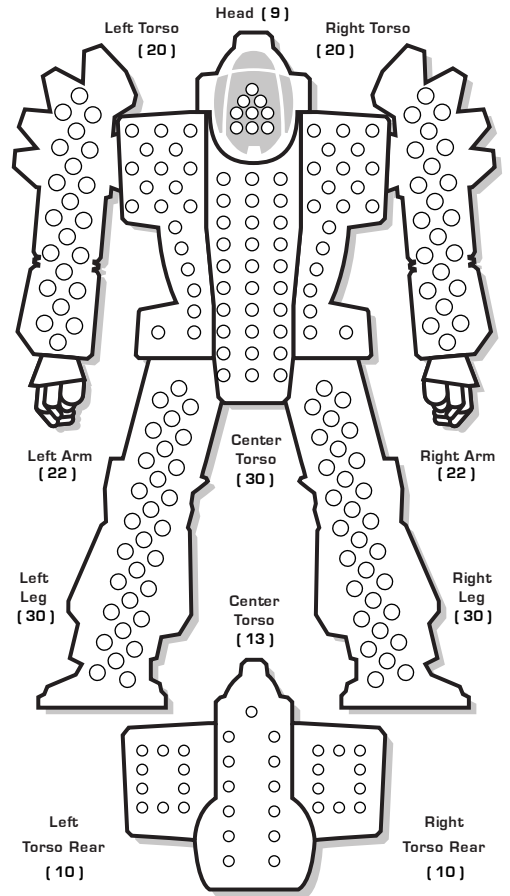
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

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

1-3

- Heavy PPC
- Heavy PPC
- Heavy PPC
- Heavy PPC
- Endo Steel
- Endo Steel

4-6

Left 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
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Endo Steel

4-6

Left Leg

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

Head

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

Center Torso

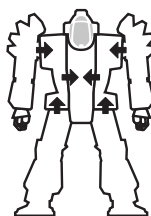
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Endo Steel
- Endo Steel

4-6

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

- Heavy PPC
- Heavy PPC
- Heavy PPC
- Heavy PPC
- Endo Steel
- Endo Steel

4-6

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- MML 9
- MML 9
- MML 9
- MML 9

1-3

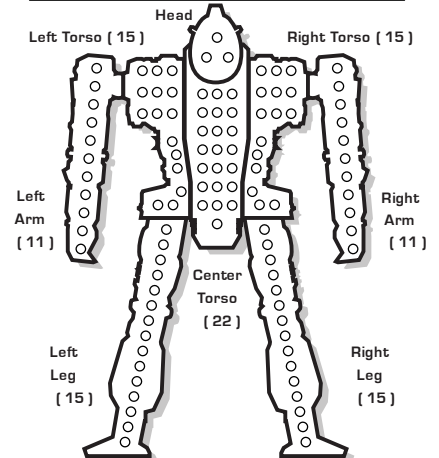
- MML 9
- Ammo (MML 9/LRM) 13
- Ammo (MML 9/SRM) 11
- CASE II
- Endo Steel
- Endo Steel

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
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: Warhammer WHM-10K

Movement Points: **Tonnage:** 70
 Walking: 4 **Tech Base:** Mixed
 Running: 6 **Rules Level:** Advanced
 Jumping: 0 **Role:** Brawler

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10 [DE]	-	7	14	23
1	ER PPC	RA	15	10 [DE]	-	7	14	23
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	ER Small Laser (IS)	LT	2	3 [DE]	-	2	4	5
1	Machine Gun (Clan)	LT	-	2 [DB,AI]	-	1	2	3
1	Streak SRM 6 (Clan)	RT	4	2/Msl [M,C]	-	4	8	12
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	ER Small Laser (IS)	RT	2	3 [DE]	-	2	4	5
1	Machine Gun (Clan)	RT	-	2 [DB,AI]	-	1	2	3

