BATTLETECH™

RECORD SHEETS: 3145

NEW TECH, NEW UPGRADES



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NOTES

Previous record sheet volumes grouped all unit types together and then organized per tonnage. However, this often ignored the organization of the corresponding Technical Readout, creating disconnect for players moving from a Technical Readout to a record sheet volume to find the unit they're looking for.

To better ease this transition, this record sheet volume is organized like its corresponding Technical Readout. Hyperlinks off of each unit name in the TOC will enable players to instantly move to a given section, or to the start of a given unit's record sheets.

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CREDITS

Record Sheets
Sebastian Brocks

Project Development
Johannes Heidler

Data Entry
Johannes Heidler
Additional Data Entry
Matthew Wilsbacher

BattleTech Line Developer
Herbert A. Beas II

Production Staff
Cover Art
Anthony Scroggins
Cover Design
Ray Arrastia
Layout
Ray Arrastia

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NEW TECH, NEW UPGRADES

The evolution of new technologies, as ever, was not only expressed in the new machines presented in this volume. In addition to a host of new OmniMech configurations developed as new weapons and equipment became available, refit variants of older machines also hit the field in limited numbers. The following are the most prominent of these upgraded models seen across the Sphere.

BATTLE ARMOR

Kobold IIC: Virtually redundant next to the superior Elemental, the Kobold needed a new focus to remain viable in the Rasalhague Dominion, so it learned to fly. VTOL capability, improved stealth, and HarJel make this Kobold a formidable scout.

Gray Death Strike (HarJel): Originally a test bed for HarJel technology, the ability to retain full performance without a detachable missile system spurred full-scale production of this variant. The final model upgrades to advanced armor, freeing mass for additional improvements.

Infiltrator (Marine): Modified for space operations, the Infiltrator (Marine) features magnetic clamps and a cutting torch, and replaces its Magshot with a micro pulse laser better suited for boarding actions.

Raiden II: The Kishi's success heralded wide acceptance of reflective armor amongst the DCMS. An upgrade of the stalwart Raiden, which also added an AP weapon mount, was not long in the waiting.

Phalanx-D: The Phalanx-D drops its SRMs and Gauss rifle for a detachable medium VSP laser. This support variant is immensely popular in Republic forces, and is even surfacing in Oriente infantry formations.

Rogue Bear (Upgrade): To strengthen the defenses of the formidable Rogue Bear, the Rasalhague Dominion added reactive armor at the expense of a single missile tube and the use of standard heavy battle claws.

Sloth "Huntsman": Some remaining Sloths have been fitted with improved stealth armor, a mechanical jump booster, and two King David Gauss rifles, turning the spider-like suits into effective battle armor hunters.

Thunderbird (Upgrade): The Thunderbird was rushed into production without various in-development innovations. As early as 3089, an upgrade featuring reflective armor at the expense of the vibro claw was deployed with spectacular success, paving the way for that technology. Weapon load outs remained the same, but the AP Gauss rifle was generally replaced with a new LB-X AC.

Ironhold (Anti-Tank): After receiving the specs to battle armor LB-X autocannons, Falcon techs modified the Fire Ironhold. Two autocannons and a shoulder-mounted inferno SRM inspired by the Salamander make this Ironhold deadly to vehicles.

Kopis (AI Mk II)/(AI Mk IIr)/(Mortar): The Kopis has seen three new variants since its debut. The original Anti-Infantry model was replaced by the AI Mk II in 3190. Responding to the Xiphos' successful use of reactive armor, StarCorps gave the AI Mk IIr the same treatment.. Capitalizing on the armor's resilience against indirect fire, a model with heavy mortars was also introduced.

Ravager (LRM): Revamped with advanced armor and a smaller recoilless rifle, this Ravager replaces its rockets with an LRM 3 launcher and ample ammunition.

Warg (Reactive): When reactive armor became available to Clan Wolf, the Warg was upgraded with the material at the expense of the light machine gun. The missiles were replaced with smaller but more effective launchers.

VEHICLES

Fox (Interdictor): To make room for an ECM suite, the complex turret system was removed and the pulse lasers were replaced with long-expected machine guns.

Balac (Hybrid): A hybrid Balac offers the low cost of the "budget" version coupled with the ATM weaponry of the main model. Due to the increased missile firepower, the laser was deemed redundant. In its place resides a heavy machine gun to combat infantry.

Harasser (MML)/(Thunderbolt): Harassers featuring fuel cell engines and ferro-fibrous armor have appeared in recent decades. Speed and protection are increased, while various missile launchers make them dangerous at all ranges.

MIT 24 MASH: A larger companion to the MIT 23, this MASH increases ground speed and houses more operating theaters. An added flamer seldom sees use, as crews are keen to maintain their non-combatant status.

Demon (Armor): In an attempt to create a flanking variant for use in open engagements, Brigadier replaced the pulse lasers with ER models and extra armor.

VV1 Ranger (Interdictor): This Interdictor model removes most of the MG variant's ammunition to add a Guardian ECM Suite and extra armor.

Chalchiuhtotolin (XL): The Chalchiuhtotolin was used as a proof-of-concept that led to the newer Gurzil. Using similar design elements, its XL engine enabled an upgrade to ferro-lamellor armor, with weaponry focused on pulse lasers and streak LRMs, albeit with limited ammunition.

Condor (Laser Upgrade): On Panpour, the traditional Condor is being upgraded with ferro-fibrous armor and a suite of re-engineered medium lasers.

Eldingar (HMMHV) "HumHov": After the Second Combine-Dominion War, the Eldingar was sold openly. Rebranded the "high mobility multi-purpose hover vehicle" for broader appeal, its missiles were replaced by a light flak cannon and pulse lasers hardwired to a targeting computer.

NEW TECH, NEW UPGRADES

Maxim Mk II (ECM): A common variant of the Maxim Mk II downgrades the weaponry to a mere Streak SRM-2. A Guardian ECM suite takes up the freed mass.

Vedette V9: While swapping its bombast laser for a Gauss rifle increased range and effectiveness, the replacement of its heavy ferro-fibrous armor with reflective compounds proved to be a mistake in the face of increased artillery usage by Clan Hell's Horses.

Prowler (Security)/(3140 Upgrade): The impressive abilities of the TSEMP in defensive and pacification duties were quickly realized. For quick proliferation among the Triarii, the RAF requested a non-amphibious Prowler mounting the weapon at the expense of the medium pulse lasers. An upgrade with increased armor and MMLs debuted recently.

Bulldog Tank (Cell): Bulldog Enterprises developed an updated version of their signature vehicle to retain their contracts with the RAF. The switch to MMLs and a snub-nose PPC proved popular both with Republic forces and the export market.

Mortar Carrier: As 'Mech mortars increased in popularity as an alternative to long-range missiles, Quikscell Company rolled out a mortar-equipped configuration of their basic carrier, quickly copied by manufacturers throughout the Inner Sphere.

Po II (Gauss)/(Stealth): In order to fulfill the broader role of an MBT, newer Po IIs exchange their autocannon for a Gauss rifle, with short-range missiles now serving a purely defensive function. Deployed as a stop-gap before the Pixiu's introduction, another variant drops the Streaks for ECM and stealth armor.

Kinnol (RAC): Aldis Industries upgraded the Kinnol's Star/Slab1 ferro-fibrous to similar levels of reactive armor. The turret mounted armament is replaced by a rotary autocannon.

Winston (Support)/(XXL)/(TSEMP): The Winston was continually upgraded to increase its offensive capacity, first by utilizing Clan LRMs, then newer and heavier weapon systems as XXL engines became more widespread.

Fury (Fury III)/(Fury IIIm): The use of an extra-light engine and heavy ferro-fibrous armor allowed JKAW to add a rotary autocannon, a medium laser, CASE and a Boosted C^3 slave. A master version drops the second medium laser and some armor.

Glory (3090 Upgrade): The structural improvements made to the Arrow IV Glory in the 3080s were adapted to the standard model, creating a tougher vehicle.

JES II (Support): After the initial success of the Strategic Missile Carrier, JES was encouraged to revisit their original LRM carrier concept, significantly increasing the missile payload at the expense of all electronics and most armor.

M1J Marksman: Jake's Discount Equipment Warehouse is a successful independent wholesaler. JDEW's best known original "product" is a refit of the M1 Marksman that features an engine swap which allows the installation of larger MRM launchers.

BATTLEMECHS

Locust LCT-5M2/-5M3: After the Jihad, Corean modified the LCT-5M, forgoing the fragile XL gyro of the -6M. Both upgrades reduce the engine and increase the payload of their lasers.

Wasp WSP-3K/-3P: Lexatech Industries of Hun Ho started production of the WSP-3K in 3111, providing the DCMS with a new garrison 'Mech to deter light raiding. Instead of SRMs, it is equipped with a small MRM rack. A Periphery variant features WSP-3L weaponry and increased speed.

Commando COM-8S: In the early 32nd century, Boosted C^3 technology proliferated to the Lyran Commonwealth. The COM-8S is based on various -7 models and features improved speed to function as a spotter.

Crimson Hawk 4: Clan Sea Fox's *Crimson Hawk 4* variant utilizes an endo steel chassis. A targeting computer is linked to one large and two medium ER lasers. A heavy flamer was installed to deal with infantry.

Ebony MEB-12/-13: An early, simple TSEMP refit was performed on the *Ebony*. More recently, *Ebony*s featuring a captured re-engineered large laser and heat-dissipating armor were deployed.

Tarantula ZPH-5A: The *Tarantula* ZPH-5A was based on the -4A, and simply replaces the ER PPC with an ER large laser and the conventional C^3 slave with a boosted model.

Javelin JVN-11P: Filtvelt *Javelin*s feature the ferro-fibrous armor of modern variants, but rely on quad Streak SRM-2s in order not to overtax the basic single heat sinks which are still the norm in the realm.

Nyx NX-100/-110: In order to bolster the *Nyx*'s long-range firepower at the turn of the century, the torso equipment was replaced with three small MML launchers on the NX-100. More recently, the *Nyx* was used as a test bed for ABA armor and captured medium re-engineered lasers.

Pack Hunter II 4: The replacement of lasers and B-pods with quad actuator enhancement systems makes this *Pack Hunter* one of the most agile 'Mechs ever. Wild reports have it performing veritable handstands in combat.

Spider SDR-8Xr/-10K: A popular refit of the -8X that has been adopted for factory production, the SDR-8Xr swaps its medium pulse lasers for five small ER lasers and a sword. The SDR-10K is an elaborate variant deploying a large re-engineered laser and ballistic-reinforced armor.

Valkyrie VLK-QD8: Corean modified the -QD2 chassis to mount Extended LRMs and a light PPC. The resulting 'Mech is fragile, but excels at extreme-range combat.

Blade BLD-7R: The Blade's popularity rapidly outgrew New Hessen's output. Graham-Davis Enterprises of Tamarind licensed the design, but budget-saving measures cut the advanced gyro and CASE, marring the 'Mech's reputation.

NEW TECH, NEW UPGRADES

Cougar X-series: Though the successful *Cougar-XR* influenced the Falcon's totem 'Mechs, the expensive failure of the X-series, which explored composite structure and improved jump jets, resulted in production of the original OmniMech being reinstated.

Morrigan 4/5: *Morrigan*s were refitted with TSEMP weaponry as soon as it became available. With standardized laser banks, the *4* is still considered one of the most effective TSEMP carriers of all time. The *Morrigan 5* is geared towards long-distance engagements.

Ocelot 4: A minor variant deployed just before the Second Combine-Dominion War features all-pulse weaponry.

Panther PNT-12KC: A dedicated raider, this Panther drops its MRM-10 and one heat sink for Boosted C^3 and a lone medium laser, and is wrapped in the Combine's new ballistic-reinforced armor.

Cuirass CDR-2X/-2BC3: To counter both Kurita's ballistic-reinforced and glazed armor designs, a new model of the *Cuirass* was developed, equipped with double heat sinks, a heavy PPC and a small re-engineered laser. A further spotter variant mounts a boosted C^3 slave and cluster of Magshots. Both feature vibroblades.

Dasher II 3/4: Following the commercial success of the *Jade Hawk*, Clan Sea Fox produced flashier versions of their *Dasher II* for mercenary and Solaris markets. One adds an ER PPC and crab-like claws; the other uses hardened armor, improved jump jets and a chain whip to spectacular effect.

Targe TRG-3M: Nearly three decades after first designing the *Targe*, Corsara redesigned the 'Mech around an XL engine. With simple but effective weaponry and cleaned up internals, the *Targe* is finally a reasonable fast support unit.

Raptor II RPT-2X2: Since the turn of the century, some modified -2X *Raptor II*s have been used to deploy TSEMP.

Blackjack BJ-2r: Upon the introduction of the Re-engineered Laser many old *Blackjack*s were refit, resulting in a surprisingly competitive defensive weapons platform.

Shadow Hawk IIC 9: Popular among Spirit Cat warriors, this refit of the older configuration 4 replaces the medium pulse lasers with a single ER model, freeing weight to mount an ER large laser in the left arm.

Ghost GST-50/-90: When Earthwerks investigated up-gunning the *Ghost* in the mid-3080s, the whole 'Mech was rebuilt with cheaper components. A popular variant after Gray Monday added a chainsaw when it was discovered that its sensor signature mimicked that of a *Crosscut* LoggerMech.

Legionnaire LGN-2K: In 3128, Prefect Tormark ordered this ammo-independent raider configuration from Achernar BattleMechs of Cahokia. Replacing the rotary autocannon with an ER PPC allowed for upgrades to mobility, armor and targeting equipment.

Shockwave SKW-6H/-8X: At the turn of the century, the *Shockwave* received a new configuration sporting a heavy ultra autocannon and CASE, made possible via an XL gyro. The experimental -8X model appeared in the mid-3130s, mounting a Thumper cannon but lacking integral CASE.

Trebuchet TBT-9R: Tvastar Enterprises has been producing the Regulan's beloved *Trebuchet* since the late-Jihad, originally producing the TBT-3C and more recently this latest version. Sporting a more powerful XXL engine and boosted with a supercharger, the TBT-3R carries a mixture of three LRM launchers and two x-pulse lasers.

Fennec FEC-5CM: Sparing no expense, Corean used a Clan-grade 275 XXL engine to free mass on the *Fennec*, allowing for an upgrade of the PPC to large re-engineered lasers. The C^3 master is now a boosted system.

Griffin GRF-6S2: Replacing its LRMs with Clan-grade equivalents allow this *Griffin* to retain performance while mounting a Boosted C^3 slave.

Mad Cat III 3/4/5: Clan Sea Fox's *Mad Cat III* proved a great seller after its troubled start. Numerous variants over the decades stayed true to the 'Mech's classic layout, with energy weapons housed in arms and chin, and missile launchers riding on the shoulders.

Marshal MHL-3MC: With an MML-9 and TSEMP instead of the -2L's LRM-15 and large laser, the Marshal MHL-3MC is befitting of a Colonial Marshal of the thirty-second century.

Sun Cobra 2: Clan Sea Fox significantly modified the *Sun Cobra* with a larger engine and PPC weaponry. The biggest customer of the design is House Davion.

Thunder Fox TFT-F11: This Lyran *Thunder Fox* mounts a Clan ER PPC in a head turret. A stunning amount of hardened armor makes the TFT-F11 a tougher target than many assault 'Mechs.

Grand Dragon DRG-10K: A derivative of the DRG-7K, the -10K debuted with ABA armor, allowing the signature 'Mech to remain competitive in the thirty-second century.

Kuma 4: This new *Kuma* mounts its ER large and two ER medium lasers in head and legs. This enables it to effectively use some leftover *Kuma 3* weapon pods. HarJel II purchased from the Sea Foxes and spread over torsos and arms ensure the 'Mech's resilience.

Quickdraw QKD-9M: This factory-built derivative of the QKD-5Mr mounts heavier lasers, TAG and a larger LRM rack with deep ammunition bins.

Shadow Cat II 3/4: The lack of concentrated punch on early *Shadow Cats* led to numerous variants. One attempt focused on streak missiles, but the gold standard model simply swapped the HAG with a conventional Gauss rifle, dropping the laser.

Ti Ts'ang TSG-10L: When rumors of Capellan heat-dissipating armor began filtering through intelligence circles, analysts anticipated its application in a new *Ti Ts'ang*. Removal of the jump jets to compensate for such significantly heavier armor is somewhat offset by a supercharger and chaff pod.

Koschei KSC-6L: The Tikonov Guards take pride in the staying power of their *Koschei*s. Originally imported from Dunianshire, *Koschei*s armed with Sniper cannons and batteries of medium lasers are now marching out of Earthwerks' line on Tikonov.

Shen Yi SHY-5B: Testing in the 3090s proved the *Shen Yi* even better at fire support than ambushing. Trading MRMs and pulse lasers for LRMs, the -5B has since become the new standard model.

Thunderbolt TDR-10S: Developed by Lyran technicians from captured Blakist TDR-9Ms, the -10S replaces the Light Gauss Rifle with the bulbous muzzle of an ER large laser and an ER PPC.

NEW TECH, NEW UPGRADES

Archer ARC-9KC: A simple swapping out of the C³ slave for a boosted model helps this *Archer* resist enemy ECM. Its centerline light PPC is downgraded to an ER medium laser.

Gallant GLT-10-0: An evolutionary development, the -10-0 is built around a resilient light engine. More focused than its progenitor despite devoting less mass to weaponry, it utilizes large re-engineered lasers, an enhanced MML launcher and remote sensors for urban combat.

Warhammer WHM-8D2: This variant throws boosted C³ back in Kurita's face. A Thunderbolt-5 replaces the Streak SRMs.

Mangonel MNL-4S: Challenged to improve the MNL-3L while remaining cheaper than the MNL-3W, Arc-Royal MechWorks built the -4S with heavier armor and Clan weapons, including a HAG/40.

Maelstrom MTR-7K: When Telfar BattleMechs developed a new endo steel variant of the *Maelstrom*, the DCMS supplied Clan-tech ER PPCs and heavy lasers. Boosted C³ replaces the TAG, and a supercharger provides bursts of speed at critical moments.

Marauder MAD-9D: GM's restored Kathil plant builds few BattleMechs, but such was the demand for their iconic *Marauder* that the factory once again produces it in significant numbers. The latest version makes use of various advanced lasers tied to a radical heat sink system.

Prefect PRF-3R: The immense success of the *Lament* influenced a very recent overhaul of the *Prefect,* replacing the light engine with an equivalent XL reactor to add another snub-nose PPC, TSEMP and a radical heat sink system.

Sphinx 3/4: In the 3090s, the streamlined *Sphinx 3* combined the strengths of prior models, resulting in the incredibly powerful machine becoming standard heavy 'Mech of Clan Nova Cat. Garrison Clusters were issued a different model with pulse and heavy lasers. Clan Sea Fox still sells both.

Tundra Wolf 5: Clan Wolf produced a "pocket assault" variant of the *Tundra Wolf* when *Tomahawk* reintroduction stalled after the Jihad. . Slowed to barely acceptable levels, it mounts heavy ballistic weapons, and laser clusters on each arm. The later production model carries Gauss rifles.

Salamander PPR-7T: Geared to provide Lyran Boosted C³ networks with fire support, the PPR-7T sports a total of 40 ELRM tubes. It is always deployed with a dedicated bodyguard, as it is defenseless at ranges under 300 meters.

Warhammer IIC 10/11/12: The *Warhammer IIC* remains one of the most popular 'Mechs produced by Clan Sea Fox. The 10 was inspired by an ancient Smoke Jaguar variant and features quad ER large lasers. The 11 is a "budget" hybrid model of traditional best sellers 4 and 8. The 12 is an offshoot of the 9, using traditional weaponry protected by heat-dissipating armor.

Longbow LGB-14C3: Boosted C³ replaces the head-mounted laser. Pilots have complained about the new cramped cockpit, but not the machine's increased accuracy.

Omen 2: This upgrade of the *Omen* lacks the torso lasers and uses a reduced ATM launcher to add HarJel III to the body. The arm weaponry remains unchanged.

Emperor EMP-8L: A recent upgrade of the -7L makes use of captured re-engineered laser technology. Production continued uninterrupted despite replacing the ER laser with a plasma cannon, because all fittings were reused and no structural changes were required.

Mad Cat Mk II 4/5/6: Development of the *Mad Cat Mk II* did not stop at the *-Enhanced* model. One popular variant was billed as a "*Super Mad Cat*", another dropped the missiles to add improved jump jets. At first proprietary like the *Tiburon*, these new 'Mechs were soon sold on the open market. The *Mad Cat Mk II* 6 exclusive to Sea Fox officers has universal HarJel III protection.

Onager 2: Three decades ago, the *Shrike* superseded the *Onager* as Clan Jade Falcon's premier ultra-mobile assault 'Mech. Most surviving *Onager*s were refitted by drastically cutting back their jump capacity for bigger pulse lasers and HarJel II acquired from the Foxes.

Banshee BNC-9S2: The Banshee BNC-9S received a sub-variant that carries a Boosted C³ slave at the expense of SRMs and lasers. A second light PPC bolsters its effectiveness at range.

Cygnus 4: Appearing not long after the Jihad, this simplified *Cygnus* drops its targeting computer for improved autocannon and laser weaponry, and maximized armor protection.

Peacekeeper PKP-2K: This *Peacekeeper* replaces the large laser with a medium x-pulse weapon and sports ABA armor. Its C³ Emergency Master would have become the new standard had the DCMS not started slowly moving away from conventional C³ in favor of boosted systems.

Sagittaire SGT-14D: Based off the SGT-10X, the -14D uses endo-composite structure and downgrades the jump jets to mount large re-engineered lasers, a Boosted C³ slave and a radical heat sink system.

Trebaruna TR-XH: More than twenty-five tons of hardened armor encases the TB-XH, enabling it to shrug off withering volumes of enemy fire. The weaponry consists of an improved heavy Gauss rifle and a turret-mounted ER PPC, but comes at the cost of fragile internal components.

Atlas AS7-K4: A fearsome close-range fighter, this variant pairs ER PPCs with a rotary autocannon. In the battle of Hesperus II, its above-average speed and thick armor often allowed it to close with and overwhelm Clan foes.

Berserker BRZ-D4: Defiance successfully included various innovations in their newest *Berserker*. It is sheathed in impact-resistant armor for close-combat engagements. The bombast laser can be used to adjust the heat levels to the triple-strength myomers' ideal operating temperature. Jump jets further increase mobility.

Grand Titan T-IT-N13M: Originally a field refit for Major Al Hawad of Stone's Coalition, its heavily armored systems proved their worth in the fight for Terra. A popular commander's upgrade, it is seen today in Republic, League and mercenary forces.

Jupiter 4: Experimentation with captured *Scylla*s impressed Jade Falcon techs so much that they sought to increase the speed of the *Jupiter,* which entailed exchanging the autocannons for small Streak launchers.

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Marauder II MAD-4L: House Liao acquired a number of *Marauder IIs* through unknown means. McCarron's Trading Company refit the monstrous 'Mech based on Jihad-era modifications focusing on Gauss weaponry and stealth armor.

Titan TI-1Aj/r: NAIS performed limited experiments on the original *Titan* in 3023. When Kressly restarted proper arms production for the RAF, those Davion specs were applied to the line. Simple double heat sink and CASE refits allow for the addition of a either third PPC or jump jets.

Xanthos XNT-6O/-7O: Featuring a mix of PPC, LRM and laser weapons, the -6O was a very common *Xanthos*, though the speedier -7O sporting Clan weaponry is more effective.

Diomede D-M3D-M: No less than a poor man's assault BattleMech, the D-M3D-M was built to circumvent a moratorium on BattleMech construction imposed by the Republic. Machine guns and lasers replace rivet guns and sprayers, while the left arm sports an Imperator Gauss rifle.

AEROSPACE FIGHTERS

Sparrowhawk SPR-7Dr: Glazed armor is very effective on aerospace fighters, but the debut of the re-engineered laser resulted in several refits to defeat this armor. House Davion modified its SPR-7D variant by reducing the size of the ER lasers and replacing the pulse lasers with re-engineered models.

Sagittarii SGT-4R: Increased usage of modern armor was also reason for the RAF to improve their staple fighter. The nose-mounted PPC was replaced with a large re-engineered laser, an upgrade so popular Boeing adopted it for production.

Stingray F-96R: The *Stingray* deploys a staggering three large re-engineered lasers which can threaten the largest targets with advanced armor.

Troika CMT-7T: The *Troika* removes ER PPCs and lasers and four double heat sinks to make room for an active probe, two large re-engineered lasers and an aft-mounted medium model.

DROPSHIPS

Dragau II (3097): Modified to support the experimental *Castrum* Pocket WarShip at the turn of the century, the *Dragau II* continues to function as "spotter" for Republic naval C^3 networks.

Achilles (3088): The DCA completed its triumvirate of naval C^3 DropShips with an upgrade of the *Achilles* in the late 3080s. Using new PPC and autocannon weaponry while retaining its powerful thrust, it ranges ahead of *Taihou*s and *Nekohono'o*s to drive a wedge into enemy formations.

Interdictor (3115): The *Interdictor* continues to serve as the mainstay of Republic combat DropShips. This naval C^3 version is as effective as the SCC model, dropping only the nose-mounted VSP lasers.

Tiamat II (3112): Removing the single Kraken-T launcher of the *Tiamat II* freed enough mass to acco modate naval C^3. Its weaponry remains impressive by any standards.

TECHNOLOGICAL ADVANCEMENTS: 3145

In the decades since the Jihad, military technology across the Inner Sphere continued to advance, despite the relative peace of those years. Though manufacturing slowed as the various realms and Clans focused on rebuilding their infrastructure, few truly believed that they had seen the end of war, and planned to be ready for the next Sphere-spanning conflict. Refinement of Jihad-era equipment thus became the order of the day, while innovators continued to tinker.

In terms of BattleTech game play, the rules classifications of various equipment—Tournament Legal, Advanced, and Experimental—not only reflects the complexity of their rules, but also their availability to the manufacturers of the various in-universe factions. Tournament Legal weapons, for example, are readily available to all factions capable of a given technology base (Clan or Inner Sphere). Advanced weapons, meanwhile, are broadly available, but are either hardly to come by, or employ special rules that are not readily extrapolated from the core game rules of *Total Warfare*. Experimental weapons, meanwhile, reflect either extinct/disused technologies, or equipment still in the prototype phases—and thus are not available to mainstream manufacturing.

THE DARK AGE TECHNOLOGY ADVANCEMENT TABLE

The technological advances of the BattleTech universe since the Jihad brought many items and design options previously classified as Experimental into the mainstream, while additional items even managed to pass through their experimental and preproduction phases to see limited development. To reflect this, the Dark Age Technology Advancement Table shown on pp. 215-218 shows how and when various new technologies and construction options offered in the *Tactical Operations* advanced rulebook (and *Field Manual: 3145*) moved from its previous rules classifications and into general, mainstream production. Where applicable, the years each item was first considered prototyped under its current rules class are shown (under the Prototyped column), followed by a year of introduction when the item moved to its new classification (under Introduced).

ESTIMATED INTRODUCTIONS

Any year preceded with a tilde (~) reflects an estimated year of introduction, usually due to the fact that some factions gained access to the technology or technique within a year or two before others. Exact dates of introduction by faction are beyond the scope of this product, but campaign game masters may approach such estimated introduction years as an opportunity to slip in an item of new technology up to 2 years before (or up to 3 years after) the listed year. If randomness is desired, simply add (1D6 – 3) to the estimated year of introduction.

UNLISTED ADVANCED AND EXPERIMENTAL ITEMS

Any Advanced- or Experimental-level equipment and items not listed in this table are unaffected by the technology progression since the Jihad and remain unchanged as of 3145. Where listed, the item's "Previous Class" represents its level as of 3090, in the wake of the Jihad era.

If an "NA" appears in the Previous Class column, the item did not have a previous class. If an item listed as "NA" for a previous rules class has a prototype date before 3090, it would be considered Experimental-level equipment in all eras before and up to 3090.

DARK AGE TECHNOLOGY ADVANCEMENT TABLE

Weapon/Item	Previous Class	Prototyped	New Class	Introduced	Tech Base
Active Probes					
Bloodhound AP	Adv	3058	TL	3082	IS
Actuator Enhancement Systems	Exp	3070	Adv	3109	IS/Clan
Angel ECM	Adv	3057IS / 3058C	TL	~3080	IS/Clan
Armor					
Anti-Penetrative Ablation	NA	~3100	Adv	3114	IS
Ballistic Reinforced	NA	~3120	Adv	3131	IS
Ferro-Lamellor	Adv	3070	Adv	3109	Clan
Heat-Dissipating	NA	~3115	Adv	3123/3126C	IS/Clan
Impact-Resistant	NA	~3090	Adv	3103	IS
Modular	Exp	3072IS / 3074C	Adv	~3096	IS/Clan
Vehicular Stealth	Adv	3067	TL	3084	IS
Artemis V Fire Control System	Adv	3061	TL	3085	Clan
Artillery Cruise Missiles	Exp	3065	Adv	~3095	IS
Autocannons					
ProtoMech Autocannons	Adv	~3070	TL	3073	Clan
Rotary AC/2/5 (Clan)	Exp	3073	TL	3104	Clan
BattleMech Melee Weapons					
Claws	Adv	~3050IS / 3090C	TL	3110	IS/Clan*
Shield	Exp	3067	Adv	3079	IS
Talons	Exp	3072	Adv	3087	Clan
Vibroblade	Exp	3065	Adv	3091	IS
BattleMech/ProtoMech Motive Systems					
Mechanical Jump Boosters	Adv	3060	TL	3083	IS
UMUs	Adv	3066IS / 3061C	TL	~3084	IS/Clan
C3 Systems					
C3 Boosted Master/Slave	Exp	3073	Adv	3100	IS
C3 Emergency Master	Exp	3071	Adv	3099	IS
C3 Remote Sensor Launcher	Exp	3072	Adv	3093	IS
CASE II	Adv	3064IS / 3062C	TL	~3082	IS/Clan
Cockpit Systems					
Torso-Mounted Cockpit	Adv	3053IS / 3055C	TL	~3080	IS/Clan
Coolant Pod	Adv	3049IS / 3056C	TL	~3079	IS/Clan
Engines					
Large (ICE)	Adv	2630	TL	~3120	IS/Clan
Large (XXL Fusion)	Exp	2630	Adv	~3130	IS/Clan
XXL Fusion	Exp	3055IS / 3030C	Adv	~3125	IS/Clan
Ejection Systems					
Full-Head Ejection System	Adv	~3020	TL	3023/3052C	IS/Clan
HarJel Systems					
BattleMech/Vehicle HarJel	Exp	3067IS / 3059C	Adv	~3115	IS/Clan
HarJel II Self-Repair System	NA	~3120	Exp	3136	Clan
HarJel III Self-Repair System	NA	~3137	Exp	3139	Clan
Lasers					
Chemical Lasers	Adv	3059	TL	3083	Clan
ER Pulse Lasers	Adv	3057	TL	3082	Clan
Improved Heavy Lasers	Adv	3069	TL	3085	Clan
Re-engineered Lasers	NA	~3120	Adv	3130	IS
X-Pulse Lasers	Adv	3057	TL	3078	IS
Laser Anti-Missile System	Adv	3059IS / 3048C	TL	~3079	IS/Clan

DARK AGE TECHNOLOGY ADVANCEMENT TABLE

Weapon/Item	Previous Class	Prototyped	New Class	Introduced	Tech Base
Missile Launchers					
Extended LRMs	Adv	3054	TL	3080	IS
Streak LRMs	Adv	3057	TL	~3079	Clan
M-Pod	Adv	~3060	TL	3064	IS
PPC Capacitor	Adv	3060	TL	3081/3101C	IS/Clan*
Radical Heat Sink System	NA	~3195	Adv	3122	IS
Structure					
Composite	Adv	3061	TL	3082	IS
Endo-Composite	Adv	3067IS / 3073C	TL	~3085	IS/Clan
Reinforced	Adv	3057IS / 3065C	TL	~3084	IS/Clan
Sub-Capital Weapons					
Sub-Capital Cannons	Adv	~3068IS / ~3090C	TL	3073/3091	IS/Clan
Sub-Capital Lasers	Adv	~3068IS / ~3090C	TL	3073/3091	IS/Clan
Sub-Capital Missiles	Adv	~3060IS / ~3070C	TL	~3072	IS/Clan
Supercharger	Adv	ES	TL	~3078	IS/Clan
TSEMP Cannon	NA	~3085	Adv	3109	IS
TSEMP On-Shot	NA	~3100	Adv	3095	IS
VTOL Jet Booster	Adv	ES	TL	~3078	IS/Clan
Battle Armor Tech					
BA Angel ECM	Exp	3063IS / 3059C	TL	~3089	IS/Clan
BA C3 System	Exp	3073	Adv	~3095	IS
BA C3i System	Exp	3063	Adv	~3095	IS
BA Mechanical Jump Boosters	Adv	3070	TL	~3084	IS/Clan
BA Myomer Booster	Adv	3072	TL	3085	Clan
ER Pulse Lasers	Adv	3057	TL	3082	Clan
Heavy Flamer	Adv	~3070	TL	3073	IS/Clan
Laser Reflective Armor	Exp	3074	Adv	~3110	IS/Clan
Reactive Armor	Exp	3075	Adv	~3110	IS/Clan
Heavy Weapons Ammunition					
Caseless AC Ammo	Adv	3056	TL	3079/3109C	IS/Clan*
Armor-Piercing (ProtoMech AC)	NA	~3095	TL	3105	Clan
Flechette (ProtoMech AC)	NA	~3095	TL	3105	Clan
Artemis V Missiles	Exp	3061	Adv	3085	Clan
Construction Options					
Mixed Technologies	Adv	—	TL	~3082	IS/Clan
QuadVees	NA	~3130	Adv	3135	Clan**
Superheavy BattleMechs	Exp	3077	Adv	3078	IS**
Superheavy IndustrialMechs	Exp	~2930	Adv	2940	IS/Clan**
Tripod 'Mechs	Exp	~2585	Adv	2602	IS/Clan**
Tripod Superheavy BattleMechs	NA	~2930	Adv	2940	IS/Clan**
Tripod Superheavy IndustrialMechs	Exp	~2930	Adv	2940	IS/Clan**

*Newly devised Clan tech version is identical to Inner Sphere version in every way.

***Includes all requisite structural components (cockpits, structure, actuators, musculature, conversion equipment, and so on).

KEY OF TERMS

Rule Classes

Exp = Experimental Rules (Requires TO or FM:3145, but not in general production)
Adv = Advanced Rules (Requires TO or FM:3145, currently in general production)
TL = Tournament Legal (Compatible with TW and TM game play, currently in general production)

Prototype Years and Tech Base

PS = Pre-Spaceflight
ES = Early Spaceflight
IS = Inner Sphere technology base (includes non-Clan Periphery realms)
C = Clan technology base (includes Homeworld Clans and Clan-controlled Inner Sphere regions)

NEW DESIGN QUIRKS

As with our most recent *Technical Readouts*, special notes are now being provided for applicable units whose fluff or images suggest additional features. These Design Quirks use the optional rules found in *Strategic Operations* (see pp. 193-199, *SO*), as well as few additional Quirks presented in this volume, *Technical Readout: 3085*, and select *Experimental Technical Readouts* (available online).

Design Quirks are an advanced game rule, with limited game balance, and so they are not appropriate for tournament play, nor are they reflected in a unit's Battle Value. Instead, these unique effects would be far better suited to role-playing or campaign-based games, where greater in-universe depth is desired.

Unless noted otherwise in the Quirk's rules, each Design Quirk may be taken only once per unit.

PROTOMECH DESIGN QUIRKS

Under the normal Design Quirks rules, ProtoMechs may not select Design Quirks. If the players wish, however, several Design Quirks suitable for BattleMechs and IndustrialMechs may also be taken by ProtoMechs. These ProtoMech Design Quirks may be found in the ProtoMech Design Quirks Table. The point costs for ProtoMechs are the same as for 'Mechs.

PROTOMECH DESIGN QUIRKS TABLE

Positive Quirks	
Accurate Weapon	Improved Communications
Distracting	Improved Sensors
Easy to Maintain	Improved Targeting
Extended Torso Twist	Variable-Range Targeting
Negative Quirks	
Ammunition Feed Problem	Obsolete
Bad Reputation	Poor Performance
Difficult to Maintain	Poor Sealing
Exposed Weapon Linkage	Poor Targeting
Hard to Pilot	Poor Workmanship
Inaccurate Weapon	Prototype
No Torso Twist	Sensor Ghosts

Positive Quirk: Battlefists (2 points)
Available to: 'Mechs

The Battlefists Design Quirk applies only to BattleMechs and IndustrialMechs that are equipped with hand actuators. This Quirk reflects 'Mechs that feature hands which are better designed for melee combat as a consequence of their unique configuration (such like the *Awesome*'s mace-like fist, or the *Pillager*'s sharpened "knuckles"). This Quirk may be taken only once, even if the 'Mech has two fists.

A unit with Battlefists receives a –1 to-hit roll modifier when making Punch attacks only.

Positive Quirk: Compact 'Mech (1 point)
Available to: 'Mechs

The Compact 'Mech Design Quirk applies only to BattleMechs and IndustrialMechs that also possess the Narrow/Low Profile Design Quirk, and is further limited to 'Mechs of medium weight (55 tons) or less. This Quirk describes a unit that is particularly slim in stature, such as the *Jackalope*, and enables the 'Mech to share a BattleMech cubicle with another Compact 'Mech (so long as the combined tonnage of the two 'Mechs does not exceed 100 tons). This can effectively enable a DropShip with limited 'Mech bays to transport up to twice its usual capacity—that is, as long as all of the transported 'Mechs feature this Design Quirk.

The Compact 'Mech Quirk only provides this bonus for transportation purposes; Compact 'Mechs cannot share the same cubicle at the same time when undergoing maintenance or repairs.

Positive Quirk: Distracting (1 point)
Available to: Battle Armor, 'Mechs, ProtoMechs, Vehicles, Fighters/Small Craft

A unit with the Distracting Quirk is physically designed to intimidate (or confuse) its opponent with its appearance. Examples include the fearsome visage of the *Atlas* BattleMech or the deliberately monstrous forms of the first-generation ProtoMechs, but can also include units cosmetically designed to appear more heavily armed or deadly than they truly are, such as the *Arbiter*.

A unit with the Distracting Quirk applies a +1 Special Source modifier to any Morale Checks its opponents must make when using the Tactical Morale rules (see pp. 211-213, *TO*). If using the Demoralizer Special Piloting Ability from *A Time of War* (see p. 225, *AToW*), the Distracting Quirk adds a +1 modifier to the demoralizer's WIL score.

NEW DESIGN QUIRKS

Positive Quirk: Jettison-Capable Weapon (1 point)
Available to: 'Mechs, Vehicles

Some units are equipped with mounted weapons that can be jettisoned in combat and—if recovered—remounted on the same unit with ease. While this feature included early Star League-era attempts to develop handheld weapon mounts (as seen on the original *BattleMaster*, *Wolverine*, *Griffin*, and *Phoenix Hawk* designs), vehicles can also adapt this technology.

A 'Mech or Vehicle can carry a maximum of two Jettison-Capable Weapons, and must take the Jettison-Capable Quirk for each weapon so equipped. Handheld Weapons may not receive this Design Quirk, nor may any item mounted using pod technology (fixed weapons on an Omni-unit may be Jettison-Capable, however).

A Jettison-Capable Weapon may be dropped in combat using the basic rules for Dumping Ammunition (see p. 104, *TW*), except there is no risk of explosion from the jettisoning weapon, and thus there are no special effects when a unit jettisoning its weapons is struck from the rear. Jettisoning an ammunition-dependent weapon does not also jettison its ammunition. Treat any untouched critical locations for a Jettison-Capable Weapon as a Roll Again result if they are struck after the weapon is jettisoned.

A jettisoned weapon's location should be racked in campaign play, as it can be recovered and re-mounted on the unit later using the same rules and time spent as an ammunition reload (though any critical hits the weapon may have sustained before being jettisoned will still need to be repaired). As with dumped ammunition—and unlike truly independent Handheld Weapons—jettisoned weapons may not be picked up and used by other units.

Positive Quirk: Overhead Arms (2 points)
Available to: 'Mechs

'Mechs equipped with overhead arms—such as the Clan *Fire Moth*—can deliver ranged, direct-fire attacks while hiding almost completely from view behind a large enough obstruction. This Design Quirk cannot be combined with the Low-Mounted Arms Quirk, nor can it be taken by any 'Mech that either does not have arms, or lacks any form of direct-fire ranged weaponry in said arms.

A unit with Overhead Arms can fire its direct-fire weapons over any terrain feature that stands equal in height to the 'Mech itself (such as a hill or building 2 levels high). Because this still blocks LOS as far as the 'Mech's sensors are concerned, any such attacks by these weapons will receive a +2 to-hit modifier. Friendly spotters cannot assist with this type of attack.

When a unit that uses its Overhead Arms in this fashion, it instantly exposes itself to return fire. Attacks against a unit using its Overhead Arms receive a +2 to-hit modifier if they pass through the covering terrain—in addition to the normal +1 to-hit modifier for partial cover, but any hits that fail to strike the target's arm hit locations strike the covering terrain instead.

Positive Quirk: Power Reverse (3 points)
Available to: Combat Vehicles (Tracked and Wheeled only)

A Combat Vehicle with a Power Reverse Design Quirk has an improved transmission and gearbox specifically designed to enable as much power and acceleration when thrown into reverse as it does in normal forward motion. This feature, only seen occasionally in tracked or wheeled military-grade vehicles, enables the vehicle to use Flank MP when moving backwards.

Aside from being able to employ Flank MP in reverse, all other movement and turning costs for backwards movement remain in effect for a unit with Power Reverse, as so elevation change prohibitions remain in effect. If, for any reason, a unit with Power Reverse must make a Piloting Skill roll when moving in reverse, apply a +1 modifier to the target number, reflecting the awkward visibility and control of this movement.

Positive Quirk: Rumble Seat (0 points)
Available to: 'Mechs, Vehicles, Fighters/Small Craft

'Mechs, Vehicles, fighters, and other small aerospace craft are generally built with only enough seating for their operators, but some may contain a spare seat in their control areas in which a passenger (or observer/instructor) may ride along. This Design Quirk may not be taken by any unit that employs a Small Cockpit, Torso-Mounted Cockpit, has the Cramped Cockpit Design Quirk, or is classified in the Light or Ultra-Light weight class.

A unit with a Rumble Seat has a single extra seat available in its command area (cockpit or crew cabin) suitable to carry one passenger in relative comfort. This seat is typically devoid of controls, and so this passenger may not control the unit (but may have access to the unit's sensors, and may even possess the ability to shut down the unit in the event of an emergency—a feature commonly used in training units). The passenger is susceptible to the same damage for any hits taken to the pilot/commander, but the seat is not ejection-capable (though it may be part of a cockpit that features a Full Head Ejection system or a vehicle with a Combat Vehicle Escape Pod).

A unit without a rumble seat must pay for passenger space in tonnage, as appropriate to the unit's construction rules.

NEW DESIGN QUIRKS

Negative Quirk: Illegal Design (0 points)
Available to: All

Units designed with this Quirk do not follow the existing construction rules for some reason, achieving effects that are not normally allowed in game-play, and which can fail spectacularly at any moment. These units should not be employed unless all players agree. (Note: Even in an Illegal Design, the total weight and critical space of all components used in the design must fit within the design's stated tonnage and critical space; the Law of Conservation of Mass is absolute, even in this context.)

If employed, the opposing player may roll 2D6 to determine if the unit with this Quirk suffers a catastrophic failure once every 6 turns of combat. On a result of 6 or higher, such catastrophic failure occurs in 1D6 of the unit's hit locations (using the Front/Back Hit Locations Table). A Critical Hits check is then made for each failure location determined, applying a +4 modifier to the roll result. On any modified roll result of 13+, the location suffers complete collapse if it is an arm, leg, head, wing, main gun, or turret. This will destroy all items within (and any explosive components checks should be made as appropriate for location destruction). If the affected location is none of the above, it suffers 4 critical hits, determined as normal.

Illegal units suffer an additional +4 target number modifier to repair or replace any damaged or destroyed components, and double all repair and maintenance times for work performed on them. If an Illegal unit repair fails, the item gains the Nonfunctional Quirk as well.

Finally, because they are technically failures at the time of production, Illegal units should also receive the Obsolete Design Quirk (see pp. 222), with the year of their obsolescence determined to be the same as their year of introduction.

Negative Quirk: Low-Mounted Arms (2 points)
Available to: 'Mechs

'Mechs equipped with extremely low-mounted arms—such as the Clan *Dark Crow*—have mounted their arms far too low to take advantage of the 'Mech's height advantage. This Design Quirk cannot be combined with the Iverhead Arms Quirk, nor can it be taken by any 'Mech that either does not have arms, or lacks any form of weaponry in said arms.

A unit with Low-Mounted Arms fires its arm-mounted weapons as if they are actually mounted in the 'Mech's legs, even though these arms still rotate with the torso position. As a result, these weapons may be blocked from firing by partial cover such as low hills and buildings. By the same token, attacks against units with Low-Mounted Arms that pass over partial cover cannot strike the 'Mech's arms either, and instead will strike the covering terrain.

'Mechs with the Low-Mounted Arms Quirk that are partially submerged in water features may fire their arm-mounted weapons at other submerged (or partially-submerged) units below the waterline.

Negative Quirk: Nonfunctional Item (5 points)
Available to: All

A unit possessing this quirk has one or more components or pieces of equipment that simply does not work. No amount of repairs or replacement will correct this issue; the unit must be redesigned from the ground up to solve the problem.

A unit can have multiple Nonfunctional quirks, but each must be assigned to the specifically non-operational components they possess.

Negative Quirk: Obsolete (4 points)
Available to: All Units

A unit with the Obsolete Quirk is completely out of production, and parts for the same are extremely scarce. Examples of this include Land-Air 'Mechs after 3050, the ICR-1X *Icarus* BattleMech, and most Inner Sphere WarShips after the Jihad. Though still serviceable—and maybe even effective—an obsolete unit is extremely difficult to maintain after its parts sources go silent, forcing technicians to resort to jury-rigging and hand-machining even the most basic structural parts and electronics to keep it battle worthy.

A unit with the Obsolete Quirk cannot have any variants in active production, and must note the year in which its production ceased as part of the Quirk. After that, the unit will become increasingly hard to maintain, and its resale price will drop (for anyone except antique collections, that is). To reflect this, for every 15 years after production of an obsolete unit ceased, any rolls to repair or replace equipment on the unit—or to even locate said parts—will

NEW DESIGN QUIRKS

suffer a +1 target number increase (to a maximum of +5). In addition, for every 20 years after production of an obsolete unit ceased, the resale cost (but not the purchase cost) will decrease by 10 percent (to a minimum of 50 percent.

A unit that somehow comes back into production after becoming obsolete automatically negates this Quirk 10 years after returning to production.

Note that an obsolete unit may still receive additional modifiers for other Design Quirks such as Difficult to Maintain, Easy to Maintain, and Non-Standard Parts.

Negative Quirk: Oversized (3 point)
Available to: 'Mechs, Combat Vehicles, Support Vehicles

The Oversized Design Quirk applies only to BattleMechs, IndustrialMechs, Combat Vehicles, and medium-sized Support Vehicles. It cannot be combined with the Narrow/Low Profile Design Quirk, and is further limited to 'Mechs of heavy weight (60 tons) and larger. This Quirk describes a unit that has been built physically larger than the norm, such as the *Scylla*.

Ranged attacks against an Oversized unit receive an additional –1 to-hit modifier, and any Piloting Skills required of an Oversized unit to avoid damage when passing through buildings or boarding a DropShip suffer a +1 target number modifier as well.

Furthermore, Oversized 'Mechs and vehicles find it harder to use covering terrain effectively. When positioned behind any obstruction of equal height (such as a level 1 hill or building for Oversized vehicles, or a level 2 hill or building for a standing Oversized 'Mech) the Oversized unit may be attacked as though they are standing behind partial cover instead. (The Oversized unit may not, however, fire over this obstruction itself, unless it has some other special ability to do so, such as the Overhead Arms Design Quirk.) In addition, an Oversized unit using partial cover may still be struck in a concealed hit location, despite the normal partial cover rules. To determine if the covering terrain fails to protect the Oversized 'Mech, roll 1D6 when the hit location result returns a concealed hit location (such as the legs of an Oversized 'Mech standing behind a 1-level hill, or any body location of an oversized 'Mech lying prone behind a 1-level hill). If the roll result is 6, the Oversized unit is struck in the concealed location.

Negative Quirk: Poor Sealing (2 points)
Available to: 'Mechs, ProtoMechs, Vehicles, Battle Armor

A unit with the Poor Sealing Design Quirk suffers from imperfections in its structural and armor design that make it more susceptible to leaks and other failures in hostile environments. In any situation where a unit much check for hull breaches and/or flooding (such as suffering damage while operating in vacuum, toxic environments and underwater), this Quirk adds a modifier of +2 to the roll when making a Hull Breach check. If the unit would otherwise not be susceptible to hull breaches, consider it to have a base Hull Breach TN of 12 before applying this modifier.

In addition to the above, a unit with Poor Sealing must also make a Hull Breach check when first entering a hostile environment (such as exiting a DropShip into vacuum or toxic atmospheres, when entering water, or when becoming completely submerged in water). Failure will result in a flood to a random location that is exposed to the hostile environment (use the appropriate Front Locations Table to determine the affected area).

Negative Quirk: Static Ammo Feed (2 points)
Available to: All Units

A unit with the Static Ammo Feed system uses a very crude or minimized form of ammunition feed for its ballistic weapons that renders the weapon incapable of switching between multiple ammunition bins. It is most commonly seen in 'Mechs that feature exposed ammunition feeds, such as the *Blade* or the *Cygnus*, and thus often occurs in conjunction with the Exposed Weapon Linkage Quirk. This Quick cannot be applied to energy weapon types.

The Static Ammo Feed Quirk must be taken for each affected weapon type the unit carries, though it can cover multiple weapons of that type at the same time. Thus, a unit with two Autocannon/10s and two Autocannon/5s would need two Static Ammo Quirks to account for all four weapons having this issue, if desired—one for the AC/10s and the other for the AC/5s.

Weapons covered by this Quirk will be unable to switch between different ammunition types, even if they possess the Switchable (S) feature. Thus, all ammunition carried for a weapon with a Static Ammo Feed must be of the same type throughout play.

BATTLETECH

BATTLETECH ERAS

The *BattleTech* universe is a living, vibrant entity that grows each year as more sourcebooks and fiction are published. A dynamic universe, its setting and characters evolve over time within a highly detailed continuity framework, bringing everything to life in a way a static game universe cannot match.

However, the same dynamic energy that makes *BattleTech* so compelling can also make it confusing, with so many sourcebooks published over the years. As people encounter *BattleTech*, get hooked and start to obtain sourcebooks, they need to know where a particular sourcebook is best used along the *BattleTech* timeline.

To help quickly and easily convey the timeline of the *BattleTech* universe—and to allow a player to easily "plug in" a given sourcebook—we've divided *BattleTech* into five major eras. (For those that own the *BattleTech Introductory Box Set*, the year dates in parentheses following each era's title correspond to the maps found in the *Inner Sphere at a Glance* sourcebook.)

STAR LEAGUE (2570)



Ian Cameron, ruler of the Terran Hegemony, concludes decades of tireless effort with the creation of the Star League, a political and military alliance between all Great Houses and the Hegemony. Star League armed forces immediately launch the Reunification War, forcing the Periphery realms to join. For the next two centuries, humanity experiences a golden age across the thousand light-years of human-occupied space known as the Inner Sphere. It also sees the creation of the most powerful military in human history.

SUCCESSION WARS (3025, 3030, 3040)



Every last member of First Lord Richard Cameron's family is killed during a coup launched by Stefan Amaris. Following the thirteen-year war to unseat him, the rulers of each of the five Great Houses disband the Star League. General Aleksandr Kerensky departs with eighty percent of the Star League Defense Force beyond known space and the Inner Sphere collapses into centuries of warfare known as the Succession Wars that will eventually result in a massive loss of technology across most worlds.

CLAN INVASION (3052, 3057)



A mysterious invading force strikes the coreward region of the Inner Sphere. The invaders, called the Clans, are descendants of Kerensky's SLDF troops, forged into a society dedicated to becoming the greatest fighting force in history. With vastly superior technology and warriors, the Clans conquer world after world. Eventually this outside threat will forge a new Star League, something hundreds of years of warfare failed to accomplish. In addition, the Clans will act as a catalyst for a technological renaissance.

CIVIL WAR (3062, 3067)



The Clan threat is eventually lessened with the complete destruction of a Clan. With that massive external threat apparently neutralized, internal conflicts explode around the Inner Sphere. House Liao conquers its former Commonality, the St. Ives Compact; a rebellion of military units belonging to House Kurita sparks a war with their powerful border enemy, Clan Ghost Bear; the fabulously powerful Federated Commonwealth of House Steiner and House Davion collapses into five long years of bitter civil war.

JIHAD



Following the Federated Commonwealth Civil War, the leaders of the Great Houses meet and disband the new Star League, declaring it a sham. The pseudo-religious Word of Blake—a splinter group of ComStar, the protectors and controllers of interstellar communication— launch the Jihad: an interstellar war that will ultimately pit every faction against each other and even against themselves, as weapons of mass destruction are used for the first time in centuries while new and frightening technologies are likewise unleashed.

DARK AGE (3081+)



Under the guidance of Devlin Stone, the Republic of the Sphere is born at the heart of the Inner Sphere following the Jihad. One of the more extensive periods of peace begins to break out as the 32nd century dawns. The factions, to one degree or another, embrace disarmament and the massive armies of the Succession Wars begin to fade. However, in 3132 eighty percent of interstellar communications collapses, throwing the universe into chaos. Wars almost immediately erupt and the factions begin rebuilding their armies.

SOURCEBOOKS

As Catalyst Game Labs continues to publish new *BattleTech* products (and reprint previously published products), easy reference logos—corresponding to those above—will be printed directly on their back covers. This will allow retailers and players alike to know at a glance what eras are covered by a given product. For additional ease of reference, era logos will also appear on product's sell sheet, online products page and so on.

Note that if a Catalyst Game Labs' *BattleTech* product does not contain an era logo, then it is considered a core rulebook or supplement to be used across all eras, such as the *Introductory Box Set, Total Warfare* and so on.



BATTLE ARMOR

BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Kobold IIC — **Era:** Dark Age
Gunnery Skill: ____ — **Anti-'Mech Skill:** ____
Ground MP: 1 — **VTOL:** 6

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ECM Suite	[E]	—	—	—	—
Light Machine Gun	1 [DB,AI]	—	2	4	6
Light TAG	[E]	—	3	6	9

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

BV: 251/36

BATTLE ARMOR: SQUAD 2

Type: Kobold IIC — **Era:** Dark Age
Gunnery Skill: ____ — **Anti-'Mech Skill:** ____
Ground MP: 1 — **VTOL:** 6

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ECM Suite	[E]	—	—	—	—
Light Machine Gun	1 [DB,AI]	—	2	4	6
Light TAG	[E]	—	3	6	9

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

BV: 251/36

BATTLE ARMOR: SQUAD 3

Type: Kobold IIC — **Era:** Dark Age
Gunnery Skill: ____ — **Anti-'Mech Skill:** ____
Ground MP: 1 — **VTOL:** 6

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ECM Suite	[E]	—	—	—	—
Light Machine Gun	1 [DB,AI]	—	2	4	6
Light TAG	[E]	—	3	6	9

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

BV: 251/36

BATTLE ARMOR: SQUAD 4

Type: Kobold IIC — **Era:** Dark Age
Gunnery Skill: ____ — **Anti-'Mech Skill:** ____
Ground MP: 1 — **VTOL:** 6

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ECM Suite	[E]	—	—	—	—
Light Machine Gun	1 [DB,AI]	—	2	4	6
Light TAG	[E]	—	3	6	9

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

BV: 251/36

BATTLE ARMOR: SQUAD 5

Type: Kobold IIC — **Era:** Dark Age
Gunnery Skill: ____ — **Anti-'Mech Skill:** ____
Ground MP: 1 — **VTOL:** 6

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ECM Suite	[E]	—	—	—	—
Light Machine Gun	1 [DB,AI]	—	2	4	6
Light TAG	[E]	—	3	6	9

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

BV: 251/36

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	+2
1–3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

'Mech prone	–2
'Mech or vehicle immobile	–4
Vehicle	–2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)

CATALYST game labs

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Gray Death Strike (HarJel) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Firedrake Needler (IS)	1 [DB,AI]	—	1	2	3
IS Light TAG (IS)	[E]	—	3	6	9
SRM 3 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○					

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

BV: 285/55

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BATTLE ARMOR: SQUAD 2

Type: Gray Death Strike (HarJel) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Firedrake Needler (IS)	1 [DB,AI]	—	1	2	3
IS Light TAG (IS)	[E]	—	3	6	9
SRM 3 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○					

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

BV: 285/55

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BATTLE ARMOR: SQUAD 3

Type: Gray Death Strike (HarJel) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Firedrake Needler (IS)	1 [DB,AI]	—	1	2	3
IS Light TAG (IS)	[E]	—	3	6	9
SRM 3 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○					

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

BV: 285/55

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BATTLE ARMOR: SQUAD 4

Type: Gray Death Strike (HarJel) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Firedrake Needler (IS)	1 [DB,AI]	—	1	2	3
IS Light TAG (IS)	[E]	—	3	6	9
SRM 3 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○					

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

BV: 285/55

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BATTLE ARMOR: SQUAD 5

Type: Gray Death Strike (HarJel) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Firedrake Needler (IS)	1 [DB,AI]	—	1	2	3
IS Light TAG (IS)	[E]	—	3	6	9
SRM 3 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○					

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

BV: 285/55

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	+2
1–3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

'Mech prone	–2
'Mech or vehicle immobile	–4
Vehicle	–2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Infiltrator Mk. II (Marine) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Magnetic Clamps	[E]	–	–	–	–
Micro Pulse Laser (Clan)	3 [P,AI]	–	1	2	3
Space Operations Adaptation	[E]	–	–	–	–

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 225/43

BATTLE ARMOR: SQUAD 2

Type: Infiltrator Mk. II (Marine) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Magnetic Clamps	[E]	–	–	–	–
Micro Pulse Laser (Clan)	3 [P,AI]	–	1	2	3
Space Operations Adaptation	[E]	–	–	–	–

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 225/43

BATTLE ARMOR: SQUAD 3

Type: Infiltrator Mk. II (Marine) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Magnetic Clamps	[E]	–	–	–	–
Micro Pulse Laser (Clan)	3 [P,AI]	–	1	2	3
Space Operations Adaptation	[E]	–	–	–	–

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 225/43

BATTLE ARMOR: SQUAD 4

Type: Infiltrator Mk. II (Marine) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Magnetic Clamps	[E]	–	–	–	–
Micro Pulse Laser (Clan)	3 [P,AI]	–	1	2	3
Space Operations Adaptation	[E]	–	–	–	–

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 225/43

BATTLE ARMOR: SQUAD 5

Type: Infiltrator Mk. II (Marine) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	–	–	–	–
Cutting Torch	[E]	–	–	–	–
Magnetic Clamps	[E]	–	–	–	–
Micro Pulse Laser (Clan)	3 [P,AI]	–	1	2	3
Space Operations Adaptation	[E]	–	–	–	–

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○

2 ○○○○○○

3 ○○○○○○

4 ○○○○○○

BV: 225/43

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	+2
1–3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

'Mech prone	–2
'Mech or vehicle immobile	–4
Vehicle	–2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Raiden II [Flamer] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Armor: Reflective
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

BV: 260/50

BATTLE ARMOR: SQUAD 2

Type: Raiden II [Flamer] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Armor: Reflective
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

BV: 260/50

BATTLE ARMOR: SQUAD 3

Type: Raiden II [Flamer] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Armor: Reflective
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

BV: 260/50

BATTLE ARMOR: SQUAD 4

Type: Raiden II [Flamer] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Armor: Reflective
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

BV: 260/50

BATTLE ARMOR: SQUAD 5

Type: Raiden II [Flamer] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Armor: Reflective
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

BV: 260/50

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	+2
1–3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

'Mech prone	–2
'Mech or vehicle immobile	–4
Vehicle	–2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)

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*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Raiden II [HMG] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	–	–	–	–
Heavy Machine Gun	3 [DB,AI]	–	1	2	–

Armor: Reflective
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 268/51

BATTLE ARMOR: SQUAD 2

Type: Raiden II [HMG] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	–	–	–	–
Heavy Machine Gun	3 [DB,AI]	–	1	2	–

Armor: Reflective
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 268/51

BATTLE ARMOR: SQUAD 3

Type: Raiden II [HMG] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	–	–	–	–
Heavy Machine Gun	3 [DB,AI]	–	1	2	–

Armor: Reflective
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 268/51

BATTLE ARMOR: SQUAD 4

Type: Raiden II [HMG] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	–	–	–	–
Heavy Machine Gun	3 [DB,AI]	–	1	2	–

Armor: Reflective
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 268/51

BATTLE ARMOR: SQUAD 5

Type: Raiden II [HMG] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	–	–	–	–
Heavy Machine Gun	3 [DB,AI]	–	1	2	–

Armor: Reflective
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 268/51

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	+2
1–3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

'Mech prone	–2
'Mech or vehicle immobile	–4
Vehicle	–2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Phalanx D **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Medium VSP Laser (Body) (DWP)	7/7/5 [P,V]	—	2	5	9

Must detach DWP before moving full ground speed.

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1	○○○○○○○
2	○○○○○○○
3	○○○○○○○
4	○○○○○○○

BV: 324/62

BATTLE ARMOR: SQUAD 2

Type: Phalanx D **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Medium VSP Laser (Body) (DWP)	7/7/5 [P,V]	—	2	5	9

Must detach DWP before moving full ground speed.

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1	○○○○○○○
2	○○○○○○○
3	○○○○○○○
4	○○○○○○○

BV: 324/62

BATTLE ARMOR: SQUAD 3

Type: Phalanx D **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Medium VSP Laser (Body) (DWP)	7/7/5 [P,V]	—	2	5	9

Must detach DWP before moving full ground speed.

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1	○○○○○○○
2	○○○○○○○
3	○○○○○○○
4	○○○○○○○

BV: 324/62

BATTLE ARMOR: SQUAD 4

Type: Phalanx D **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Medium VSP Laser (Body) (DWP)	7/7/5 [P,V]	—	2	5	9

Must detach DWP before moving full ground speed.

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1	○○○○○○○
2	○○○○○○○
3	○○○○○○○
4	○○○○○○○

BV: 324/62

BATTLE ARMOR: SQUAD 5

Type: Phalanx D **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 [2]

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Medium VSP Laser (Body) (DWP)	7/7/5 [P,V]	—	2	5	9

Must detach DWP before moving full ground speed.

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1	○○○○○○○
2	○○○○○○○
3	○○○○○○○
4	○○○○○○○

BV: 324/62

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	+2
1–3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

'Mech prone	–2
'Mech or vehicle immobile	–4
Vehicle	–2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Rogue Bear (Upgrade) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw (2)	[E]	—	—	—	—
Machine Gun	2 [DB,AI]	—	1	2	3
Machine Gun	2 [DB,AI]	—	1	2	3
SRM 2 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○					

Armor: Reactive

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○

BV: 533/76

BATTLE ARMOR: SQUAD 2

Type: Rogue Bear (Upgrade) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw (2)	[E]	—	—	—	—
Machine Gun	2 [DB,AI]	—	1	2	3
Machine Gun	2 [DB,AI]	—	1	2	3
SRM 2 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○					

Armor: Reactive

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○

BV: 533/76

BATTLE ARMOR: SQUAD 3

Type: Rogue Bear (Upgrade) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw (2)	[E]	—	—	—	—
Machine Gun	2 [DB,AI]	—	1	2	3
Machine Gun	2 [DB,AI]	—	1	2	3
SRM 2 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○					

Armor: Reactive

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○

BV: 533/76

BATTLE ARMOR: SQUAD 4

Type: Rogue Bear (Upgrade) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw (2)	[E]	—	—	—	—
Machine Gun	2 [DB,AI]	—	1	2	3
Machine Gun	2 [DB,AI]	—	1	2	3
SRM 2 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○					

Armor: Reactive

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○

BV: 533/76

BATTLE ARMOR: SQUAD 5

Type: Rogue Bear (Upgrade) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw (2)	[E]	—	—	—	—
Machine Gun	2 [DB,AI]	—	1	2	3
Machine Gun	2 [DB,AI]	—	1	2	3
SRM 2 (Body)	2/Msl [M,C,S]	—	3	6	9
Ammo ○○○○					

Armor: Reactive

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○

BV: 533/76

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	+2
1–3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

'Mech prone	–2
'Mech or vehicle immobile	–4
Vehicle	–2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Sloth "Huntsman" **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 4 **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
King David Light Gauss Rifle	1 [DB]	–	3	6	9
King David Light Gauss Rifle	1 [DB]	–	3	6	9
Mechanical Jump Booster	[E]	–	–	–	–

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

BV: 169/33

BATTLE ARMOR: SQUAD 2

Type: Sloth "Huntsman" **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 4 **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
King David Light Gauss Rifle	1 [DB]	–	3	6	9
King David Light Gauss Rifle	1 [DB]	–	3	6	9
Mechanical Jump Booster	[E]	–	–	–	–

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

BV: 169/33

BATTLE ARMOR: SQUAD 3

Type: Sloth "Huntsman" **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 4 **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
King David Light Gauss Rifle	1 [DB]	–	3	6	9
King David Light Gauss Rifle	1 [DB]	–	3	6	9
Mechanical Jump Booster	[E]	–	–	–	–

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

BV: 169/33

BATTLE ARMOR: SQUAD 4

Type: Sloth "Huntsman" **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 4 **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
King David Light Gauss Rifle	1 [DB]	–	3	6	9
King David Light Gauss Rifle	1 [DB]	–	3	6	9
Mechanical Jump Booster	[E]	–	–	–	–

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

BV: 169/33

BATTLE ARMOR: SQUAD 5

Type: Sloth "Huntsman" **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 4 **Jump:** 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
King David Light Gauss Rifle	1 [DB]	–	3	6	9
King David Light Gauss Rifle	1 [DB]	–	3	6	9
Mechanical Jump Booster	[E]	–	–	–	–

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

BV: 169/33

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	+2
1–3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

'Mech prone	–2
'Mech or vehicle immobile	–4
Vehicle	–2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)

CATALYST game labs

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Thunderbird (Upgrade) [ER Laser] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	–	–	–	–
Battle Claw	[E]	–	–	–	–
ER Small Laser	5 [DE]	–	2	4	6

Armor: Reflective

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

5 ○○○○○○○○○○

BV: 495/71

BATTLE ARMOR: SQUAD 2

Type: Thunderbird (Upgrade) [ER Laser] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	–	–	–	–
Battle Claw	[E]	–	–	–	–
ER Small Laser	5 [DE]	–	2	4	6

Armor: Reflective

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

5 ○○○○○○○○○○

BV: 495/71

BATTLE ARMOR: SQUAD 3

Type: Thunderbird (Upgrade) [ER Laser] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	–	–	–	–
Battle Claw	[E]	–	–	–	–
ER Small Laser	5 [DE]	–	2	4	6

Armor: Reflective

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

5 ○○○○○○○○○○

BV: 495/71

BATTLE ARMOR: SQUAD 4

Type: Thunderbird (Upgrade) [ER Laser] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	–	–	–	–
Battle Claw	[E]	–	–	–	–
ER Small Laser	5 [DE]	–	2	4	6

Armor: Reflective

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

5 ○○○○○○○○○○

BV: 495/71

BATTLE ARMOR: SQUAD 5

Type: Thunderbird (Upgrade) [ER Laser] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	–	–	–	–
Battle Claw	[E]	–	–	–	–
ER Small Laser	5 [DE]	–	2	4	6

Armor: Reflective

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

5 ○○○○○○○○○○

BV: 495/71

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	+2
1–3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

'Mech prone	–2
'Mech or vehicle immobile	–4
Vehicle	–2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Thunderbird (Upgrade) [LB-X] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Battle Armor LB-X AC	4 [DB,C,F]	—	2	5	8
Battle Claw	[E]	—	—	—	—

Armor: Reflective
Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

BV: 435/62

BATTLE ARMOR: SQUAD 2

Type: Thunderbird (Upgrade) [LB-X] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Battle Armor LB-X AC	4 [DB,C,F]	—	2	5	8
Battle Claw	[E]	—	—	—	—

Armor: Reflective
Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

BV: 435/62

BATTLE ARMOR: SQUAD 3

Type: Thunderbird (Upgrade) [LB-X] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Battle Armor LB-X AC	4 [DB,C,F]	—	2	5	8
Battle Claw	[E]	—	—	—	—

Armor: Reflective
Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

BV: 435/62

BATTLE ARMOR: SQUAD 4

Type: Thunderbird (Upgrade) [LB-X] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Battle Armor LB-X AC	4 [DB,C,F]	—	2	5	8
Battle Claw	[E]	—	—	—	—

Armor: Reflective
Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

BV: 435/62

BATTLE ARMOR: SQUAD 5

Type: Thunderbird (Upgrade) [LB-X] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Battle Armor LB-X AC	4 [DB,C,F]	—	2	5	8
Battle Claw	[E]	—	—	—	—

Armor: Reflective
Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

BV: 435/62

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	+2
1–3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

'Mech prone	–2
'Mech or vehicle immobile	–4
Vehicle	–2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Thunderbird [Upgrade] [Pulse Laser] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	–	–	–	–
Battle Claw	[E]	–	–	–	–
Small Pulse Laser	3 [P,AI]	–	2	4	6

Armor: Reflective
Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

BV: 457/65

BATTLE ARMOR: SQUAD 2

Type: Thunderbird [Upgrade] [Pulse Laser] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	–	–	–	–
Battle Claw	[E]	–	–	–	–
Small Pulse Laser	3 [P,AI]	–	2	4	6

Armor: Reflective
Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

BV: 457/65

BATTLE ARMOR: SQUAD 3

Type: Thunderbird [Upgrade] [Pulse Laser] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	–	–	–	–
Battle Claw	[E]	–	–	–	–
Small Pulse Laser	3 [P,AI]	–	2	4	6

Armor: Reflective
Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

BV: 457/65

BATTLE ARMOR: SQUAD 4

Type: Thunderbird [Upgrade] [Pulse Laser] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	–	–	–	–
Battle Claw	[E]	–	–	–	–
Small Pulse Laser	3 [P,AI]	–	2	4	6

Armor: Reflective
Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

BV: 457/65

BATTLE ARMOR: SQUAD 5

Type: Thunderbird [Upgrade] [Pulse Laser] **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	–	–	–	–
Battle Claw	[E]	–	–	–	–
Small Pulse Laser	3 [P,AI]	–	2	4	6

Armor: Reflective
Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

BV: 457/65

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	+2
1–3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

'Mech prone	–2
'Mech or vehicle immobile	–4
Vehicle	–2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Grenadier [Heavy Flamer/Heavy Flamer] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Heavy Flamer	4 [DE,H,AI]	—	2	3	4
Heavy Flamer (Body)	4 [DE,H,AI]	—	2	3	4

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

BV: 260/50

1 ○○○○○○○○○

2 ○○○○○○○○○

3 ○○○○○○○○○

4 ○○○○○○○○○

BATTLE ARMOR: SQUAD 2

Type: Grenadier [Heavy Flamer/Heavy Flamer] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Heavy Flamer	4 [DE,H,AI]	—	2	3	4
Heavy Flamer (Body)	4 [DE,H,AI]	—	2	3	4

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

BV: 260/50

1 ○○○○○○○○○

2 ○○○○○○○○○

3 ○○○○○○○○○

4 ○○○○○○○○○

BATTLE ARMOR: SQUAD 3

Type: Grenadier [Heavy Flamer/Heavy Flamer] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Heavy Flamer	4 [DE,H,AI]	—	2	3	4
Heavy Flamer (Body)	4 [DE,H,AI]	—	2	3	4

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

BV: 260/50

1 ○○○○○○○○○

2 ○○○○○○○○○

3 ○○○○○○○○○

4 ○○○○○○○○○

BATTLE ARMOR: SQUAD 4

Type: Grenadier [Heavy Flamer/Heavy Flamer] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Heavy Flamer	4 [DE,H,AI]	—	2	3	4
Heavy Flamer (Body)	4 [DE,H,AI]	—	2	3	4

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

BV: 260/50

1 ○○○○○○○○○

2 ○○○○○○○○○

3 ○○○○○○○○○

4 ○○○○○○○○○

BATTLE ARMOR: SQUAD 5

Type: Grenadier [Heavy Flamer/Heavy Flamer] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Heavy Flamer	4 [DE,H,AI]	—	2	3	4
Heavy Flamer (Body)	4 [DE,H,AI]	—	2	3	4

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

BV: 260/50

1 ○○○○○○○○○

2 ○○○○○○○○○

3 ○○○○○○○○○

4 ○○○○○○○○○

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	+2
1–3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

'Mech prone	–2
'Mech or vehicle immobile	–4
Vehicle	–2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Grenadier (Hunter-Killer) [C3/HRR] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
BC³	[E]	—	—	—	—
Firedrake Needler	1 [DB,AI]	—	1	2	3
Heavy Recoilless Rifle	3 [DB,AI]	—	3	5	7

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 240/46

BATTLE ARMOR: SQUAD 2

Type: Grenadier (Hunter-Killer) [C3/HRR] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
BC³	[E]	—	—	—	—
Firedrake Needler	1 [DB,AI]	—	1	2	3
Heavy Recoilless Rifle	3 [DB,AI]	—	3	5	7

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 240/46

BATTLE ARMOR: SQUAD 3

Type: Grenadier (Hunter-Killer) [C3/HRR] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
BC³	[E]	—	—	—	—
Firedrake Needler	1 [DB,AI]	—	1	2	3
Heavy Recoilless Rifle	3 [DB,AI]	—	3	5	7

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 240/46

BATTLE ARMOR: SQUAD 4

Type: Grenadier (Hunter-Killer) [C3/HRR] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
BC³	[E]	—	—	—	—
Firedrake Needler	1 [DB,AI]	—	1	2	3
Heavy Recoilless Rifle	3 [DB,AI]	—	3	5	7

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 240/46

BATTLE ARMOR: SQUAD 5

Type: Grenadier (Hunter-Killer) [C3/HRR] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
BC³	[E]	—	—	—	—
Firedrake Needler	1 [DB,AI]	—	1	2	3
Heavy Recoilless Rifle	3 [DB,AI]	—	3	5	7

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 240/46

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	+2
1–3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

'Mech prone	–2
'Mech or vehicle immobile	–4
Vehicle	–2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)

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*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Grenadier (Hunter-Killer) [SVSP/Magshot] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Firedrake Needler	1 [DB,AI]	—	1	2	3
Magshot	2 [DB]	—	3	6	9
Small VSP Laser (Body)	5/4/3 [P,V]	—	2	4	6

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 291/56

BATTLE ARMOR: SQUAD 2

Type: Grenadier (Hunter-Killer) [SVSP/Magshot] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Firedrake Needler	1 [DB,AI]	—	1	2	3
Magshot	2 [DB]	—	3	6	9
Small VSP Laser (Body)	5/4/3 [P,V]	—	2	4	6

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 291/56

BATTLE ARMOR: SQUAD 3

Type: Grenadier (Hunter-Killer) [SVSP/Magshot] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Firedrake Needler	1 [DB,AI]	—	1	2	3
Magshot	2 [DB]	—	3	6	9
Small VSP Laser (Body)	5/4/3 [P,V]	—	2	4	6

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 291/56

BATTLE ARMOR: SQUAD 4

Type: Grenadier (Hunter-Killer) [SVSP/Magshot] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Firedrake Needler	1 [DB,AI]	—	1	2	3
Magshot	2 [DB]	—	3	6	9
Small VSP Laser (Body)	5/4/3 [P,V]	—	2	4	6

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 291/56

BATTLE ARMOR: SQUAD 5

Type: Grenadier (Hunter-Killer) [SVSP/Magshot] **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Firedrake Needler	1 [DB,AI]	—	1	2	3
Magshot	2 [DB]	—	3	6	9
Small VSP Laser (Body)	5/4/3 [P,V]	—	2	4	6

Armor: Standard Stealth (+1/+1/+2)

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 291/56

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	+2
1–3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

'Mech prone	–2
'Mech or vehicle immobile	–4
Vehicle	–2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)

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*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Ironhold (Anti-Tank) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Battle Armor LB-X AC	4 [DB,C/F]	—	2	5	8
Battle Armor LB-X AC	4 [DB,C/F]	—	2	5	8
SRM 1 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

Armor: Fire Resistant

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○

BV: 601/86

BATTLE ARMOR: SQUAD 2

Type: Ironhold (Anti-Tank) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Battle Armor LB-X AC	4 [DB,C/F]	—	2	5	8
Battle Armor LB-X AC	4 [DB,C/F]	—	2	5	8
SRM 1 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

Armor: Fire Resistant

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○

BV: 601/86

BATTLE ARMOR: SQUAD 3

Type: Ironhold (Anti-Tank) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Battle Armor LB-X AC	4 [DB,C/F]	—	2	5	8
Battle Armor LB-X AC	4 [DB,C/F]	—	2	5	8
SRM 1 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

Armor: Fire Resistant

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○

BV: 601/86

BATTLE ARMOR: SQUAD 4

Type: Ironhold (Anti-Tank) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Battle Armor LB-X AC	4 [DB,C/F]	—	2	5	8
Battle Armor LB-X AC	4 [DB,C/F]	—	2	5	8
SRM 1 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

Armor: Fire Resistant

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○

BV: 601/86

BATTLE ARMOR: SQUAD 5

Type: Ironhold (Anti-Tank) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Battle Armor LB-X AC	4 [DB,C/F]	—	2	5	8
Battle Armor LB-X AC	4 [DB,C/F]	—	2	5	8
SRM 1 (OS) (Body)	2/Msl [M,C,S]	—	3	6	9

Armor: Fire Resistant

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○

BV: 601/86

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	+2
1–3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

'Mech prone	–2
'Mech or vehicle immobile	–4
Vehicle	–2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)

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*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Kopis (AI Mk II) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw (2)	[E]	—	—	—	—
Heavy Grenade Launcher	1 [DB,AI]	—	1	2	3
Heavy Grenade Launcher	1 [DB,AI]	—	1	2	3
Heavy Recoilless Rifle (Body)	3 [DB,AI]	—	3	5	7
Heavy Recoilless Rifle (Body)	3 [DB,AI]	—	3	5	7
Improved Sensors	[E]	—	—	—	2

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 289/56

BATTLE ARMOR: SQUAD 2

Type: Kopis (AI Mk II) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw (2)	[E]	—	—	—	—
Heavy Grenade Launcher	1 [DB,AI]	—	1	2	3
Heavy Grenade Launcher	1 [DB,AI]	—	1	2	3
Heavy Recoilless Rifle (Body)	3 [DB,AI]	—	3	5	7
Heavy Recoilless Rifle (Body)	3 [DB,AI]	—	3	5	7
Improved Sensors	[E]	—	—	—	2

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 289/56

BATTLE ARMOR: SQUAD 3

Type: Kopis (AI Mk II) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw (2)	[E]	—	—	—	—
Heavy Grenade Launcher	1 [DB,AI]	—	1	2	3
Heavy Grenade Launcher	1 [DB,AI]	—	1	2	3
Heavy Recoilless Rifle (Body)	3 [DB,AI]	—	3	5	7
Heavy Recoilless Rifle (Body)	3 [DB,AI]	—	3	5	7
Improved Sensors	[E]	—	—	—	2

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 289/56

BATTLE ARMOR: SQUAD 4

Type: Kopis (AI Mk II) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw (2)	[E]	—	—	—	—
Heavy Grenade Launcher	1 [DB,AI]	—	1	2	3
Heavy Grenade Launcher	1 [DB,AI]	—	1	2	3
Heavy Recoilless Rifle (Body)	3 [DB,AI]	—	3	5	7
Heavy Recoilless Rifle (Body)	3 [DB,AI]	—	3	5	7
Improved Sensors	[E]	—	—	—	2

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 289/56

BATTLE ARMOR: SQUAD 5

Type: Kopis (AI Mk II) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw (2)	[E]	—	—	—	—
Heavy Grenade Launcher	1 [DB,AI]	—	1	2	3
Heavy Grenade Launcher	1 [DB,AI]	—	1	2	3
Heavy Recoilless Rifle (Body)	3 [DB,AI]	—	3	5	7
Heavy Recoilless Rifle (Body)	3 [DB,AI]	—	3	5	7
Improved Sensors	[E]	—	—	—	2

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 289/56

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	+2
1–3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

'Mech prone	–2
'Mech or vehicle immobile	–4
Vehicle	–2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Kopis (AI Mk IIr) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw (2)	[E]	—	—	—	—
Heavy Grenade Launcher	1 [DB,AI]	—	1	2	3
Heavy Grenade Launcher	1 [DB,AI]	—	1	2	3
Improved Sensors	[E]	—	—	—	2
Medium Recoilless Rifle (Body)	3 [DB,AI]	—	2	4	6
Medium Recoilless Rifle (Body)	3 [DB,AI]	—	2	4	6

Armor: Reactive

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 330/63

BATTLE ARMOR: SQUAD 2

Type: Kopis (AI Mk IIr) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw (2)	[E]	—	—	—	—
Heavy Grenade Launcher	1 [DB,AI]	—	1	2	3
Heavy Grenade Launcher	1 [DB,AI]	—	1	2	3
Improved Sensors	[E]	—	—	—	2
Medium Recoilless Rifle (Body)	3 [DB,AI]	—	2	4	6
Medium Recoilless Rifle (Body)	3 [DB,AI]	—	2	4	6

Armor: Reactive

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 330/63

BATTLE ARMOR: SQUAD 3

Type: Kopis (AI Mk IIr) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw (2)	[E]	—	—	—	—
Heavy Grenade Launcher	1 [DB,AI]	—	1	2	3
Heavy Grenade Launcher	1 [DB,AI]	—	1	2	3
Improved Sensors	[E]	—	—	—	2
Medium Recoilless Rifle (Body)	3 [DB,AI]	—	2	4	6
Medium Recoilless Rifle (Body)	3 [DB,AI]	—	2	4	6

Armor: Reactive

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 330/63

BATTLE ARMOR: SQUAD 4

Type: Kopis (AI Mk IIr) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw (2)	[E]	—	—	—	—
Heavy Grenade Launcher	1 [DB,AI]	—	1	2	3
Heavy Grenade Launcher	1 [DB,AI]	—	1	2	3
Improved Sensors	[E]	—	—	—	2
Medium Recoilless Rifle (Body)	3 [DB,AI]	—	2	4	6
Medium Recoilless Rifle (Body)	3 [DB,AI]	—	2	4	6

Armor: Reactive

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 330/63

BATTLE ARMOR: SQUAD 5

Type: Kopis (AI Mk IIr) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw (2)	[E]	—	—	—	—
Heavy Grenade Launcher	1 [DB,AI]	—	1	2	3
Heavy Grenade Launcher	1 [DB,AI]	—	1	2	3
Improved Sensors	[E]	—	—	—	2
Medium Recoilless Rifle (Body)	3 [DB,AI]	—	2	4	6
Medium Recoilless Rifle (Body)	3 [DB,AI]	—	2	4	6

Armor: Reactive

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○

2 ○○○○○○○○○○

3 ○○○○○○○○○○

4 ○○○○○○○○○○

BV: 330/63

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	+2
1–3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

'Mech prone	–2
'Mech or vehicle immobile	–4
Vehicle	–2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Kopis (Mortar) **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw (2)	[E]	—	—	—	—
Heavy Mortar (Body)	3 [DB,AI]	2	2	4	6
Heavy Mortar (Body)	3 [DB,AI]	2	2	4	6

Armor: Reactive
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 301/58

BATTLE ARMOR: SQUAD 2

Type: Kopis (Mortar) **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw (2)	[E]	—	—	—	—
Heavy Mortar (Body)	3 [DB,AI]	2	2	4	6
Heavy Mortar (Body)	3 [DB,AI]	2	2	4	6

Armor: Reactive
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 301/58

BATTLE ARMOR: SQUAD 3

Type: Kopis (Mortar) **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw (2)	[E]	—	—	—	—
Heavy Mortar (Body)	3 [DB,AI]	2	2	4	6
Heavy Mortar (Body)	3 [DB,AI]	2	2	4	6

Armor: Reactive
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 301/58

BATTLE ARMOR: SQUAD 4

Type: Kopis (Mortar) **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw (2)	[E]	—	—	—	—
Heavy Mortar (Body)	3 [DB,AI]	2	2	4	6
Heavy Mortar (Body)	3 [DB,AI]	2	2	4	6

Armor: Reactive
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 301/58

BATTLE ARMOR: SQUAD 5

Type: Kopis (Mortar) **Era:** Dark Age
Gunnery Skill: ____ **Anti-'Mech Skill:** ____
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw (2)	[E]	—	—	—	—
Heavy Mortar (Body)	3 [DB,AI]	2	2	4	6
Heavy Mortar (Body)	3 [DB,AI]	2	2	4	6

Armor: Reactive
Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

BV: 301/58

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	+2
1–3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

'Mech prone	–2
'Mech or vehicle immobile	–4
Vehicle	–2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Ravager (LRM) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,AI]	—	2	4	6
LRM 3	1/Msl [M,C,S]	6	7	14	21
Ammo ○○○○○○○○					

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

BV: 404/78

BATTLE ARMOR: SQUAD 2

Type: Ravager (LRM) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,AI]	—	2	4	6
LRM 3	1/Msl [M,C,S]	6	7	14	21
Ammo ○○○○○○○○					

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

BV: 404/78

BATTLE ARMOR: SQUAD 3

Type: Ravager (LRM) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,AI]	—	2	4	6
LRM 3	1/Msl [M,C,S]	6	7	14	21
Ammo ○○○○○○○○					

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

BV: 404/78

BATTLE ARMOR: SQUAD 4

Type: Ravager (LRM) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,AI]	—	2	4	6
LRM 3	1/Msl [M,C,S]	6	7	14	21
Ammo ○○○○○○○○					

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

BV: 404/78

BATTLE ARMOR: SQUAD 5

Type: Ravager (LRM) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,AI]	—	2	4	6
LRM 3	1/Msl [M,C,S]	6	7	14	21
Ammo ○○○○○○○○					

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

BV: 404/78

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	+2
1–3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

'Mech prone	–2
'Mech or vehicle immobile	–4
Vehicle	–2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Ravager (LRM) (MH) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,AI]	—	2	4	6
LRM 3	1/Msl [M,C,S]	6	7	14	21
Ammo ○○○○○○○○					

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 544/78

BATTLE ARMOR: SQUAD 2

Type: Ravager (LRM) (MH) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,AI]	—	2	4	6
LRM 3	1/Msl [M,C,S]	6	7	14	21
Ammo ○○○○○○○○					

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 544/78

BATTLE ARMOR: SQUAD 3

Type: Ravager (LRM) (MH) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,AI]	—	2	4	6
LRM 3	1/Msl [M,C,S]	6	7	14	21
Ammo ○○○○○○○○					

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 544/78

BATTLE ARMOR: SQUAD 4

Type: Ravager (LRM) (MH) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,AI]	—	2	4	6
LRM 3	1/Msl [M,C,S]	6	7	14	21
Ammo ○○○○○○○○					

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 544/78

BATTLE ARMOR: SQUAD 5

Type: Ravager (LRM) (MH) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,AI]	—	2	4	6
LRM 3	1/Msl [M,C,S]	6	7	14	21
Ammo ○○○○○○○○					

1 ○○○○○○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○○○○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 544/78

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	+2
1–3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

'Mech prone	–2
'Mech or vehicle immobile	–4
Vehicle	–2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)

*Unit 1 and Unit 2 represent two battle armor units

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BATTLETECH™

BATTLE ARMOR RECORD SHEET



BATTLE ARMOR: SQUAD 1

Type: Warg (Reactive) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Advanced SRM 2 (Body) Ammo ○○○	2/Msl [M,C,S]	–	4	8	12
Advanced SRM 2 (Body) Ammo ○○○	2/Msl [M,C,S]	–	4	8	12
Basic Manipulator	[E]	–	–	–	–
Heavy Battle Claw	[E]	–	–	–	–
Small Pulse Laser	3 [P,AI]	–	2	4	6

Armor: Reactive

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○○

BV: 758/108

BATTLE ARMOR: SQUAD 2

Type: Warg (Reactive) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Advanced SRM 2 (Body) Ammo ○○○	2/Msl [M,C,S]	–	4	8	12
Advanced SRM 2 (Body) Ammo ○○○	2/Msl [M,C,S]	–	4	8	12
Basic Manipulator	[E]	–	–	–	–
Heavy Battle Claw	[E]	–	–	–	–
Small Pulse Laser	3 [P,AI]	–	2	4	6

Armor: Reactive

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○○

BV: 758/108

BATTLE ARMOR: SQUAD 3

Type: Warg (Reactive) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Advanced SRM 2 (Body) Ammo ○○○	2/Msl [M,C,S]	–	4	8	12
Advanced SRM 2 (Body) Ammo ○○○	2/Msl [M,C,S]	–	4	8	12
Basic Manipulator	[E]	–	–	–	–
Heavy Battle Claw	[E]	–	–	–	–
Small Pulse Laser	3 [P,AI]	–	2	4	6

Armor: Reactive

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○○

BV: 758/108

BATTLE ARMOR: SQUAD 4

Type: Warg (Reactive) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Advanced SRM 2 (Body) Ammo ○○○	2/Msl [M,C,S]	–	4	8	12
Advanced SRM 2 (Body) Ammo ○○○	2/Msl [M,C,S]	–	4	8	12
Basic Manipulator	[E]	–	–	–	–
Heavy Battle Claw	[E]	–	–	–	–
Small Pulse Laser	3 [P,AI]	–	2	4	6

Armor: Reactive

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○○

BV: 758/108

BATTLE ARMOR: SQUAD 5

Type: Warg (Reactive) **Era:** Dark Age

Gunnery Skill: ____ **Anti-'Mech Skill:** ____

Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Advanced SRM 2 (Body) Ammo ○○○	2/Msl [M,C,S]	–	4	8	12
Advanced SRM 2 (Body) Ammo ○○○	2/Msl [M,C,S]	–	4	8	12
Basic Manipulator	[E]	–	–	–	–
Heavy Battle Claw	[E]	–	–	–	–
Small Pulse Laser	3 [P,AI]	–	2	4	6

Armor: Reactive

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○○○○○○

2 ○○○○○○○○○○○○○○○○○○○○

3 ○○○○○○○○○○○○○○○○○○○○

4 ○○○○○○○○○○○○○○○○○○○○

5 ○○○○○○○○○○○○○○○○○○○○

BV: 758/108

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4–6	+2
1–3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets	–1

SITUATION*

'Mech prone	–2
'Mech or vehicle immobile	–4
Vehicle	–2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)

*Unit 1 and Unit 2 represent two battle armor units

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VEHICLES

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Fox Armored Car (Interdictor)

Movement Points:
Cruising: 14
Flank: 21
Movement Type: Hover
Engine Type: XL Fusion Engine

Tonnage: 20
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	BD	[E]	—	—	—	6
1	ER Medium Laser	FR	5 [DE]	—	4	8	12
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3

Ammo: (Machine Gun) 100

BV: 547

CREW DATA

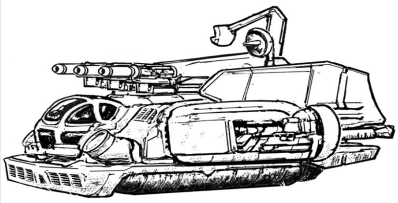
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

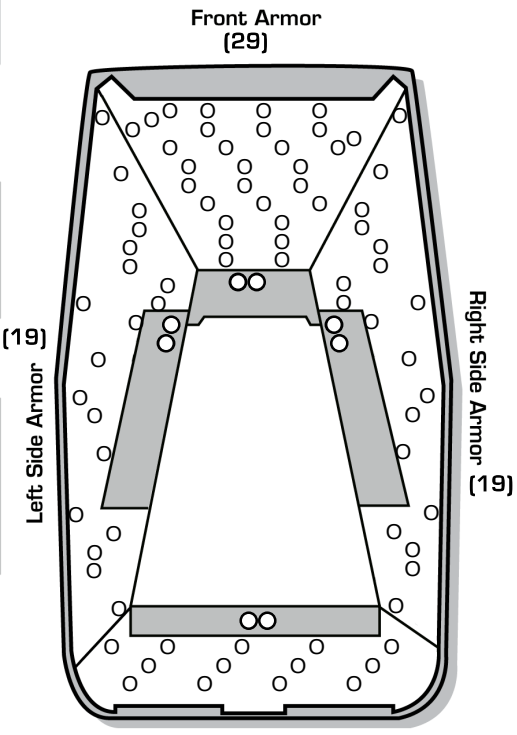
Driver Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH

V.T.O.L. RECORD SHEET

VEHICLE DATA

Type: Balac Strike VTOL (Hybrid)

Movement Points:
Cruising: 10
Flank: 15
Engine Type: Fusion Engine

Tonnage: 25
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	ATM 6	FR	[M,S,C]				
	Standard		2/Msl	4	5	10	15
	Extended-Range		1/Msl	4	9	18	27
	High-Explosive		3/Msl	—	3	6	9
1	Heavy Machine Gun	FR	3 [DB,AI]	—	1	2	—

Ammo (CASE): (Heavy Machine Gun) 100, (ATM 6) 20

BV: 797

CREW DATA

Crew: _____

Gunnery Skill: ___ **Driving Skill:** ___

Co-Pilot Hit +1
Modifier to all To-Hit rolls

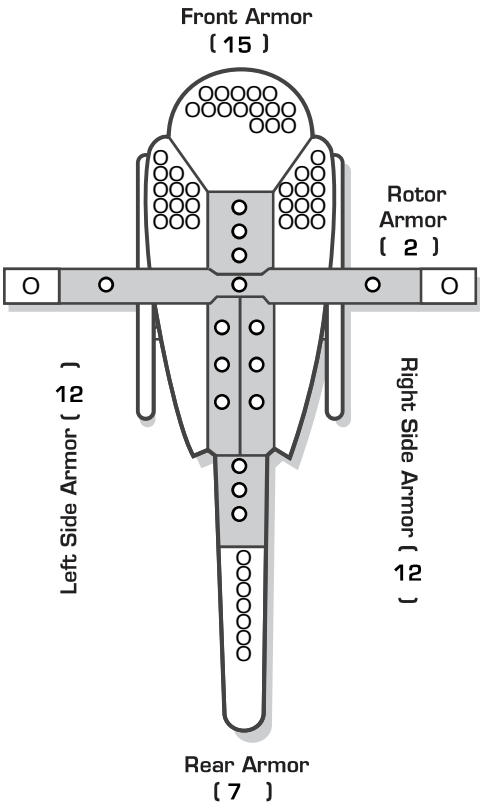
Pilot Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

Flight Stabilizer* +3 Engine Hit ☐
Sensor Hits +1 +2 +3 D
Stabilizers
Front ☐ Left ☐ Right ☐ Rear ☐
*Move at Cruising speed only



ARMOR DIAGRAM



VTOL COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION: FRONT	REAR	SIDE
2*	Front (critical)	Rear (critical)	Side (critical)
3	Rotors†	Rotors†	Rotors†
4	Rotors†	Rotors†	Rotors†
5	Right Side	Left Side	Front
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side	Rear
10	Rotors†	Rotors†	Rotors†
11	Rotors†	Rotors†	Rotors†
12*	Rotors (critical)†	Rotors (critical)†	Rotors (critical)†

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the VTOL. For each such attack, apply damage normally to the armor in that section. The attacking player then immediately rolls once on the VTOL Combat Vehicle Critical Hits Table, below.

†Damage Value / 10 (round up); see *Rotor Hits*, p. 197, *Total Warfare*. Additionally, damage to rotors slows down the VTOL. Each hit reduces the VTOL's Cruising MP by 1, meaning that the controlling player must also recalculate Flank MP; multiply the new Cruising MP by 1.5 and round up. As with all damage, such movement penalties do not apply until the end of the phase in which the damage occurred.

VTOL ELEVATION TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Elevation															

Turn	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Elevation															

PHYSICAL ATTACKS AGAINST VTOL VEHICLES TABLE

DIFFERENCE IN LEVELS	TYPES OF PHYSICAL ATTACK ALLOWED
–1 or lower	None
0	All except Punch
1–2	All except Kick
3	Club and Physical Weapons only
4+	None

VTOL COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT: FRONT	SIDE	REAR	ROTORS
2–5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Co-Pilot Hit	Weapon Malfunction	Cargo/Infantry Hit	Rotot Damage
7	Weapon Malfunction	Cargo/Infantry Hit	Weapon Malfunction	Rotor Damage
8	Stabilizer	Stabilizer	Stabilizer	Rotor Damage
9	Sensors	Weapon Destroyed	Weapon Destroyed	Flight Stabilizer Hit
10	Pilot Hit	Engine Hit	Sensors	Flight Stabilizer Hit
11	Weapon Destroyed	Ammunition**	Engine Hit	Rotots Destroyed
12	Crew Killed	Fuel Tank*	Fuel Tank*	Rotors Destroyed

*Only if the VTOL has an ICE engine. For VTOLs with fusion engines, treat this result as Engine Hit.
**If the VTOL carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Harasser Missile Platform (MML)

Movement Points:
Cruising: 12
Flank: 18
Movement Type: Hover
Engine Type: Fuel Cell Engine

Tonnage: 25
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	MML 5	T	[M,S,C]				
	LRM		1/Msl	6	7	14	21
	SRM		2/Msl	—	3	6	9

Ammo: (MML 5/LRM) 24, (MML 5/SRM) 20

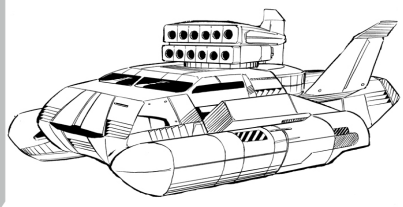
BV: 427

CREW DATA

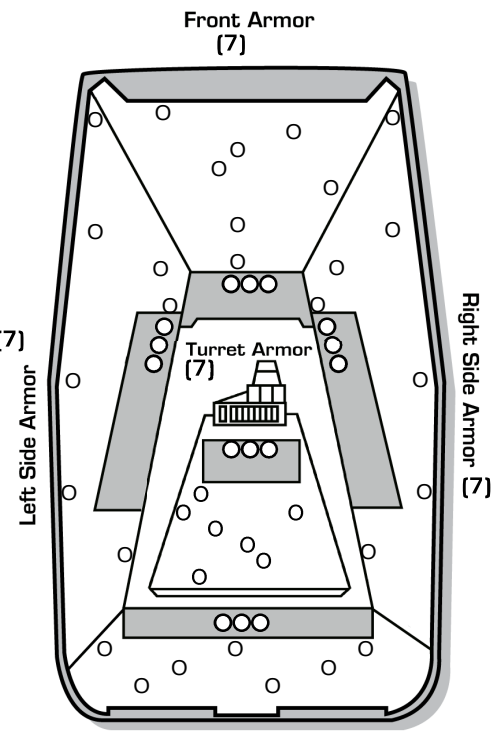
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Harasser Missile Platform (Thunderbolt)

Movement Points:
Cruising: 12
Flank: 18
Movement Type: Hover
Engine Type: Fuel Cell Engine

Tonnage: 25
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Thunderbolt 5	T	5[M]	5	6	12	18

Ammo: (Thunderbolt 5) 24

BV: 541

CREW DATA

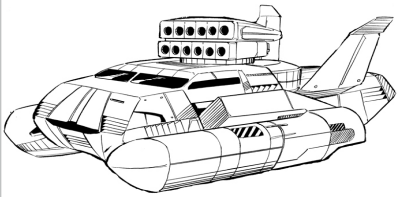
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit [+1] Modifier to all Skill rolls

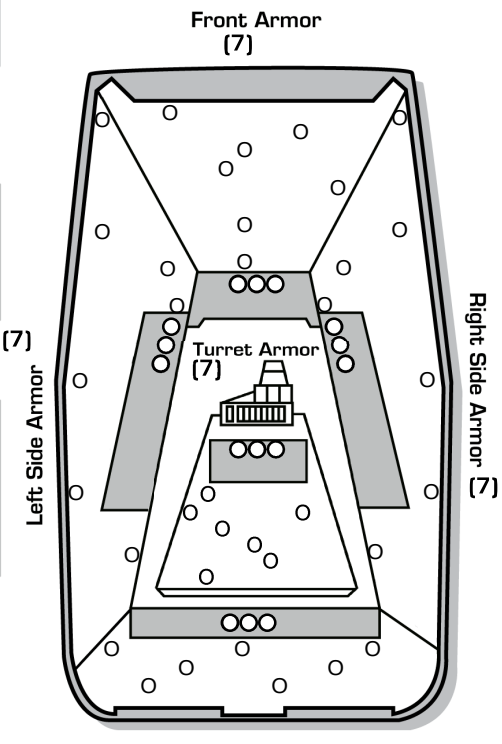
Driver Hit [+2] Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: MIT 24 MASH Vehicle

Movement Points:
Cruising: 6
Flank: 9
Movement Type: Wheeled
Engine Type: Fusion Engine

Tonnage: 35
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	MASH (11 theaters)	BD	[E]	—	—	—	—
1	Flamer	FR	2 [DE,H,AI]	—	1	2	3

BV: 206

CREW DATA

Crew: _____

Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

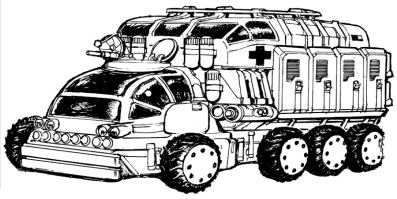
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

Stabilizers

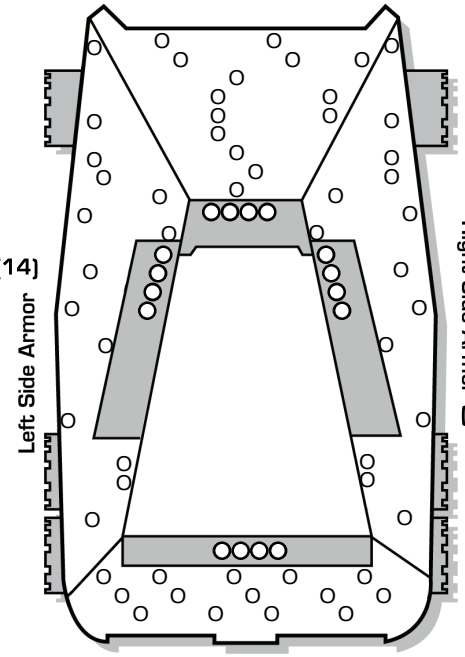
Front ☐ Left ☐ Right ☐

Rear ☐



ARMOR DIAGRAM

Front Armor (14)



Left Side Armor (14)

Right Side Armor (14)

Rear Armor (14)

CATALYST game labs™

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Demon Medium Tank (Armor)

Movement Points:
Cruising: 7
Flank: 11
Movement Type: Wheeled
Engine Type: Fusion Engine

Tonnage: 45
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
4	Machine Gun	FR	2 [DB,AI]	—	1	2	3
2	ER Medium Laser	T	5 [DE]	—	4	8	12

Ammo: (Machine Gun) 100

BV: 636

CREW DATA

Crew: _____

Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

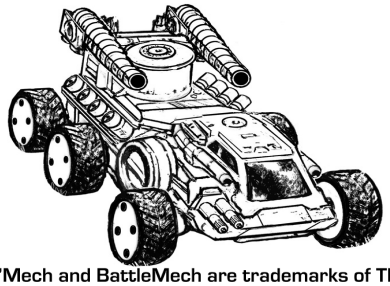
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

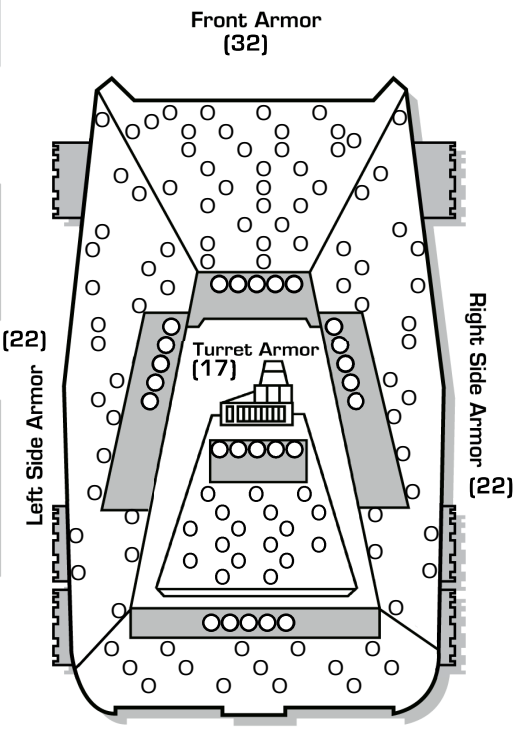
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Ranger VV1 Armored Fighting Vehicle (Interdictor)

Movement Points:
Cruising: 6
Flank: 9
Movement Type: Wheeled
Engine Type: Fusion Engine

Tonnage: 45
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	BD	[E]	—	—	—	6
4	Small Laser	FR	3 [DE]	—	1	2	3
8	Machine Gun	T	2 [DB,AI]	—	1	2	3