Ammo: [Machine Gun] 100, [Streak SRM 6] 15

BV: 2,033

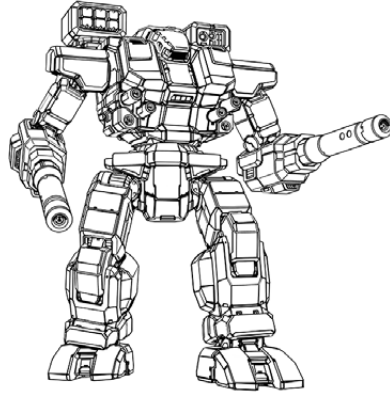


WARRIOR DATA

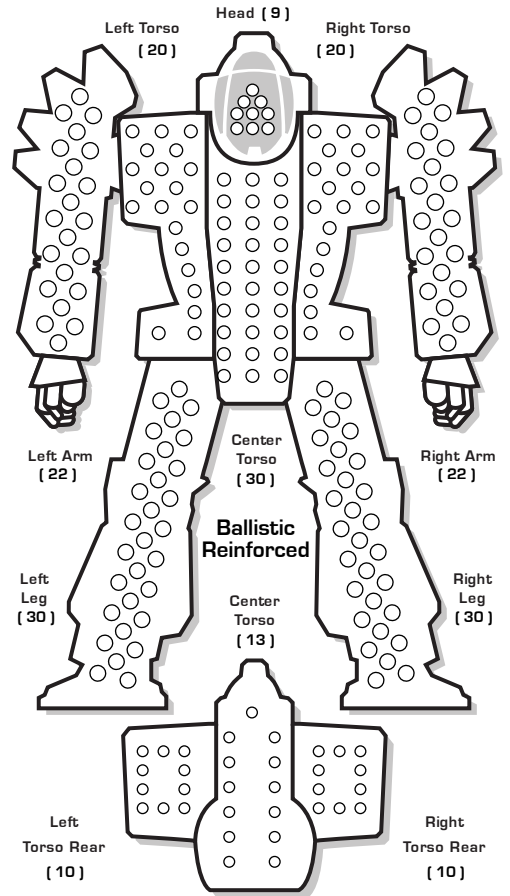
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



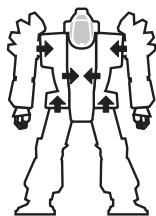
ARMOR DIAGRAM



CRITICAL TABLE

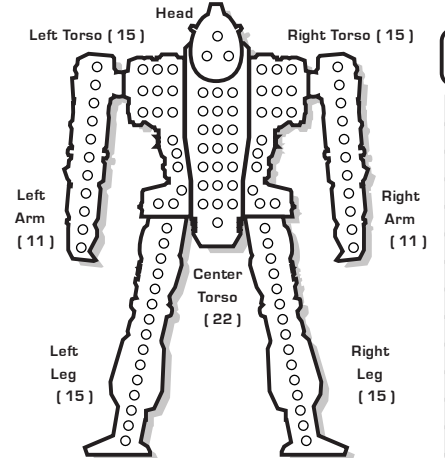
Location	1	2	3	4	5	6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. ER PPC	5. ER PPC	6. ER PPC
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. ER PPC	5. ER PPC	6. ER PPC
Center Torso	1. Light Fusion Engine	2. Light Fusion Engine	3. Light Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. Light Fusion Engine	2. Light Fusion Engine	3. Double Heat Sink [Clan]	4. Double Heat Sink [Clan]	5. Double Heat Sink [Clan]	6. Double Heat Sink [Clan]
Right Torso	1. Light Fusion Engine	2. Light Fusion Engine	3. Streak SRM 6 [Clan]	4. Streak SRM 6 [Clan]	5. Medium Laser	6. ER Small Laser
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Double Heat Sink [Clan]	6. Double Heat Sink [Clan]
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Double Heat Sink [Clan]	6. Double Heat Sink [Clan]

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

Overflow
30*
29
28*
27
26*
25*
24*
23*
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: Warhammer C

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 70

Tech Base: Mixed

Rules Level: Experimental

Role: Brawler

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser [Clan]	LA	10	10 [P]	—	6	14	20
1	Large Pulse Laser [Clan]	RA	10	10 [P]	—	6	14	20
1	ER Medium Laser [Clan]	LT	5	7 [DE]	—	5	10	15
1	ER Small Laser [Clan]	LT	2	5 [DE]	—	2	4	6
1	Machine Gun	LT	—	2 [DB, AI]	—	1	2	3
1	Streak SRM 6 [Clan]	RT	4	2/Msl [M,C]	—	4	8	12
1	ER Medium Laser [Clan]	RT	5	7 [DE]	—	5	10	15
1	ER Small Laser [Clan]	RT	2	5 [DE]	—	2	4	6
1	Machine Gun	RT	—	2 [DB, AI]	—	1	2	3