Ammo: (Machine Gun) 100

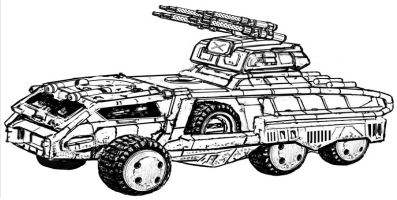
BV: 688

CREW DATA

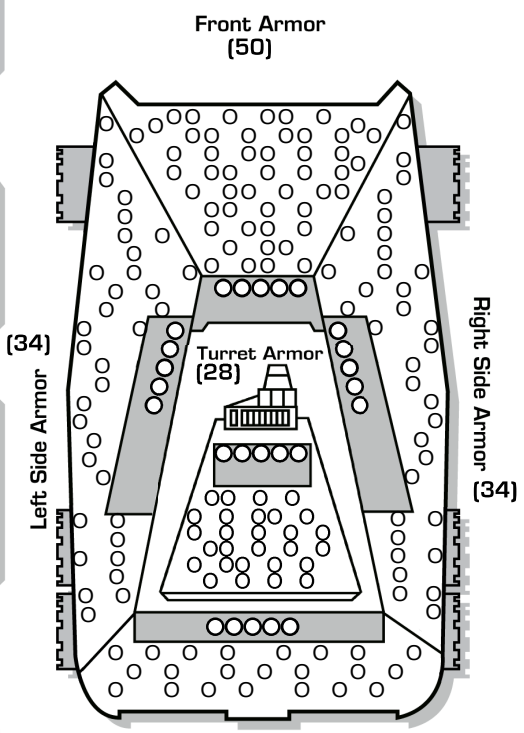
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Chalchiuhtotolin Support Tank (XL)

Movement Points:
Cruising: 5
Flank: 8
Movement Type: Wheeled
Engine Type: XL Fusion Engine

Tonnage: 50
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Light Machine Gun	FR	1 [DB,AI]	—	2	4	6
1	Light Machine Gun	RS	1 [DB,AI]	—	2	4	6
1	Light Machine Gun	LS	1 [DB,AI]	—	2	4	6
1	Light Machine Gun	RR	1 [DB,AI]	—	2	4	6
4	Medium Pulse Laser	T	7 [P]	—	4	8	12
1	Streak LRM 15	T	1/Msl [M,C]	—	7	14	21

Ammo (CASE): (Streak LRM 15) 8, (Light Machine Gun) 100

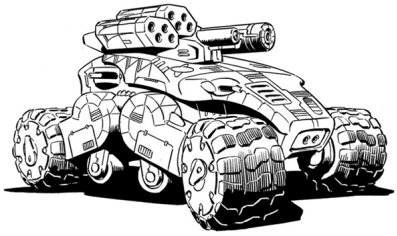
BV: 1,498

CREW DATA

Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

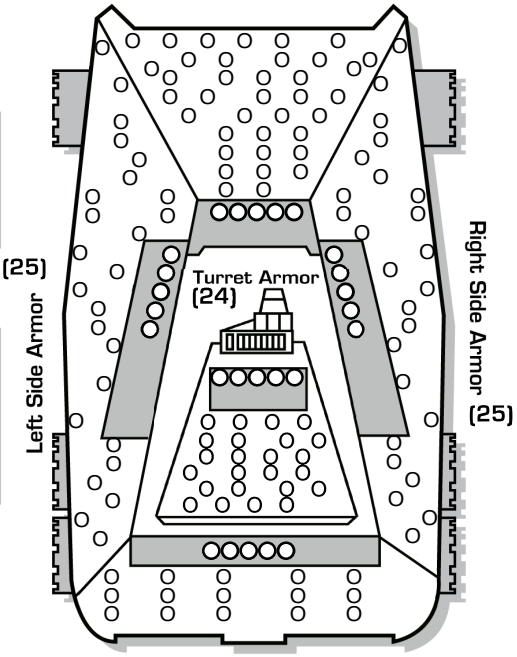
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Ferro-Lamellor
Front Armor (37)



Rear Armor (15)

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Condor Heavy Hover Tank (Laser Upgrade)

Movement Points:
Cruising: 8
Flank: 12
Movement Type: Hover
Engine Type: Fusion Engine

Tonnage: 50
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
3	Medium Re-engineered Laser	T	6 [DE]	—	3	6	9

BV: 752

CREW DATA

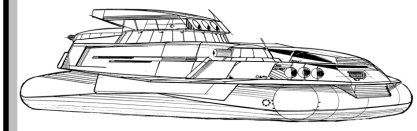
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

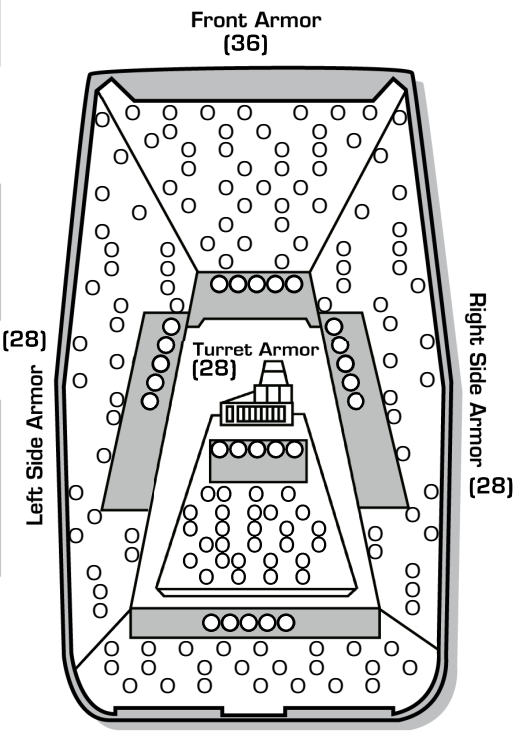
Driver Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Eldingar Hover Sled (HMMHV) "HumHov"

Movement Points:
Cruising: 9
Flank: 14
Movement Type: Hover
Engine Type: XL Fusion Engine

Tonnage: 50
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	BD	[E]	—	—	—	6
1	Targeting Computer	BD	[E]	—	—	—	—
2	Medium Pulse Laser	FR	7 [P]	—	4	8	12
1	LB 2-X AC	T	2 [DB,C/F/S]	4	10	20	30

Infantry Compartment (5 tons)

Ammo (CASE): (LB-2X) 45, (LB-2X Cluster) 45

BV: 1,269

CREW DATA

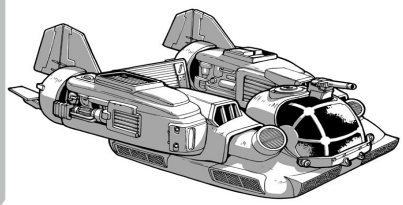
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

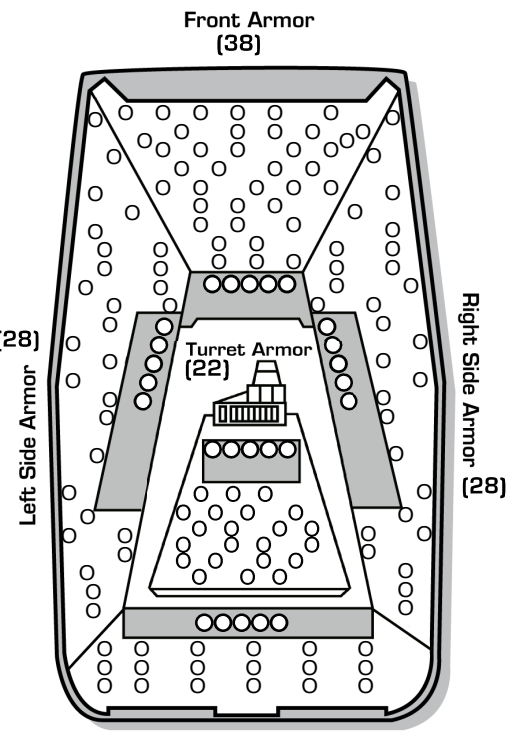
Driver Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Maxim Mk II Transport (ECM)

Movement Points:
Cruising: 8
Flank: 12
Movement Type: Hover
Engine Type: Fusion Engine

Tonnage: 50
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	BD	[E]	—	—	—	6
1	Streak SRM 2	T	2/Msl [M,C]	—	3	6	9

Infantry Compartment (16 tons)

Ammo (CASE): (Streak SRM 2) 100

BV: 483

CREW DATA

Crew: _____

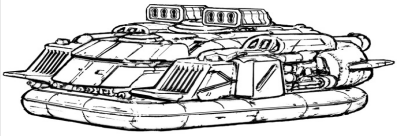
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

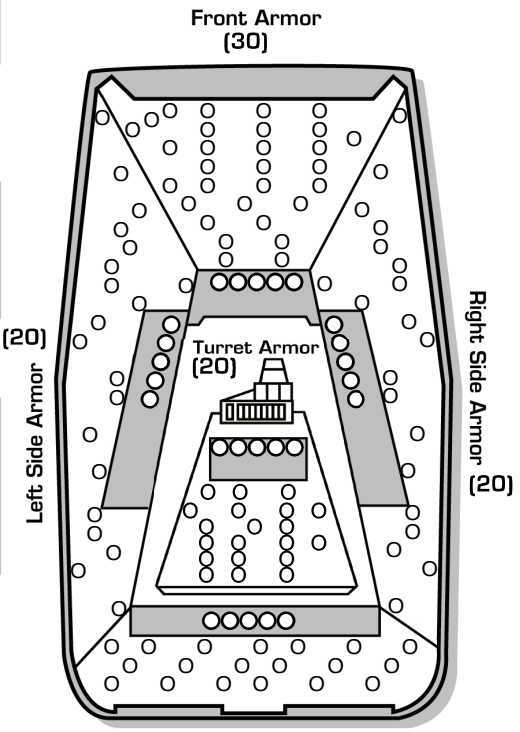
Driver Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Vedette V9

Movement Points:
Cruising: 5
Flank: 8
Movement Type: Tracked
Engine Type: Fuel Cell Engine

Tonnage: 50
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	MagShot	FR	2 [DB,X]	—	3	6	9
1	Gauss Rifle	T	15 [DB,X]	2	7	15	22

Ammo: (Magshot) 50, (Gauss) 24

BV: 1,146

CREW DATA

Crew: _____

Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

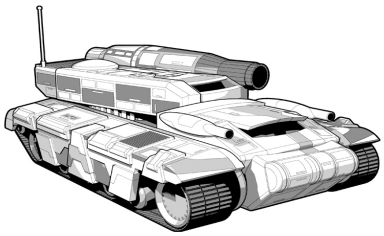
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

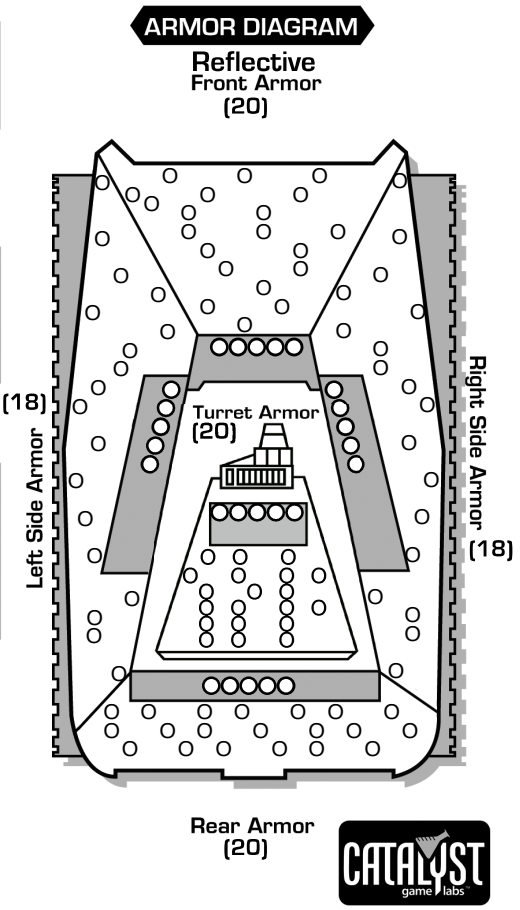
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Prowler Multi-Terrain Vehicle (3140 Upgrade)

Movement Points:
Cruising: 4
Flank: 6
Movement Type: Tracked
Engine Type: Light Fusion Engine

Tonnage: 55
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	BD	[E]	—	—	—	4
1	MML 7	T	[M,S,C]				
	LRM		1/Msl	6	7	14	21
	SRM		2/Msl	—	3	6	9
1	TSEMP Cannon	T	0 [DE,X]	—	5	10	15

Infantry Compartment (4 tons)
Chassis Modifications: Fully Amphibious

Ammo (CASE): (MML 7/LRM) 17, (MML 7/SRM) 14

BV: 1,245

CREW DATA

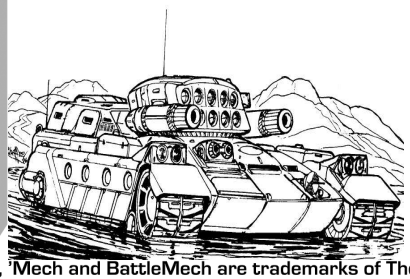
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

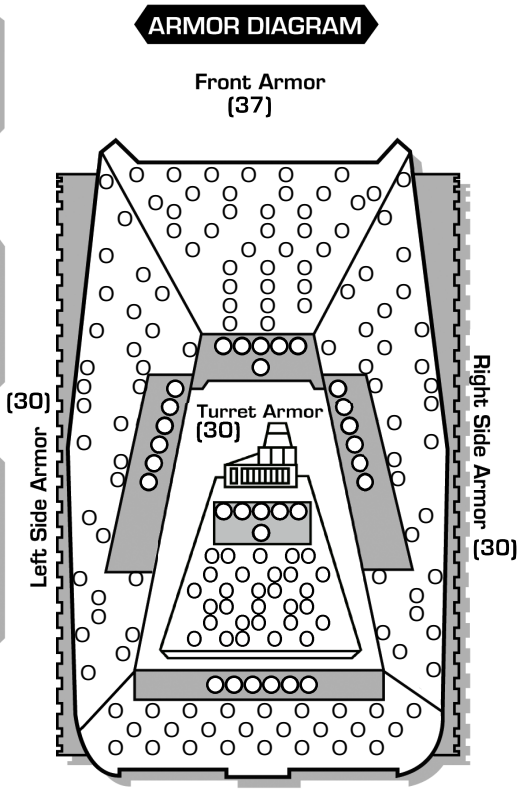
Driver Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Prowler Multi-Terrain Vehicle (Security)

Movement Points:
Cruising: 4
Flank: 6
Movement Type: Tracked
Engine Type: Light Fusion Engine

Tonnage: 55
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	BD	[E]	—	—	—	4
1	SRM 2	FR	2/Msl [M,C,S]	—	3	6	9
1	LRM 10	T	1/Msl [M,C,S]	6	7	14	21
1	TSEMP Cannon	T	0 [DE,X]	—	5	10	15

Infantry Compartment (5 tons)
Chassis Modifications: Fully Amphibious

Ammo (CASE): (SRM 2) 50, (LRM 10) 12

BV: 1,160

CREW DATA

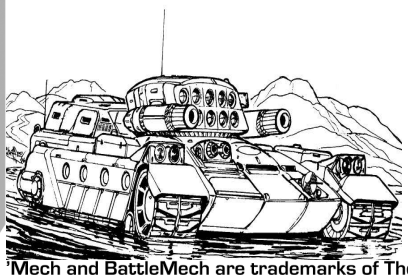
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

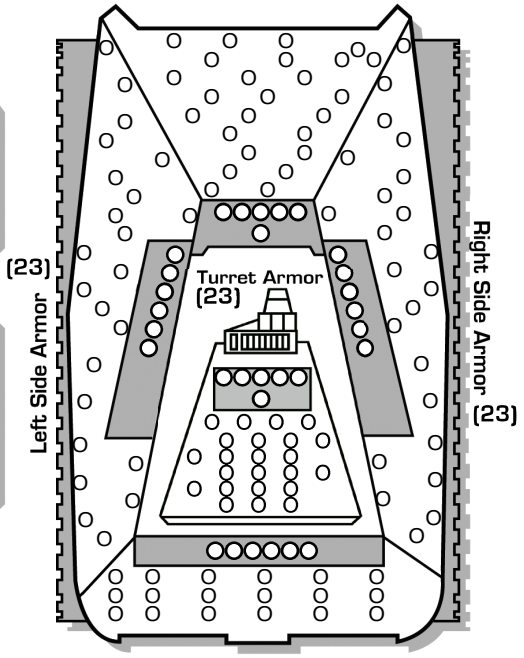
Driver Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Bolla Stealth Tank D

Movement Points:
Cruising: 5
Flank: 8
Movement Type: Wheeled
Engine Type: XL Fusion Engine

Tonnage: 60
Tech Base: Mixed Tech (I.S.) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C^3 Slave	BD	[E]	—	—	—	—
1	Guardian ECM Suite	BD	[E]	—	—	—	6
2	Machine Gun	FR	2 [DB,AI]	—	1	2	3
1	Medium Chem Laser (Clan)	FR	5 [DE]	—	3	6	9
1	Sniper Cannon	T	10 [DB,AE]	2	4	8	12

Infantry Compartment (4 tons)

Ammo: (Medium Chemical Laser) 30, (Sniper Cannon) 20 (Machine Gun) 100

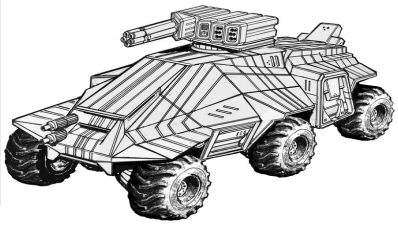
BV: 877

CREW DATA

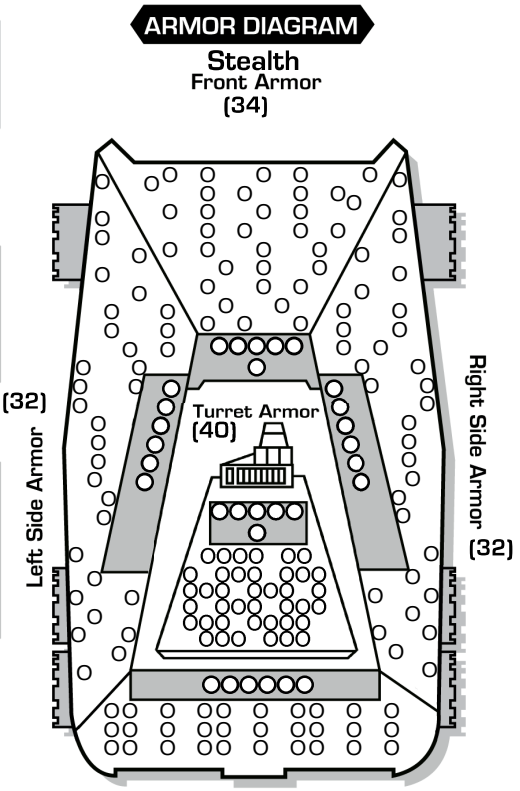
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Bulldog Medium Tank (Cell)

Movement Points:
Cruising: 4
Flank: 6
Movement Type: Tracked
Engine Type: Fuel Cell Engine

Tonnage: 60
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Machine Gun	FR	2 [DB,AI]	—	1	2	3
2	MML 5	T	[M,S,C]				
	LRM		1/Msl	6	7	14	21
	SRM		2/Msl	—	3	6	9
	w/Artemis IV FCS						
1	Snub-Nose PPC	T	10/8/5 [DE,V]	—	9	13	15

Ammo: (MML 5 SRM Artemis) 20, (Machine Gun) 100
(MML 5 LRM Artemis) 24

BV: 861

CREW DATA

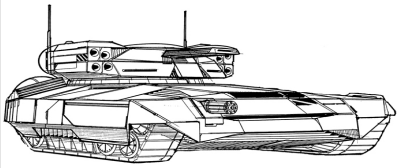
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

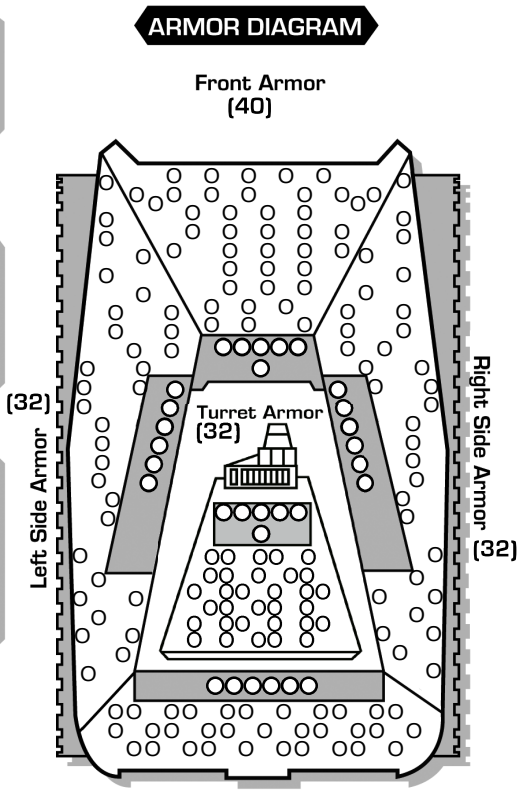
Driver Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Mortar Carrier

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Tracked
Engine Type: Fuel Cell Engine

Tonnage: 60
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
3	'Mech Mortar 8	FR	2/Msl [M,C,S]	6	7	14	21

Ammo: (Mortar SC 8) 32

BV: 517

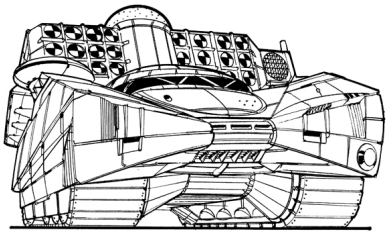
CREW DATA

Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

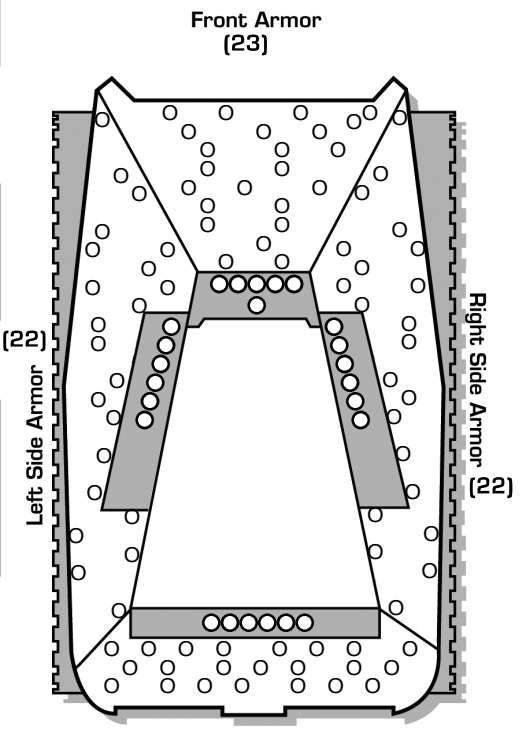
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Po II Heavy Tank (Gauss)

Movement Points:
Cruising: 4
Flank: 6
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 60
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	T	15 [DB,X]	2	7	15	22
2	Machine Gun	T	2 [DB,AI]	—	1	2	3
2	SRM 6	T	2/Msl [M,C,S]	—	3	6	9
2	Streak SRM 2 (I-OS)	T	2/Msl [M,C]	—	3	6	9

Ammo: (Machine Gun) 100, (SRM 6) 15, (Gauss) 24

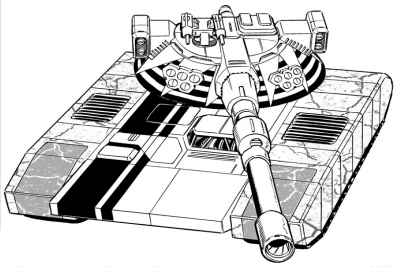
BV: 1,215

CREW DATA

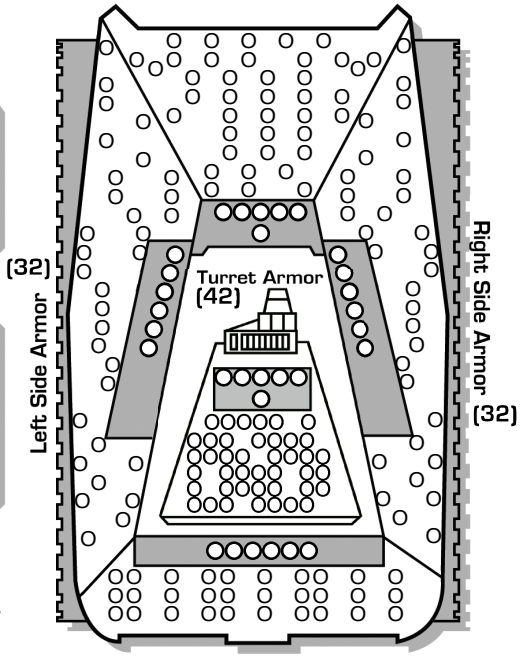
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Po II Heavy Tank (Stealth)

Movement Points:
Cruising: 4
Flank: 6
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 60
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	BD	[E]	—	—	—	6
1	Gauss Rifle	T	15 [DB,X]	2	7	15	22
2	Machine Gun	T	2 [DB,AI]	—	1	2	3
2	SRM 6	T	2/Msl [M,C,S]	—	3	6	9

Ammo: (Machine Gun) 100, (SRM 6) 15, (Gauss) 24

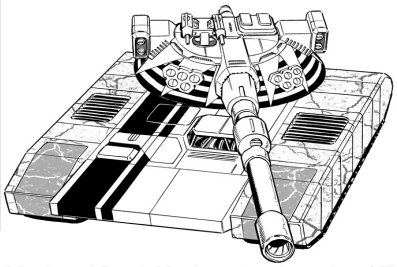
BV: 1,415

CREW DATA

Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

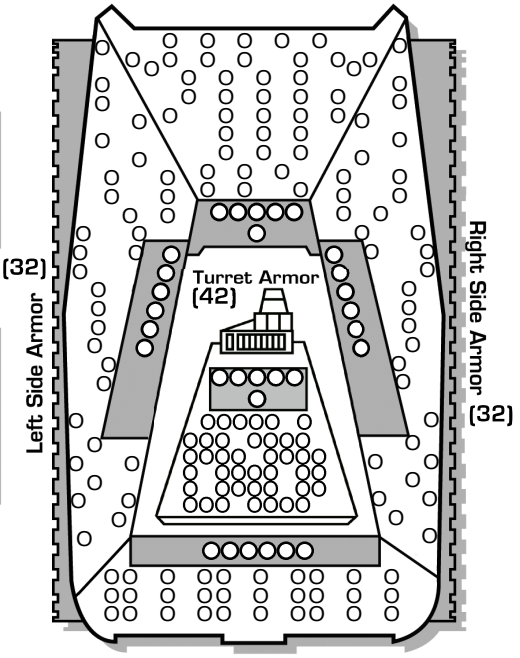
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Stealth
Front Armor (40)



Rear Armor (30)

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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Kinnol MBT (RAC)

Movement Points:
Cruising: 5
Flank: 8
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 70
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	MML 5	FR	[M,S,C]				
	LRM		1/Msl	6	7	14	21
	SRM		2/Msl	—	3	6	9
1	Rotary AC/5	T	5/Sht [DB,R/C]	—	5	10	15

Ammo (CASE): (MML 5/LRM) 48, (RAC/5) 60, (MML 5/SRM) 20

BV: 1,671

CREW DATA

Crew: _____

Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

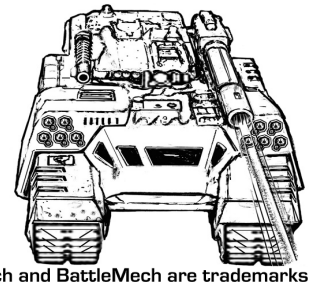
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

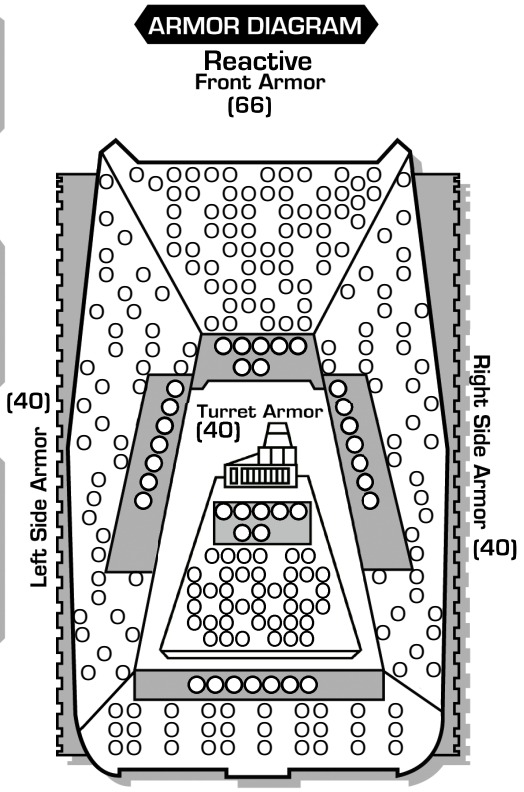
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Manteuffel Attack Tank E

Movement Points:
Cruising: 5
Flank: 8
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 70
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	BD	[E]	—	—	—	6
1	ER Small Laser	FR	3 [DE]	—	2	4	5
2	Medium Laser	FR	5 [DE]	—	3	6	9
1	LB 10-X AC	T	10 [DB,C/F/S]	—	6	12	18
1	Mech Taser	T	1 [DB,S,X]	—	1	2	4

Ammo (CASE): (Taser) 10, (LB 10-X Cluster) 10, (LB 10-X) 10

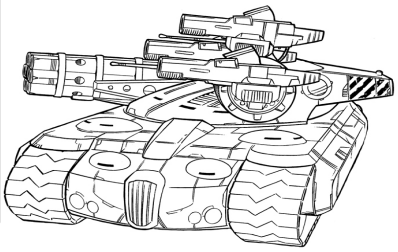
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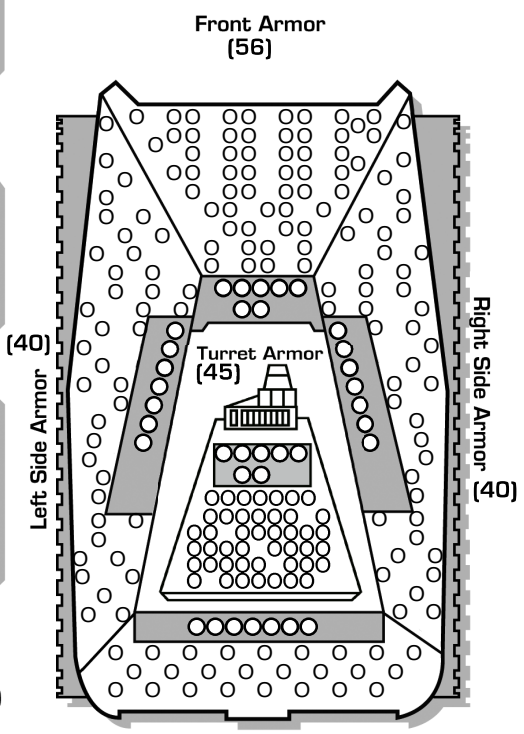
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Winston Combat Vehicle (Support)

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Tracked
Engine Type: Light Fusion Engine

Tonnage: 70
Tech Base: Mixed Tech (I.S.)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	BD	[E]	—	—	—	6
1	Targeting Computer	BD	[E]	—	—	—	—
2	SRM 4	FR	2/Msl [M,C,S]	—	3	6	9
2	Light PPC	T	5 [DE]	3	6	12	18
2	LRM 20 (Clan)	T	1/Msl [M,C,S]	—	7	14	21
1	TAG	T	[E]	—	5	9	15

Ammo (CASE): (SRM 4) 75, (LRM 20) 24

BV: 1,830

CREW DATA

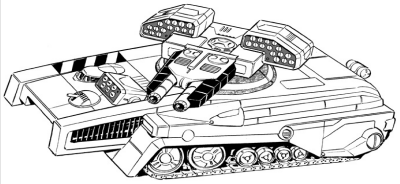
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

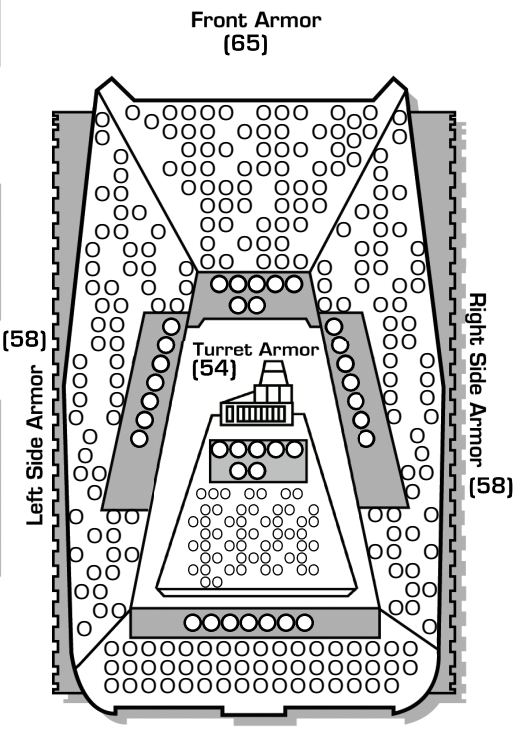
Driver Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Winston Combat Vehicle (TSEMP)

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Tracked
Engine Type: XXL Fusion Engine

Tonnage: 70
Tech Base: Mixed Tech (I.S.) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	BD	[E]	—	—	—	—
2	AMS	FR	—	—	—	—	—
2	LRM 15 (Clan)	T	1/Msl [M,C,S]	—	7	14	21
2	TSEMP Cannon	T	0 [DE,X]	—	5	10	15

Ammo (CASE): (AMS) 24, (LRM 15) 24

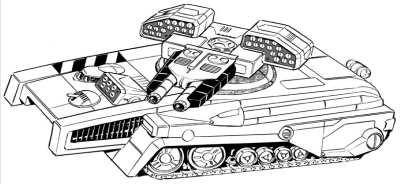
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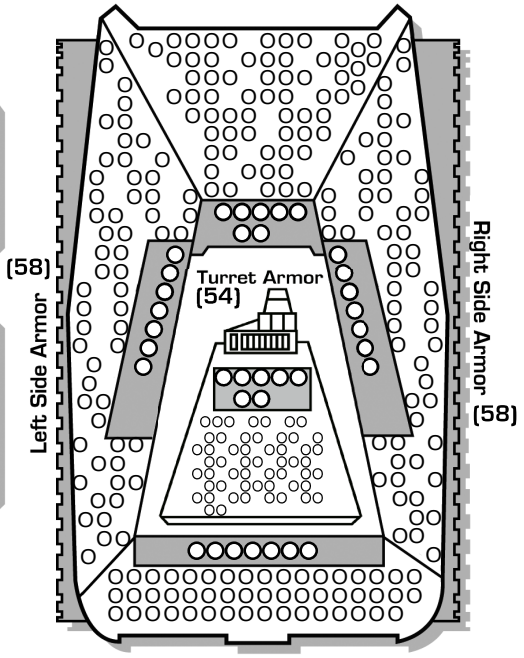
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Winston Combat Vehicle (XXL)

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Tracked
Engine Type: XXL Fusion Engine

Tonnage: 70
Tech Base: Mixed Tech (I.S.) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	AMS	FR	—	—	—	—	—
2	Large Re-engineered Laser	T	9 [DE]	—	5	10	15
2	LRM 15 (Clan)	T	1/Msl [M,C,S]	—	7	14	21

Ammo (CASE): (AMS) 12, (LRM 15) 24

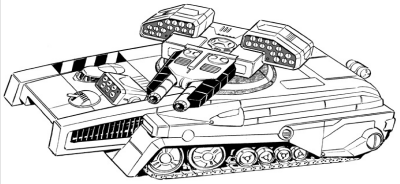
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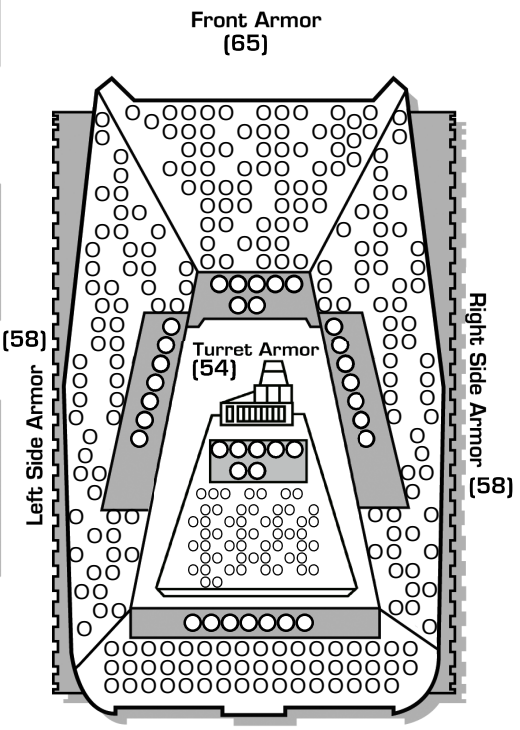
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Fury Command Tank (Fury III)

Movement Points:
Cruising: 4
Flank: 6
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 80
Tech Base: Mixed Tech (I.S.) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	BD	[E]	—	—	—	4
1	C^3 Boosted Slave	BD	[E]	—	—	—	—
2	ER Medium Laser	FR	5 [DE]	—	4	8	12
1	Gauss Rifle	T	15 [DB,X]	2	7	15	22
1	Rotary AC/5 (Clan)	T	5/Sht [DB,R/C]	—	7	14	21

Ammo (CASE): (RAC/5) 60, (Gauss) 16

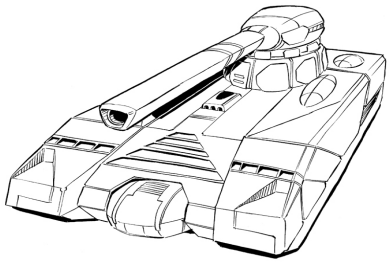
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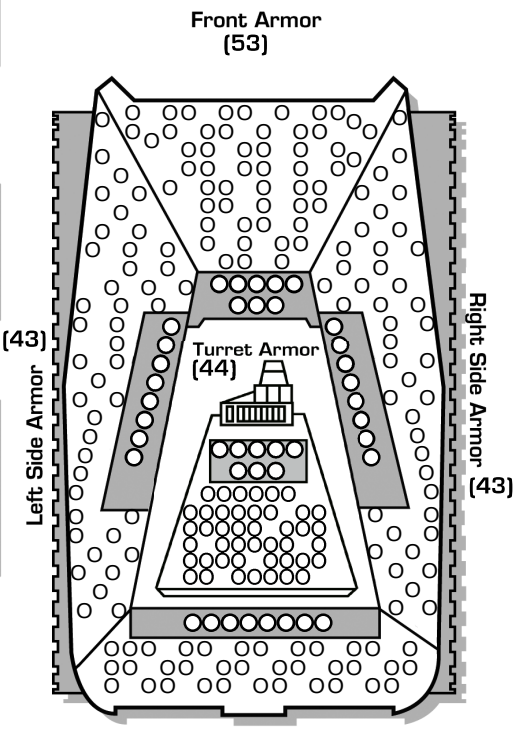
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Fury Command Tank (Fury IIIm)

Movement Points:
Cruising: 4
Flank: 6
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 80
Tech Base: Mixed Tech (I.S.) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	C^3 Boosted Master	BD	[E]	—	5	9	15
1	ER Medium Laser	FR	5 [DE]	—	4	8	12
1	Gauss Rifle	T	15 [DB,X]	2	7	15	22
1	Rotary AC/5 (Clan)	T	5/Sht [DB,R/C]	—	7	14	21

Ammo (CASE): (RAC/5) 60, (Gauss) 16

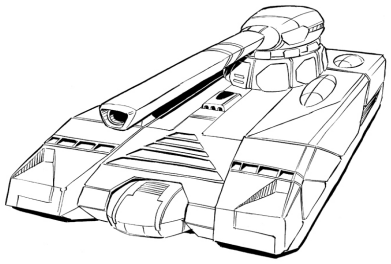
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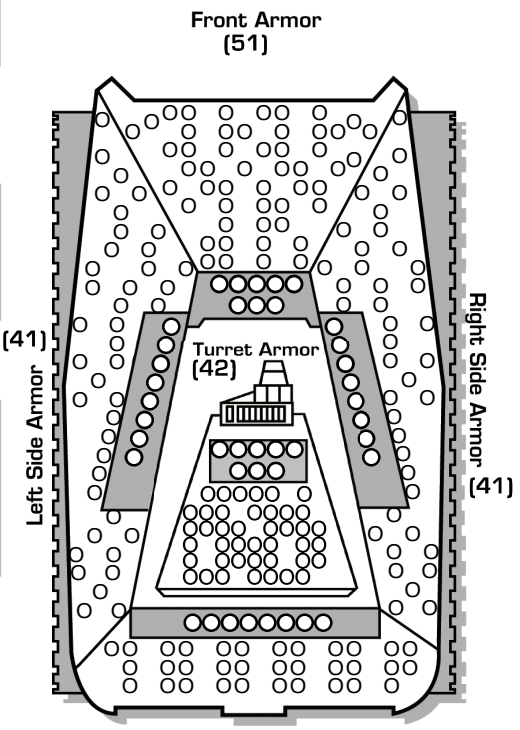
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Glory Heavy Fire Support Vehicle (3090 Upgrade)

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 85
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	BD	[E]	—	—	—	4
1	C^3 Slave	BD	[E]	—	—	—	—
1	Guardian ECM Suite	BD	[E]	—	—	—	6
1	Targeting Computer	BD	[E]	—	—	—	—
2	ER Medium Laser	FR	5 [DE]	—	4	8	12
2	LRM 15 w/Artemis IV FCS	T	1/Msl [M,C,S]	6	7	14	21
1	Rotary AC/5	T	5/Sht [DB,R/C]	—	5	10	15

Ammo (CASE): (RAC/5) 100, (LRM 15 Artemis) 32

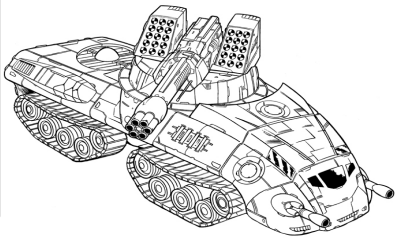
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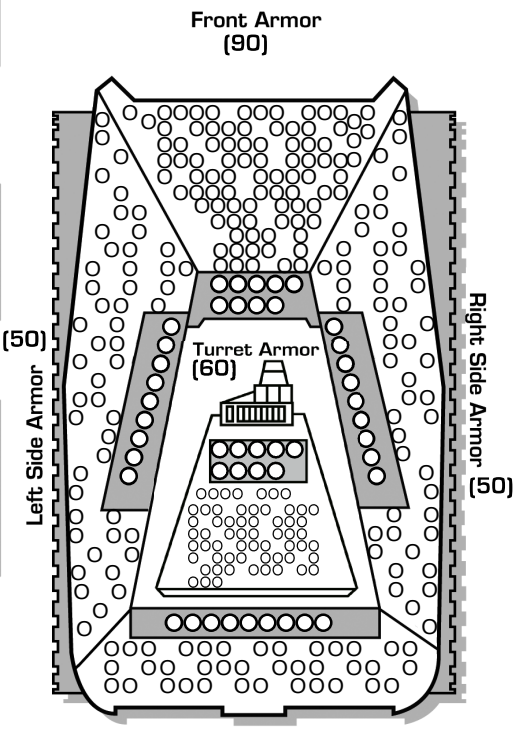
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Heimdall Ground Monitor Tank D

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 95
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	LB 10-X AC	FR	10 [DB,C/F/S]	—	6	12	18
3	ER Medium Laser	T	7 [DE]	—	5	10	15
2	Large Chem Laser	T	8 [DE]	—	5	10	15

Ammo (CASE): (LB-10X) 20, (LB-10X Cluster) 10
(Large Chemical Laser) 30

BV: 1,990

CREW DATA

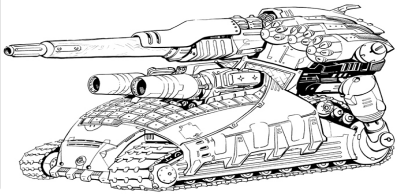
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

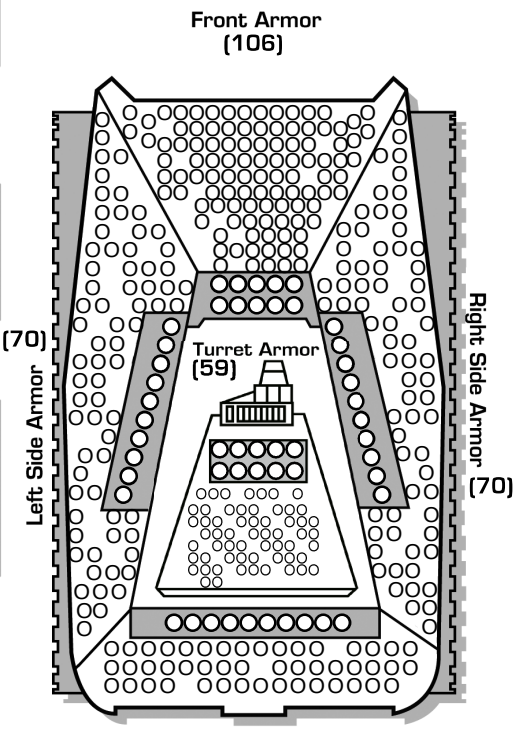
Driver Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
Wheeled	+2
Hovercraft, Hydrofoil	+3
WiGE	+4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: JES II Strategic Missile Carrier (Support)

Movement Points:
Cruising: 2
Flank: 3
Movement Type: Tracked
Engine Type: Fusion Engine

Tonnage: 95
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
4	LRM 20 w/Artemis IV FCS	FR	1/Msl [M,C,S]	6	7	14	21
1	LRM 10 w/Artemis IV FCS	RS	1/Msl [M,C,S]	6	7	14	21
1	LRM 10 w/Artemis IV FCS	LS	1/Msl [M,C,S]	6	7	14	21

Ammo: (LRM 20 Artemis) 48, (LRM 10 Artemis) 24

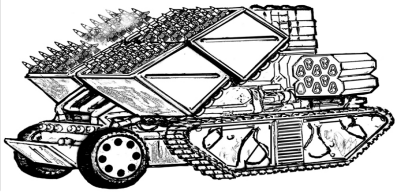
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CREW DATA

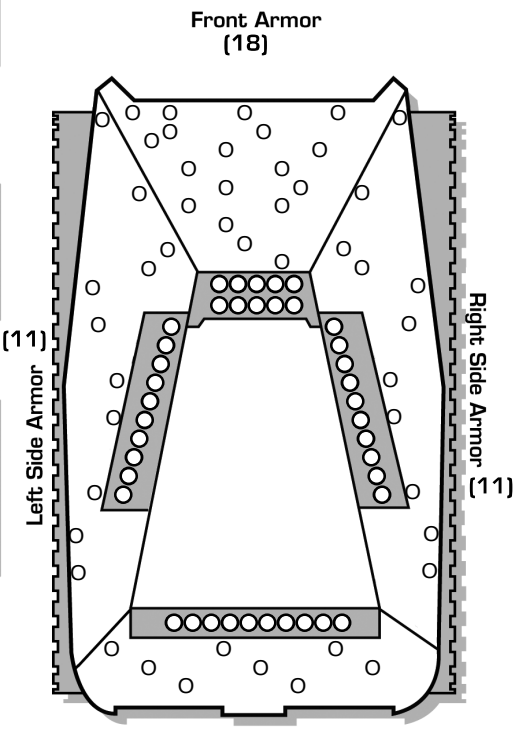
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Marksman M1J MBT

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 95
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	T	15 [DB,X]	2	7	15	22
4	Machine Gun	T	2 [DB,AI]	—	1	2	3
2	MRM 20	T	1/Msl [M,C]	—	3	8	15
2	SRM 6	T	2/Msl [M,C,S]	—	3	6	9
2	Streak SRM 4	T	2/Msl [M,C]	—	3	6	9

Ammo: (Machine Gun) 100, (SRM 6) 15, (Streak SRM 4) 25 (MRM 20) 24, (Gauss) 16

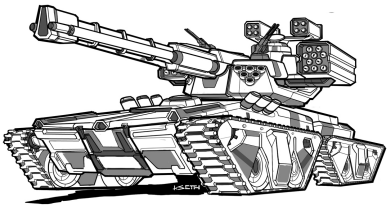
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CREW DATA

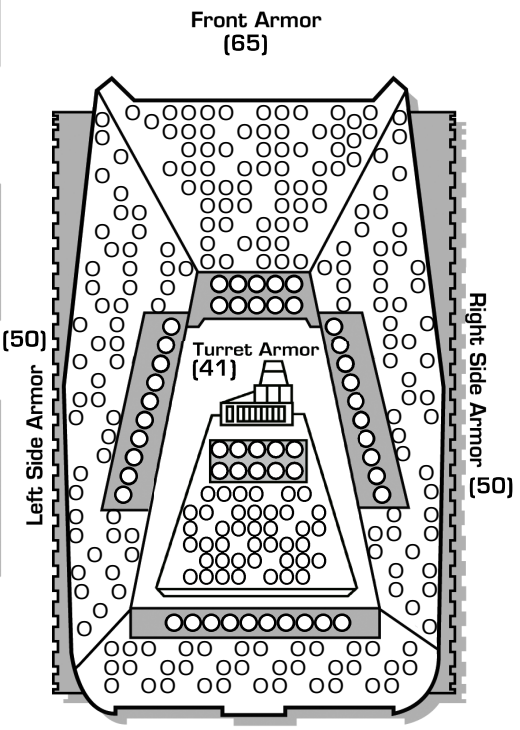
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

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

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

MOTIVE SYSTEM DAMAGE TABLE

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

Attack Direction Modifier:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
Wheeled +2
Hovercraft, Hydrofoil +3
WiGE +4

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

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

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

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

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BATTLETECH™

FIXED WING SUPPORT VEHICLE RECORD SHEET

FIGHTER DATA

Type: Zugvogel Omni Support Aircraft F

Thrust:
Safe Thrust: 4
Maximum Thrust: 6
STOL

Tonnage: 200
Tech Base: Mixed Tech (I.S.)
Era: Dark Age

Weapons & Equipment Inventory

Standard Scale

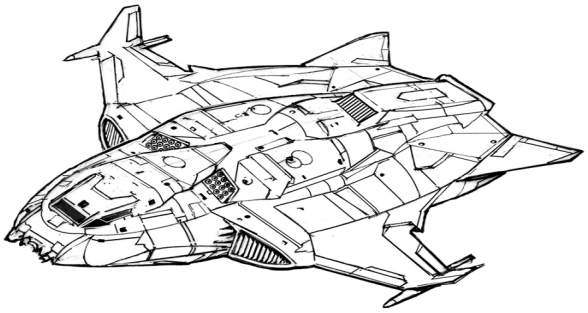
Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
3	LRM 15 (Clan) [M,C,S]	N	0	9	9	9	—
2	Thunderbolt 20 [M]	N	0	20	20	—	—
1	LRM 15 (Clan) [M,C,S]	LW	0	9	9	9	—
1	LRM 15 (Clan) [M,C,S]	RW	0	9	9	9	—
3	Medium Chem Laser (Clan) [DE]	A	0	5	—	—	—
1	Advanced Fire Control [E]	BD	0	—	—	—	—

Chassis Modifications: Armored Chassis, STOL

Ammo (CASE): (Medium Chemical Laser) 30, (Thunderbolt 20) 30 (LRM 15) 80

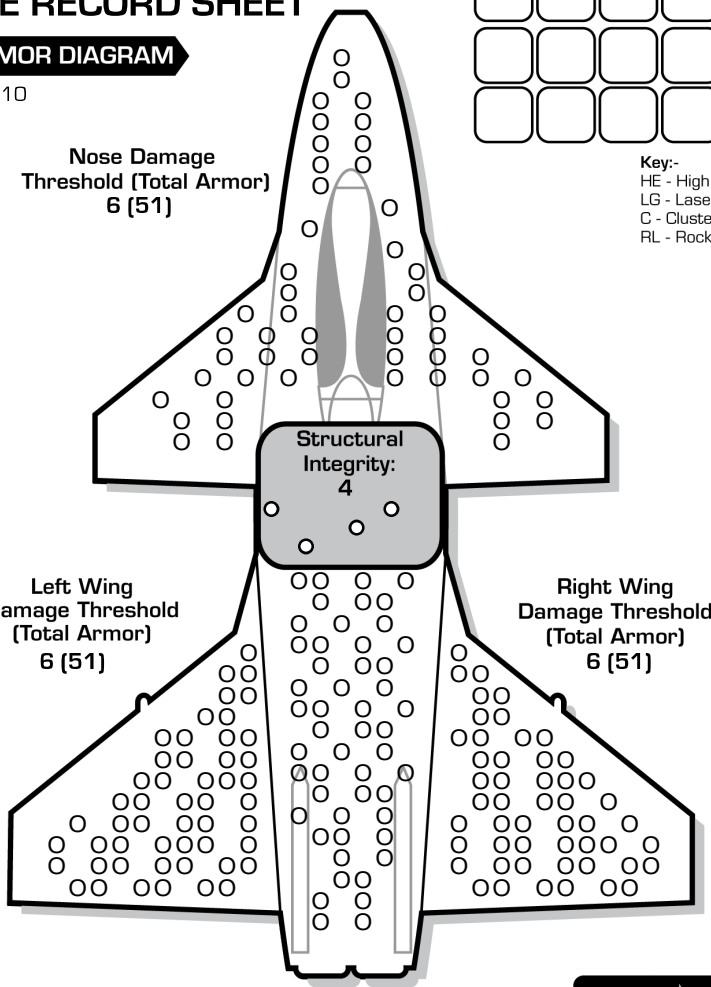
Fuel: 369 Points

BV: 2,894



ARMOR DIAGRAM

BAR: 10



EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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

GROUND MAP STRIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)

VELOCITY	FIGHTER	SMALL CRAFT AND FIXED WING SUPPORT VEHICLES
1	8	8
2	12	14
3	16	20
4	20	26
5	24	32
6	28	38
7	32	44
8	36	50
9	40	56
10	44	62
11	48	68
12	52	74

Velocity above 12 is not possible on ground maps.

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

FIGHTER RETURN TABLE

SAFE THRUST	TURNS BEFORE RETURN
1–4	3
5–8	2
9–12	1
13+	0

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BATTLEMECHS

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Dasher G

Movement Points:
Walking: 10
Running: 15 [25]

Tonnage: 20
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	RT	—	[E]	—	—	—	—
2	Improved Heavy Medium Laser	RA	7	10 [DE,X]	—	3	6	9
2	Improved Heavy Medium Laser	LA	7	10 [DE,X]	—	3	6	9

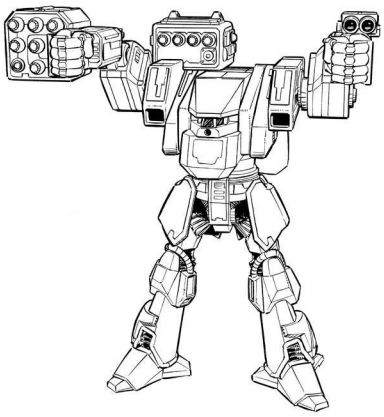
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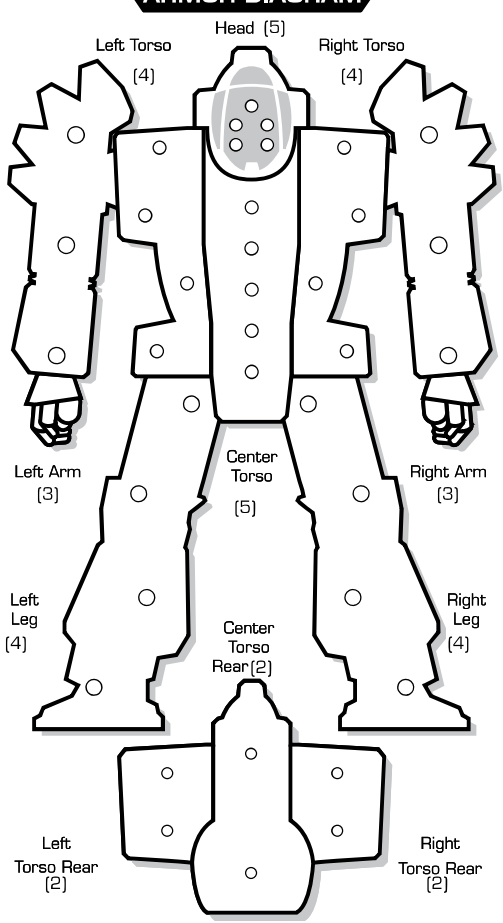
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Improved Heavy Medium Laser
6. Improved Heavy Medium Laser

4-6
1. Improved Heavy Medium Laser
2. Improved Heavy Medium Laser
3. Endo Steel
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Supercharger
6. Endo Steel

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

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

Head

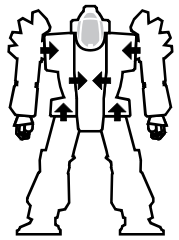
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. MASC
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Improved Heavy Medium Laser
6. Improved Heavy Medium Laser

4-6
1. Improved Heavy Medium Laser
2. Improved Heavy Medium Laser
3. Endo Steel
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Torso (CASE)

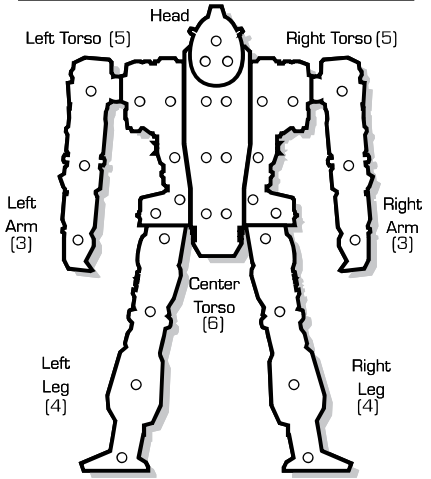
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Targeting Computer
6. Coolant Pod

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Locust LCT-5M2

Movement Points:
Walking: 11
Running: 17

Tonnage: 20
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

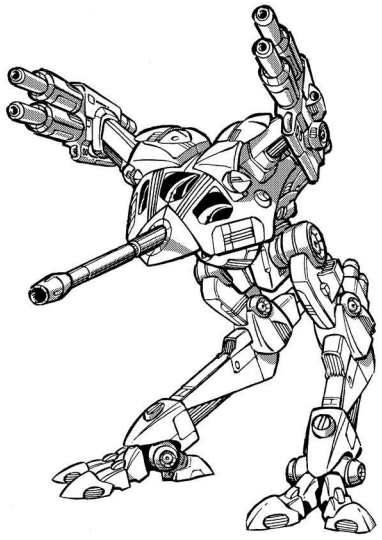
BV: 693

WARRIOR DATA

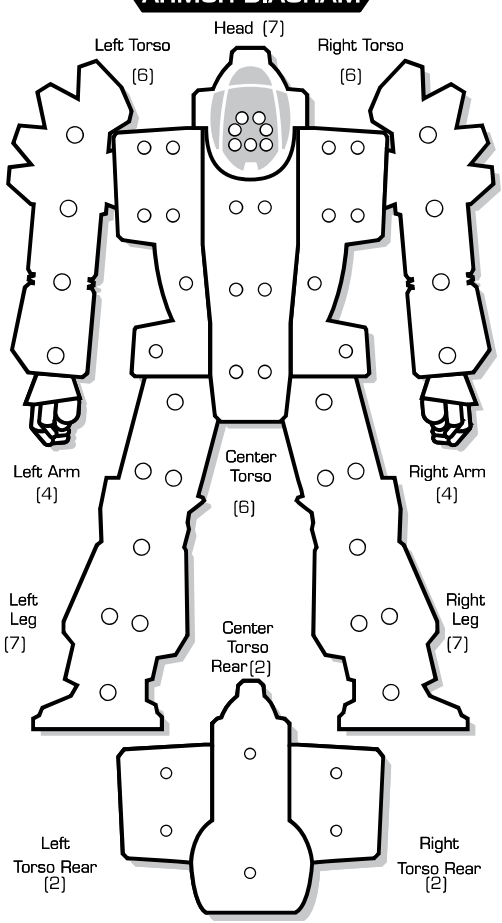
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

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

(1-3)

1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

(4-6)

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Endo Steel
5. Endo Steel
6. Endo Steel

(1-3)

1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

(4-6)

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

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

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

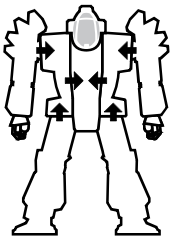
(1-3)

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ER Medium Laser
6. Roll Again

(4-6)

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

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

(1-3)

1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

(4-6)

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Endo Steel
5. Endo Steel
6. Endo Steel

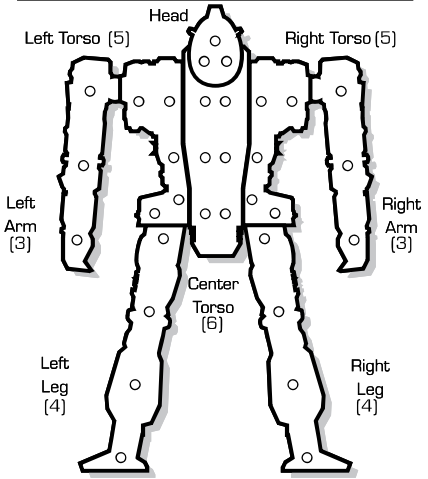
(1-3)

1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

(4-6)

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Locust LCT-5M3

Movement Points:
Walking: 9
Running: 14

Tonnage: 20
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	CT	12	8 [DE]	—	7	14	19
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

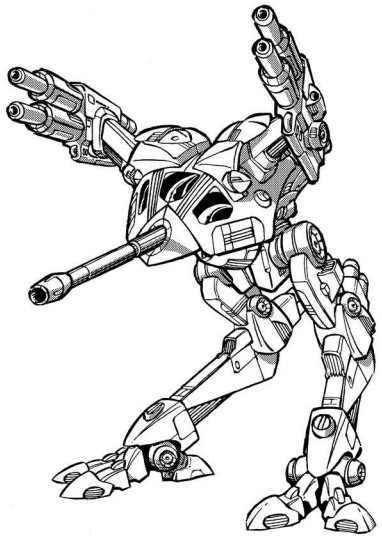
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WARRIOR DATA

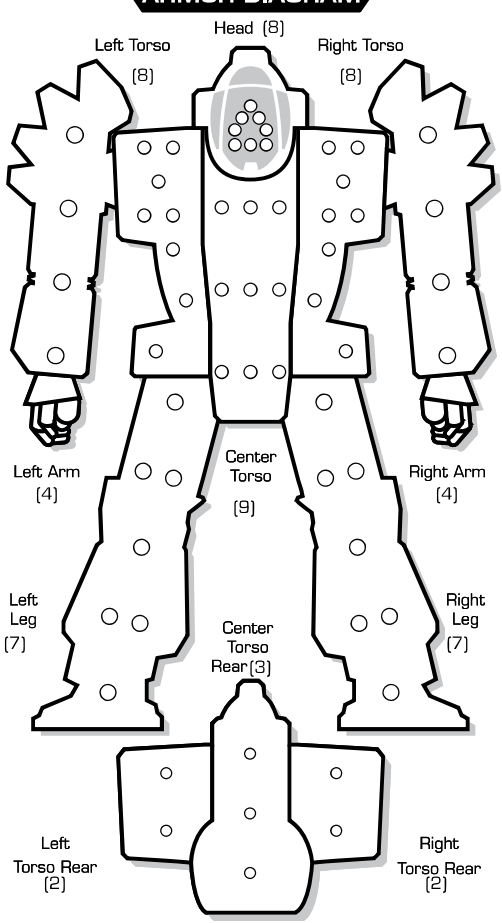
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

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

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Endo Steel
5. Endo Steel
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

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

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

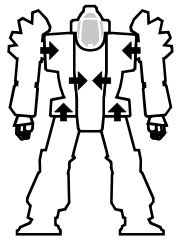
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ER Large Laser
6. ER Large Laser

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

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

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

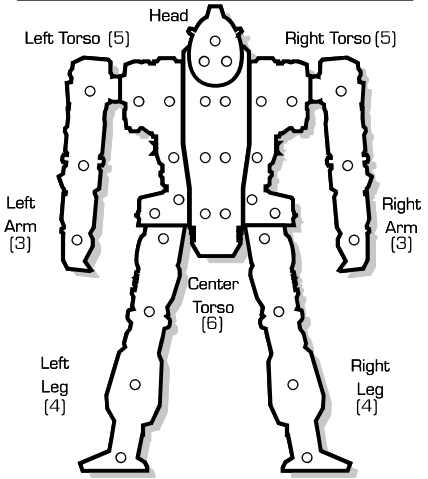
1-3

1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Wasp WSP-3K

Movement Points:
- Walking: 6
- Running: 9
- Jumping: 6

Tonnage: 20
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MRM 10	RT	4	1/Msl [M,C]	—	3	8	15
1	Medium Laser	RA	3	5 [DE]	—	3	6	9

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

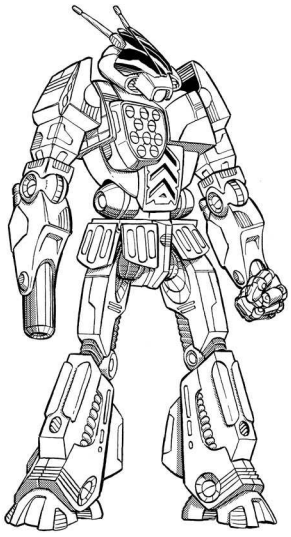
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WARRIOR DATA

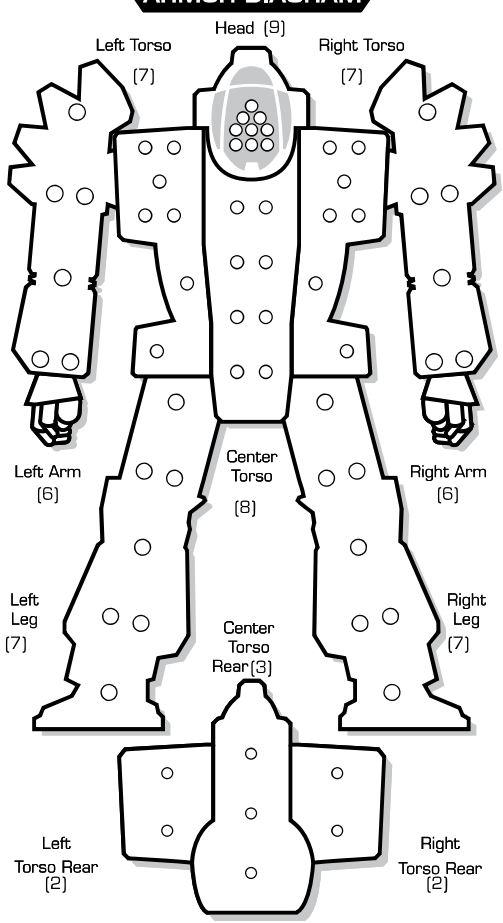
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. Endo Steel
	6. Endo Steel
4-6	1. Endo Steel
	2. Endo Steel
	3. Endo Steel
	4. Endo Steel
	5. Roll Again
	6. Roll Again

Left Torso

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

Left Leg

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

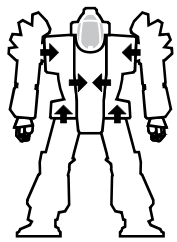
Head

1.	Life Support
2.	Sensors
3.	Cockpit
4.	Endo Steel
5.	Sensors
6.	Life Support

Center Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. Gyro
	5. Gyro
	6. Gyro
4-6	1. Gyro
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. XL Fusion Engine
	5. Endo Steel
	6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Heat Sink
	5. Heat Sink
	6. Medium Laser
4-6	1. Endo Steel
	2. Endo Steel
	3. Endo Steel
	4. Endo Steel
	5. Roll Again
	6. Roll Again

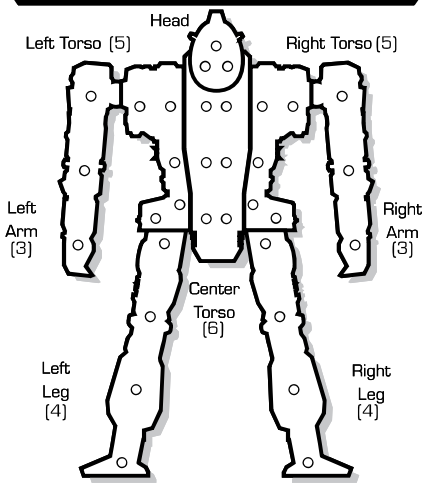
Right Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. Heat Sink
	5. Heat Sink
	6. Jump Jet
4-6	1. Jump Jet
	2. Jump Jet
	3. MRM 10
	4. MRM 10
	5. Ammo (MRM 10) 24
	6. Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Wasp WSP-3P

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

Tonnage: 20
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rocket Launcher 10	RT	3	1/Msl [M,C]	—	5	11	18
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

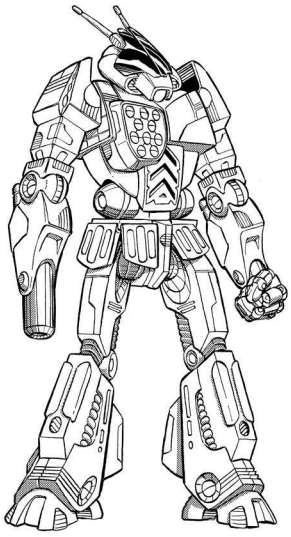
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WARRIOR DATA

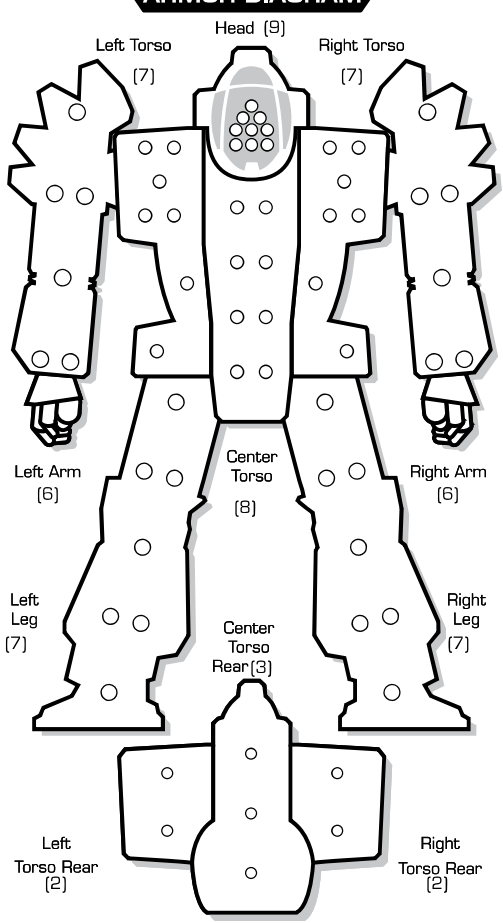
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

4-6:
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Left Torso
1-3:
1. Heat Sink
2. Heat Sink
3. Jump Jet
4. Jump Jet
5. Jump Jet
6. Endo Steel

4-6:
1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

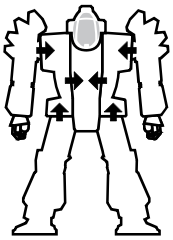
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

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

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

4-6:
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Heat Sink
5. ER Medium Laser
6. Endo Steel

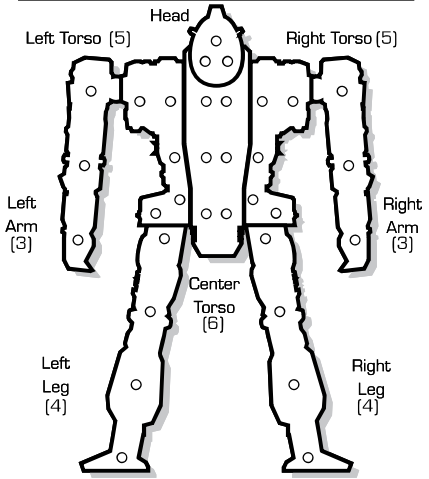
4-6:
1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3:
1. Heat Sink
2. Heat Sink
3. Jump Jet
4. Jump Jet
5. Jump Jet
6. Rocket Launcher 10

4-6:
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Commando COM-8S

Movement Points:
Walking: 7
Running: 11 [14]

Tonnage: 25
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C^3 Boosted Slave	LT	—	[E]	—	—	—	—
2	Streak SRM 2	RA	2	2/Msl [M,C]	—	3	6	9
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

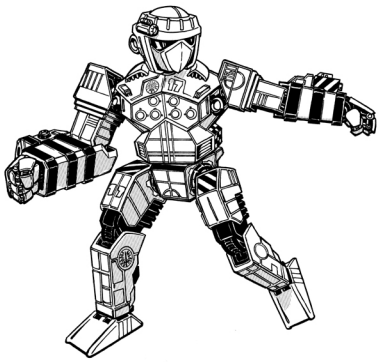
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WARRIOR DATA

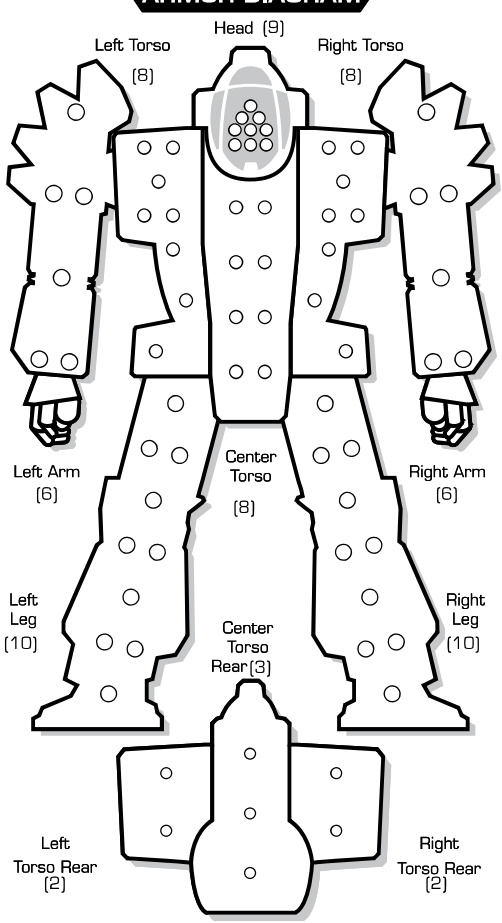
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. ER Medium Laser
6. ER Medium Laser

4-6

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. C^3 Boosted Slave
5. C^3 Boosted Slave
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Left Leg

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

Head

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

Center Torso

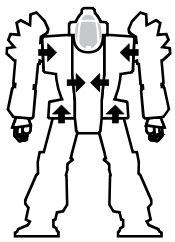
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Supercharger
6. Roll Again

4-6

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



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Streak SRM 2
3. Streak SRM 2
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Ammo (Streak SRM 2) 50
5. CASE II
6. Endo Steel

1-3

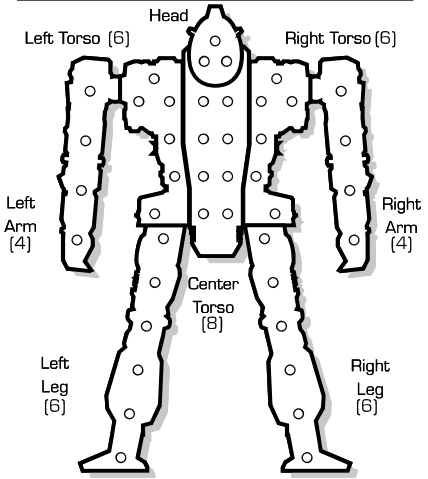
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Crimson Hawk 4

Movement Points:		Tonnage:	25
Walking:	5	Tech Base:	Clan
Running:	8	Era:	Dark Age
Jumping:	3		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RT	12	10 [DE]	—	8	15	25
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Heavy Flamer	RA	5	4 [DE,H,AI]	—	2	3	4
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

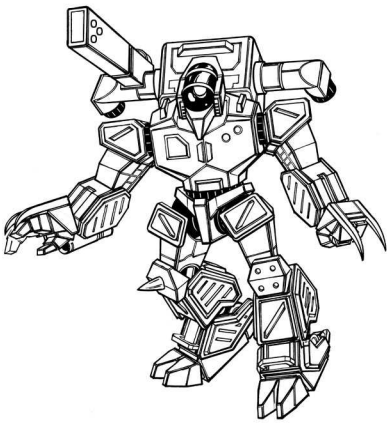
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WARRIOR DATA

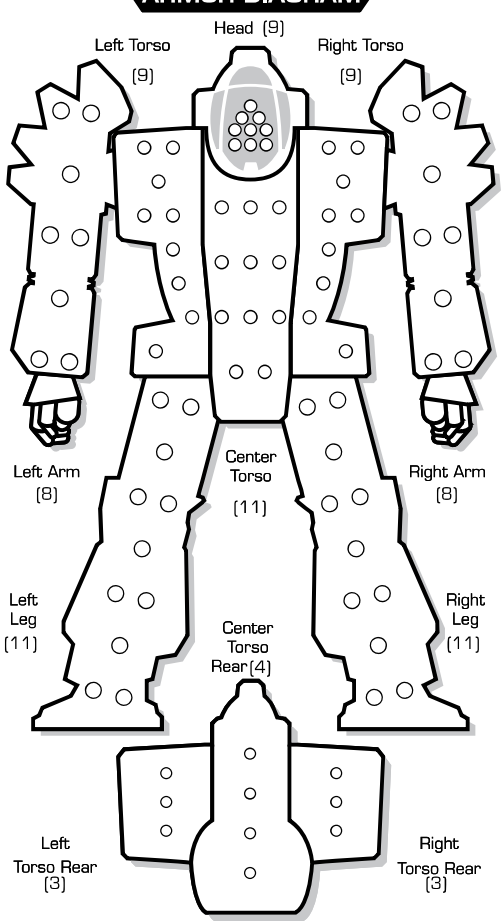
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. ER Medium Laser
	5. ER Medium Laser
	6. Ferro-Fibrous
4-6	1. Ferro-Fibrous
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

Left Torso

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

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

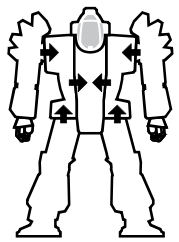
Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. Gyro
	5. Gyro
	6. Gyro
4-6	1. Gyro
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. XL Fusion Engine
	5. Jump Jet
	6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Heavy Flamer
	5. Ammo (Heavy Flamer) 10
	6. Ferro-Fibrous
4-6	1. Roll Again
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

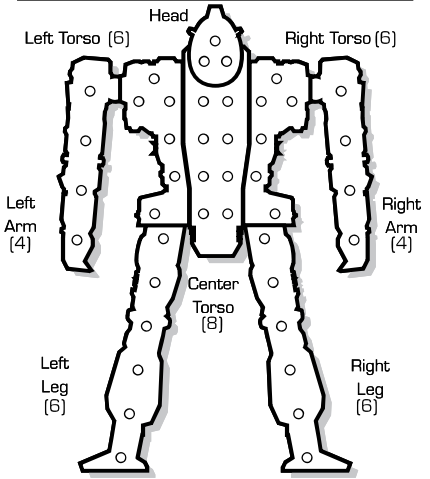
Right Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. Double Heat Sink
	4. Double Heat Sink
	5. Jump Jet
	6. ER Large Laser
4-6	1. Targeting Computer
	2. Targeting Computer
	3. Endo Steel
	4. Endo Steel
	5. Endo Steel
	6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Ebony MEB-12

Movement Points:
Walking: 10 [11]
Running: 15 [17]

Tonnage: 25
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6
1	TSEMP Cannon	RA	10	0 [DE,X]	—	5	10	15

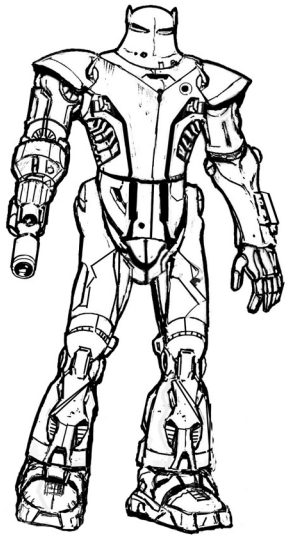
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WARRIOR DATA

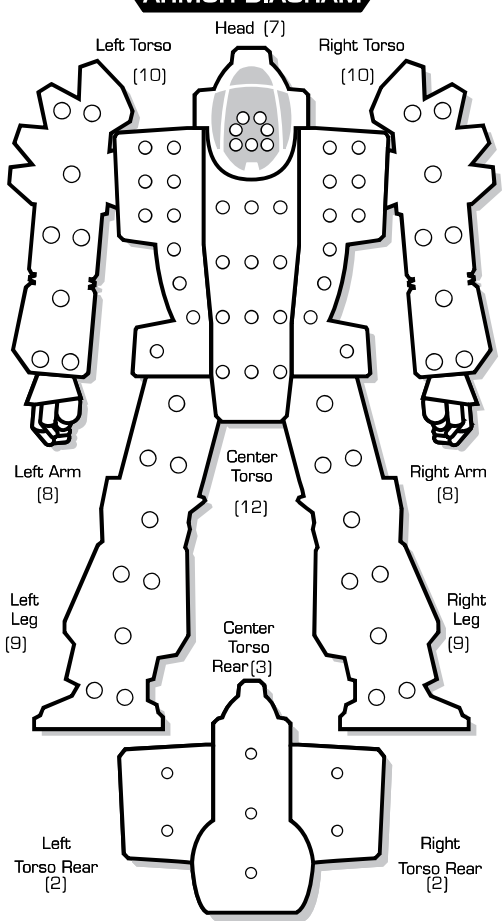
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Stealth
6. Stealth

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Guardian ECM Suite
5. Guardian ECM Suite
6. Endo Steel

1. Endo Steel
2. Stealth
3. Stealth
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Triple-Strength Myomer

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

Head

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

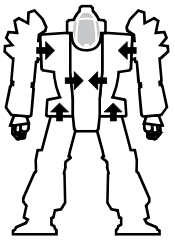
Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. TSEMP Cannon
5. TSEMP Cannon
6. TSEMP Cannon

1. TSEMP Cannon
2. TSEMP Cannon
3. Endo Steel
4. Endo Steel
5. Stealth
6. Stealth

Right Torso

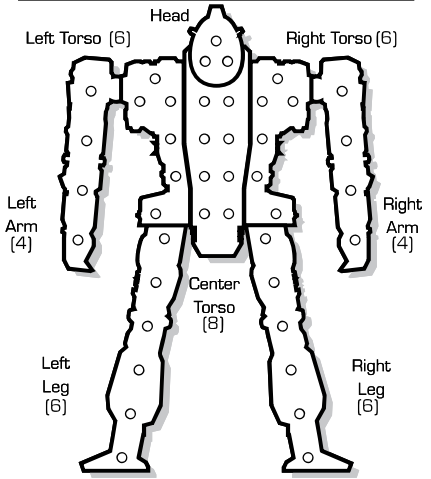
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Endo Steel
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Stealth
3. Stealth
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Triple-Strength Myomer

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Ebony MEB-13

Movement Points:
Walking: 9 [10]
Running: 14 [15]

Tonnage: 25
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Re-engineered Laser	RA	10	9 [DE]	—	5	10	15

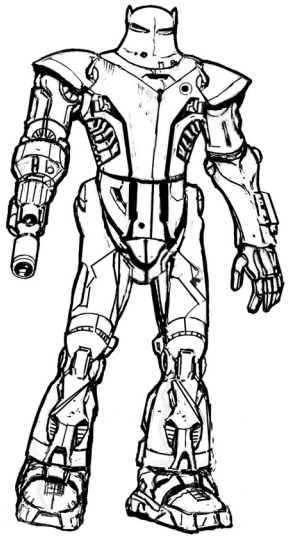
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WARRIOR DATA

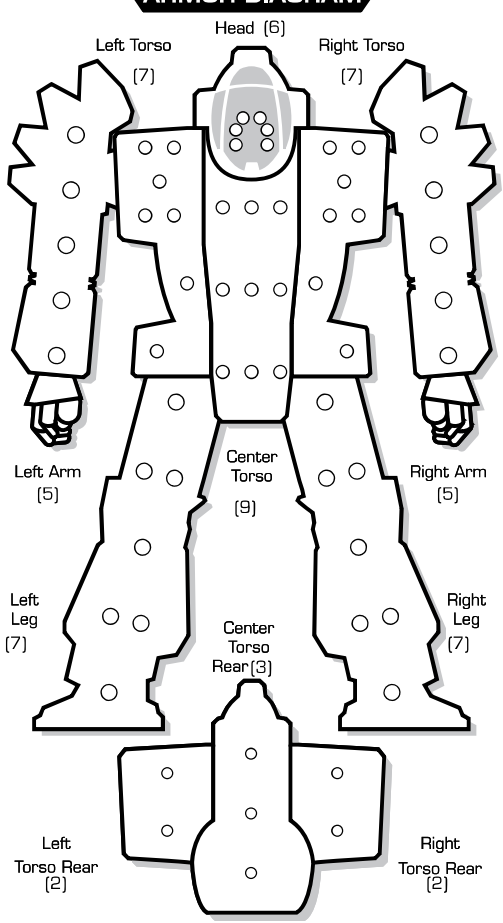
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

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

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Triple-Strength Myomer

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat-Dissipating
6. Heat-Dissipating

Head

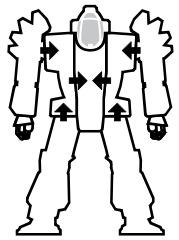
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Re-engineered Laser
5. Large Re-engineered Laser
6. Large Re-engineered Laser

4-6
1. Large Re-engineered Laser
2. Large Re-engineered Laser
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Right Torso

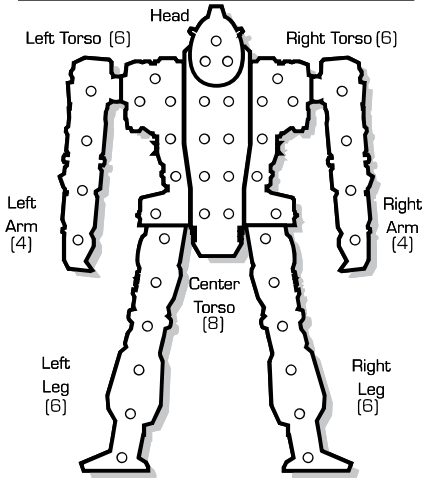
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
2. Heat-Dissipating
3. Heat-Dissipating
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Triple-Strength Myomer

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat-Dissipating
6. Heat-Dissipating

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Tarantula ZPH-5A

Movement Points:
Walking: 8
Running: 12 [16]

Tonnage: 25
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C^3 Boosted Slave	RT	—	[E]	—	—	—	—
1	ER Large Laser	LT	12	8 [DE]	—	7	14	19

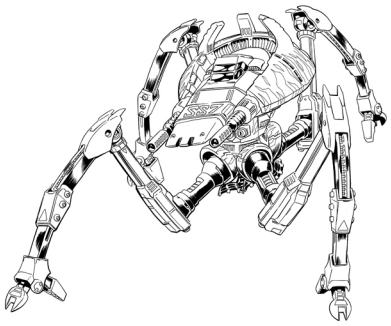
BV: 806

WARRIOR DATA

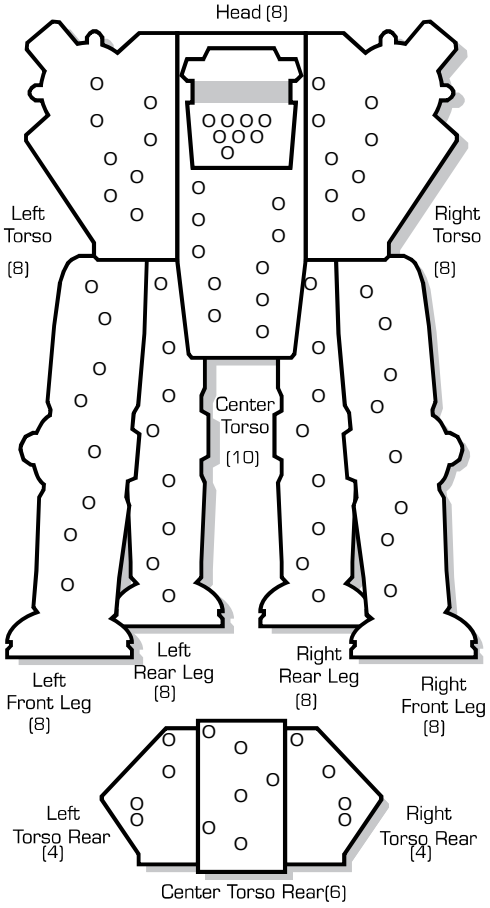
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. MASC
6. Endo Steel

Right Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

Left Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

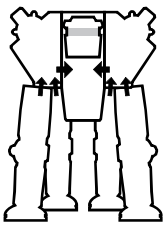
4-6
1. ER Large Laser
2. ER Large Laser
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. C^3 Boosted Slave
2. C^3 Boosted Slave
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

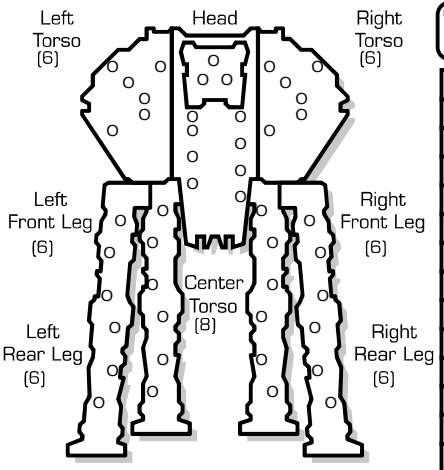
Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again



Damage Transfer Diagram

Right Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Hankyu F

Movement Points:
- Walking: 8
- Running: 12
- Jumping: 6

Tonnage: 30
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	RT	3	2 [DE,H,AI]	—	1	2	3
1	Light TAG	LT	0	[E]	—	3	6	9
1	Watchdog CEWS	LT	—	[E]	—	—	—	4
1	Improved Heavy Medium Laser	RA	7	10 [DE,X]	—	3	6	9
1	Streak LRM 5	RA	2	1/Msl [M,C]	—	7	14	21
1	Improved Heavy Medium Laser	LA	7	10 [DE,X]	—	3	6	9
1	Streak LRM 5	LA	2	1/Msl [M,C]	—	7	14	21

BV: 1,394

WARRIOR DATA

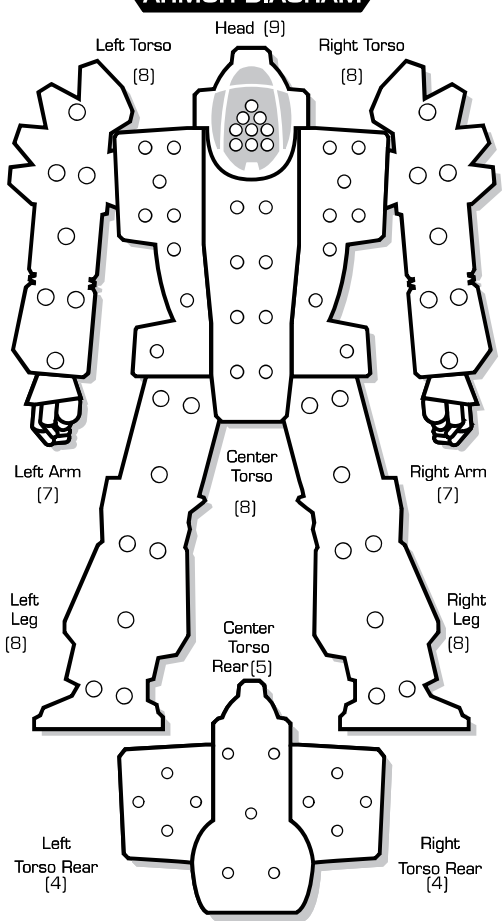
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Improved Heavy Medium Laser
6. Improved Heavy Medium Laser

1-3

1. Streak LRM 5
2. Endo Steel
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Watchdog CEWS
4. Watchdog CEWS
5. Light TAG
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

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

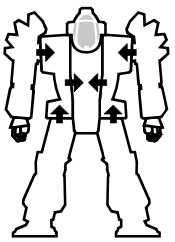
1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Jump Jet

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Improved Heavy Medium Laser
6. Improved Heavy Medium Laser

1-3

1. Streak LRM 5
2. Endo Steel
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Flamer
6. Ammo (Streak LRM 5) 24

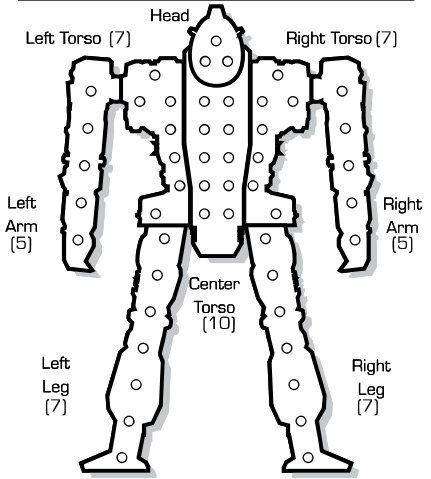
1-3

1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Hellion G

Movement Points:
Walking: 7
Running: 11 [14]

Tonnage: 30
Tech Base: Mixed Tech (Clan) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	RT	4	1/Msl [M,C,S]	—	7	14	21
1	TSEMP One-Shot (IS)	LT	10	0 [DE,X]	—	5	10	15
2	Improved Heavy Medium Laser	RA	7	10 [DE,X]	—	3	6	9
1	Improved Heavy Medium Laser	LA	7	10 [DE,X]	—	3	6	9

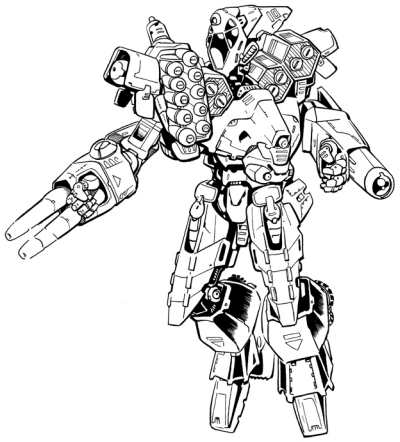
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WARRIOR DATA

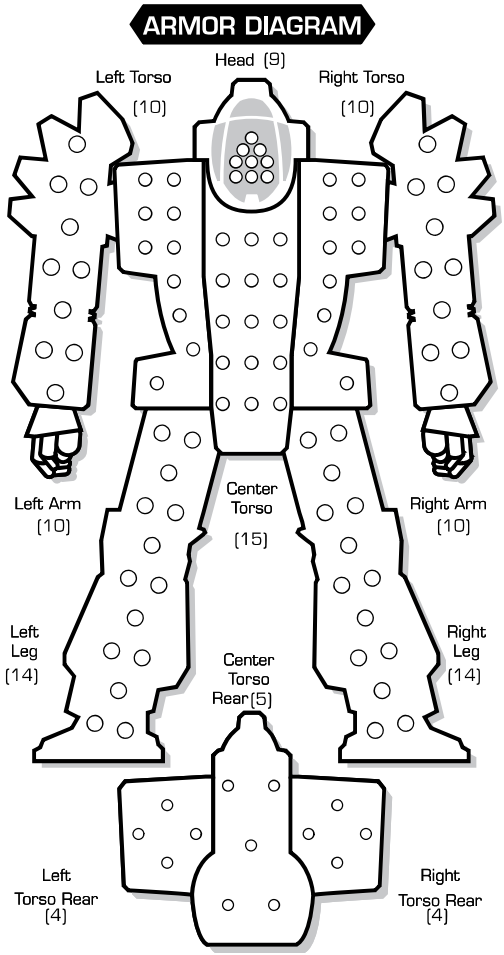
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Improved Heavy Medium Laser
6. Improved Heavy Medium Laser

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. TSEMP One-Shot (IS)
4. TSEMP One-Shot (IS)
5. TSEMP One-Shot (IS)
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head

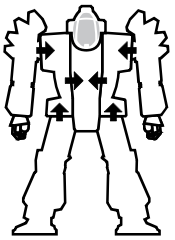
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Improved Heavy Medium Laser
6. Improved Heavy Medium Laser

4-6
1. Improved Heavy Medium Laser
2. Improved Heavy Medium Laser
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso (CASE)

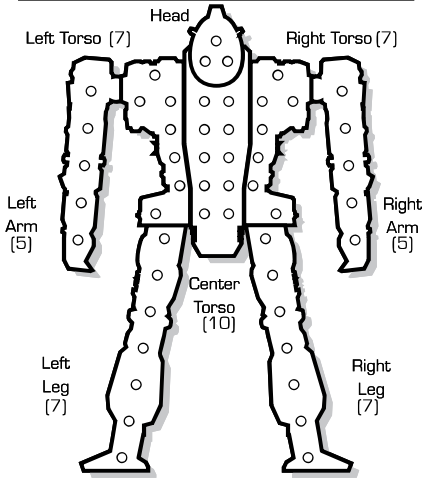
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. LRM 10
4. Ammo (LRM 10) 12
5. MASC
6. Endo Steel

4-6
1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	11 (22) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Javelin JVN-11P

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Streak SRM 2	RT	2	2/Msl [M,C]	—	3	6	9
2	Streak SRM 2	LT	2	2/Msl [M,C]	—	3	6	9

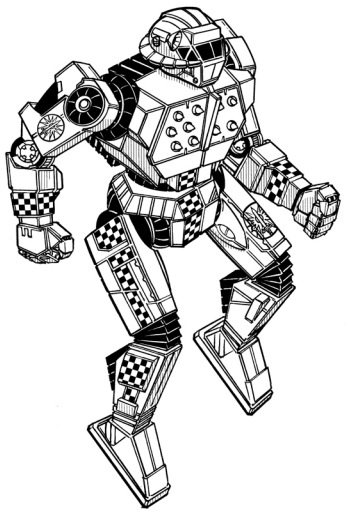
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WARRIOR DATA

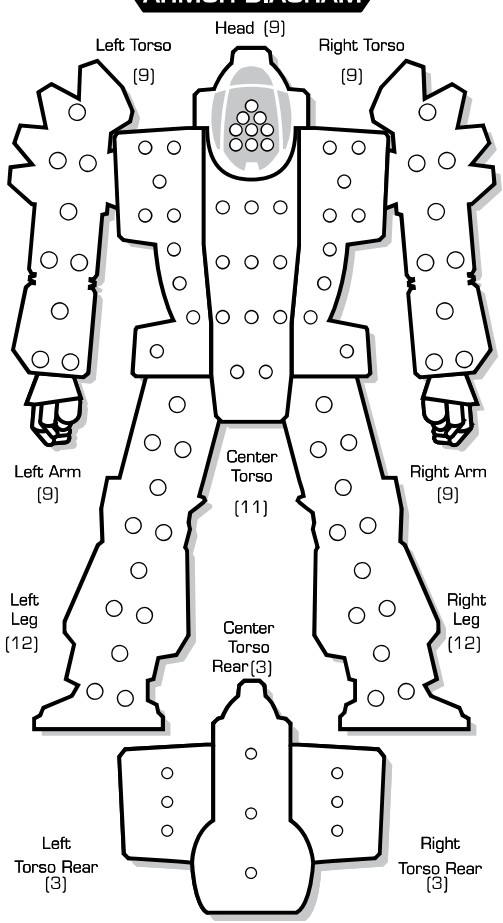
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

1-3

1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso

1. Heat Sink
2. Streak SRM 2
3. Streak SRM 2
4. Ammo (Streak SRM 2) 50
5. Ferro-Fibrous
6. Ferro-Fibrous

1-3

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

Center Torso

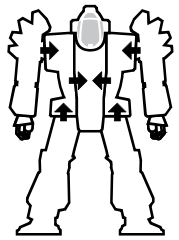
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Jump Jet

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

1-3

1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso

1. Heat Sink
2. Streak SRM 2
3. Streak SRM 2
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

1-3

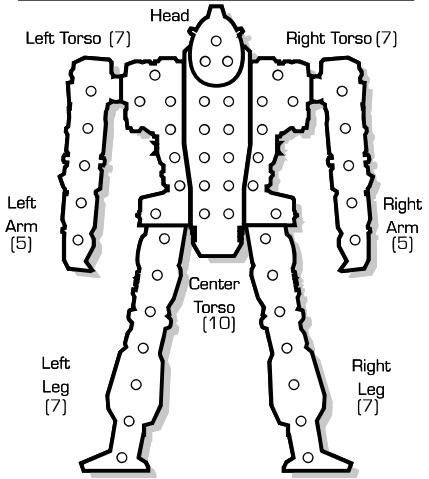
1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Nyx NX-100

Movement Points:
Walking: 10
Running: 15

Tonnage: 30
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MML 3	CT	2	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	MML 3	RT	2	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	MML 3	LT	2	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

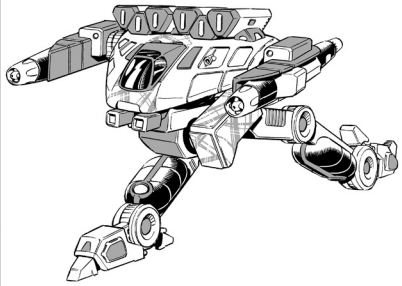
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WARRIOR DATA

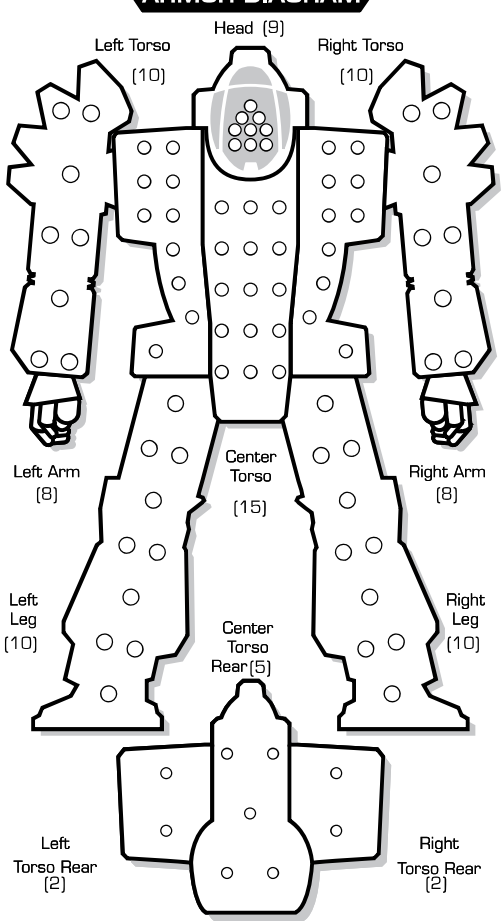
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. ER Medium Laser
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6
1. Heavy Ferro-Fibrous
2. Heavy Ferro-Fibrous
3. Heavy Ferro-Fibrous
4. Heavy Ferro-Fibrous
5. Heavy Ferro-Fibrous
6. Heavy Ferro-Fibrous

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. MML 3
5. MML 3
6. Ammo (MML 3/LRM) 40

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Heavy Ferro-Fibrous
5. Heavy Ferro-Fibrous
6. Heavy Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Heavy Ferro-Fibrous

Head

1. Life Support
2. Sensors
3. Cockpit
4. Heavy Ferro-Fibrous
5. Sensors
6. Life Support

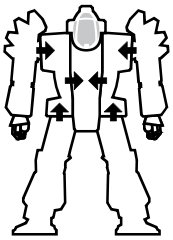
Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. ER Medium Laser
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6
1. Heavy Ferro-Fibrous
2. Heavy Ferro-Fibrous
3. Heavy Ferro-Fibrous
4. Heavy Ferro-Fibrous
5. Heavy Ferro-Fibrous
6. Heavy Ferro-Fibrous

Right Torso

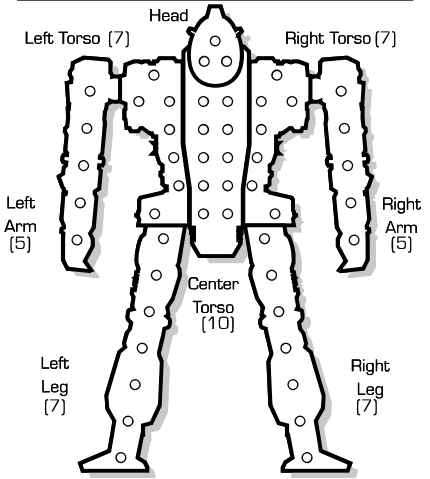
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. MML 3
5. MML 3
6. Ammo (MML 3/SRM) 33

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Heavy Ferro-Fibrous
5. Heavy Ferro-Fibrous
6. Heavy Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Heavy Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Nyx NX-110

Movement Points:
Walking: 10
Running: 15

Tonnage: 30
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C^3 Slave	HD	—	[E]	—	—	—	—
1	Bloodhound Active Probe	RT	—	[E]	—	—	—	6
1	Medium Re-engineered Laser	RA	7	6 [DE]	—	3	6	9
1	Medium Re-engineered Laser	LA	7	6 [DE]	—	3	6	9

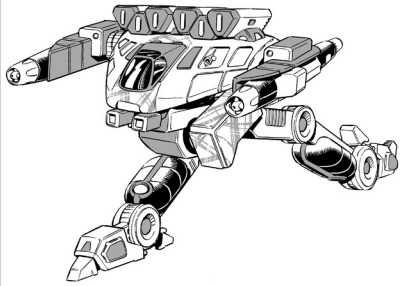
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WARRIOR DATA

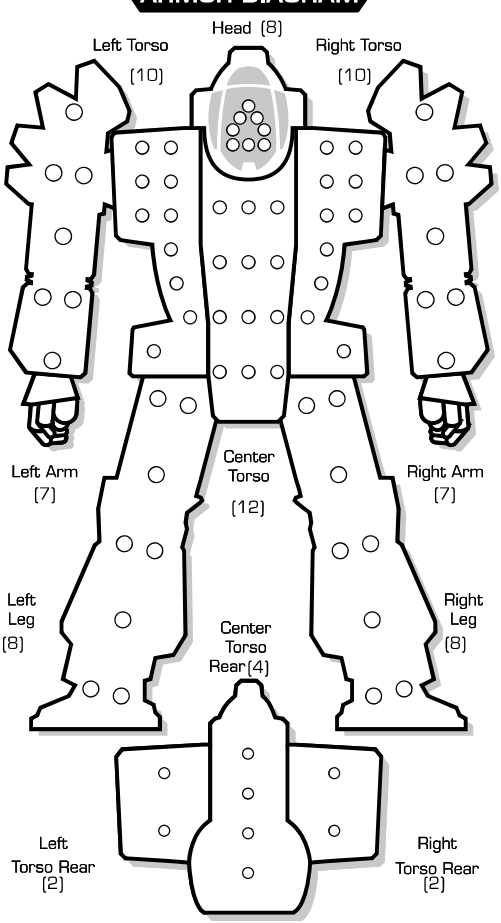
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Medium Re-engineered Laser
4. Medium Re-engineered Laser
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Anti-Penetrative Ablation
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Endo Steel
5. Endo Steel
6. Endo Steel