Ammo: [Machine Gun] 200, [Streak SRM 6] 15

BV: 1,728

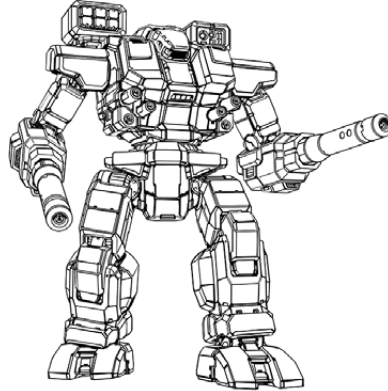


WARRIOR DATA

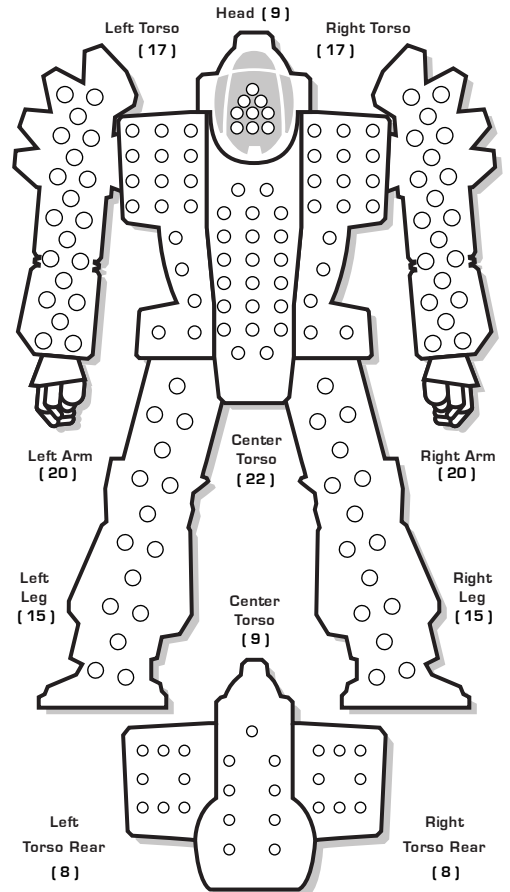
Name: _____

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
- Heat Sink
- [Large Pulse Laser [Clan]
- [Large Pulse Laser [Clan]

1-3

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

4-6

Left Torso

- Heat Sink
- Heat Sink
- ER Medium Laser [Clan]
- ER Small Laser [Clan]
- Machine Gun
- Roll Again

1-3

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

4-6

Left Leg

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

Head

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

1-3

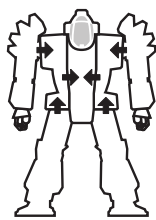
Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Ammo [Machine Gun] 200
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Heat Sink
- [Large Pulse Laser [Clan]
- [Large Pulse Laser [Clan]

1-3

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

4-6

Right Torso

- [Streak SRM 6 [Clan]
- [Streak SRM 6 [Clan]
- ER Medium Laser [Clan]
- ER Small Laser [Clan]
- Machine Gun
- Ammo [Streak SRM 6] 15

1-3

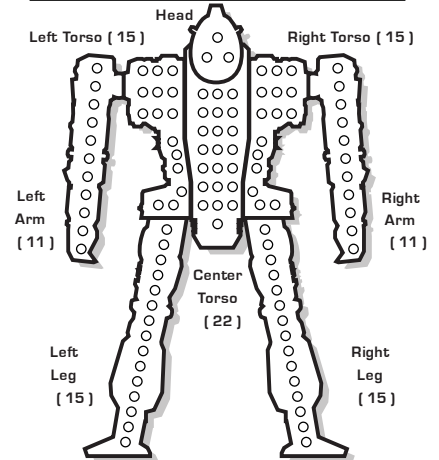
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