1. Anti-Penetrative Ablation
2. Anti-Penetrative Ablation
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Anti-Penetrative Ablation

Head

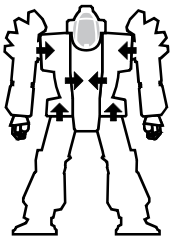
1. Life Support
2. Sensors
3. Cockpit
4. C^3 Slave
5. Sensors
6. Life Support

Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Medium Re-engineered Laser
4. Medium Re-engineered Laser
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Anti-Penetrative Ablation
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

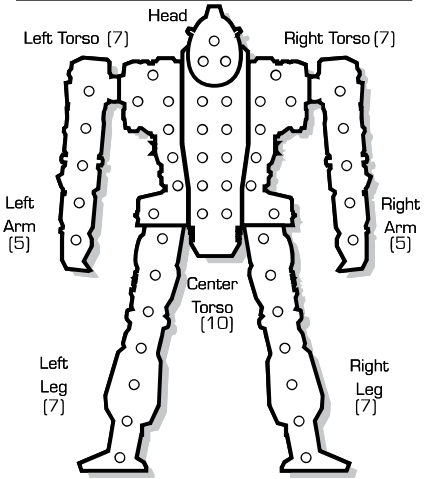
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Bloodhound Active Probe
5. Bloodhound Active Probe
6. Bloodhound Active Probe

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Anti-Penetrative Ablation

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Pack Hunter II 4

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

Tonnage: 30
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RT	15	15 [DE]	—	7	14	23
1	AES	RA	—	[E]	—	—	—	—
1	AES	LA	—	[E]	—	—	—	—
1	AES	RL	—	[E]	—	—	—	—
1	AES	LL	—	[E]	—	—	—	—

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

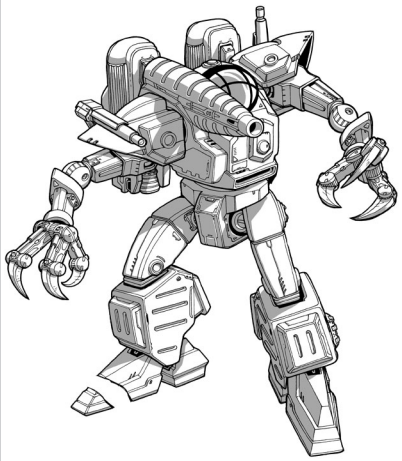
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WARRIOR DATA

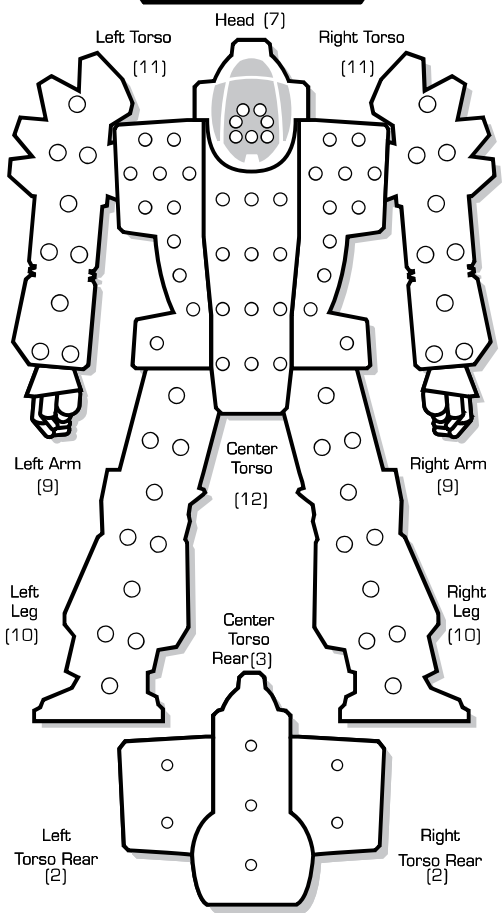
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. AES
6. Ferro-Fibrous

1-3

1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Jump Jet

1-3

1. Jump Jet
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. AES
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

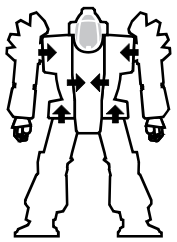
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Ferro-Fibrous

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. AES
6. Ferro-Fibrous

1-3

1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Jump Jet

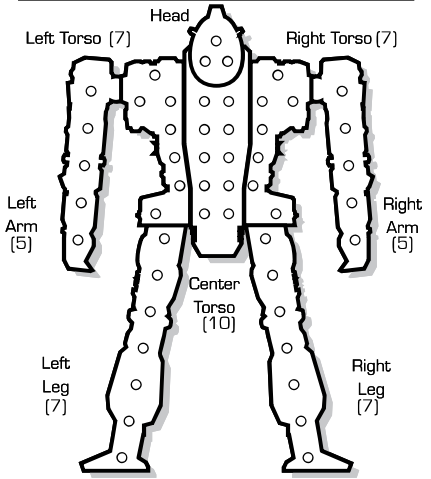
1-3

1. Jump Jet
2. ER PPC
3. ER PPC
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. AES
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

'MECH RECORD SHEET

'MECH DATA

Type: Spider SDR-10K

Movement Points:
- Walking: 8
- Running: 12
- Jumping: 8

Tonnage: 30
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Re-engineered Laser	RT	10	9 [DE]	—	5	10	15

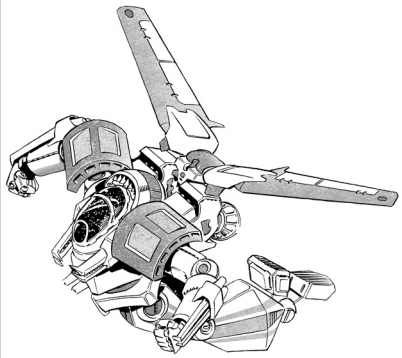
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WARRIOR DATA

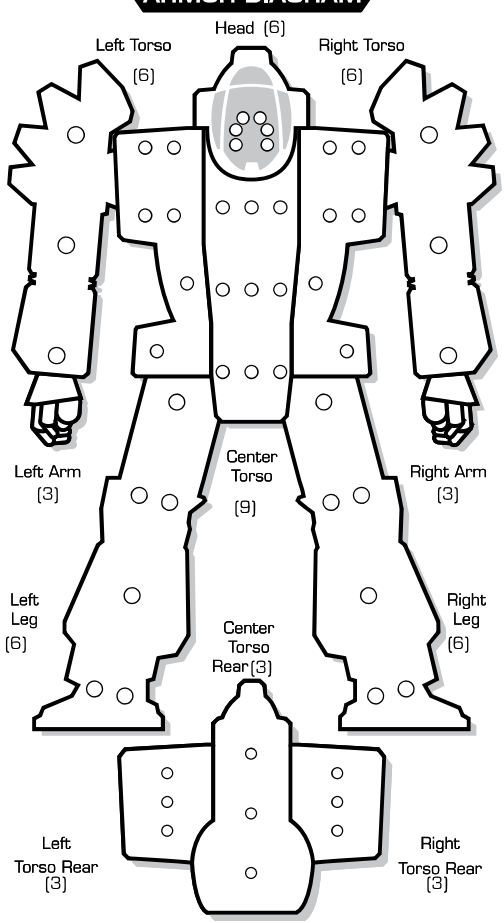
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3	1.	Shoulder
	2.	Upper Arm Actuator
	3.	Lower Arm Actuator
	4.	Hand Actuator
	5.	Endo Steel
	6.	Endo Steel
4-6	1.	Endo Steel
	2.	Endo Steel
	3.	Ballistic-Reinforced
	4.	Ballistic-Reinforced
	5.	Ballistic-Reinforced
	6.	Ballistic-Reinforced

Left Torso

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

Left Leg

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

Head

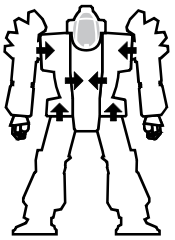
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3	1.	XL Fusion Engine
	2.	XL Fusion Engine
	3.	XL Fusion Engine
	4.	Gyro
	5.	Gyro
	6.	Gyro
4-6	1.	Gyro
	2.	XL Fusion Engine
	3.	XL Fusion Engine
	4.	XL Fusion Engine
	5.	Ballistic-Reinforced
	6.	Ballistic-Reinforced

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3	1.	Shoulder
	2.	Upper Arm Actuator
	3.	Lower Arm Actuator
	4.	Hand Actuator
	5.	Endo Steel
	6.	Endo Steel
4-6	1.	Endo Steel
	2.	Endo Steel
	3.	Ballistic-Reinforced
	4.	Ballistic-Reinforced
	5.	Ballistic-Reinforced
	6.	Ballistic-Reinforced

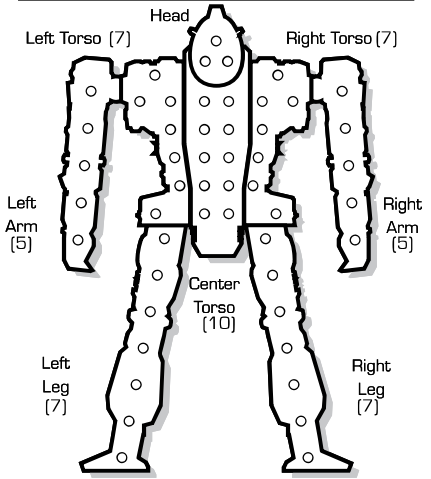
Right Torso

1-3	1.	XL Fusion Engine
	2.	XL Fusion Engine
	3.	XL Fusion Engine
	4.	Jump Jet
	5.	Jump Jet
	6.	Jump Jet
4-6	1.	Jump Jet
	2.	Large Re-engineered Laser
	3.	Large Re-engineered Laser
	4.	Large Re-engineered Laser
	5.	Large Re-engineered Laser
	6.	Large Re-engineered Laser

Right Leg

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

Heat Scale

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Spider SDR-8Xr

Movement Points:
- Walking: 8
- Running: 12
- Jumping: 10

Tonnage: 30
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	3 [DE]	—	2	4	5
2	ER Small Laser	CT	2	3 [DE]	—	2	4	5
1	ER Small Laser	RT	2	3 [DE]	—	2	4	5
1	ER Small Laser	LT	2	3 [DE]	—	2	4	5
1	Partial Wing	LT/RT	—	[E]	—	—	—	—
1	Sword	RA	—	4	—	—	—	—

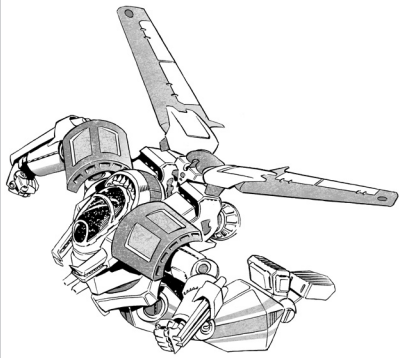
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WARRIOR DATA

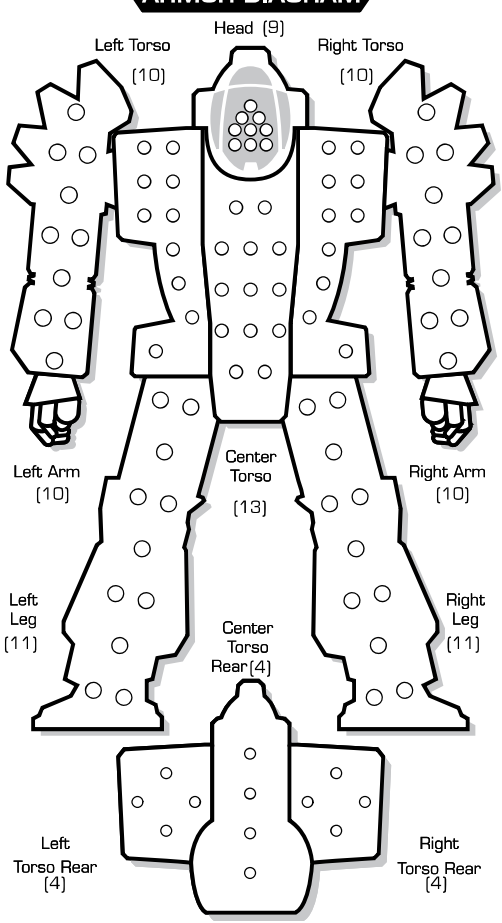
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. Endo Steel
	6. Endo Steel
4-6	1. Endo Steel
	2. Endo Steel
	3. Endo Steel
	4. Endo Steel
	5. Endo Steel
	6. Endo Steel

Left Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. Partial Wing
	5. Partial Wing
	6. Partial Wing
4-6	1. Partial Wing
	2. Jump Jet
	3. Jump Jet
	4. Jump Jet
	5. Jump Jet
	6. ER Small Laser

Left Leg

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

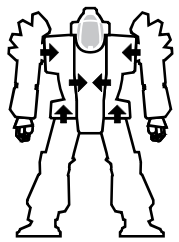
Head

1. Life Support
2. Sensors
3. Cockpit
4. ER Small Laser
5. Sensors
6. Life Support

Center Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. Gyro
	5. Gyro
	6. Gyro
4-6	1. Gyro
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. XL Fusion Engine
	5. ER Small Laser
	6. ER Small Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. Double Heat Sink
	6. Double Heat Sink
4-6	1. Double Heat Sink
	2. Sword
	3. Sword
	4. Endo Steel
	5. Endo Steel
	6. Roll Again

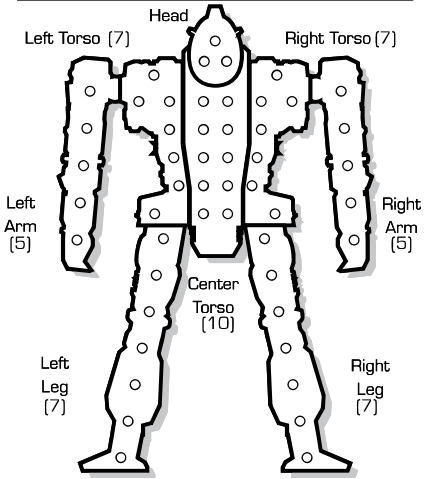
Right Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. Partial Wing
	5. Partial Wing
	6. Partial Wing
4-6	1. Partial Wing
	2. Jump Jet
	3. Jump Jet
	4. Jump Jet
	5. Jump Jet
	6. ER Small Laser

Right Leg

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

Heat Scale

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Uller I

Movement Points:
Walking: 5
Running: 8 [10]

Tonnage: 30
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Modular Armor	RT	—	[E]	—	—	—	—
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Modular Armor	LT	—	[E]	—	—	—	—
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	Modular Armor	RA	—	[E]	—	—	—	—
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER Small Laser	LA	2	5 [DE]	—	2	4	6
1	Modular Armor	LA	—	[E]	—	—	—	—
1	Modular Armor	RL	—	[E]	—	—	—	—
1	Modular Armor	LL	—	[E]	—	—	—	—

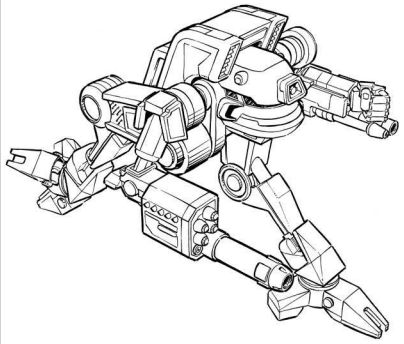
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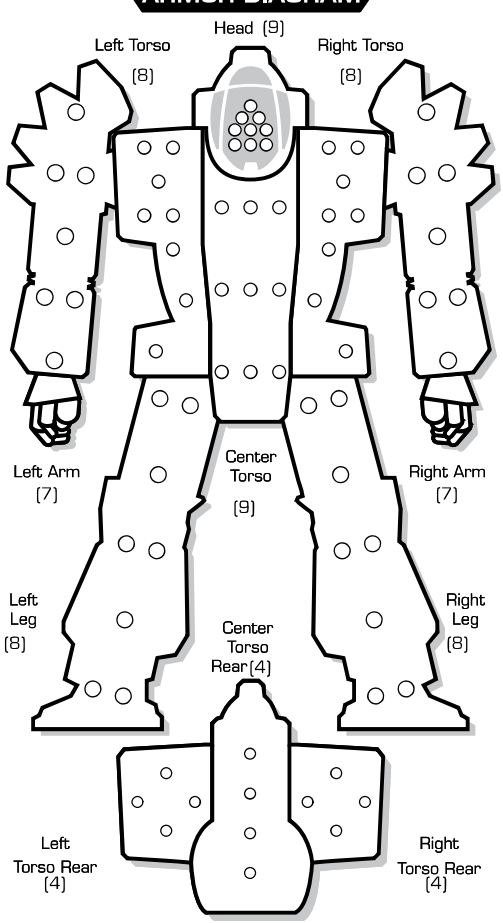
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Small Laser

4-6
1. Modular Armor [0000000000]
2. Endo Steel
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

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

4-6
1. Supercharger
2. Modular Armor [0000000000]
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Modular Armor [0000000000]
6. Roll Again

Head

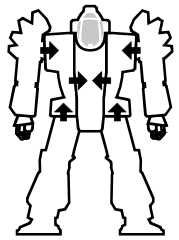
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. ER PPC
4. ER PPC
5. Modular Armor [0000000000]
6. Endo Steel

4-6
1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

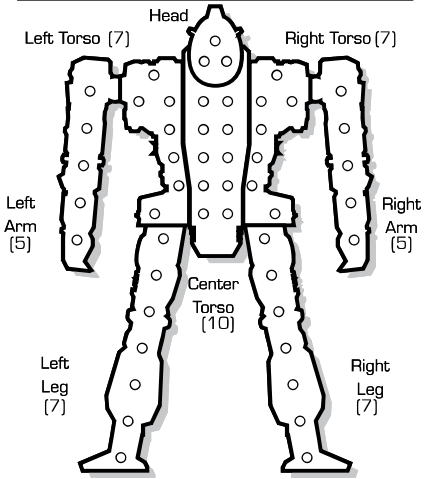
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Targeting Computer
4. Targeting Computer
5. Modular Armor [0000000000]
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Modular Armor [0000000000]
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Uller R

Movement Points:
Walking: 6
Running: 9

Tonnage: 30
Tech Base: Clan
Era: Dark Age

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	Rotary AC/5	LA	1	5/Sht [DB,R/C]	—	7	14	21

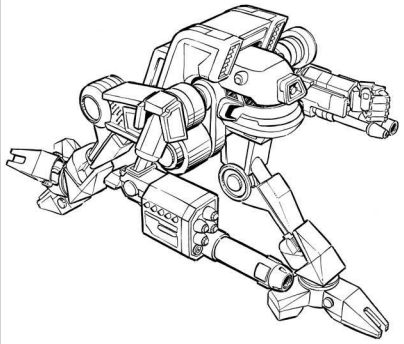
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WARRIOR DATA

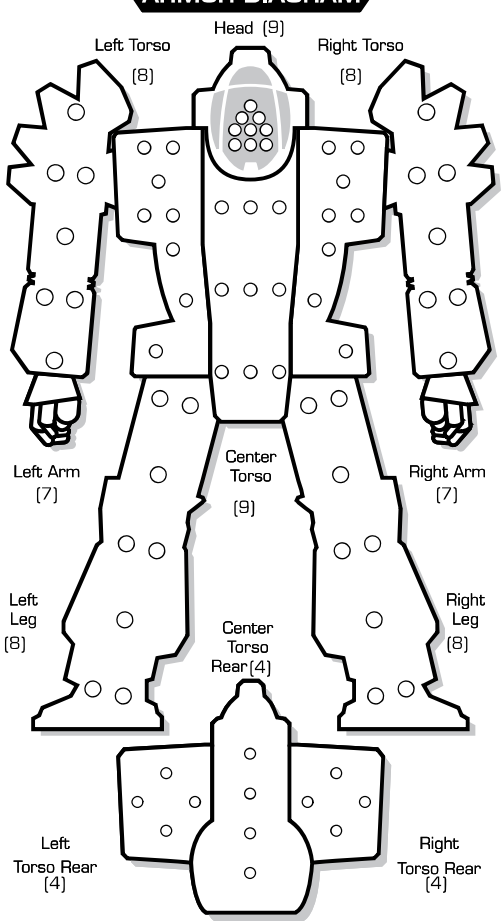
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Rotary AC/5 (1-3)
4. Rotary AC/5 (1-3)
5. Rotary AC/5 (1-3)
6. Rotary AC/5 (1-3)
1. Rotary AC/5 (4-6)
2. Rotary AC/5 (4-6)
3. Rotary AC/5 (4-6)
4. Rotary AC/5 (4-6)
5. Endo Steel
6. Ferro-Fibrous

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink (1-3)
4. Double Heat Sink (1-3)
5. Double Heat Sink (1-3)
6. Double Heat Sink (1-3)
1. Ammo (RAC/5) 20
2. Ammo (RAC/5) 20
3. Endo Steel (4-6)
4. Endo Steel (4-6)
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

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

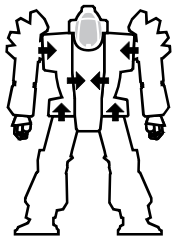
Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)
1. Gyro (4-6)
2. XL Fusion Engine (4-6)
3. XL Fusion Engine (4-6)
4. XL Fusion Engine (4-6)
5. Double Heat Sink (4-6)
6. Double Heat Sink (4-6)

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator (1-3)
4. Streak SRM 6 (1-3)
5. Streak SRM 6 (1-3)
6. Endo Steel (1-3)
1. Ferro-Fibrous (4-6)
2. Roll Again (4-6)
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

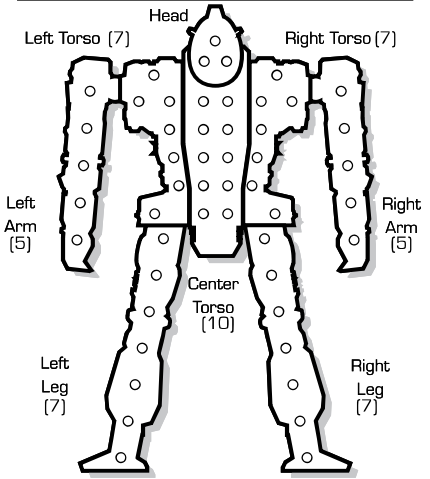
Right Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. Ammo (Streak SRM 6) 15 (1-3)
4. Endo Steel (1-3)
5. Endo Steel (1-3)
6. Endo Steel (1-3)
1. Ferro-Fibrous (4-6)
2. Ferro-Fibrous (4-6)
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Valkyrie VLK-QD8

Movement Points:
- Walking: 6
- Running: 9
- Jumping: 6

Tonnage: 30
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Extended LRM 10	LT	6	1/Msl [M,C,S]	10	12	22	38
1	Light PPC	RA	5	5 [DE]	3	6	12	18

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

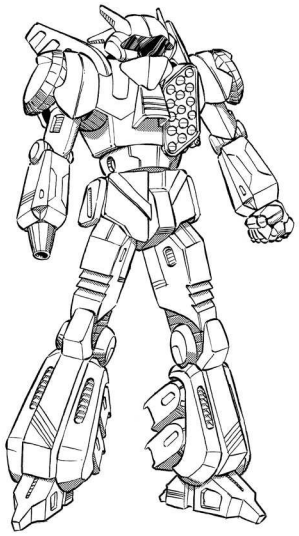
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WARRIOR DATA

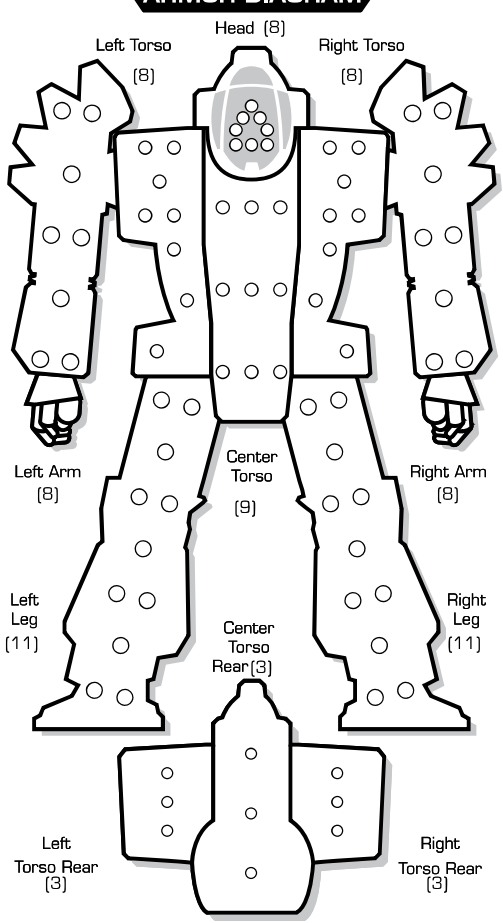
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Extended LRM 10
2. Extended LRM 10
3. Extended LRM 10
4. Extended LRM 10
5. Ammo (ELRM 10) 9
6. Ammo (ELRM 10) 9

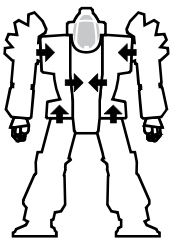
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

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

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Jump Jet

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Light PPC
5. Light PPC
6. Endo Steel

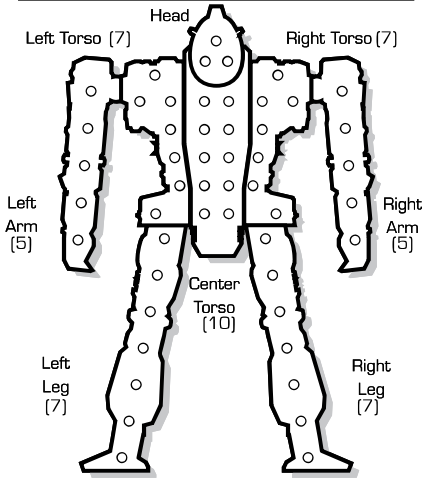
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Blade BLD-7R

Movement Points:		**Tonnage:**	35
Walking:	7	**Tech Base:**	Inner Sphere
Running:	11	**Era:**	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Small Laser	RA	2	3 [DE]	—	2	4	5
1	Rotary AC/5	RA	1	5/Sht [DB,R/C]	—	5	10	15

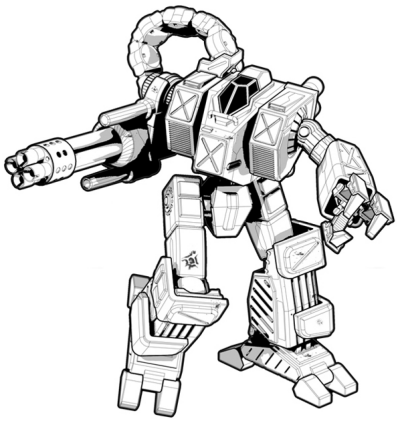
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WARRIOR DATA

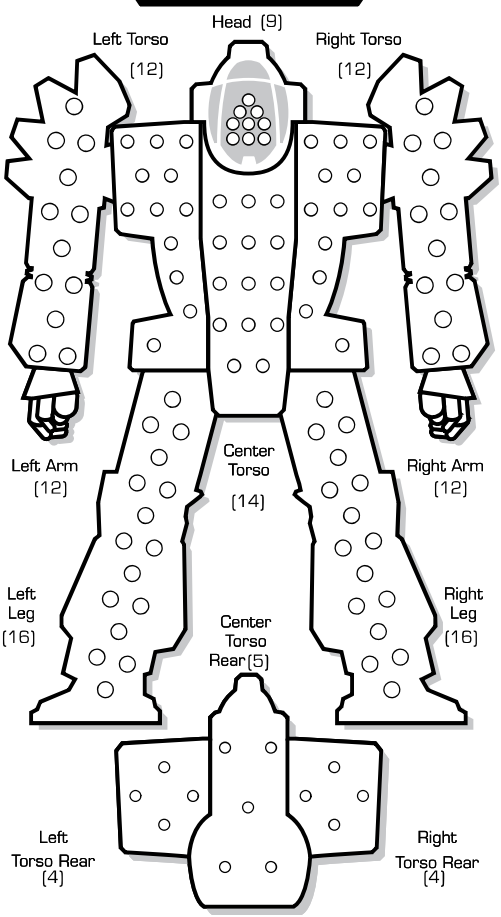
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Endo Steel
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head

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

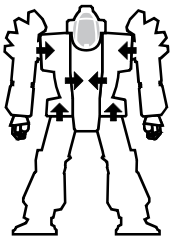
Center Torso

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ferro-Fibrous
6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Rotary AC/5
4. Rotary AC/5
5. Rotary AC/5
6. Rotary AC/5

1. Rotary AC/5
2. Rotary AC/5
3. ER Medium Laser
4. ER Small Laser
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso

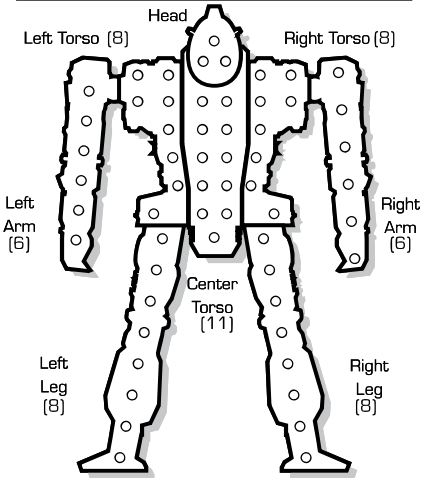
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Ammo (RAC/5) 20
2. Ammo (RAC/5) 20
3. Ammo (RAC/5) 20
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Cougar I

Movement Points:
Walking: 5
Running: 8 [10]

Tonnage: 35
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Micro Pulse Laser	HD	1	3 [P,AI]	–	1	2	3
1	LRM 10	RT	4	1/Msl [M,C,S]	–	7	14	21
1	LRM 10	LT	4	1/Msl [M,C,S]	–	7	14	21
1	Improved Heavy Large Laser	RA	18	16 [DE,X]	–	5	10	15
1	Improved Heavy Large Laser	LA	18	16 [DE,X]	–	5	10	15

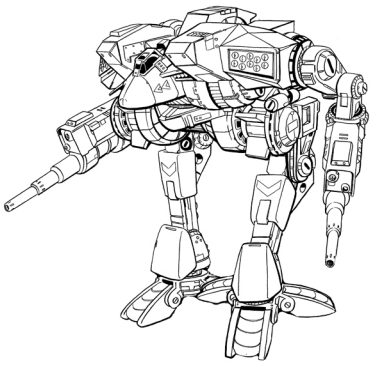
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WARRIOR DATA

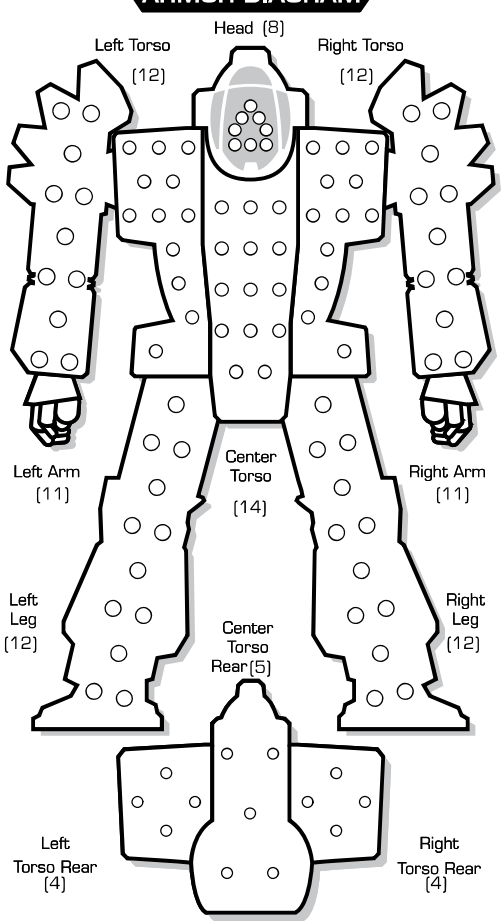
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

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

4-6 1. Double Heat Sink
4-6 2. Improved Heavy Large Laser
4-6 3. Improved Heavy Large Laser
4-6 4. Improved Heavy Large Laser
5. Roll Again
6. Roll Again

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. Double Heat Sink
1-3 4. Double Heat Sink
5. LRM 10
6. Ammo (LRM 10) 12

4-6 1. Endo Steel
4-6 2. Endo Steel
4-6 3. Endo Steel
4-6 4. Endo Steel
5. Endo Steel
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head

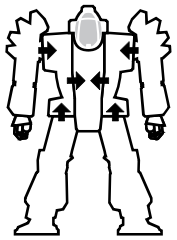
1. Life Support
2. Sensors
3. Cockpit
4. Micro Pulse Laser
5. Sensors
6. Life Support

Center Torso

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

4-6 1. Gyro
4-6 2. XL Fusion Engine
4-6 3. XL Fusion Engine
4-6 4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)

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

4-6 1. Double Heat Sink
4-6 2. Improved Heavy Large Laser
4-6 3. Improved Heavy Large Laser
4-6 4. Improved Heavy Large Laser
5. Roll Again
6. Roll Again

Right Torso (CASE)

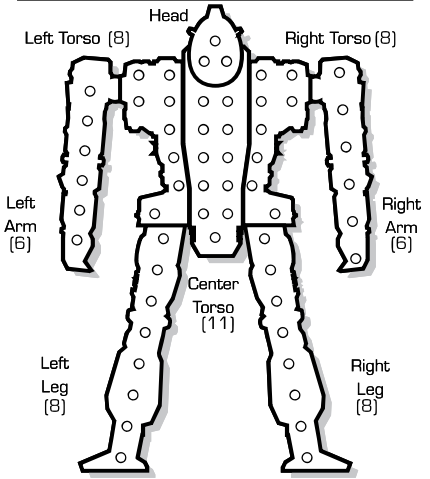
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. Double Heat Sink
1-3 4. Double Heat Sink
5. LRM 10
6. Ammo (LRM 10) 12

4-6 1. Supercharger
4-6 2. Ferro-Fibrous
4-6 3. Ferro-Fibrous
4-6 4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Cougar X

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 7

Tonnage: 35
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak LRM 10	RT	4	1/Msl [M,C]	—	7	14	21
1	Streak LRM 10	LT	4	1/Msl [M,C]	—	7	14	21
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

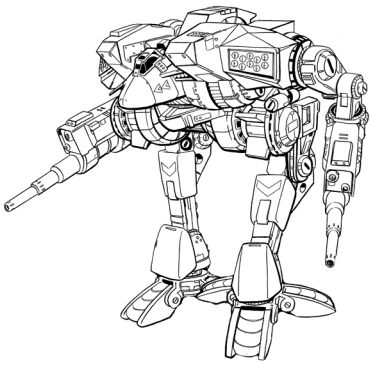
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WARRIOR DATA

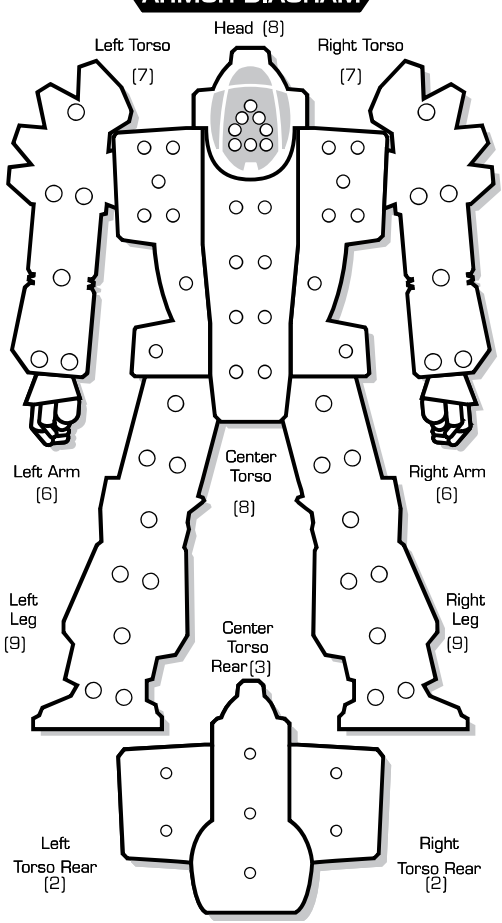
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. [Double Heat Sink
5. L Double Heat Sink
6. ER Medium Laser

4-6
1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. [Improved Jump Jet
4. L Improved Jump Jet
5. [Improved Jump Jet
6. L Improved Jump Jet

4-6
1. [Improved Jump Jet
2. L Improved Jump Jet
3. [Streak LRM 10
4. L Streak LRM 10
5. Ammo (Streak LRM 10) 12
6. Ammo (Streak LRM 10) 12

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

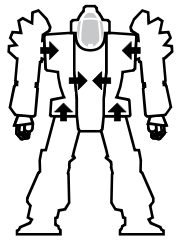
Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. [Improved Jump Jet
6. L Improved Jump Jet

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator

1-3
3. Lower Arm Actuator
4. [Double Heat Sink
5. L Double Heat Sink
6. ER Medium Laser

4-6
1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

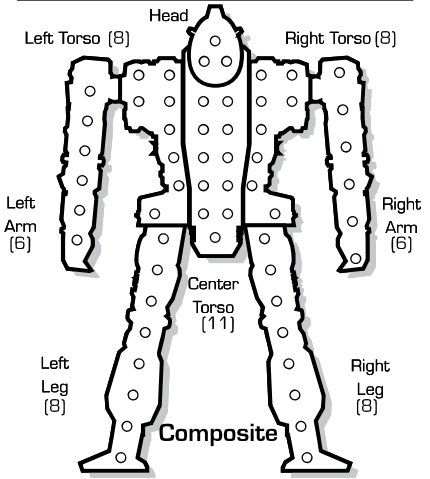
Right Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. [Double Heat Sink
4. L Double Heat Sink
5. [Improved Jump Jet
6. L Improved Jump Jet

4-6
1. [Improved Jump Jet
2. L Improved Jump Jet
3. [Improved Jump Jet
4. L Improved Jump Jet
5. [Streak LRM 10
6. L Streak LRM 10

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Cougar X 2

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

Tonnage: 35
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Pulse Laser	RA	6	7 [P]	–	5	9	14
1	Streak LRM 15	LA	5	1/Msl [M,C]	–	7	14	21

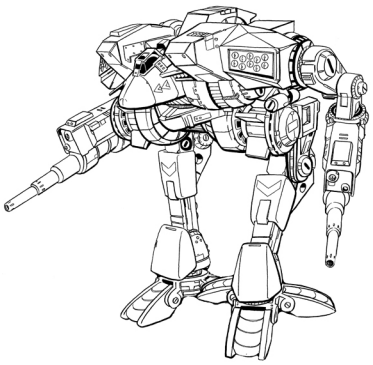
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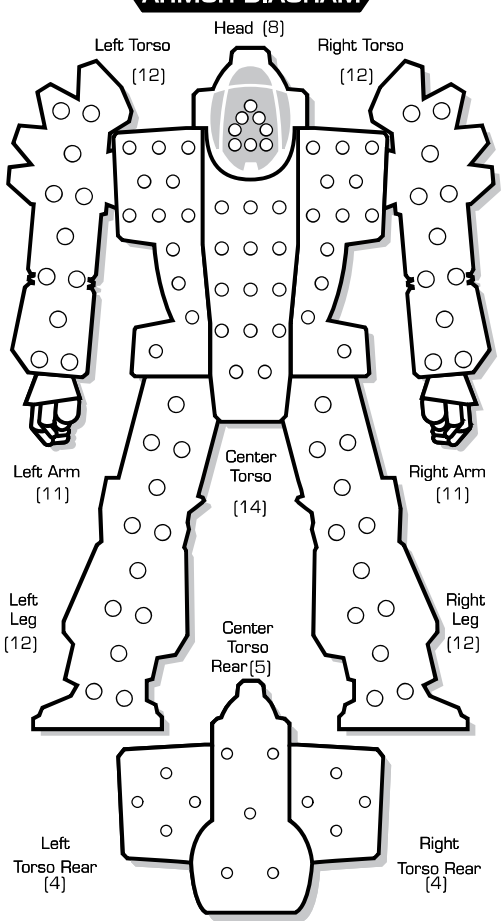
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3

4. Streak LRM 15
5. Streak LRM 15
6. Streak LRM 15

1. Ammo (Streak LRM 15) 8
2. Ammo (Streak LRM 15) 8

4-6

3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine

1-3

3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

1. Improved Jump Jet
2. Improved Jump Jet

4-6

3. Improved Jump Jet
4. Improved Jump Jet
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head

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

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine

1-3

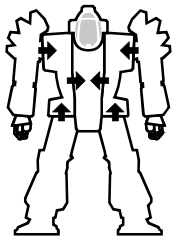
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine

4-6

3. XL Fusion Engine
4. XL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator

1-3

3. Lower Arm Actuator
4. ER Medium Pulse Laser
5. ER Medium Pulse Laser
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous

4-6

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

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine

1-3

3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

1. Improved Jump Jet
2. Improved Jump Jet

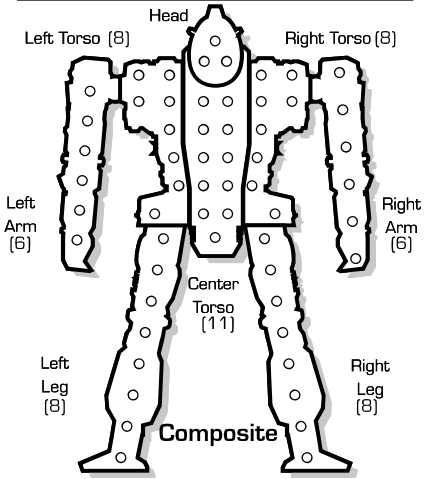
4-6

3. Improved Jump Jet
4. Improved Jump Jet
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Cougar X 3

Movement Points:
Walking: 5
Running: 8

Tonnage: 35
Tech Base: Mixed Tech (Clan)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Streak LRM 10	LT	4	1/Msl [M,C]	—	7	14	21
1	ER Large Pulse Laser	RA	13	10 [P]	—	7	15	23
1	ER Medium Pulse Laser	RA	6	7 [P]	—	5	9	14

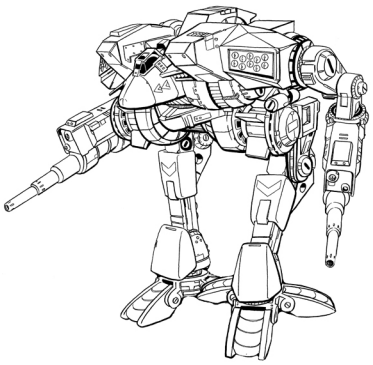
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WARRIOR DATA

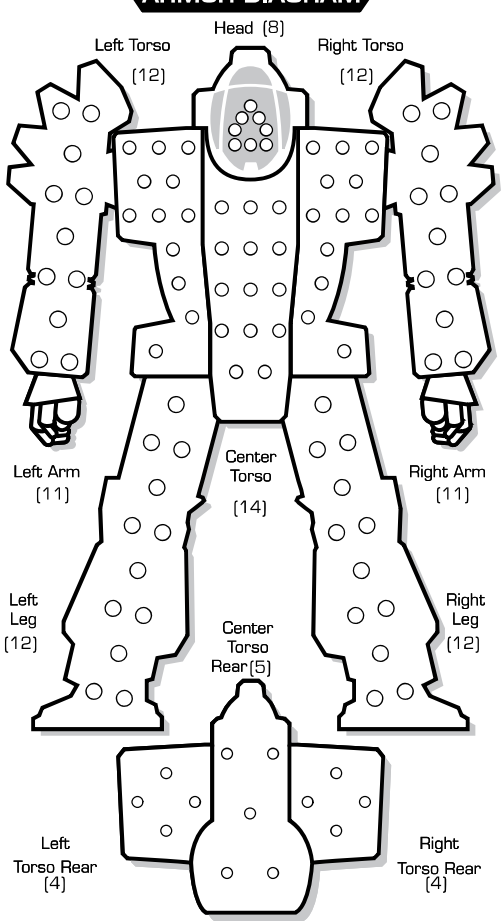
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Streak LRM 10
4. Streak LRM 10
5. Ammo (Streak LRM 10) 12
6. Roll Again

1-3

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

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Heavy Duty Gyro (IS)
5. Heavy Duty Gyro (IS)
6. Heavy Duty Gyro (IS)

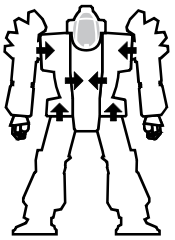
1-3

1. Heavy Duty Gyro (IS)
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
6. Roll Again

4-6

Engine Hits O O O
Gyro Hits O O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. ER Large Pulse Laser

1-3

1. ER Large Pulse Laser
2. ER Large Pulse Laser
3. ER Medium Pulse Laser
4. ER Medium Pulse Laser
5. Ferro-Fibrous
6. Roll Again

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Targeting Computer
6. Targeting Computer

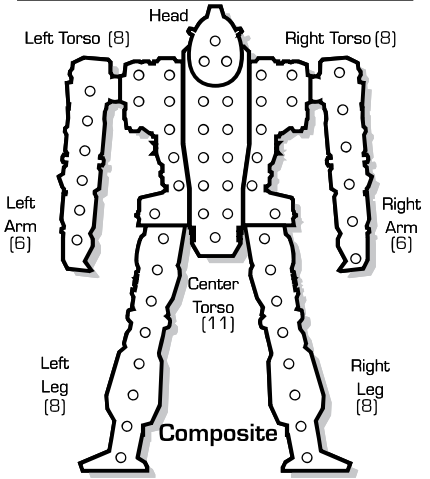
1-3

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

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	11 (22) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Morrigan 4

Movement Points:
Walking: 8
Running: 12

Tonnage: 35
Tech Base: Mixed Tech (Clan) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
5	ER Small Laser	RT	2	5 [DE]	—	2	4	6
5	ER Small Laser	LT	2	5 [DE]	—	2	4	6
1	TSEMP Cannon (IS)	RA	10	0 [DE,X]	—	5	10	15

BV: 2,063

WARRIOR DATA

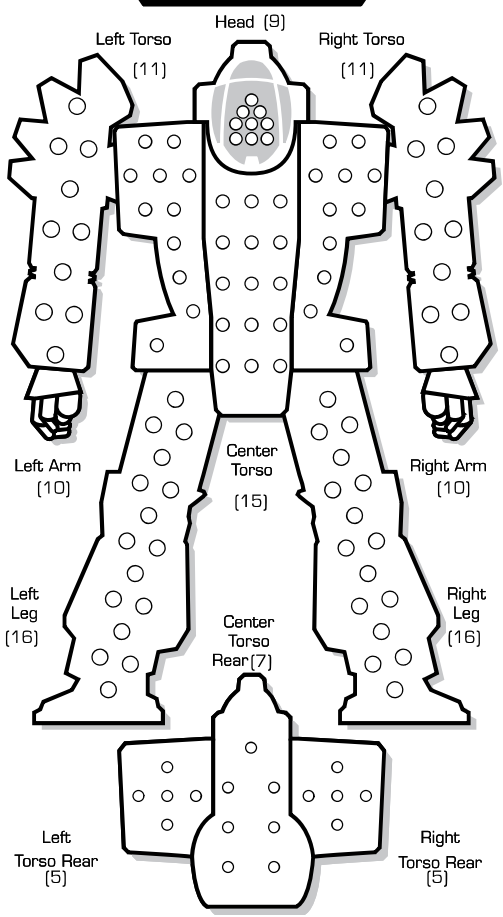
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Ferro-Fibrous

1-3

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

4-6

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. ER Small Laser
4. ER Small Laser
5. ER Small Laser
6. ER Small Laser

1-3

1. ER Small Laser
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

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

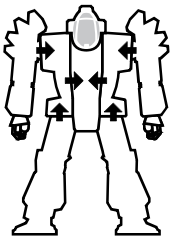
1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. TSEMP Cannon (IS)
5. TSEMP Cannon (IS)
6. TSEMP Cannon (IS)

1-3

1. TSEMP Cannon (IS)
2. TSEMP Cannon (IS)
3. Endo Steel
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

4-6

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. ER Small Laser
4. ER Small Laser
5. ER Small Laser
6. ER Small Laser

1-3

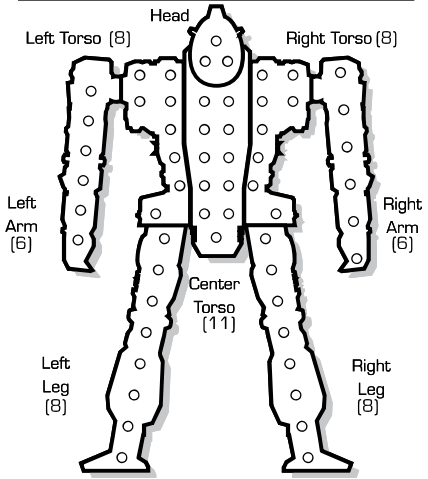
1. ER Small Laser
2. Endo Steel
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	12 (24) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Morrigan 5

Movement Points:
Walking: 8
Running: 12

Tonnage: 35
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak LRM 5	RT	2	1/Msl [M,C]	—	7	14	21
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Streak LRM 5	LT	2	1/Msl [M,C]	—	7	14	21
1	ER PPC	RA	15	15 [DE]	—	7	14	23

BV: 1,904

WARRIOR DATA

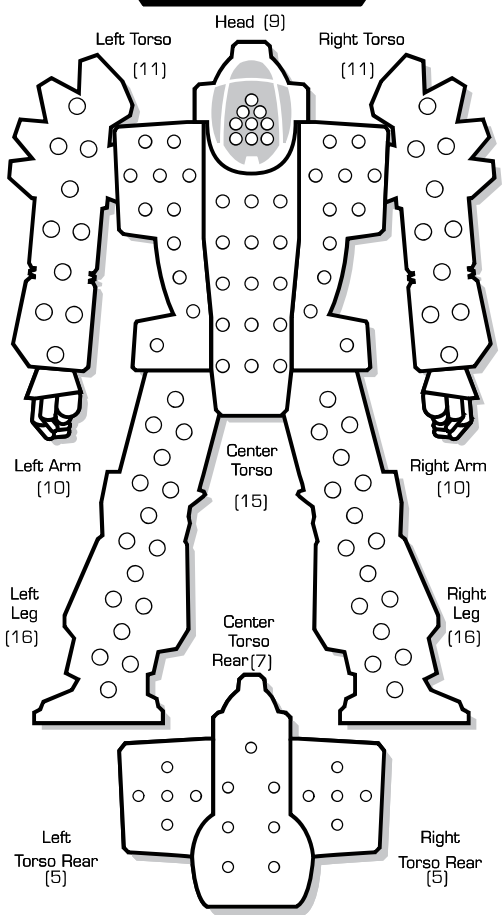
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Ferro-Fibrous

1-3

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

4-6

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Streak LRM 5
4. Ammo (Streak LRM 5) 24
5. Endo Steel
6. Endo Steel

1-3

1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

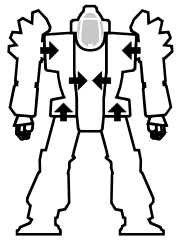
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
6. Roll Again

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER PPC
5. ER PPC
6. Endo Steel

1-3

1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Streak LRM 5
4. Targeting Computer
5. Targeting Computer
6. Endo Steel

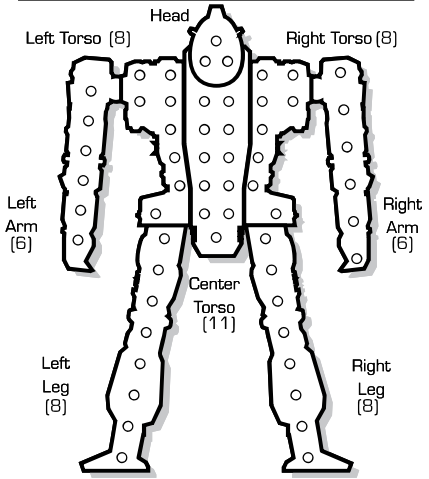
1-3

1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Ocelot 4

Movement Points:
- Walking: 6
- Running: 9
- Jumping: 6

Tonnage: 35
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LT	10	10 [P]	—	6	14	20
2	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12

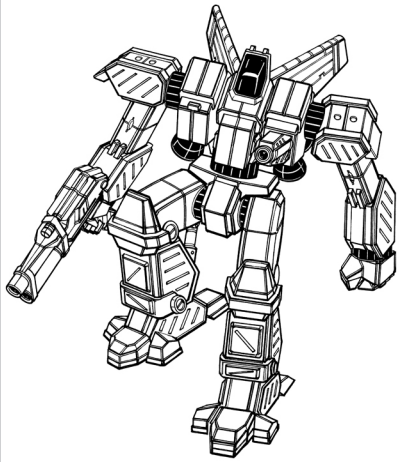
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WARRIOR DATA

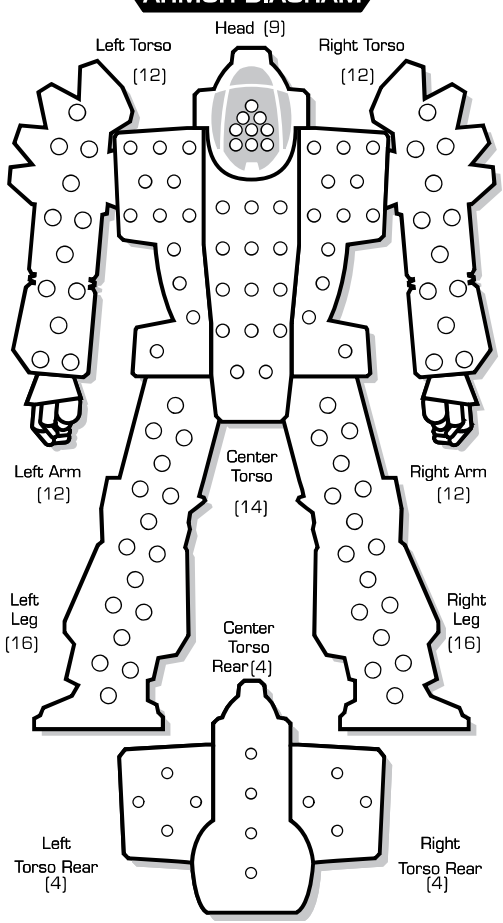
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. Ferro-Fibrous
	6. Ferro-Fibrous
4-6	1. Ferro-Fibrous
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

Left Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. [Double Heat Sink
	4. Double Heat Sink]
	5. Jump Jet
	6. Jump Jet
4-6	1. Jump Jet
	2. [Large Pulse Laser
	3. Large Pulse Laser]
	4. Roll Again
	5. Roll Again
	6. Roll Again

Left Leg

1.	Hip
2.	Upper Leg Actuator
3.	Lower Leg Actuator
4.	Foot Actuator
5.	[Double Heat Sink
6.	Double Heat Sink]

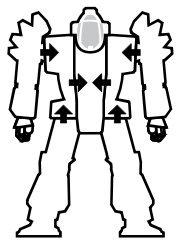
Head

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

Center Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. Gyro
	5. Gyro
	6. Gyro
4-6	1. Gyro
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. XL Fusion Engine
	5. Roll Again
	6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. Medium Pulse Laser
	6. Medium Pulse Laser
4-6	1. Ferro-Fibrous
	2. Ferro-Fibrous
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

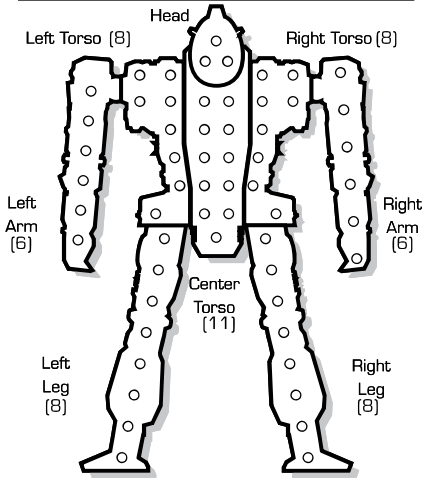
Right Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. [Double Heat Sink
	4. Double Heat Sink]
	5. Jump Jet
	6. Jump Jet
4-6	1. Jump Jet
	2. Ferro-Fibrous
	3. Ferro-Fibrous
	4. Roll Again
	5. Roll Again
	6. Roll Again

Right Leg

1.	Hip
2.	Upper Leg Actuator
3.	Lower Leg Actuator
4.	Foot Actuator
5.	[Double Heat Sink
6.	Double Heat Sink]

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	12 (24) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	○○
24	+4 Modifier to Fire	○○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	–4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	–3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

Heat Scale

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Owens OW-1G

Movement Points:
Walking: 8
Running: 12 [16]

Tonnage: 35
Tech Base: Mixed Tech (I.S.) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C^3 Slave	RT	—	[E]	—	—	—	—
1	TAG	RT	0	[E]	—	5	9	15
1	TSEMP Cannon	RT	10	0 [DE,X]	—	5	10	15
1	Beagle Active Probe	LT	—	[E]	—	—	—	4

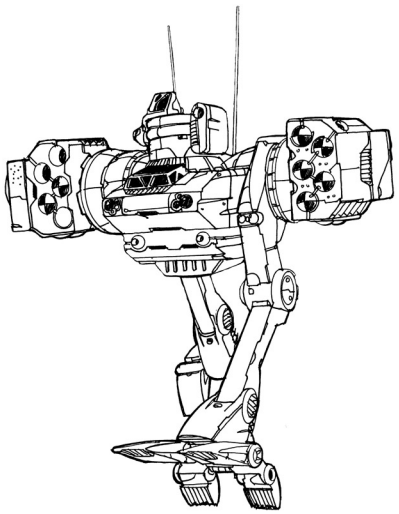
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WARRIOR DATA

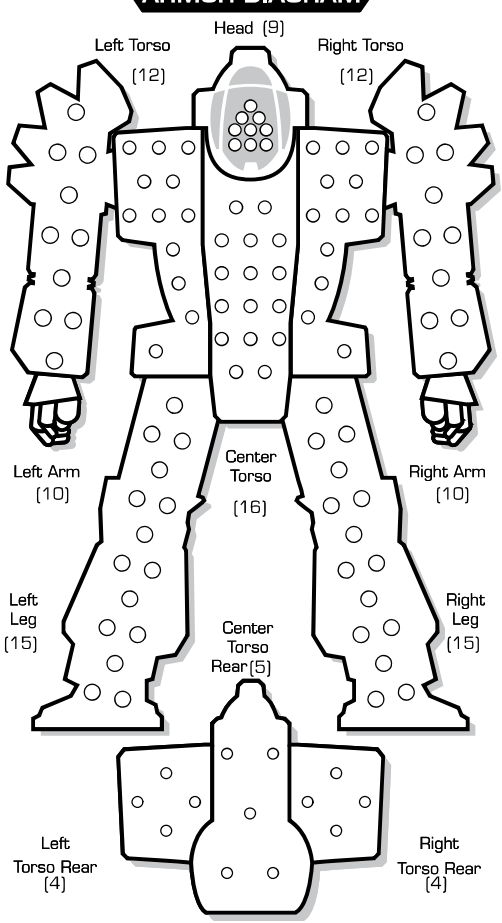
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again
4-6	1. Roll Again
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

Left Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. Beagle Active Probe
	5. Beagle Active Probe
	6. Roll Again
4-6	1. Roll Again
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

Left Leg

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

Head

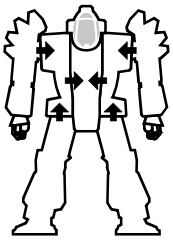
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. Gyro
	5. Gyro
	6. Gyro
4-6	1. Gyro
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. XL Fusion Engine
	5. Supercharger
	6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again
4-6	1. Roll Again
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

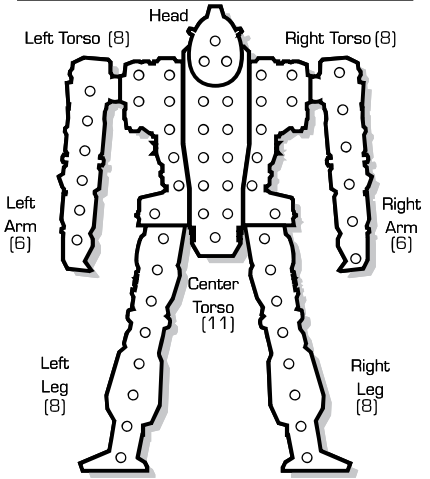
Right Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. TAG
	5. C^3 Slave
	6. TSEMP Cannon
4-6	1. TSEMP Cannon
	2. TSEMP Cannon
	3. TSEMP Cannon
	4. TSEMP Cannon
	5. Roll Again
	6. Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Panther PNT-12KC

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

Tonnage: 35
Tech Base: Mixed Tech (I.S.) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	C^3 Boosted Slave	LT	—	[E]	—	—	—	—
1	ER PPC	RA	15	10 [DE]	—	7	14	23

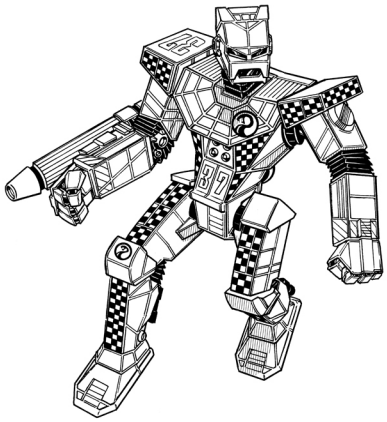
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WARRIOR DATA

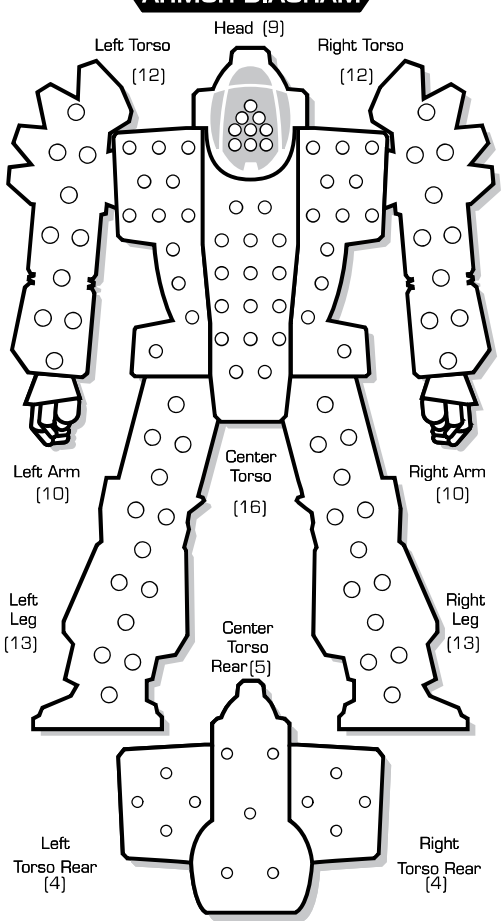
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink (Clan)
6. Double Heat Sink (Clan)

1-3

1. Endo Steel
2. Endo Steel
3. Ballistic-Reinforced
4. Ballistic-Reinforced
5. Ballistic-Reinforced
6. Ballistic-Reinforced

4-6

Left Torso
1. Double Heat Sink (Clan)
2. Double Heat Sink (Clan)
3. Double Heat Sink (Clan)
4. Double Heat Sink (Clan)
5. C^3 Boosted Slave
6. C^3 Boosted Slave

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Ballistic-Reinforced
6. Ballistic-Reinforced

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

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

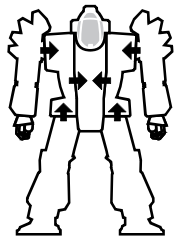
Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink (Clan)
6. Double Heat Sink (Clan)

1-3

1. ER PPC
2. ER PPC
3. ER PPC
4. Endo Steel
5. Endo Steel
6. Ballistic-Reinforced

4-6

Right Torso
1. Double Heat Sink (Clan)
2. Double Heat Sink (Clan)
3. Double Heat Sink (Clan)
4. Double Heat Sink (Clan)
5. Endo Steel
6. Endo Steel

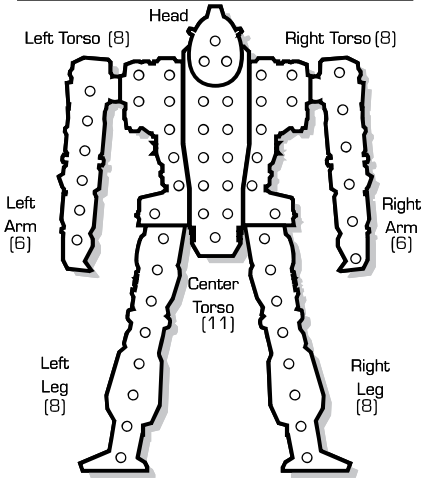
1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Ballistic-Reinforced
6. Ballistic-Reinforced

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	11 (22) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Cuirass CDR-2BC3

Movement Points:
Walking: 6
Running: 9
Jumping: 6

Tonnage: 40
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	3 [DE]	—	2	4	5
1	C³ Boosted Slave	RT	—	[E]	—	—	—	—
1	Medium X-Pulse Laser	RT	6	6 [P]	—	3	6	9
1	Medium X-Pulse Laser	LT	6	6 [P]	—	3	6	9
1	Medium Vibroblade	RA	5	10	—	—	—	—
4	MagShot	LA	1	2 [DB,X]	—	3	6	9

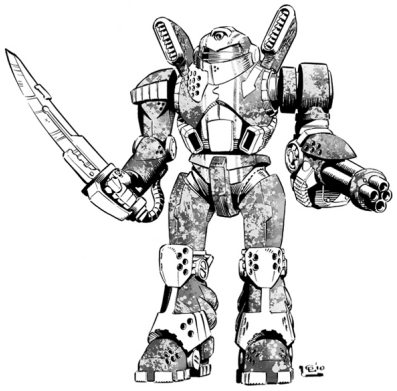
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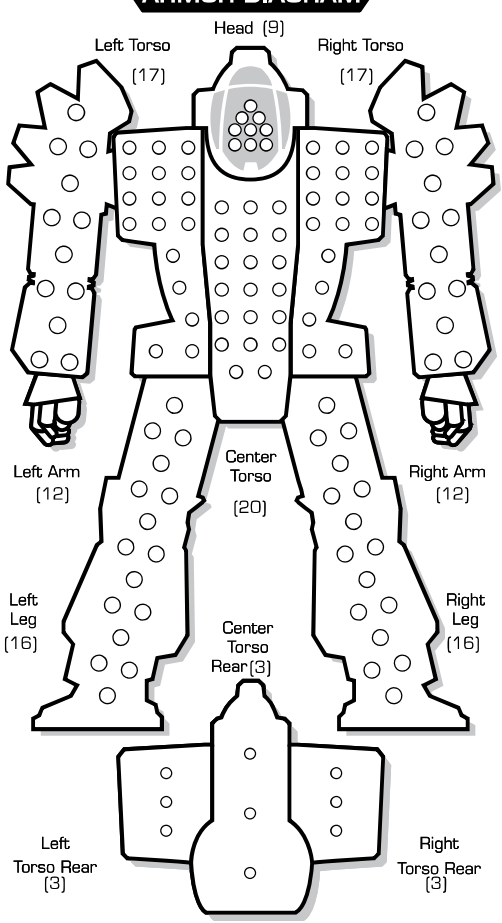
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. MagShot
5. MagShot
6. MagShot

1. MagShot

4-6
2. MagShot
3. MagShot
4. MagShot
5. MagShot
6. CASE II

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. XL Fusion Engine
4. Jump Jet
5. Medium X-Pulse Laser
6. Ammo (Magshot) 50

1. Endo Steel

4-6
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Small Laser
5. Sensors
6. Life Support

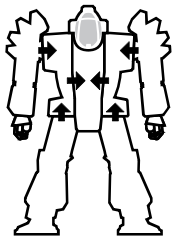
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine

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

1. XL Gyro

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink

4-6
2. Medium Vibroblade
3. Medium Vibroblade
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine

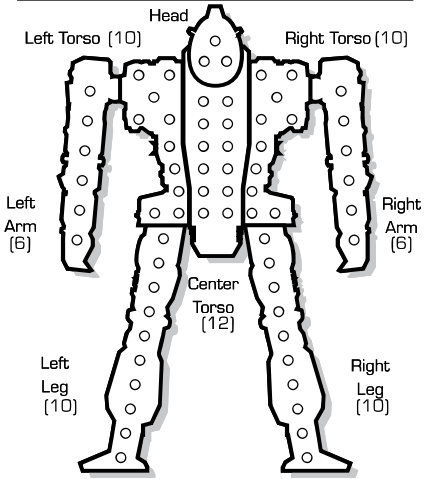
1-3
3. XL Fusion Engine
4. Jump Jet
5. Medium X-Pulse Laser
6. C³ Boosted Slave

1. C³ Boosted Slave

4-6
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Cuirass CDR-2X

Movement Points:
- Walking: 6
- Running: 9
- Jumping: 6

Tonnage: 40
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Re-engineered Laser	HD	5	4 [DE]	—	1	2	3
1	Medium Vibroblade	RA	5	10	—	—	—	—
1	Heavy PPC	LA	15	15 [DE]	3	6	12	18

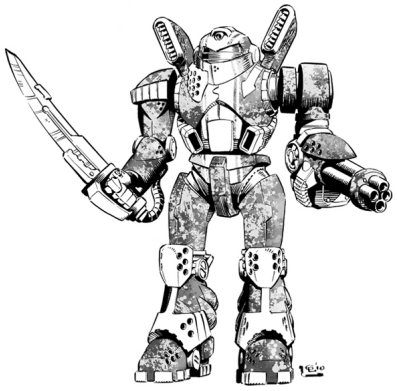
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WARRIOR DATA

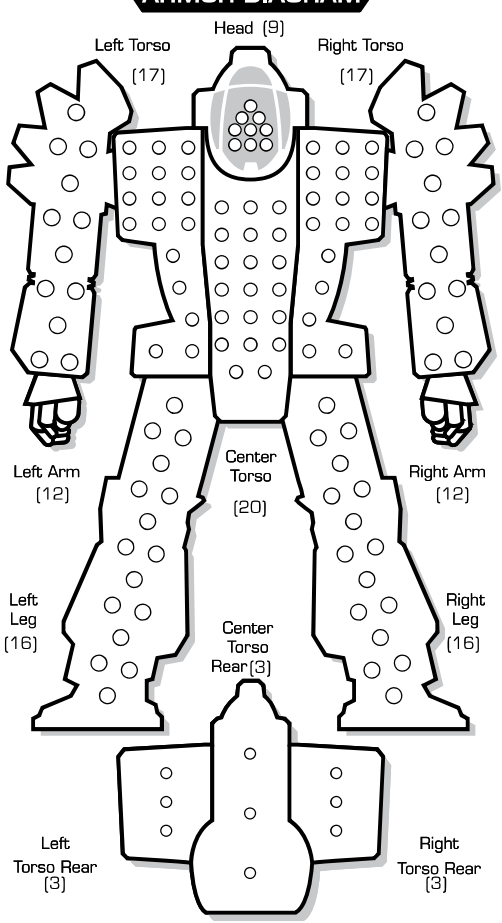
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3:
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6:
1. Heavy PPC
2. Heavy PPC
3. Heavy PPC
4. Heavy PPC
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3:
4. Jump Jet
5. Endo Steel
6. Endo Steel

4-6:
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

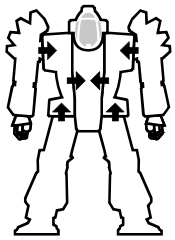
Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Re-engineered Laser
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3:
4. XL Gyro
5. XL Gyro
6. XL Gyro

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator

1-3:
5. Medium Vibroblade
6. Medium Vibroblade

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

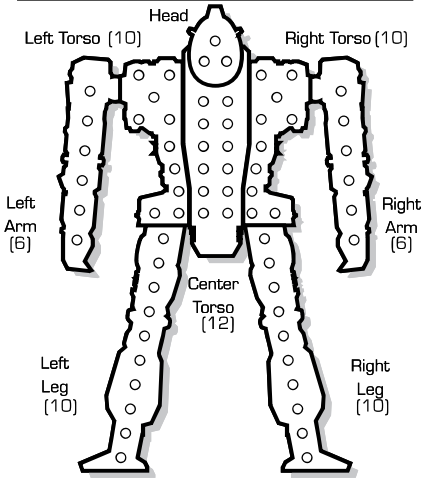
Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3:
4. Jump Jet
5. Endo Steel
6. Endo Steel

4-6:
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Dasher II 3

Movement Points:
Walking: 8
Running: 12

Tonnage: 40
Tech Base: Mixed Tech (Clan)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	CT	15	15 [DE]	—	7	14	23
1	Claw (IS)	RA	—	6	—	—	—	—
1	Claw (IS)	LA	—	6	—	—	—	—

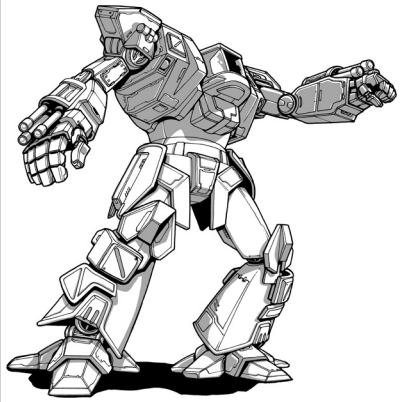
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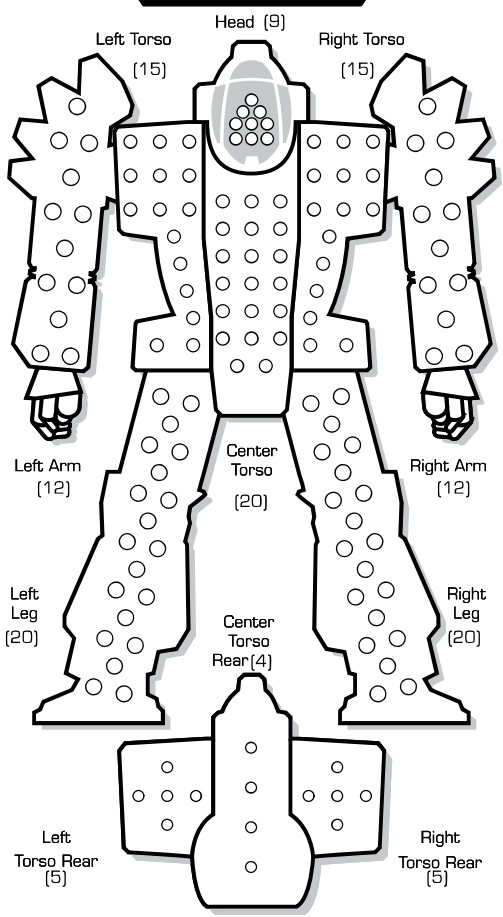
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Claw (IS)
5. Claw (IS)
6. Claw (IS)

1. Endo Steel
2. Ferro-Fibrous

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

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

1. Roll Again
2. Roll Again

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

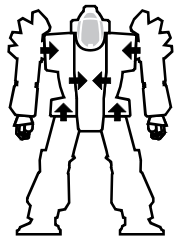
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine

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

1. Gyro
2. XL Fusion Engine

4-6
3. XL Fusion Engine
4. XL Fusion Engine
5. ER PPC
6. ER PPC

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Claw (IS)
5. Claw (IS)
6. Claw (IS)

1. Endo Steel
2. Ferro-Fibrous

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

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine

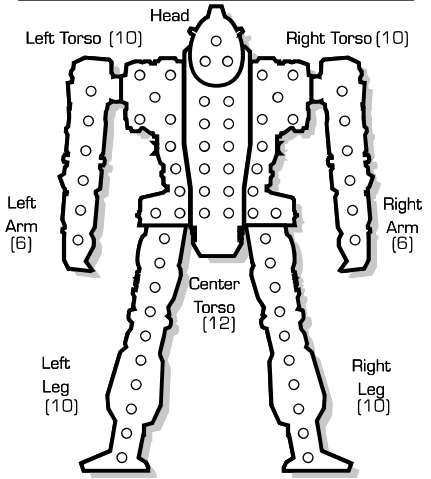
1-3
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

1. Roll Again
2. Roll Again

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Dasher II 4

Movement Points:
- Walking: 7 [8]
- Running: 10 [11]
- Jumping: 8

Tonnage: 40
Tech Base: Mixed Tech (Clan) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	RT	2	1/Msl [M,C,S]	—	7	14	21
1	LRM 5	LT	2	1/Msl [M,C,S]	—	7	14	21
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Chain Whip (IS)	LA	—	3	—	—	—	—
1	ER Small Laser	LA	2	5 [DE]	—	2	4	6
1	Micro Pulse Laser	LA	1	3 [P,AI]	—	1	2	3

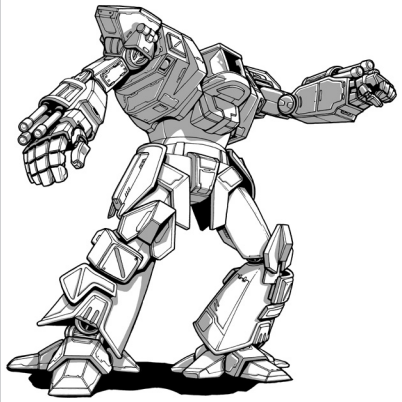
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WARRIOR DATA

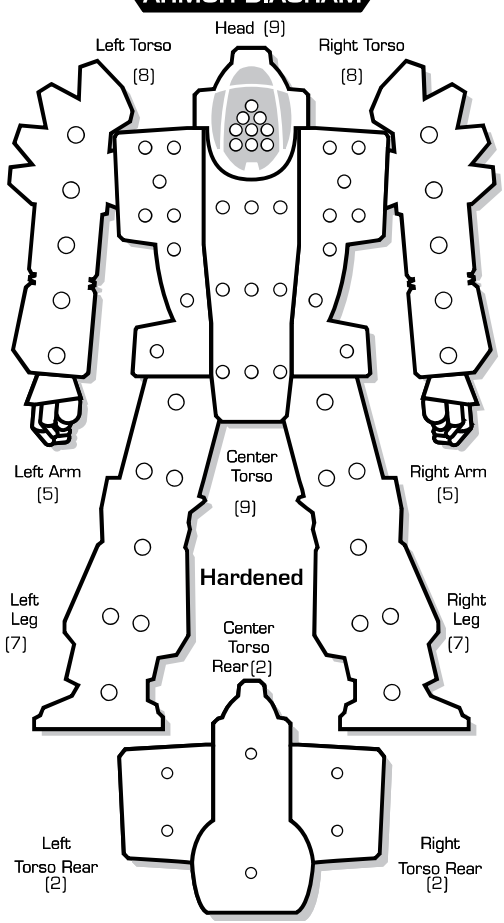
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Small Laser
6. Micro Pulse Laser

1-3

1. Chain Whip (IS)
2. Chain Whip (IS)
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Triple-Strength Myomer

4-6

Left Torso
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Improved Jump Jet
6. Improved Jump Jet

1-3

1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. LRM 5
6. Endo Steel

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Triple-Strength Myomer
5. Sensors
6. Life Support

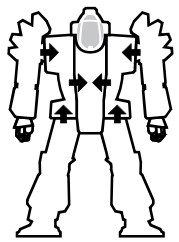
Center Torso
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XL Gyro (IS)
5. XL Gyro (IS)
6. XL Gyro (IS)

1-3

1. XL Gyro (IS)
2. XL Gyro (IS)
3. XL Gyro (IS)
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Large Laser
5. ER Medium Laser
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Triple-Strength Myomer
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Triple-Strength Myomer

4-6

Right Torso (CASE)
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Improved Jump Jet
6. Improved Jump Jet

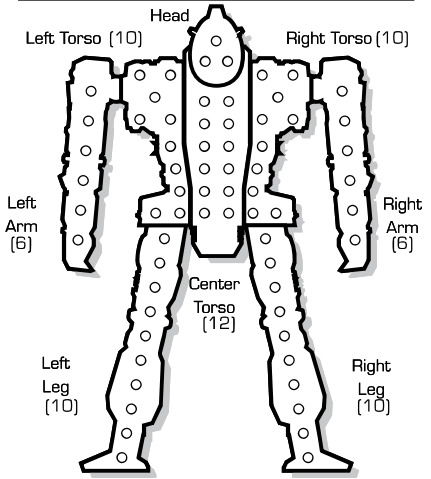
1-3

1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. LRM 5
6. Ammo (LRM 5) 24

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Raptor II RPT-2X2

Movement Points:
Walking: 7
Running: 11 [14]

Tonnage: 40
Tech Base: Inner Sphere (Experimental)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	HD	—	[E]	—	—	—	6
1	Medium VSP Laser	RT	7	9/7/5 [P,V]	—	2	5	9
1	Medium VSP Laser	LT	7	9/7/5 [P,V]	—	2	5	9
1	TSEMP Cannon	RA	10	0 [DE,X]	—	5	10	15
1	Void Signature System	*	—	[E]	—	—	—	—

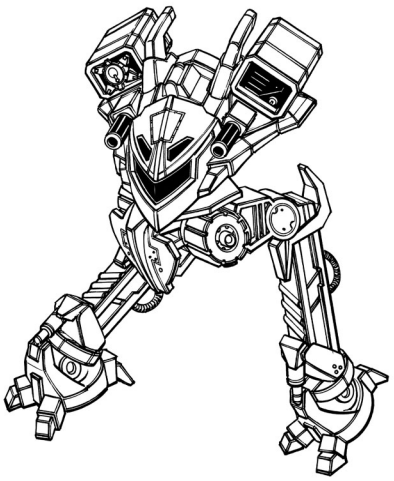
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WARRIOR DATA

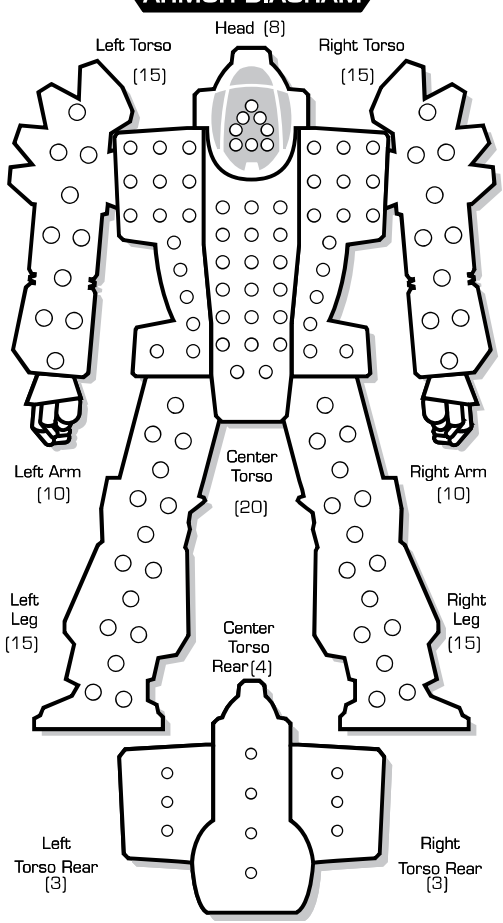
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Void Signature System

1-3
4. Endo Steel
5. Endo Steel
6. Light Ferro-Fibrous

1. Light Ferro-Fibrous
2. Light Ferro-Fibrous

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

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Medium VSP Laser
5. Medium VSP Laser
6. MASC

1. MASC
2. Void Signature System

4-6
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Void Signature System
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Angel ECM Suite
6. Angel ECM Suite

Center Torso

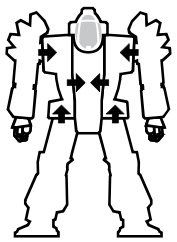
1. XL Fusion Engine
2. XL Fusion Engine

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

1. Gyro
2. XL Fusion Engine

4-6
3. XL Fusion Engine
4. XL Fusion Engine
5. Void Signature System
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator

1-3
3. TSEMP Cannon
4. TSEMP Cannon
5. TSEMP Cannon
6. TSEMP Cannon

1. TSEMP Cannon
2. Void Signature System

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

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Medium VSP Laser
5. Medium VSP Laser
6. Void Signature System

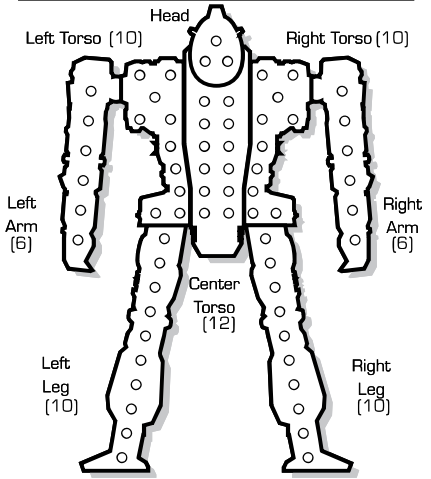
1. Endo Steel
2. Endo Steel

4-6
3. Endo Steel
4. Endo Steel
5. Light Ferro-Fibrous
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Void Signature System
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Strider SR1-OH

Movement Points:		Tonnage:	40
Walking:	6	Tech Base:	Mixed Tech (I.S.)
Running:	9	Era:	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak LRM 10 (Clan)	RA	4	1/Msl [M,C]	—	7	14	21
1	Streak LRM 10 (Clan)	LA	4	1/Msl [M,C]	—	7	14	21

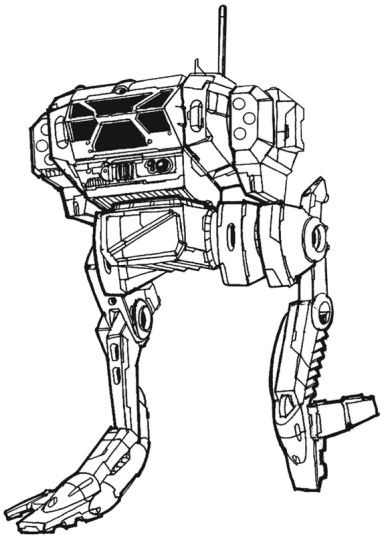
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WARRIOR DATA

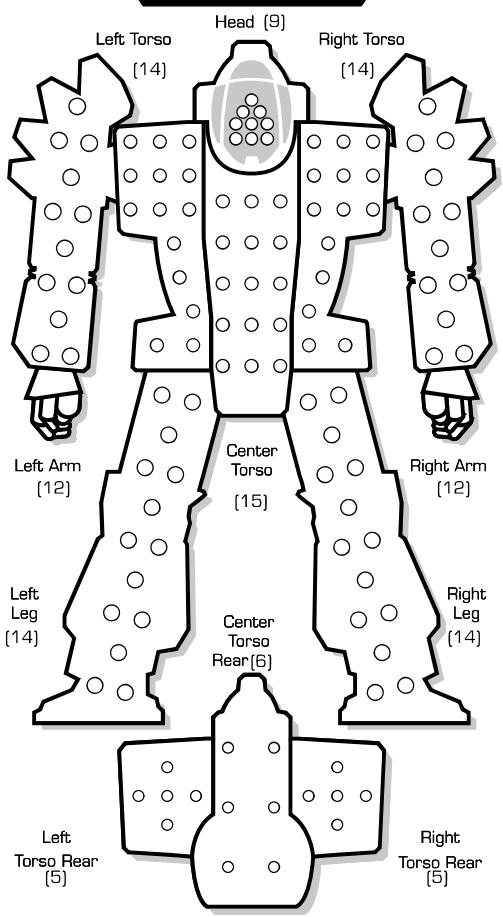
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Streak LRM 10 (Clan)
4. Streak LRM 10 (Clan)
5. Roll Again
6. Roll Again

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

Left Torso

1. Ammo (Streak LRM 10) 12
2. CASE
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Endo Steel

Head

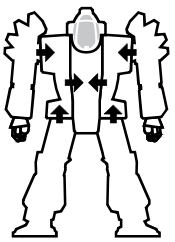
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Streak LRM 10 (Clan)
4. Streak LRM 10 (Clan)
5. Roll Again
6. Roll Again

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

Right Torso

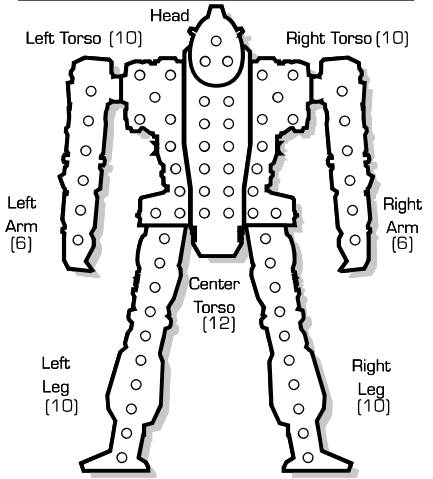
1. Ammo (Streak LRM 10) 12
2. CASE
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Strider SR1-OM

Movement Points:
Walking: 6
Running: 9

Tonnage: 40
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C^3 Boosted Master	RA	0	[E]	—	5	9	15
1	C^3 Boosted Master	LA	0	[E]	—	5	9	15

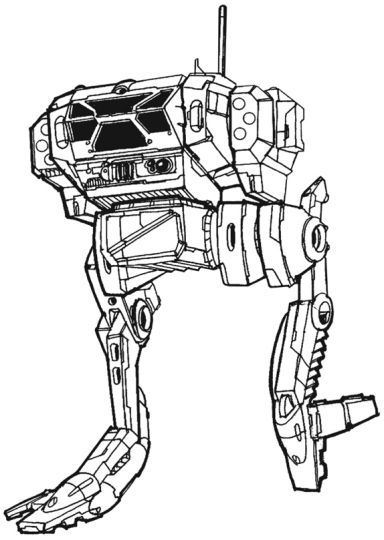
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WARRIOR DATA

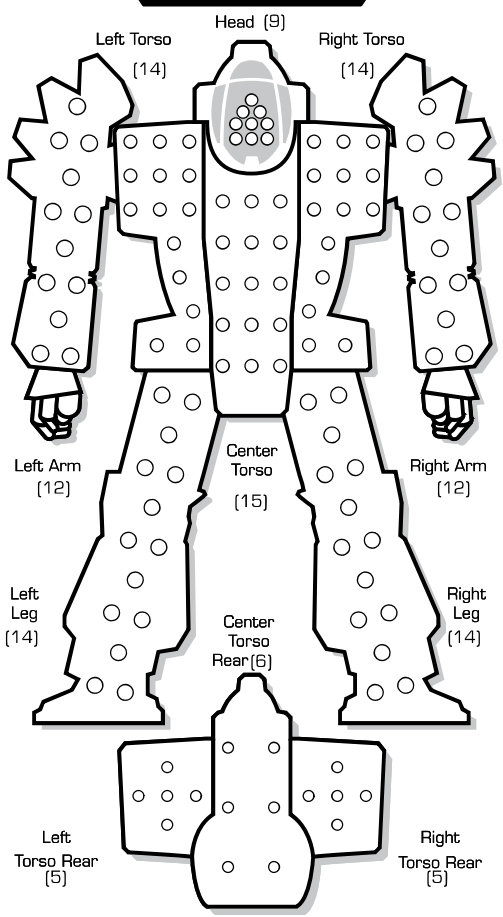
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. C^3 Boosted Master
4. C^3 Boosted Master
5. C^3 Boosted Master
6. C^3 Boosted Master

1. C^3 Boosted Master
2. C^3 Boosted Master
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. CASE
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Endo Steel

Head

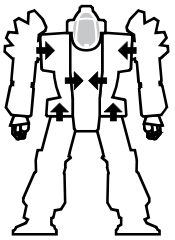
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. C^3 Boosted Master
4. C^3 Boosted Master
5. C^3 Boosted Master
6. C^3 Boosted Master

1. C^3 Boosted Master
2. C^3 Boosted Master
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

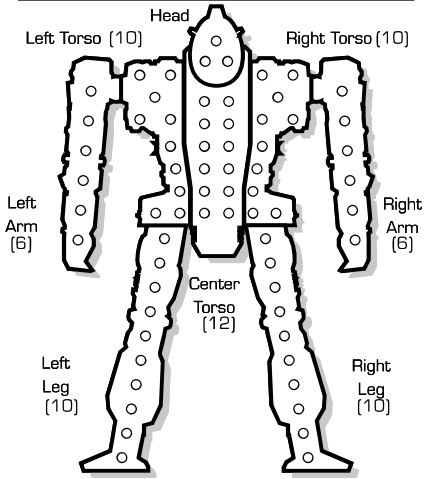
1. CASE
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Targe TRG-3M

Movement Points:
Walking: 8
Running: 12 [16]

Tonnage: 40
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

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

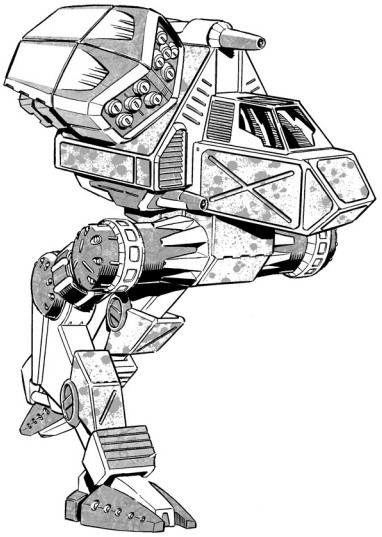
BV: 1,233

WARRIOR DATA

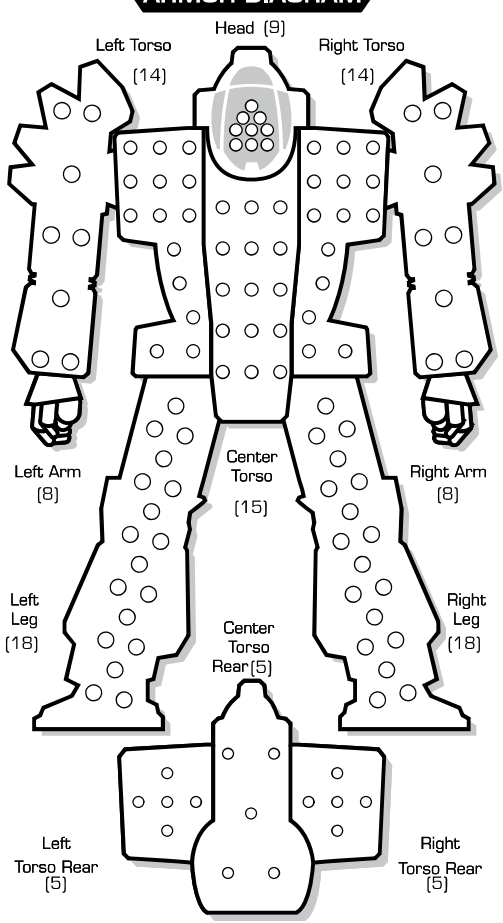
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Heavy Ferro-Fibrous
4. Heavy Ferro-Fibrous
5. Heavy Ferro-Fibrous
6. Heavy Ferro-Fibrous

1. Heavy Ferro-Fibrous
2. Heavy Ferro-Fibrous
3. Heavy Ferro-Fibrous
4. Heavy Ferro-Fibrous
5. Heavy Ferro-Fibrous
6. Heavy Ferro-Fibrous

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. ER Medium Laser
5. MASC
6. MASC

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

Left Leg

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

Head

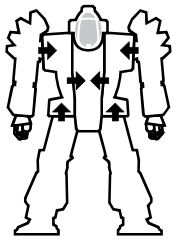
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. ER Medium Laser
6. Heavy Ferro-Fibrous

Center Torso

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. LRM 10
6. LRM 10

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Heavy Ferro-Fibrous
4. Heavy Ferro-Fibrous
5. Heavy Ferro-Fibrous
6. Heavy Ferro-Fibrous

1. Heavy Ferro-Fibrous
2. Heavy Ferro-Fibrous
3. Heavy Ferro-Fibrous
4. Heavy Ferro-Fibrous
5. Heavy Ferro-Fibrous
6. Heavy Ferro-Fibrous

Right Torso

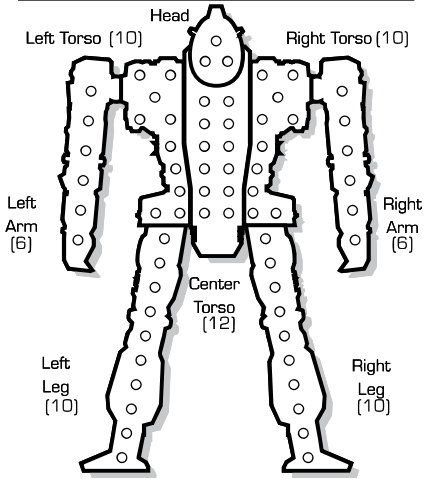
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. ER Medium Laser
5. Ammo (LRM 10) 12
6. Ammo (LRM 10) 12

1. CASE
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Blackjack BJ-2r

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

Tonnage: 45
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Large Re-engineered Laser	RA	10	9 [DE]	—	5	10	15
1	Large Re-engineered Laser	LA	10	9 [DE]	—	5	10	15

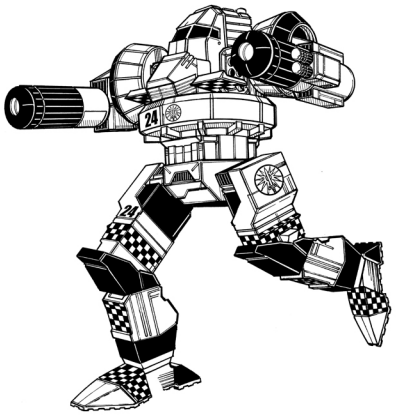
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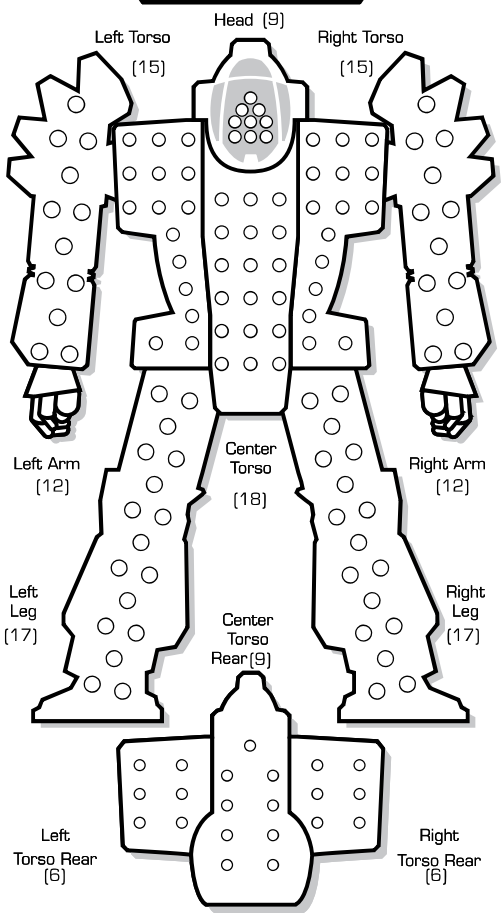
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Large Re-engineered Laser
4. Large Re-engineered Laser
5. Large Re-engineered Laser
6. Large Re-engineered Laser

1-3

1. Large Re-engineered Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso

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

1-3

1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

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

Center Torso

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

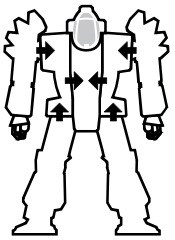
1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Large Re-engineered Laser
4. Large Re-engineered Laser
5. Large Re-engineered Laser
6. Large Re-engineered Laser

1-3

1. Large Re-engineered Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso

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

1-3

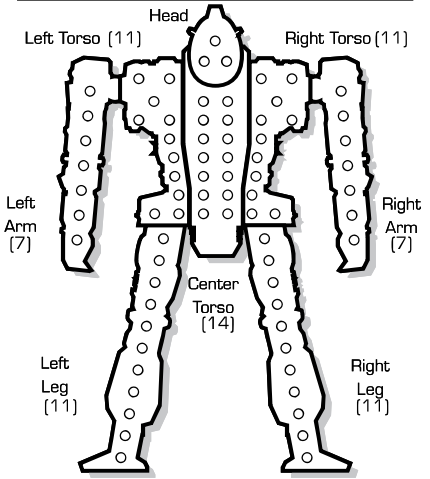
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	11 (22) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Shadow Cat E

Movement Points:
Walking: 6
Running: 9 [12]
Jumping: 6

Tonnage: 45
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved Heavy Large Laser	LT	18	16 [DE,X]	—	5	10	15
1	Improved Heavy Large Laser	RA	18	16 [DE,X]	—	5	10	15

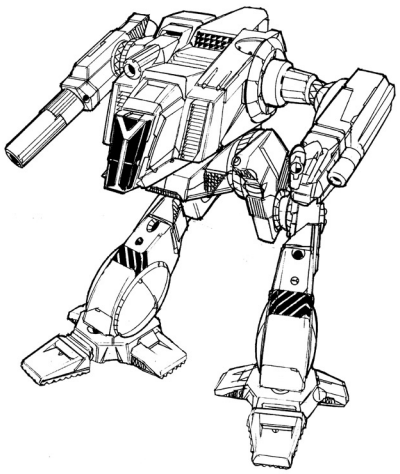
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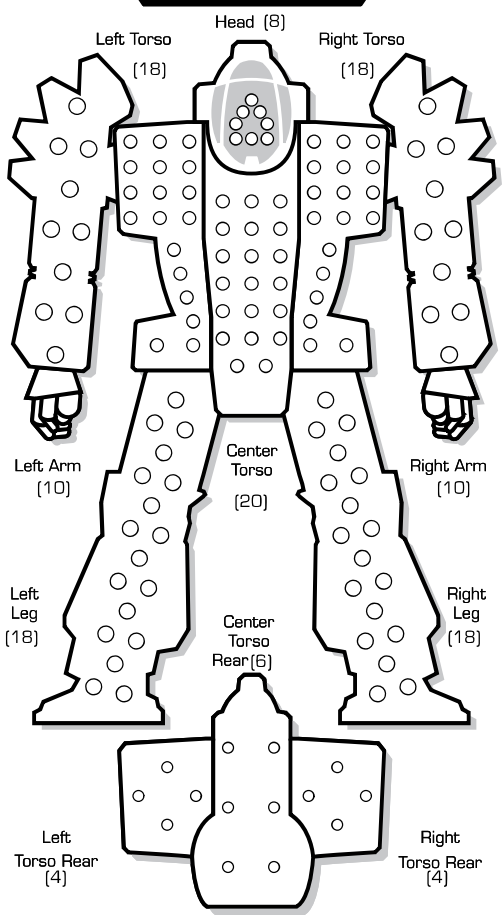
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Endo Steel
6. Endo Steel

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Improved Heavy Large Laser

1. Improved Heavy Large Laser
2. Improved Heavy Large Laser
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

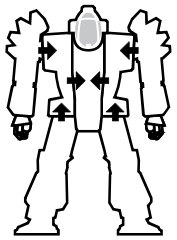
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. MASC
6. MASC

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

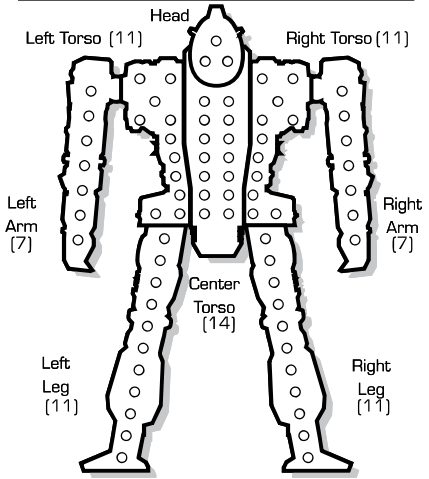
1. Improved Heavy Large Laser
2. Improved Heavy Large Laser
3. Improved Heavy Large Laser
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Coolant Pod

1. Coolant Pod
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	17 (34) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
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

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Shadow Cat F

Movement Points:
- Walking: 6
- Running: 9 [12]
- Jumping: 6

Tonnage: 45
Tech Base: Mixed Tech (Clan) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12
1	ER PPC	LT	15	15 [DE]	—	7	14	23
1	TSEMP Cannon (IS)	RA	10	0 [DE,X]	—	5	10	15

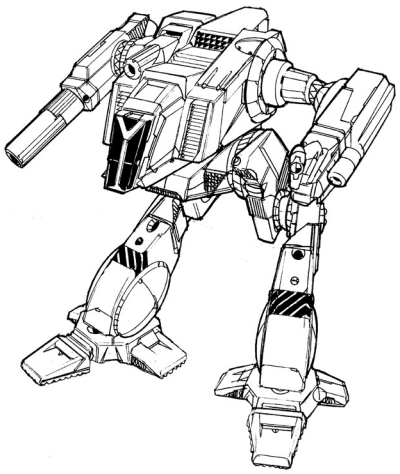
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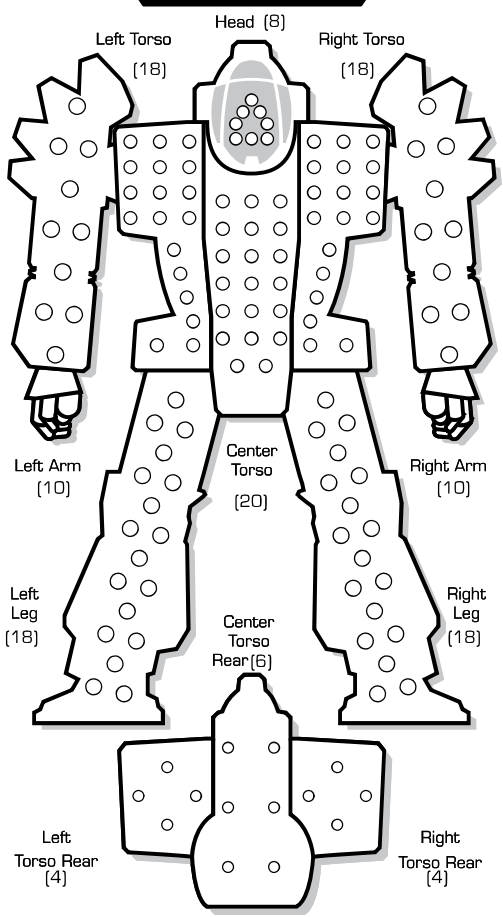
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

1-3

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

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. ER PPC
5. ER PPC
6. Endo Steel

1-3

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

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

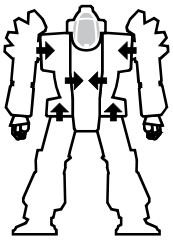
1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. MASC
6. MASC

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. TSEMP Cannon (IS)
4. TSEMP Cannon (IS)
5. TSEMP Cannon (IS)
6. TSEMP Cannon (IS)

1-3

1. TSEMP Cannon (IS)
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Streak SRM 6
5. Streak SRM 6
6. Ammo (Streak SRM 6) 15

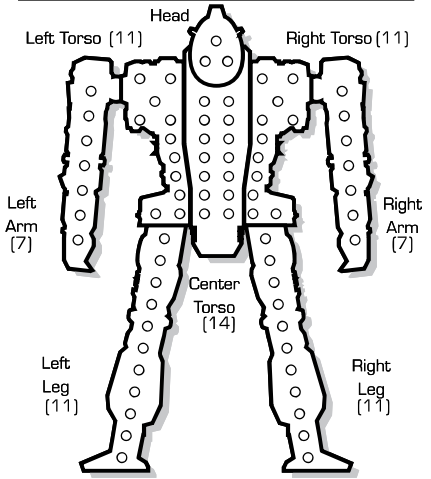
1-3

1. Ammo (Streak SRM 6) 15
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Shadow Hawk IIC 9

Movement Points:
Walking: 6
Running: 9
Jumping: 6

Tonnage: 45
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	CT	5	7 [DE]	—	5	10	15
1	ATM 6	RT	4	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25

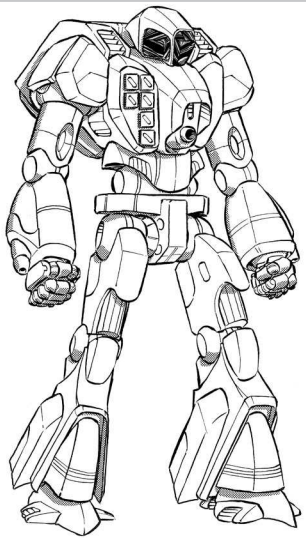
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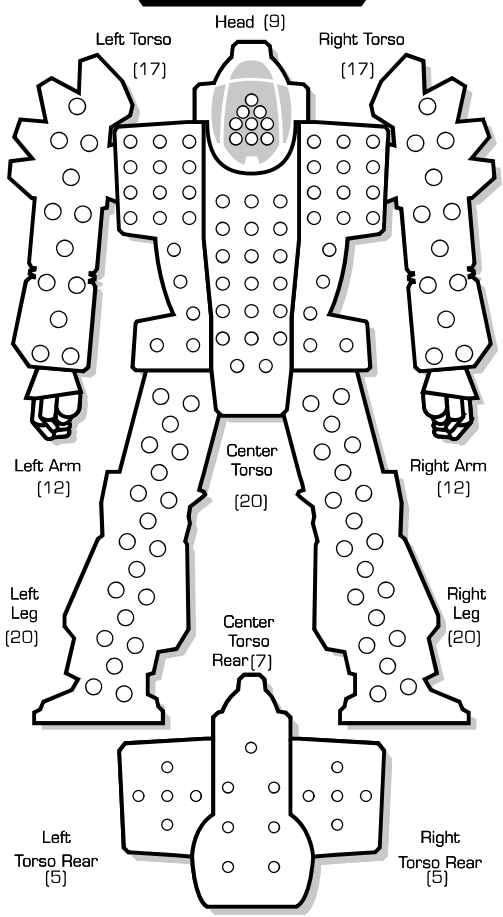
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. ER Large Laser
4. Roll Again
5. Roll Again
6. Roll Again

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

Left Torso (CASE)

1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Ammo (ATM 6) 10
5. Ammo (ATM 6) 10
6. Endo Steel

1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

Head

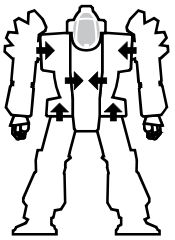
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. Endo Steel

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

Right Torso

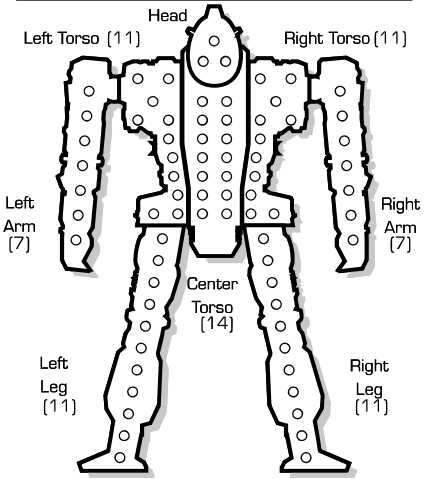
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. ATM 6
5. ATM 6
6. ATM 6

1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Black Hawk T

Movement Points:		**Tonnage:**	50
Walking:	5	**Tech Base:**	Mixed Tech (Clan)
Running:	8	**Era:**	Dark Age
Jumping:	5		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
6	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	TSEMP Cannon (IS)	LA	10	0 [DE,X]	—	5	10	15

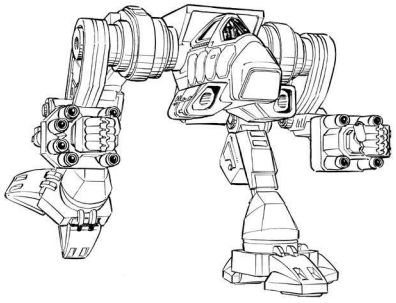
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WARRIOR DATA

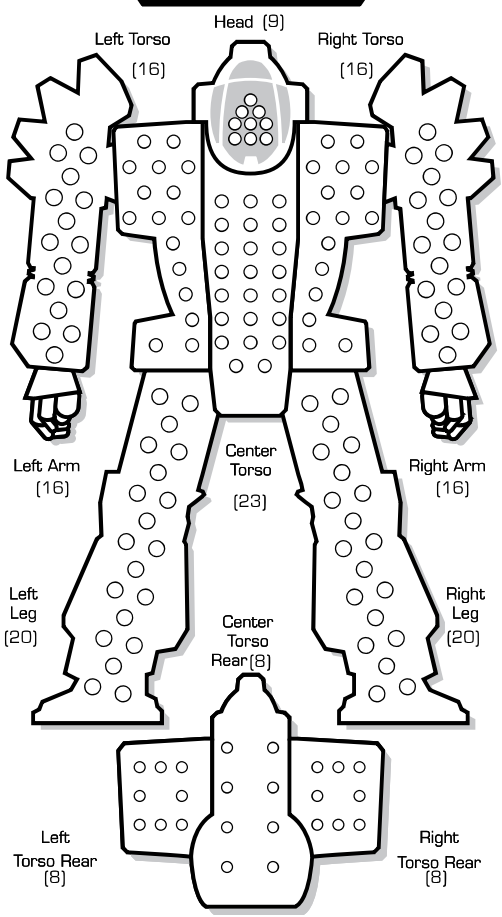
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. TSEMP Cannon (IS)
5. TSEMP Cannon (IS)
6. TSEMP Cannon (IS)

1. TSEMP Cannon (IS)
2. TSEMP Cannon (IS)

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

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine

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

1. Double Heat Sink
2. Double Heat Sink

4-6
3. Double Heat Sink
4. Double Heat Sink
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

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

Center Torso

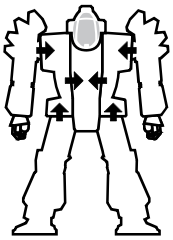
1. XL Fusion Engine
2. XL Fusion Engine

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

1. Gyro
2. XL Fusion Engine

4-6
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

1. ER Medium Laser
2. ER Medium Laser

4-6
3. ER Medium Laser
4. ER Medium Laser
5. Roll Again
6. Roll Again

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine

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

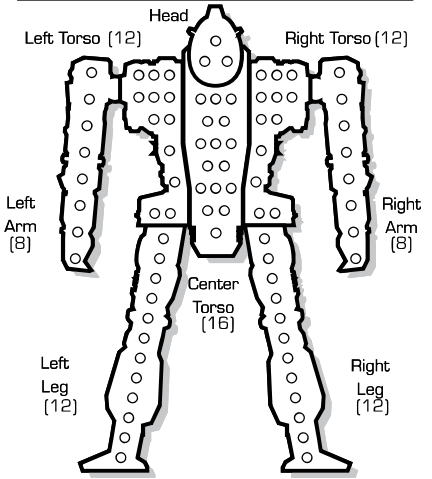
1. Double Heat Sink
2. Double Heat Sink

4-6
3. Double Heat Sink
4. Double Heat Sink
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	18 (36) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O O
15	–3 Movement Points	O O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Black Hawk I

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

Tonnage: 50
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15 [DE]	—	7	14	23
5	Improved Heavy Medium Laser	LA	7	10 [DE,X]	—	3	6	9

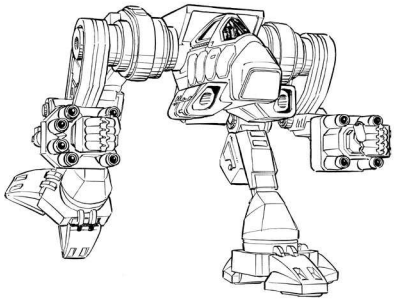
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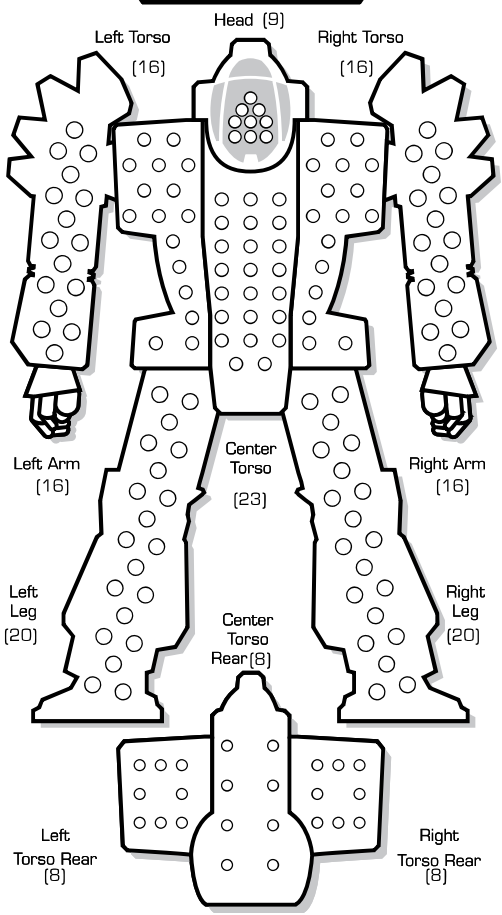
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Improved Heavy Medium Laser
4. Improved Heavy Medium Laser
5. Improved Heavy Medium Laser
6. Improved Heavy Medium Laser

1. Improved Heavy Medium Laser
2. Improved Heavy Medium Laser
3. Improved Heavy Medium Laser
4. Improved Heavy Medium Laser
5. Improved Heavy Medium Laser
6. Improved Heavy Medium Laser

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

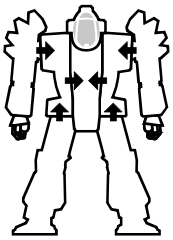
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

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

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

Right Torso

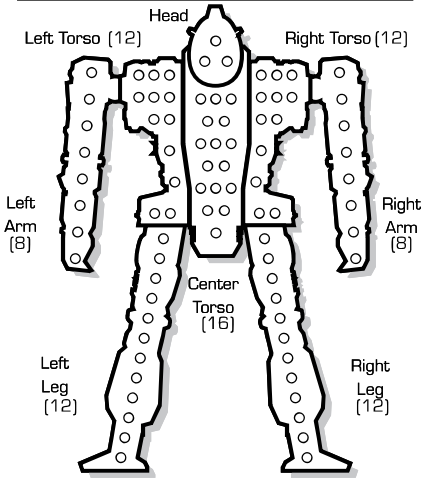
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	19 (38) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O O
15	–3 Movement Points	O O
14	Shutdown, avoid on 4+	O O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Blackjack BJ2-OG

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

Tonnage: 50
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Re-engineered Laser	CT	5	4 [DE]	—	1	2	3
1	Rotary AC/5	RA	1	5/Sht [DB,R/C]	—	5	10	15
1	Rotary AC/5	LA	1	5/Sht [DB,R/C]	—	5	10	15

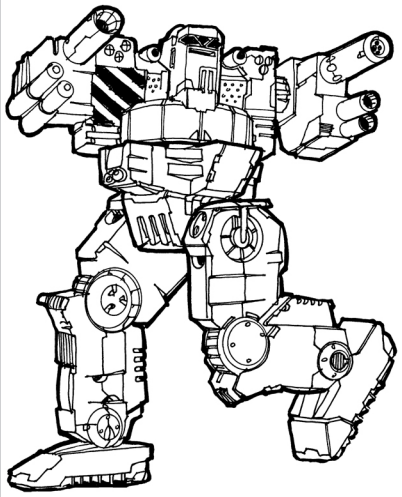
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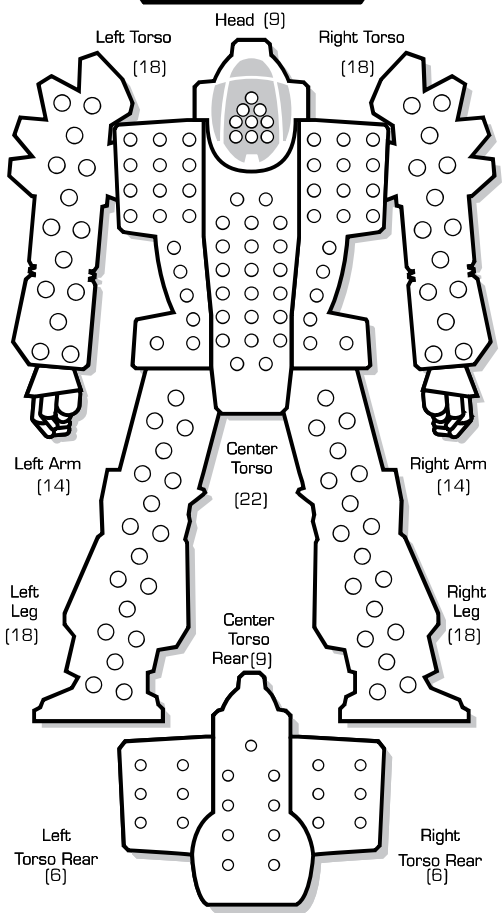
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Rotary AC/5

(1-3: 3–5)

1. Rotary AC/5
2. Rotary AC/5
3. Rotary AC/5
4. Rotary AC/5
5. Rotary AC/5
6. Roll Again

(4-6: 1–5)

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Ammo (RAC/5) 20
5. Ammo (RAC/5) 20
6. Endo Steel

(1-3: 4–6)

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

(4-6: 1–5)

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

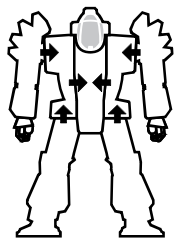
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

(1-3: 4–6)

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Small Re-engineered Laser
6. Endo Steel

(4-6: 1–5)

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Rotary AC/5

(1-3: 3–5)

1. Rotary AC/5
2. Rotary AC/5
3. Rotary AC/5
4. Rotary AC/5
5. Rotary AC/5
6. Roll Again

(4-6: 1–5)

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Ammo (RAC/5) 20
5. Ammo (RAC/5) 20
6. Ammo (RAC/5) 20

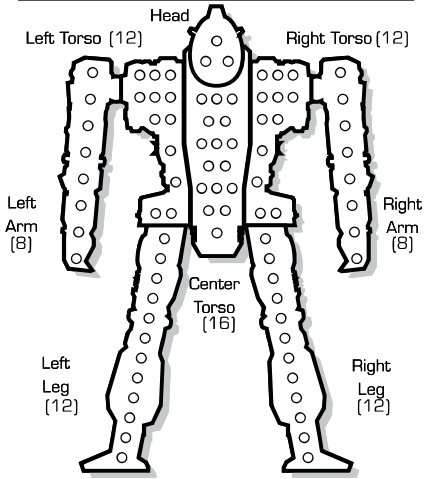
(1-3: 4–6)

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

(4-6: 1–5)

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Ghost GST-50

Movement Points:		**Tonnage:**	50
Walking:	6	**Tech Base:**	Inner Sphere
Running:	9	**Era:**	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	CT	4	2/Msl [M,C,S]	—	3	6	9
1	Large Pulse Laser	RT	10	9 [P]	—	3	7	10
1	Large Pulse Laser	LT	10	9 [P]	—	3	7	10
1	ER Small Laser	RA	2	3 [DE]	—	2	4	5

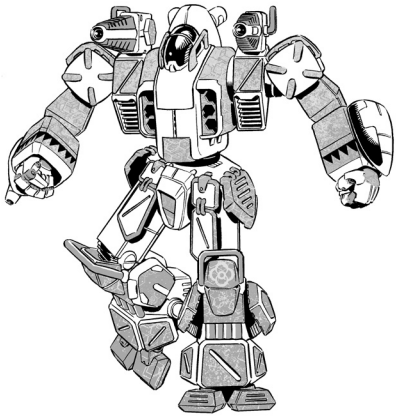
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WARRIOR DATA

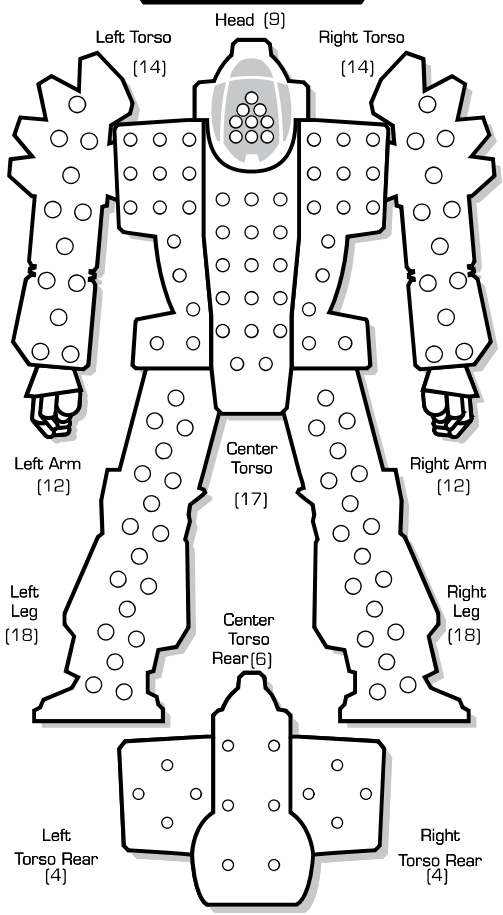
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

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

Left Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Large Pulse Laser
4. Large Pulse Laser
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

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

Head

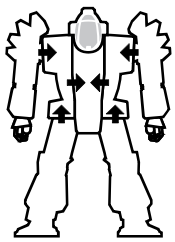
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. SRM 6
6. SRM 6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Small Laser
6. Roll Again

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

Right Torso

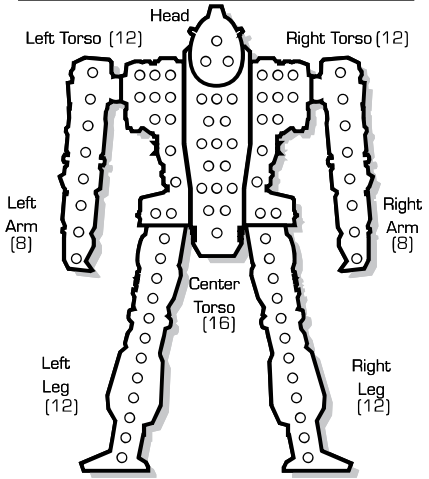
1. Light Fusion Engine
2. Light Fusion Engine
3. Large Pulse Laser
4. Large Pulse Laser
5. Ammo (SRM 6) 15
6. CASE

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Ghost GST-90

Movement Points:
Walking: 6
Running: 9

Tonnage: 50
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RT	10	9 [P]	—	3	7	10
1	Large Pulse Laser	LT	10	9 [P]	—	3	7	10
1	Chainsaw	RA	—	5	—	—	—	—

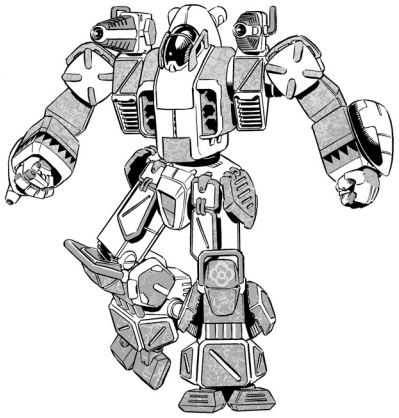
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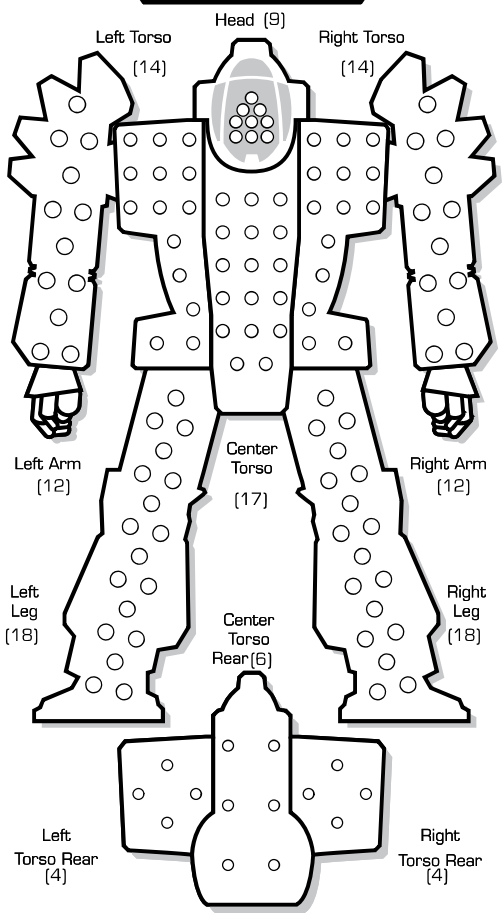
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

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

Left Torso

1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Large Pulse Laser
4. Large Pulse Laser
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Left Leg

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

Head

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

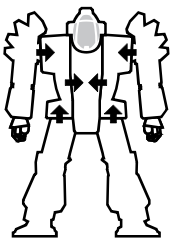
Center Torso

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

4-6
1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Chainsaw
5. Chainsaw
6. Chainsaw

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

Right Torso

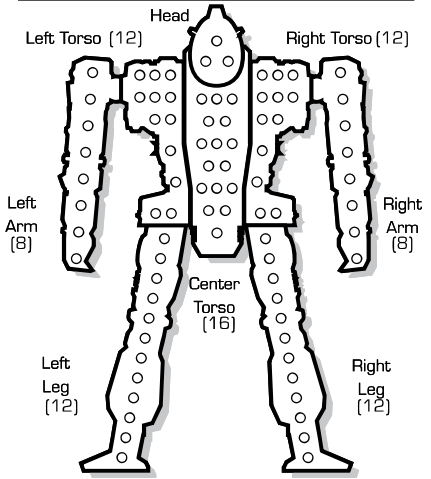
1-3
1. Light Fusion Engine
2. Light Fusion Engine
3. Large Pulse Laser
4. Large Pulse Laser
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Legionnaire LGN-2K

Movement Points:		Tonnage:	50
Walking:	7	Tech Base:	Inner Sphere
Running:	11 [14]	Era:	Dark Age
Jumping:	7		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RT	15	10 [DE]	—	7	14	23
1	Targeting Computer	LT	—	[E]	—	—	—	—

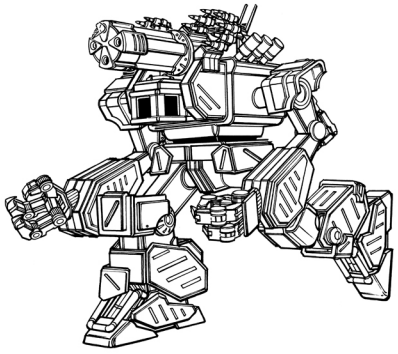
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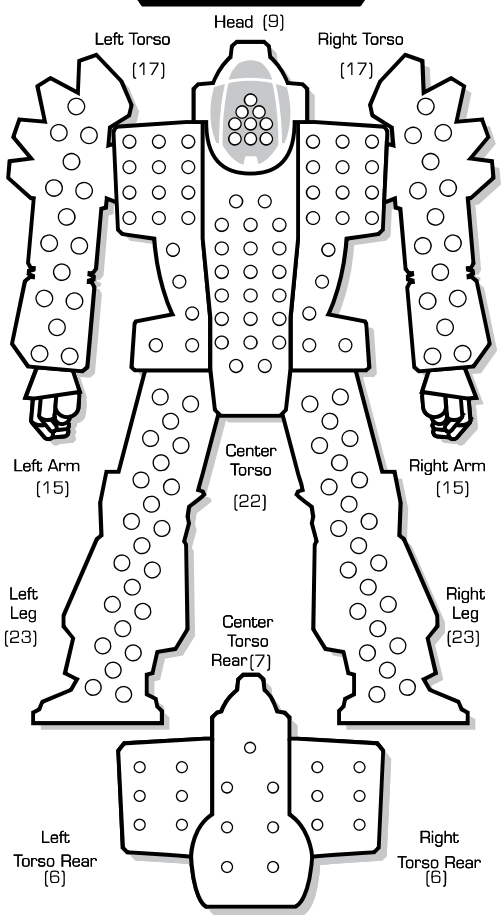
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet
6. Jump Jet

4-6
1. [Targeting Computer
2. [Targeting Computer
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

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

Head

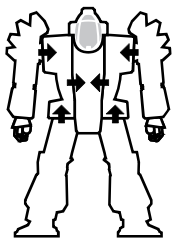
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

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

Right Torso

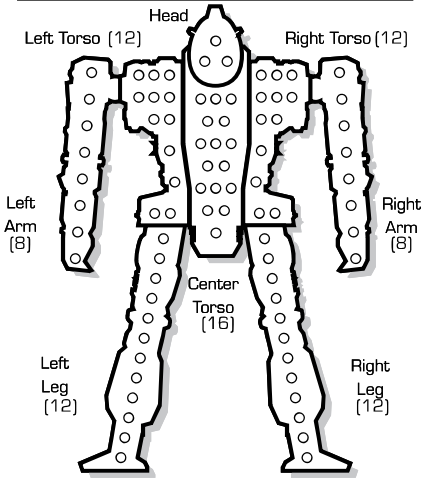
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet
6. Jump Jet

4-6
1. [ER PPC
2. [ER PPC
3. [ER PPC
4. [MASC
5. [MASC
6. [MASC

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Nobori-nin F

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

Tonnage: 50
Tech Base: Mixed Tech (Clan) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Radical Heat Sink System (IS)	RT	—	[E]	—	—	—	—
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	LRM 15 w/Artemis V FCS	RA	5	1/Msl [M,C,S]	—	7	14	21
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	Improved Heavy Large Laser	LA	18	16 [DE,X]	—	5	10	15

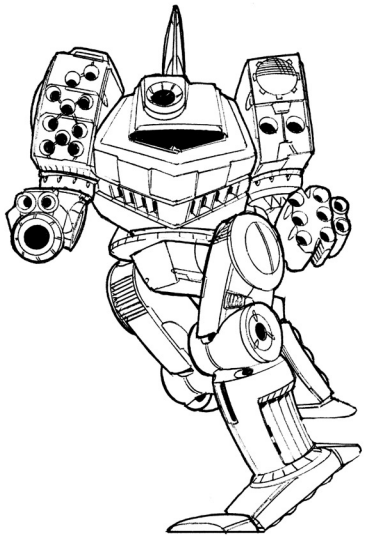
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WARRIOR DATA

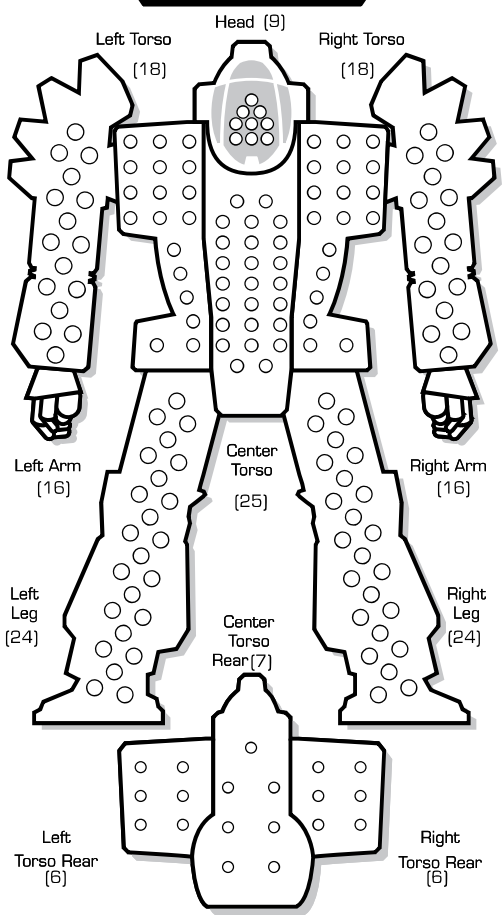
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Improved Heavy Large Laser
6. Improved Heavy Large Laser

1. Improved Heavy Large Laser
2. ER Medium Laser
3. ER Medium Laser
4. Endo Steel
5. Endo Steel
6. Ferro-Fibrous

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Targeting Computer

1. Targeting Computer
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

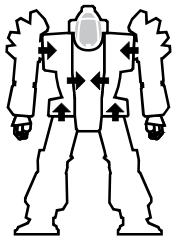
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

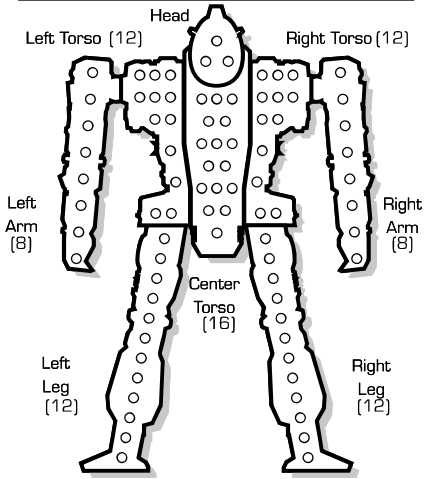
1. LRM 15
2. LRM 15
3. Artemis V FCS
4. Artemis V FCS
5. Endo Steel
6. Endo Steel

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Ammo (LRM 15 Artemis V) 8
5. Ammo (LRM 15 Artemis V) 8
6. Radical Heat Sink System (IS)

1. Radical Heat Sink System (IS)
2. Radical Heat Sink System (IS)
3. CASE II
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Shockwave SKW-6H

Movement Points:		**Tonnage:**	50
Walking:	5	**Tech Base:**	Inner Sphere
Running:	8	**Era:**	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	RT	4	1/Msl [M,C,S]	6	7	14	21
1	Ultra AC/10	RT	4	10/Sht [DB,R/C]	—	6	12	18
1	ER Large Laser	LT	12	8 [DE]	—	7	14	19

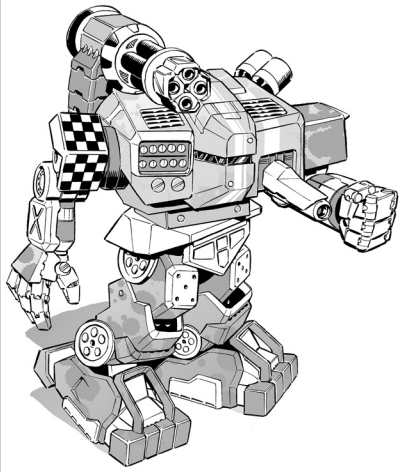
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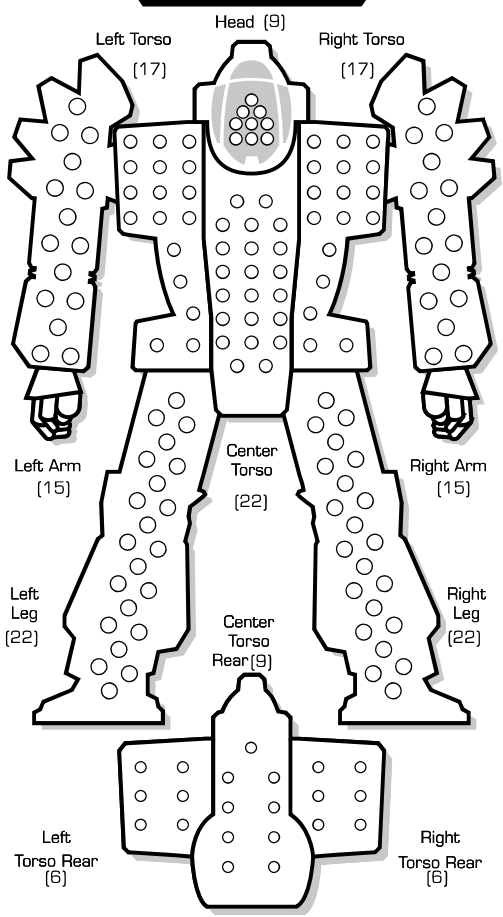
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. Endo Steel
	6. Endo Steel
4-6	1. Endo Steel
	2. Endo Steel
	3. Endo Steel
	4. Endo Steel
	5. Endo Steel
	6. Roll Again

Left Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. ER Large Laser
	5. ER Large Laser
	6. Ammo (Ultra AC/10) 10
4-6	1. Ammo (Ultra AC/10) 10
	2. Ammo (LRM 10) 12
	3. CASE
	4. Roll Again
	5. Roll Again
	6. Roll Again

Left Leg

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

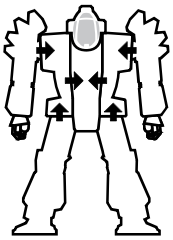
Head

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

Center Torso

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. Endo Steel
	6. Endo Steel
4-6	1. Endo Steel
	2. Endo Steel
	3. Endo Steel
	4. Endo Steel
	5. Endo Steel
	6. Roll Again

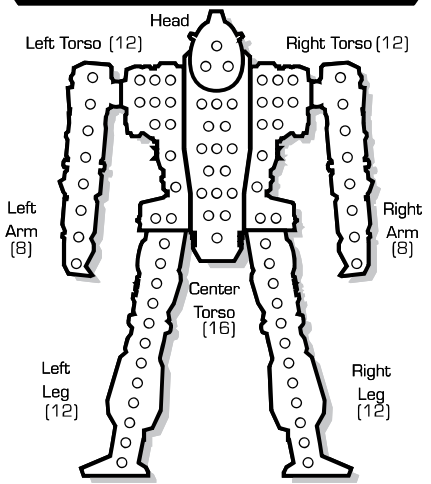
Right Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. Ultra AC/10
	5. Ultra AC/10
	6. Ultra AC/10
4-6	1. Ultra AC/10
	2. Ultra AC/10
	3. Ultra AC/10
	4. Ultra AC/10
	5. LRM 10
	6. LRM 10

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Shockwave SKW-8X

Movement Points:
Walking: 5
Running: 8

Tonnage: 50
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10	RT	4	10/Sht [DB,R/C]	—	6	12	18
1	Thumper Cannon	LT	5	5 [DB,AE]	3	4	9	14

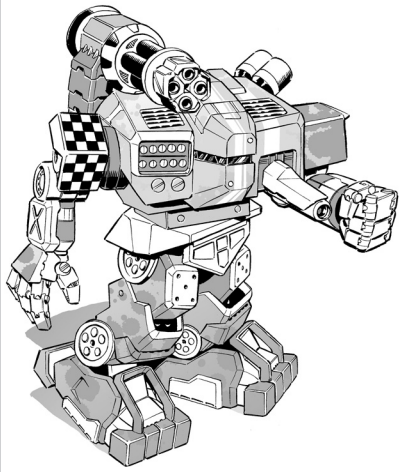
BV: 1,065

WARRIOR DATA

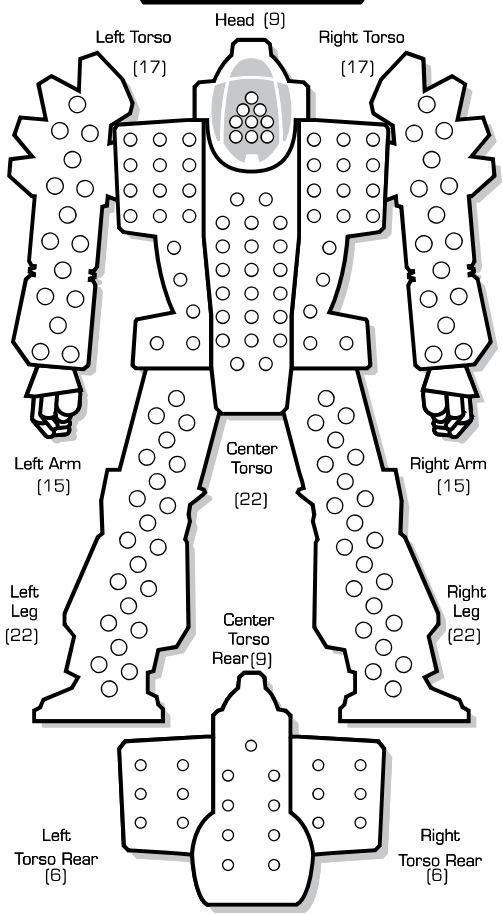
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. Endo Steel
	6. Endo Steel
4-6	1. Endo Steel
	2. Endo Steel
	3. Endo Steel
	4. Endo Steel
	5. Endo Steel
	6. Roll Again

Left Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. Thumper Cannon
	5. Thumper Cannon
	6. Thumper Cannon
4-6	1. Thumper Cannon
	2. Thumper Cannon
	3. Thumper Cannon
	4. Thumper Cannon
	5. Ammo (Thumper Cannon) 20
	6. CASE

Left Leg

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

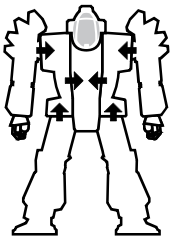
Head

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

Center Torso

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. Endo Steel
	6. Endo Steel
4-6	1. Endo Steel
	2. Endo Steel
	3. Endo Steel
	4. Endo Steel
	5. Endo Steel
	6. Roll Again

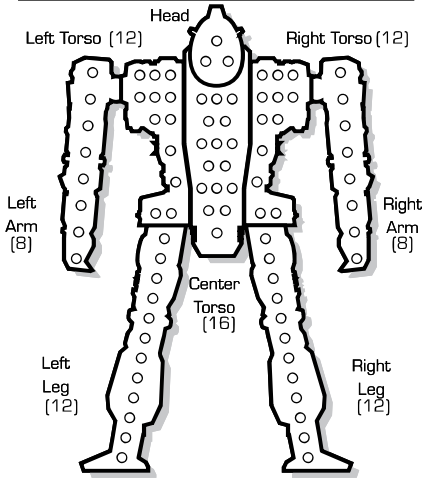
Right Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. Ultra AC/10
	5. Ultra AC/10
	6. Ultra AC/10
4-6	1. Ultra AC/10
	2. Ultra AC/10
	3. Ultra AC/10
	4. Ultra AC/10
	5. Ammo (Ultra AC/10) 10
	6. Ammo (Ultra AC/10) 10

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Trebuchet TBT-9R

Movement Points:
Walking: 7
Running: 11 [14]

Tonnage: 50
Tech Base: Mixed Tech (I.S.) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15 (Clan)	RT	5	1/Msl [M,C,S]	—	7	14	21
2	Medium X-Pulse Laser	RA	6	6 [P]	—	3	6	9
2	LRM 15 (Clan)	LA	5	1/Msl [M,C,S]	—	7	14	21

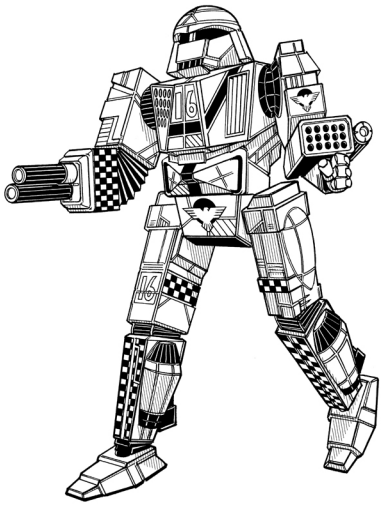
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WARRIOR DATA

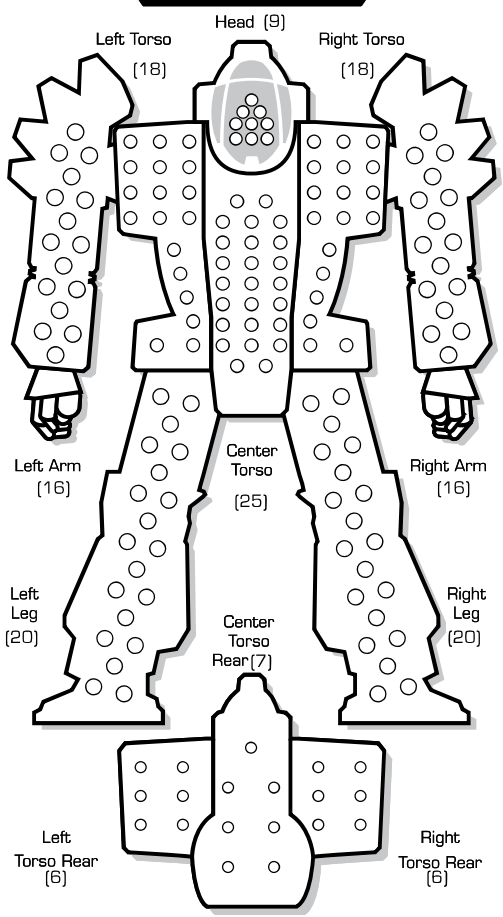
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. LRM 15 (Clan)
	6. LRM 15 (Clan)
4-6	1. LRM 15 (Clan)
	2. LRM 15 (Clan)
	3. Endo Steel
	4. Endo Steel
	5. Endo Steel
	6. Endo Steel

Left Torso

1-3	1. XXL Fusion Engine
	2. XXL Fusion Engine
	3. XXL Fusion Engine
	4. XXL Fusion Engine
	5. XXL Fusion Engine
	6. XXL Fusion Engine
4-6	1. Ammo (LRM 15) 8
	2. Ammo (LRM 15) 8
	3. Ammo (LRM 15) 8
	4. Ammo (LRM 15) 8
	5. Ammo (LRM 15) 8
	6. CASE

Left Leg

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

Head

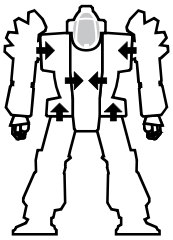
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1-3	1. XXL Fusion Engine
	2. XXL Fusion Engine
	3. XXL Fusion Engine
	4. Gyro
	5. Gyro
	6. Gyro
4-6	1. Gyro
	2. XXL Fusion Engine
	3. XXL Fusion Engine
	4. XXL Fusion Engine
	5. Supercharger
	6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Medium X-Pulse Laser
	5. Medium X-Pulse Laser
	6. Light Ferro-Fibrous
4-6	1. Light Ferro-Fibrous
	2. Light Ferro-Fibrous
	3. Light Ferro-Fibrous
	4. Light Ferro-Fibrous
	5. Light Ferro-Fibrous
	6. Light Ferro-Fibrous

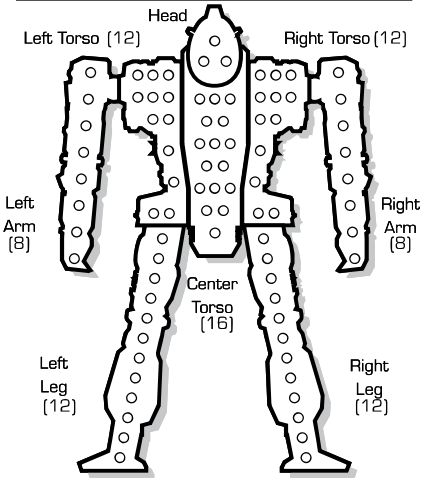
Right Torso

1-3	1. XXL Fusion Engine
	2. XXL Fusion Engine
	3. XXL Fusion Engine
	4. XXL Fusion Engine
	5. XXL Fusion Engine
	6. XXL Fusion Engine
4-6	1. LRM 15 (Clan)
	2. LRM 15 (Clan)
	3. Endo Steel
	4. Endo Steel
	5. Endo Steel
	6. Endo Steel

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Fennec FEC-5CM

Movement Points:
Walking: 5
Running: 8

Tonnage: 55
Tech Base: Mixed Tech (I.S.) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light Active Probe (Clan)	HD	—	[E]	—	—	—	3
1	C^3 Boosted Master	RT	0	[E]	—	5	9	15
1	Radical Heat Sink System	LT	—	[E]	—	—	—	—
1	ER Medium Laser (Clan)	RA	5	7 [DE]	—	5	10	15
1	Large Re-engineered Laser	RA	10	9 [DE]	—	5	10	15
1	ER Medium Laser (Clan)	LA	5	7 [DE]	—	5	10	15
1	Large Re-engineered Laser	LA	10	9 [DE]	—	5	10	15

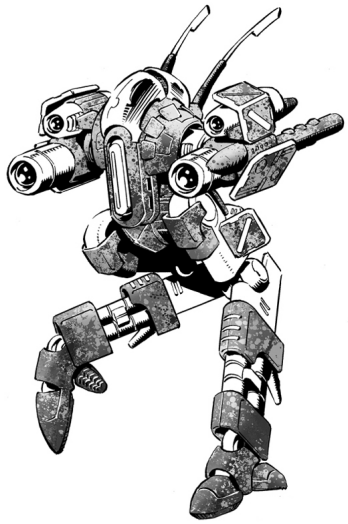
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WARRIOR DATA

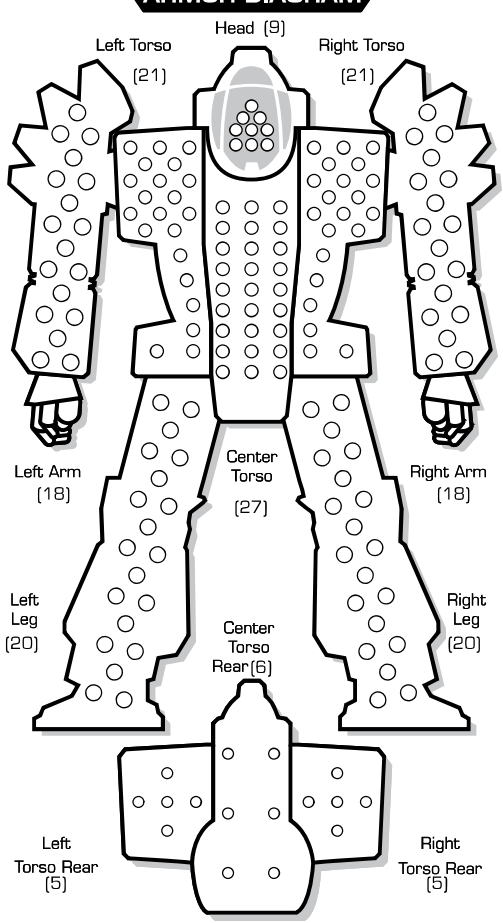
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Large Re-engineered Laser
4. Large Re-engineered Laser
5. Large Re-engineered Laser
6. Large Re-engineered Laser

1-3

1. Large Re-engineered Laser
2. ER Medium Laser (Clan)
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Left Torso

1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Radical Heat Sink System
6. Radical Heat Sink System

1-3

1. Radical Heat Sink System
2. Endo-Composite
3. Endo-Composite
4. Endo-Composite
5. Endo-Composite
6. Endo-Composite

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head

1. Life Support
2. Sensors
3. Cockpit
4. Light Active Probe (Clan)
5. Sensors
6. Life Support

Center Torso

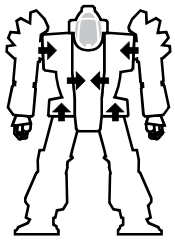
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Large Re-engineered Laser
4. Large Re-engineered Laser
5. Large Re-engineered Laser
6. Large Re-engineered Laser

1-3

1. Large Re-engineered Laser
2. ER Medium Laser (Clan)
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Right Torso

1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. C^3 Boosted Master
6. C^3 Boosted Master

1-3

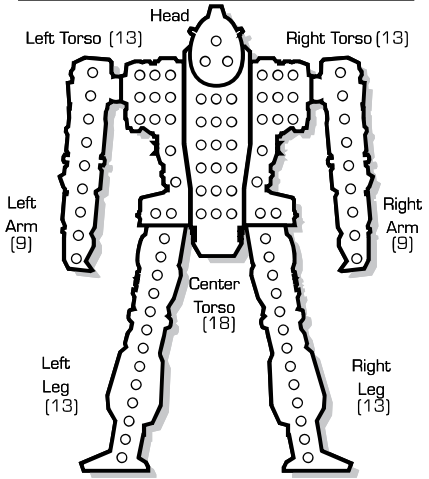
1. C^3 Boosted Master
2. C^3 Boosted Master
3. C^3 Boosted Master
4. C^3 Boosted Master
5. Endo-Composite
6. Endo-Composite

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	11 (22) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Griffin GRF-6S2

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

Tonnage: 55
Tech Base: Mixed Tech (I.S.) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	LRM 15 (Clan)	RT	5	1/Msl [M,C,S]	—	7	14	21
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	C³ Boosted Slave	LT	—	[E]	—	—	—	—
1	ER PPC	RA	15	10 [DE]	—	7	14	23

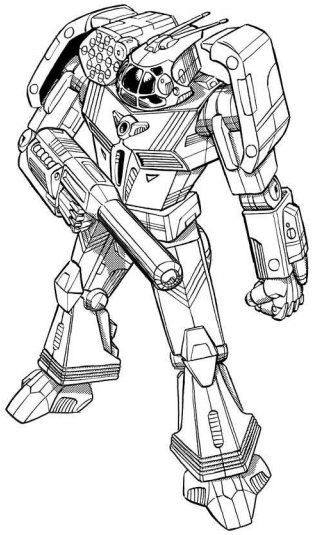
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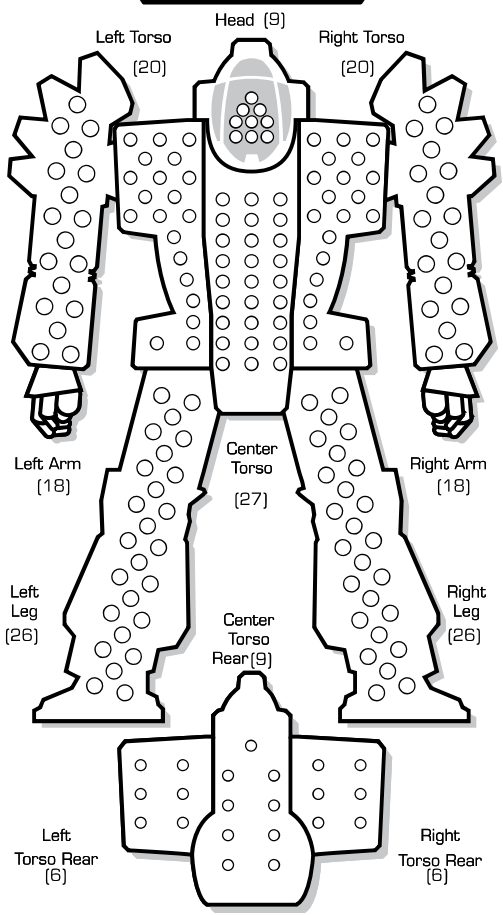
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. Endo Steel
	6. Endo Steel
4-6	1. Endo Steel
	2. Endo Steel
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

Left Torso

1-3	1. Light Fusion Engine
	2. Light Fusion Engine
	3. C³ Boosted Slave
	4. C³ Boosted Slave
	5. Endo Steel
	6. Endo Steel
4-6	1. Endo Steel
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

Left Leg

1.	Hip
2.	Upper Leg Actuator
3.	Lower Leg Actuator
4.	Foot Actuator
5.	Jump Jet
6.	Jump Jet

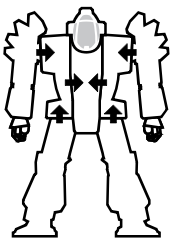
Head

1.	Life Support
2.	Sensors
3.	Cockpit
4.	Endo Steel
5.	Sensors
6.	Life Support

Center Torso

1-3	1. Light Fusion Engine
	2. Light Fusion Engine
	3. Light Fusion Engine
	4. Gyro
	5. Gyro
	6. Gyro
4-6	1. Gyro
	2. Light Fusion Engine
	3. Light Fusion Engine
	4. Light Fusion Engine
	5. Jump Jet
	6. ER Medium Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. ER PPC
	6. ER PPC
4-6	1. ER PPC
	2. Endo Steel
	3. Endo Steel
	4. Endo Steel
	5. Roll Again
	6. Roll Again

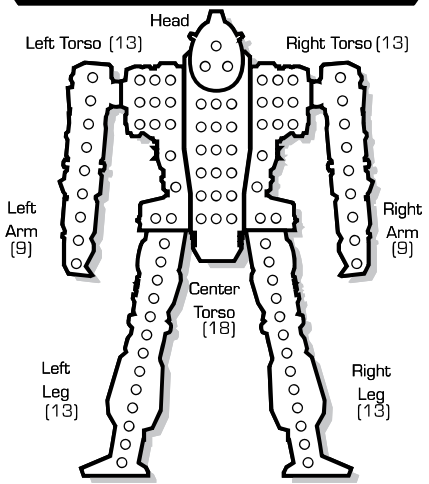
Right Torso

1-3	1. Light Fusion Engine
	2. Light Fusion Engine
	3. LRM 15 (Clan)
	4. LRM 15 (Clan)
	5. Ammo (LRM 15) 8
	6. Ammo (LRM 15) 8
4-6	1. Targeting Computer
	2. Targeting Computer
	3. CASE II
	4. Endo Steel
	5. Endo Steel
	6. Endo Steel

Right Leg

1.	Hip
2.	Upper Leg Actuator
3.	Lower Leg Actuator
4.	Foot Actuator
5.	Jump Jet
6.	Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Mad Cat III 3

Movement Points:
Walking: 6
Running: 9

Tonnage: 55
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20 w/Artemis IV FCS	RT	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20 w/Artemis IV FCS	LT	6	1/Msl [M,C,S]	—	7	14	21
1	ER PPC	RA	15	15 [DE]	—	7	14	23
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

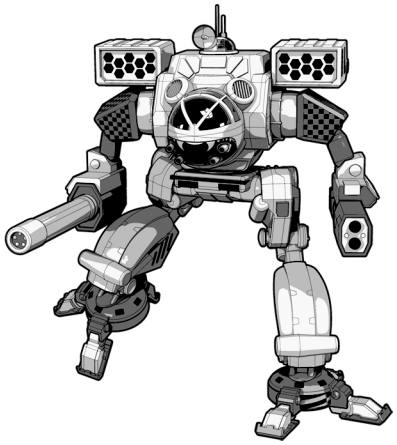
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WARRIOR DATA

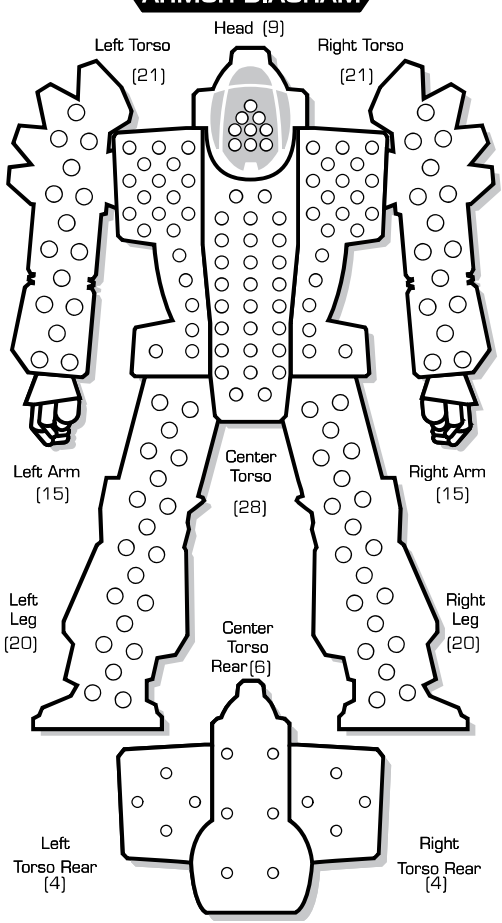
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. ER Medium Laser
	5. ER Medium Laser
	6. Endo Steel
4-6	1. Endo Steel
	2. Ferro-Fibrous
	3. Ferro-Fibrous
	4. Roll Again
	5. Roll Again
	6. Roll Again

Left Torso (CASE)

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. LRM 20
	4. LRM 20
	5. LRM 20
	6. LRM 20
4-6	1. Artemis IV FCS
	2. Ammo (LRM 20 Artemis) 6
	3. Endo Steel
	4. Ferro-Fibrous
	5. Roll Again
	6. Roll Again

Left Leg

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

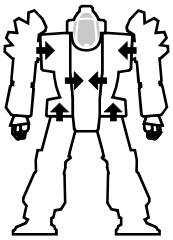
Head

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

Center Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. Gyro
	5. Gyro
	6. Gyro
4-6	1. Gyro
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. XL Fusion Engine
	5. Endo Steel
	6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. ER PPC
	5. ER PPC
	6. Endo Steel
4-6	1. Endo Steel
	2. Ferro-Fibrous
	3. Ferro-Fibrous
	4. Roll Again
	5. Roll Again
	6. Roll Again

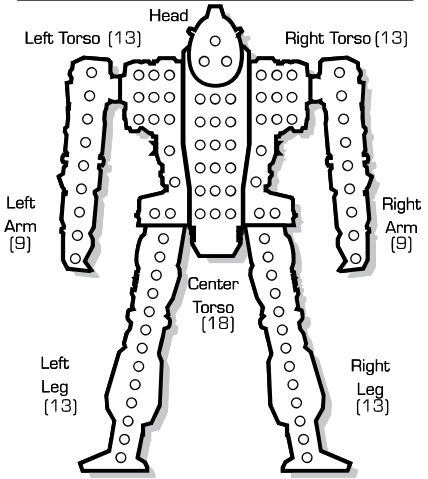
Right Torso (CASE)

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. LRM 20
	4. LRM 20
	5. LRM 20
	6. LRM 20
4-6	1. Artemis IV FCS
	2. Ammo (LRM 20 Artemis) 6
	3. Endo Steel
	4. Ferro-Fibrous
	5. Roll Again
	6. Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	12 (24) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	○○
25	–5 Movement Points	○○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	–4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	–3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

Heat Scale

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

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Mad Cat III 4

Movement Points:
Walking: 6
Running: 9

Tonnage: 55
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AMS	HD	1	— [PD]	—	—	—	—
2	ER Micro Laser	RT	1	2 [DE]	—	1	2	4
1	LRM 20	RT	6	1/Msl [M,C,S]	—	7	14	21
2	ER Micro Laser	LT	1	2 [DE]	—	1	2	4
1	LRM 20	LT	6	1/Msl [M,C,S]	—	7	14	21
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Small Laser	RA	2	5 [DE]	—	2	4	6
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER Small Laser	LA	2	5 [DE]	—	2	4	6

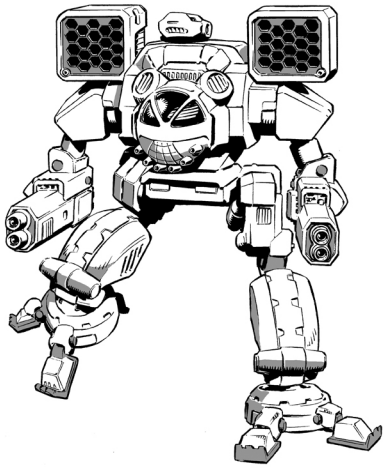
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WARRIOR DATA

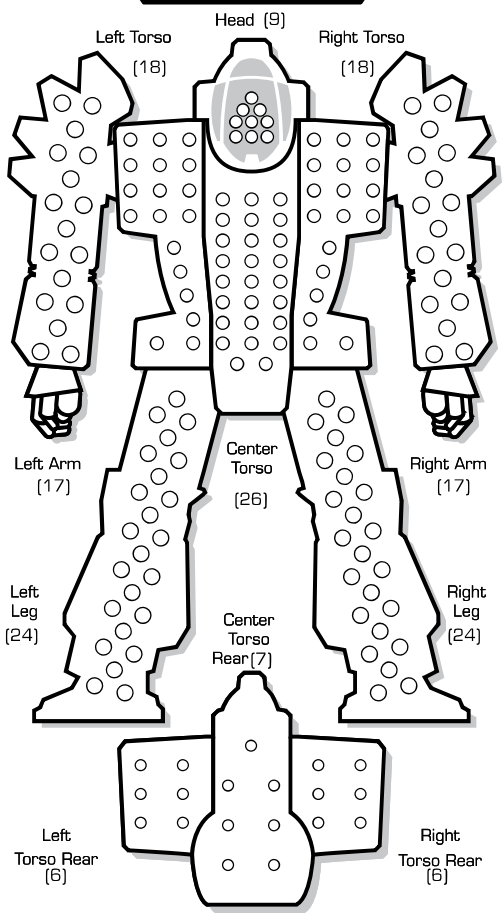
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Medium Laser
5. ER Small Laser
6. Ferro-Fibrous

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

4-6
1. ER Micro Laser
2. ER Micro Laser
3. Ammo (LRM 20) 6
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. AMS
5. Sensors
6. Life Support

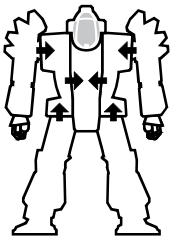
Center Torso (CASE)

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ammo (AMS) 24
6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

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

4-6
1. ER Small Laser
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Torso (CASE)

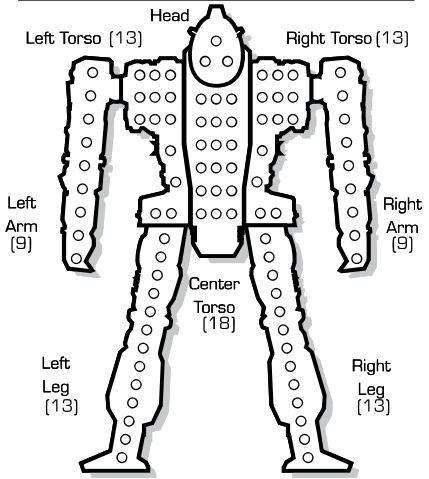
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

4-6
1. ER Micro Laser
2. ER Micro Laser
3. Ammo (LRM 20) 6
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Mad Cat III 5

Movement Points:
Walking: 6
Running: 9
Jumping: 5

Tonnage: 55
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	RT	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20	LT	6	1/Msl [M,C,S]	—	7	14	21
1	Heavy Medium Laser	RA	7	10 [DE]	—	3	6	9
1	Heavy Medium Laser	LA	7	10 [DE]	—	3	6	9

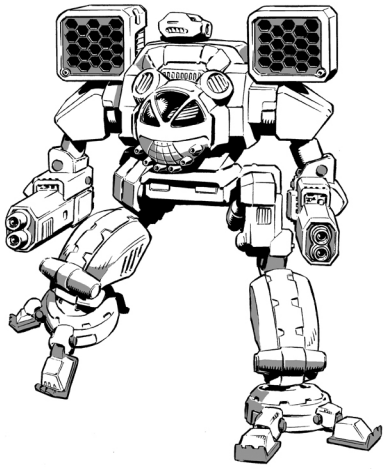
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WARRIOR DATA

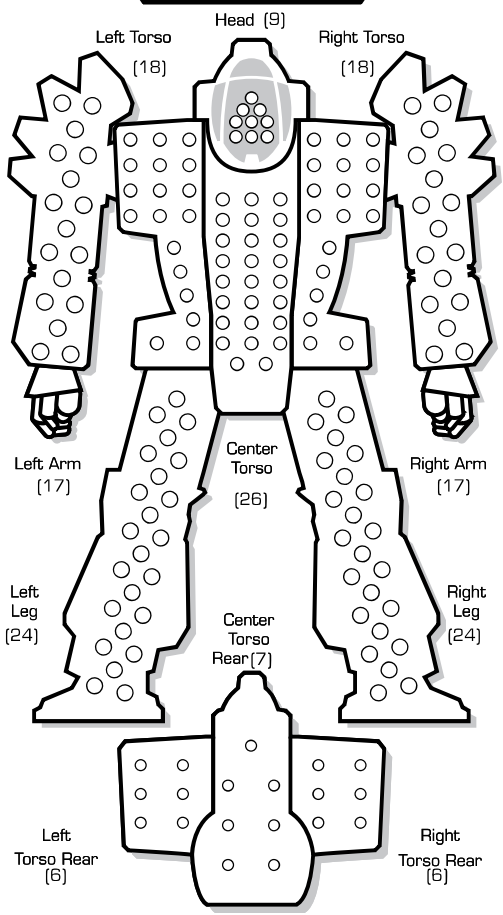
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Heavy Medium Laser
5. Heavy Medium Laser
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. LRM 20
6. LRM 20

1. LRM 20
2. LRM 20
3. Ammo (LRM 20) 6
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

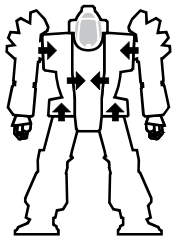
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

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

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

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

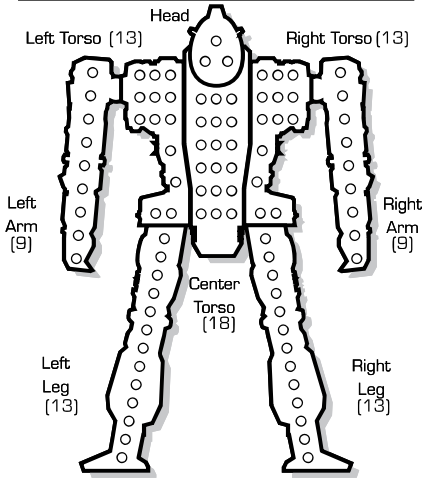
1. Heavy Medium Laser
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. LRM 20
6. LRM 20

1. LRM 20
2. LRM 20
3. Ammo (LRM 20) 6
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Marshal MHL-3MC

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

Tonnage: 55

Tech Base: Inner Sphere (Advanced)

Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	CT	3	2 [DE,H,AI]	—	1	2	3
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	MML 9	RT	5	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
2	Machine Gun	LT	0	2 [DB,AI]	—	1	2	3
1	TSEMP Cannon	RA	10	0 [DE,X]	—	5	10	15
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

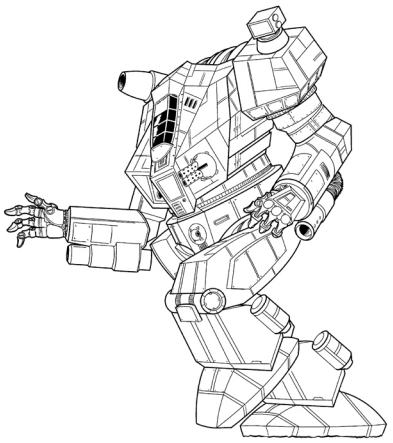
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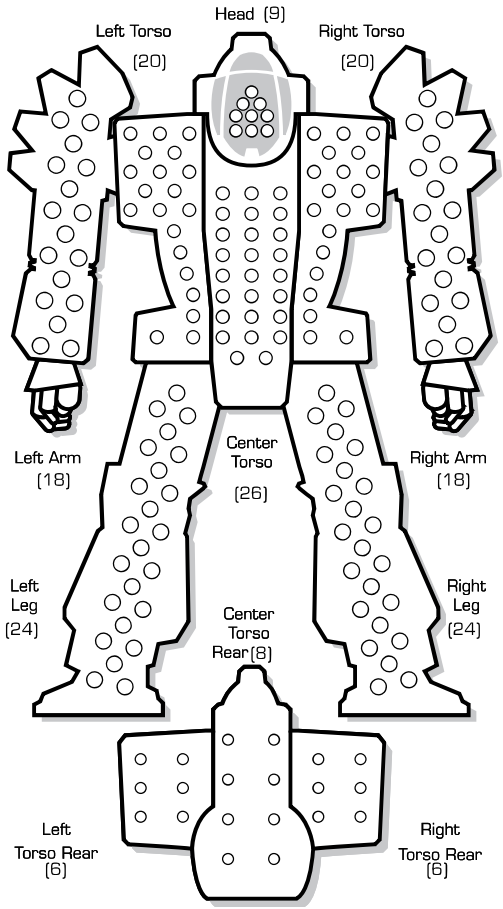
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Ferro-Fibrous

1-3

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

4-6

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Machine Gun
2. Machine Gun
3. Ammo (Machine Gun) 100
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

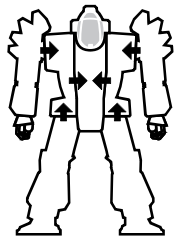
Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Flamer
6. Ferro-Fibrous

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. TSEMP Cannon
6. TSEMP Cannon

1-3

1. TSEMP Cannon
2. TSEMP Cannon
3. TSEMP Cannon
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Medium Pulse Laser
5. MML 9
6. MML 9

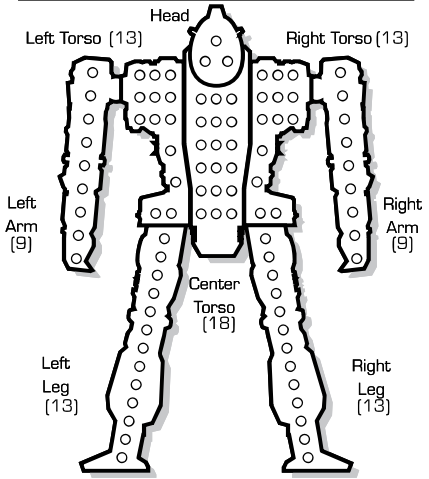
1-3

1. MML 9
2. MML 9
3. MML 9
4. Ammo (MML 9/LRM) 13
5. Ammo (MML 9/SRM) 11
6. Ammo (MML 9/SRM) 11

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Heat Level*	Effects	11 (22) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	○○
25	–5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	–4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	–3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Men Shen MS1-OG

Movement Points:
Walking: 6
Running: 9 [12]

Tonnage: 55
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Beagle Active Probe	CT	—	[E]	—	—	—	4
1	Streak SRM 4	RT	3	2/Msl [M,C]	—	3	6	9
1	Streak SRM 4	LT	3	2/Msl [M,C]	—	3	6	9
1	TSEMP Cannon	RA	10	0 [DE,X]	—	5	10	15
2	Medium X-Pulse Laser	LA	6	6 [P]	—	3	6	9

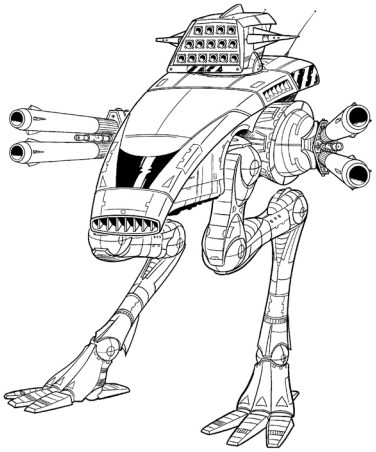
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WARRIOR DATA

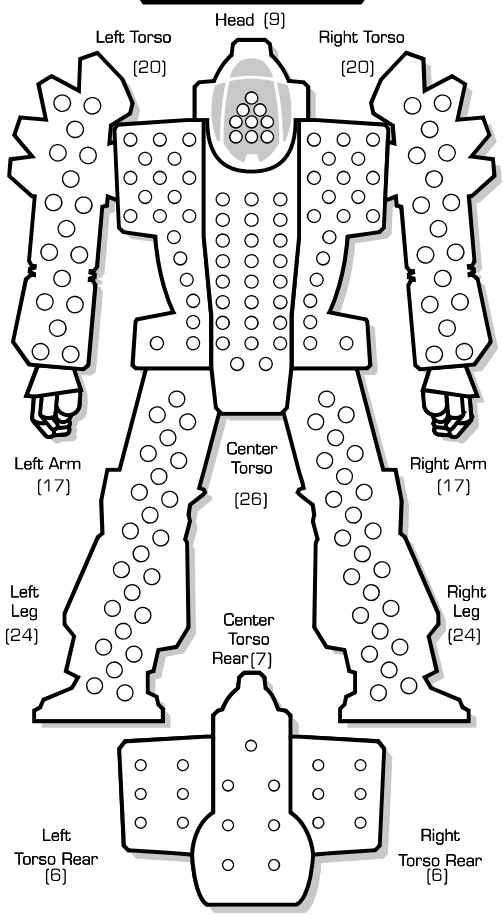
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Medium X-Pulse Laser
4. Medium X-Pulse Laser
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Streak SRM 4
5. MASC
6. MASC

1. MASC
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

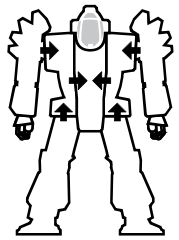
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

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

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Beagle Active Probe
6. Beagle Active Probe

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. TSEMP Cannon
4. TSEMP Cannon
5. TSEMP Cannon
6. TSEMP Cannon

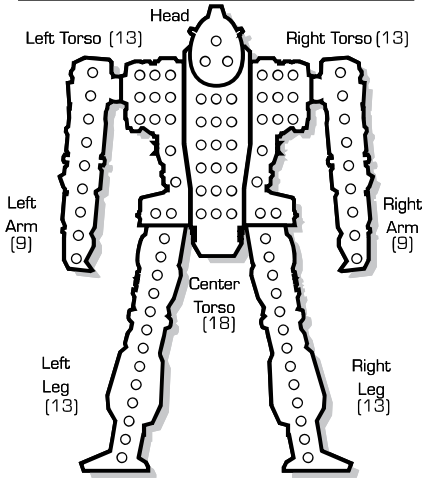
1. TSEMP Cannon
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Streak SRM 4
5. Ammo (Streak SRM 4) 25
6. Roll Again

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Sun Cobra 2

Movement Points:
Walking: 6
Running: 9

Tonnage: 55
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

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

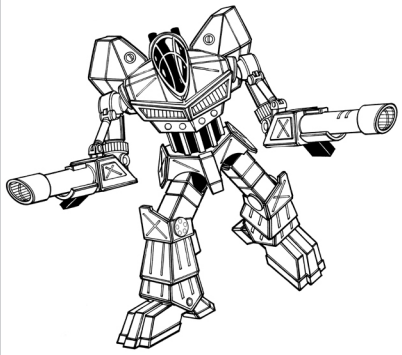
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WARRIOR DATA

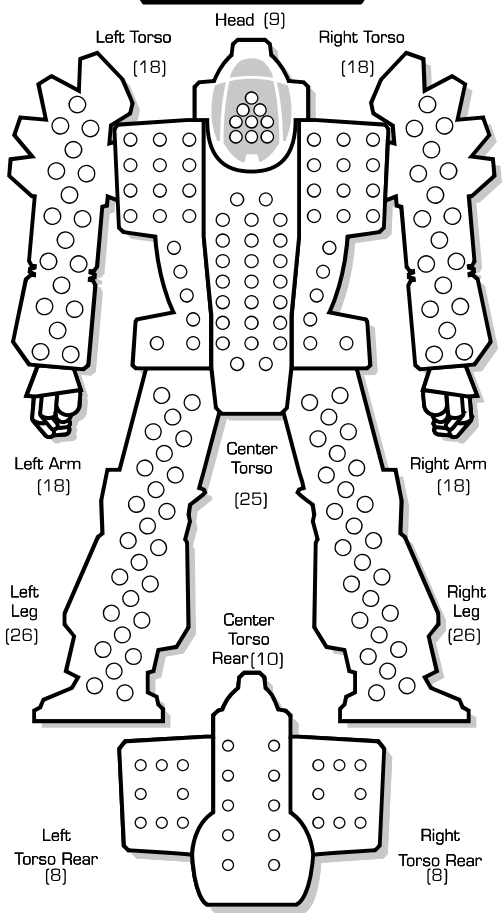
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER PPC
5. ER PPC
6. Endo Steel

1-3

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

4-6

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Endo Steel

1-3

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

4-6

Left Leg

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

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

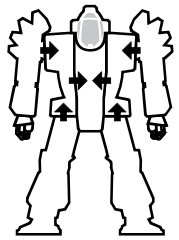
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER PPC
5. ER PPC
6. Endo Steel

1-3

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

4-6

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

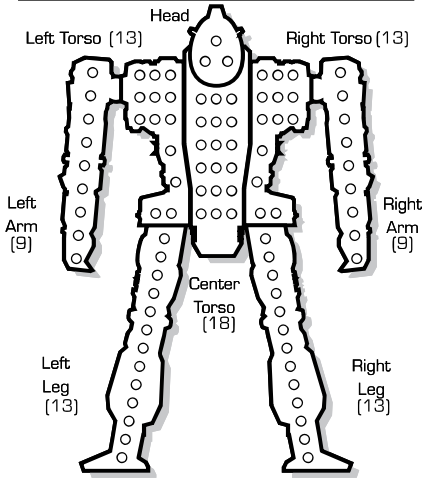
1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Thunder Fox TDF-F11

Movement Points:
- Walking: 5
- Running: 7
- Jumping: 5

Tonnage: 55
Tech Base: Mixed Tech (I.S.) (Experimental)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC (Clan)	HD	15	15 [DE]	—	7	14	23
1	Targeting Computer	HD	—	[E]	—	—	—	—
1	Head Turret	CT	—	[E]	—	—	—	—

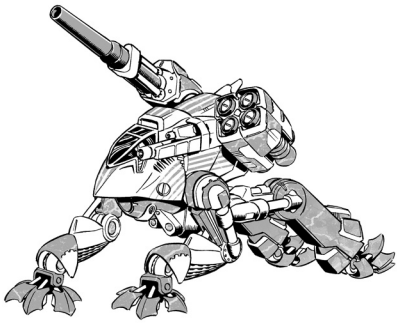
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WARRIOR DATA

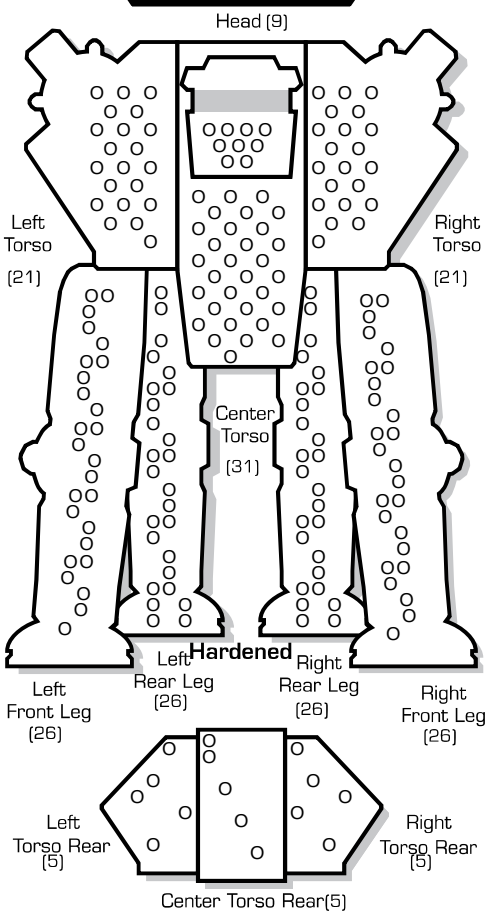
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head
1. Sensors
2. Sensors
3. ER PPC (Clan) (T)
4. ER PPC (Clan) (T)
5. Targeting Computer
6. Targeting Computer

Left Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Endo Steel

Right Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Endo Steel

Center Torso
1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. XXL Fusion Engine

4-6
1. XXL Fusion Engine
2. XXL Fusion Engine
3. Torso-Mounted Cockpit
4. Sensors
5. Jump Jet
6. Head Turret

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

Left Torso
1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

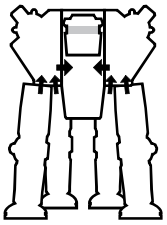
4-6
1. Life Support
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso
1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

4-6
1. Life Support
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

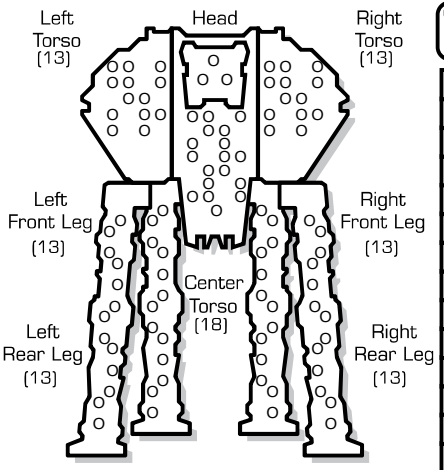
Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Endo Steel

Right Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Endo Steel



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	11 (22) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
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	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Black Hawk-KU BHKU-OG

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

Tonnage: 60
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	HD	0	[E]	—	5	9	15
1	Bloodhound Active Probe	RT	—	[E]	—	—	—	6
1	Angel ECM Suite	LT	—	[E]	—	—	—	6
1	Snub-Nose PPC	RA	10	10/8/5 [DE,V]	—	9	13	15
3	Medium X-Pulse Laser	LA	6	6 [P]	—	3	6	9

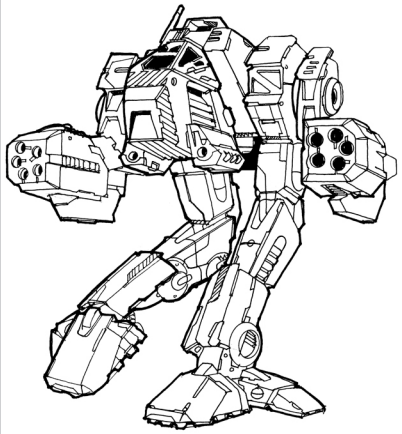
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WARRIOR DATA

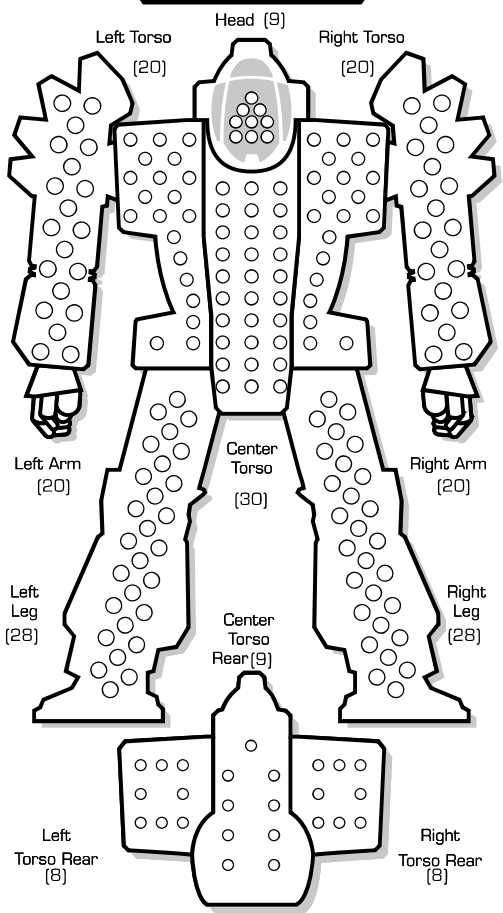
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium X-Pulse Laser
5. Medium X-Pulse Laser
6. Medium X-Pulse Laser

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

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Angel ECM Suite
2. Angel ECM Suite
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

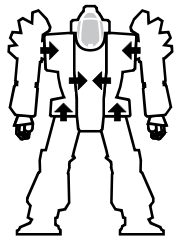
1. Life Support
2. Sensors
3. Cockpit
4. TAG
5. Sensors
6. Life Support

Center Torso

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Snub-Nose PPC
4. Snub-Nose PPC
5. Roll Again
6. Roll Again

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

Right Torso

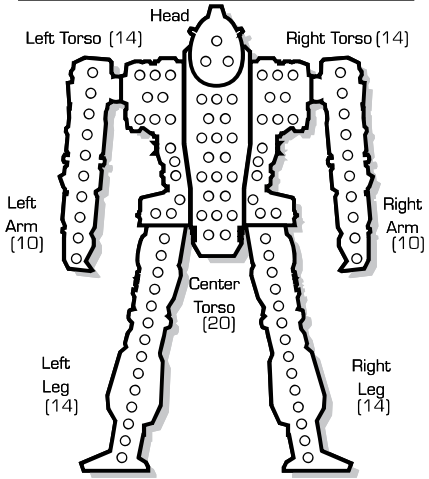
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Bloodhound Active Probe
2. Bloodhound Active Probe
3. Bloodhound Active Probe
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Grand Dragon DRG-10K

Movement Points:
Walking: 6
Running: 9

Tonnage: 60
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MRM 20 w/Apollo FCS	LT	6	1/Msl [M,C]	—	3	8	15
1	Snub-Nose PPC	RA	10	10/8/5 [DE,V]	—	9	13	15
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

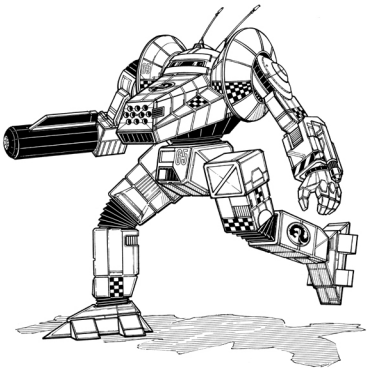
BV: 1,603

WARRIOR DATA

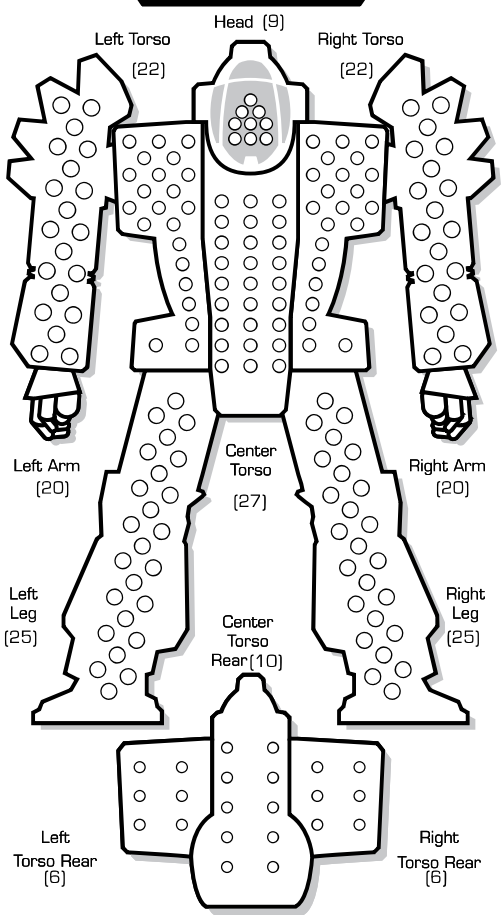
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

1-3

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

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. MRM 20
5. MRM 20
6. MRM 20

1-3

4-6
1. MRM Apollo FCS
2. Ammo (MRM 20) 12
3. CASE
4. Endo Steel
5. Anti-Penetrative Ablation
6. Anti-Penetrative Ablation

Left Leg

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

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

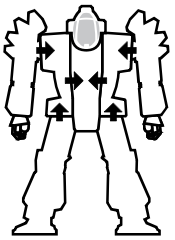
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Anti-Penetrative Ablation
6. Anti-Penetrative Ablation

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Snub-Nose PPC
5. Snub-Nose PPC
6. Endo Steel

1-3

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

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Endo Steel
5. Endo Steel
6. Endo Steel

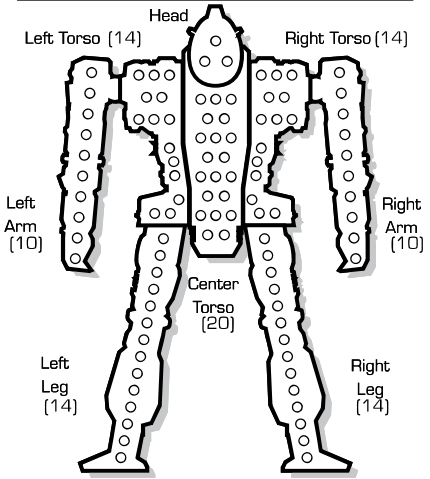
1-3

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Anti-Penetrative Ablation
6. Anti-Penetrative Ablation

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Kuma 4

Movement Points:
- Walking: 6
- Running: 9
- Jumping: 6

Tonnage: 60
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	HD	12	10 [DE]	—	8	15	25
1	HarJel II Self-Repair System	CT	—	[E]	—	—	—	—
1	HarJel II Self-Repair System	RT	—	[E]	—	—	—	—
1	HarJel II Self-Repair System	LT	—	[E]	—	—	—	—
1	HarJel II Self-Repair System	RA	—	[E]	—	—	—	—
1	HarJel II Self-Repair System	LA	—	[E]	—	—	—	—
1	ER Medium Laser	RL	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LL	5	7 [DE]	—	5	10	15

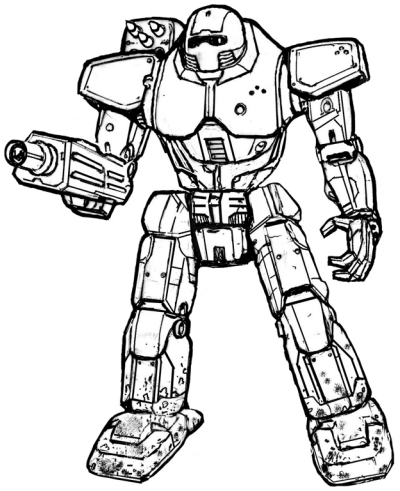
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WARRIOR DATA

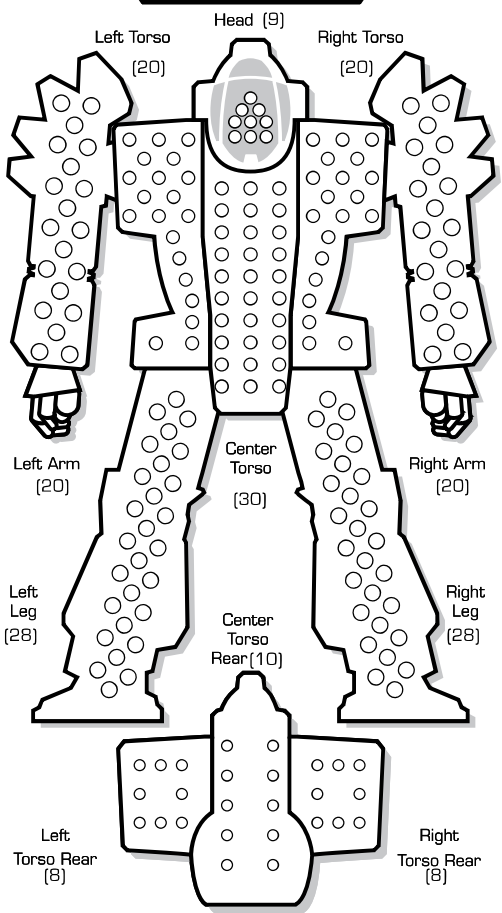
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. HarJel II Self-Repair System
	6. Endo Steel
4-6	1. Endo Steel
	2. Endo Steel
	3. Endo Steel
	4. Roll Again
	5. Roll Again
	6. Roll Again

Left Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. Jump Jet
	4. Jump Jet
	5. Jump Jet
	6. HarJel II Self-Repair System
4-6	1. Endo Steel
	2. Endo Steel
	3. Endo Steel
	4. Roll Again
	5. Roll Again
	6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. ER Medium Laser
6. Roll Again

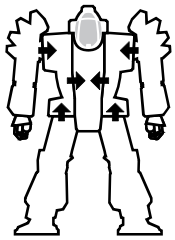
Head

1. Life Support
2. Sensors
3. Cockpit
4. ER Large Laser
5. Sensors
6. Life Support

Center Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. Gyro
	5. Gyro
	6. Gyro
4-6	1. Gyro
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. XL Fusion Engine
	5. HarJel II Self-Repair System
	6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. HarJel II Self-Repair System
	6. Ferro-Fibrous
4-6	1. Ferro-Fibrous
	2. Ferro-Fibrous
	3. Ferro-Fibrous
	4. Roll Again
	5. Roll Again
	6. Roll Again

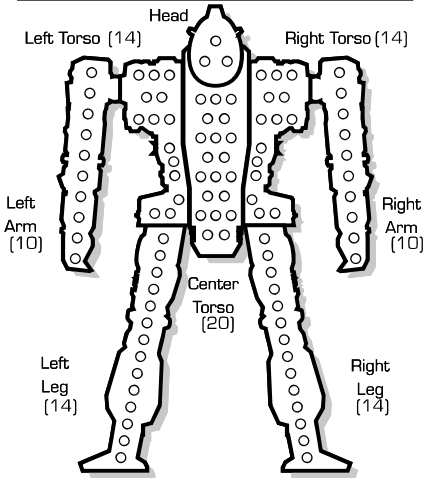
Right Torso

1-3	1. XL Fusion Engine
	2. XL Fusion Engine
	3. Jump Jet
	4. Jump Jet
	5. Jump Jet
	6. HarJel II Self-Repair System
4-6	1. Ferro-Fibrous
	2. Ferro-Fibrous
	3. Ferro-Fibrous
	4. Roll Again
	5. Roll Again
	6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. ER Medium Laser
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	11 (22) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Quickdraw QKD-9M

Movement Points:		**Tonnage:**	60
Walking:	5	**Tech Base:**	Inner Sphere
Running:	8	**Era:**	Dark Age
Jumping:	5		

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	TAG	CT	0	[E]	—	5	9	15
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	LRM 15	LT	5	1/Msl [M,C,S]	6	7	14	21
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Large Laser	LA	8	8 [DE]	—	5	10	15

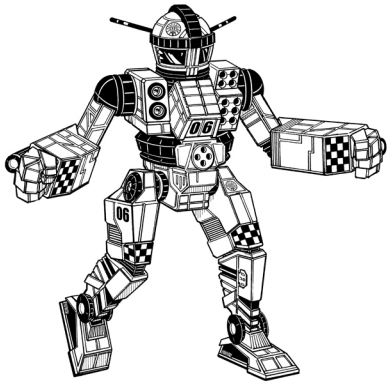
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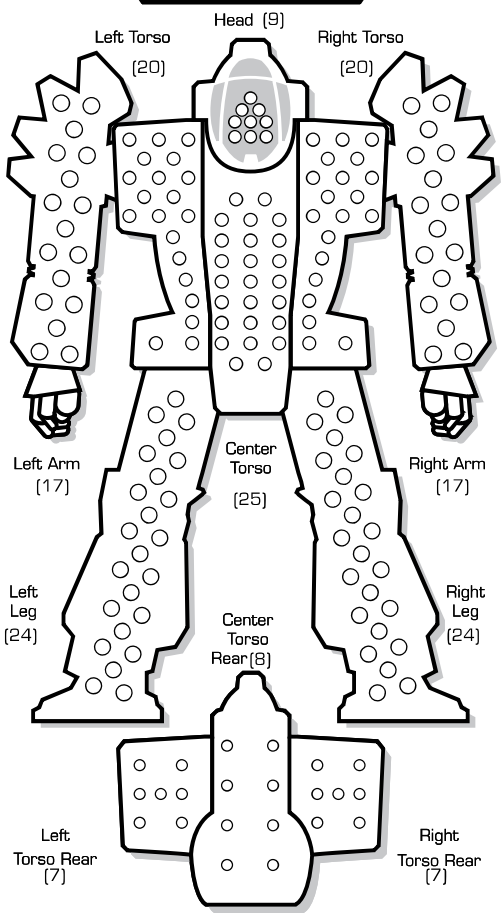
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Laser
6. Large Laser

4-6
1. Light Ferro-Fibrous
2. Light Ferro-Fibrous
3. Light Ferro-Fibrous
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet
6. LRM 15

4-6
1. LRM 15
2. LRM 15
3. Ammo (LRM 15) 8
4. Ammo (LRM 15) 8
5. Ammo (LRM 15) 8
6. CASE II

Left Leg

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

Head

1. Life Support
2. Sensors
3. Cockpit
4. Light Ferro-Fibrous
5. Sensors
6. Life Support

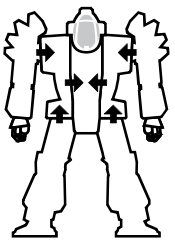
Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. TAG

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Laser
6. Large Laser

4-6
1. Light Ferro-Fibrous
2. Light Ferro-Fibrous
3. Light Ferro-Fibrous
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso

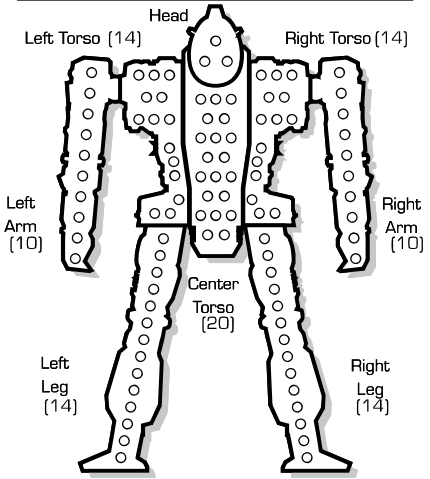
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet
6. Targeting Computer

4-6
1. Targeting Computer
2. Targeting Computer
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	11 (22) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Shadow Cat II 3

Movement Points:		**Tonnage:**	60
Walking:	6	**Tech Base:**	Clan
Running:	9	**Era:**	Dark Age
Jumping:	6		

Weapons & Equipment Inventory (hexes)

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

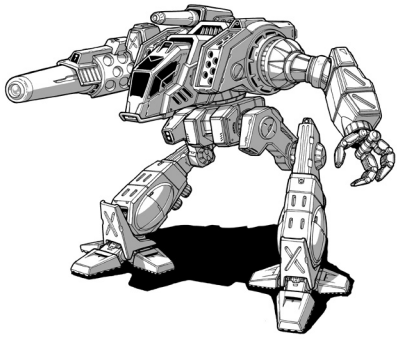
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WARRIOR DATA

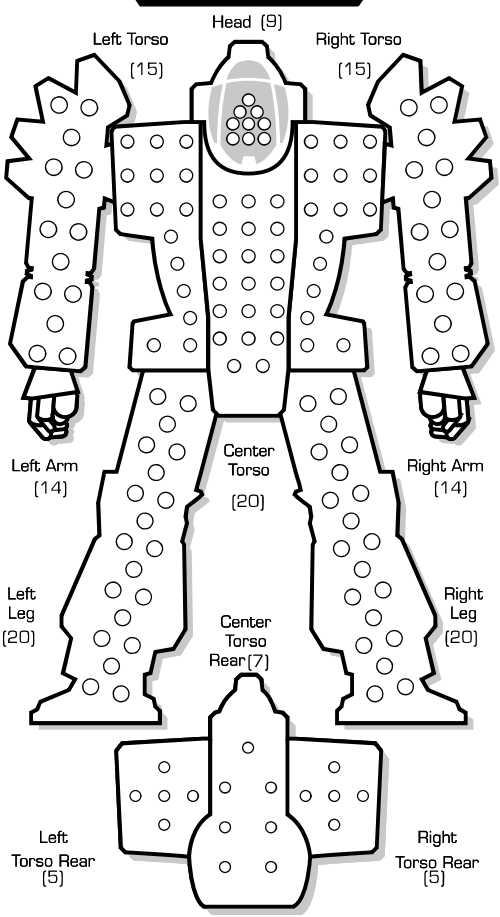
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. [Streak SRM 6
6. L Streak SRM 6

4-6
1. [Streak SRM 6
2. L Streak SRM 6
3. Ammo (Streak SRM 6) 15
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

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

Head

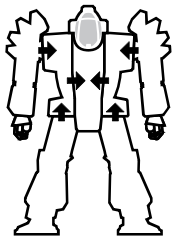
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. ER Large Laser
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

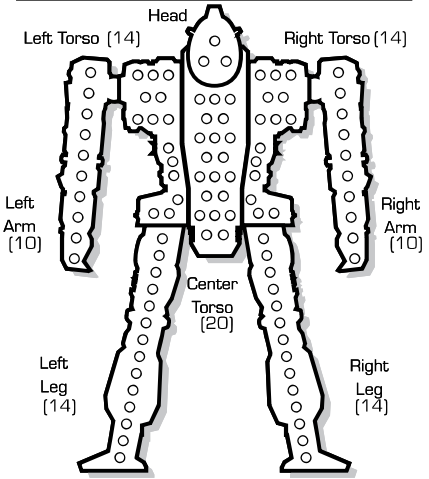
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. [Streak SRM 6
6. L Streak SRM 6

4-6
1. [Streak SRM 6
2. L Streak SRM 6
3. Ammo (Streak SRM 6) 15
4. ER Medium Laser
5. Ferro-Fibrous
6. Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	11 (22) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Shadow Cat II 4

Movement Points:
- Walking: 6
- Running: 9
- Jumping: 5

Tonnage: 60
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	RT	4	1/Msl [M,C,S]	—	7	14	21
1	LRM 10	LT	4	1/Msl [M,C,S]	—	7	14	21
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22

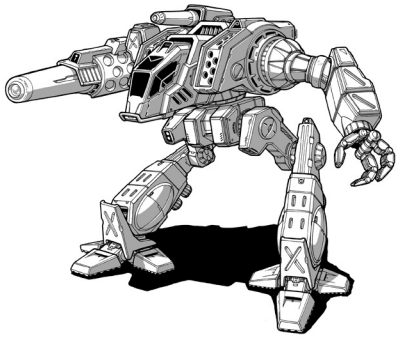
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WARRIOR DATA

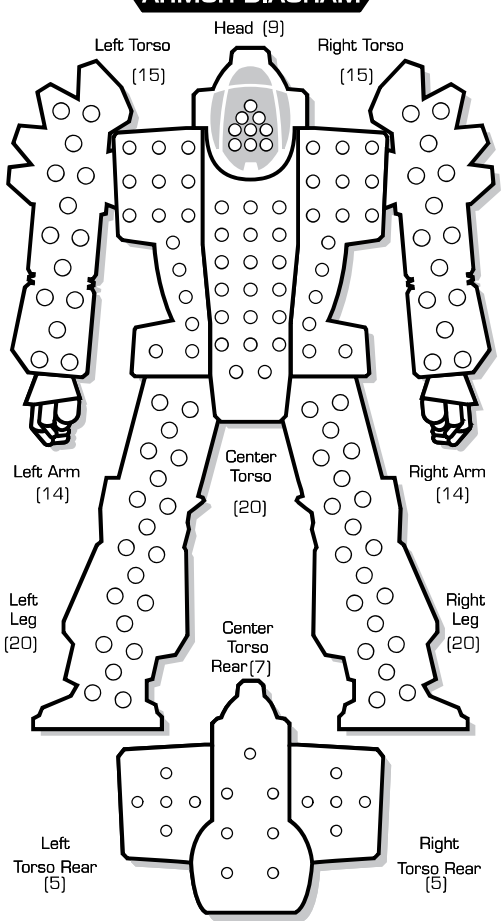
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

1-3

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

4-6

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. LRM 10
6. Ammo (LRM 10) 12

1-3

1. Ammo (LRM 10) 12
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

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

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

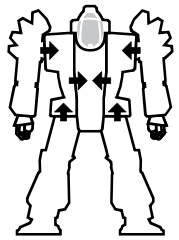
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Roll Again

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1-3

1. Gauss Rifle
2. Gauss Rifle
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. LRM 10
6. Ammo (Gauss) 8

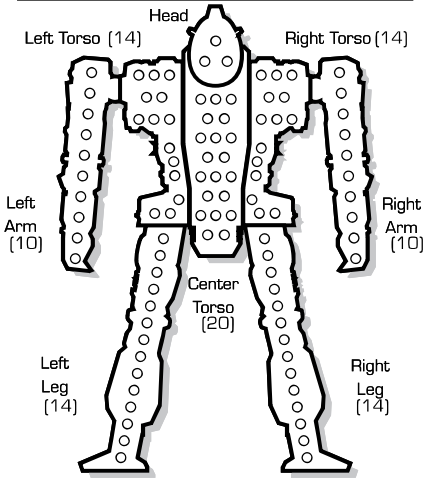
1-3

1. Ammo (Gauss) 8
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

4-6

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Ti Ts'ang TSG-10L

Movement Points:
Walking: 6 [7]
Running: 9 [14]

Tonnage: 60
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht (hexes)	Med (hexes)	Lng (hexes)
1	TAG	CT	0	[E]	—	5	9	15
1	Chaff Pod	RT	—	[E]	—	—	—	—
2	Medium Laser	RT	3	5 [DE]	—	3	6	9
2	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Hatchet	RA	—	12	—	—	—	—
1	Medium VSP Laser	LA	7	9/7/5 [P,V]	—	2	5	9
4	Small Laser	LA	1	3 [DE]	—	1	2	3

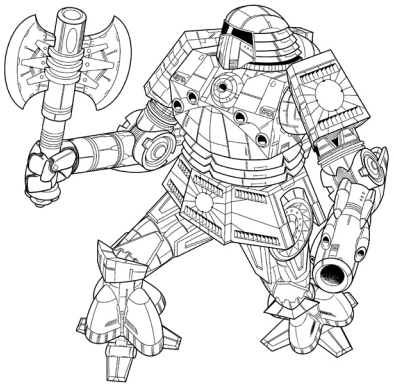
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WARRIOR DATA

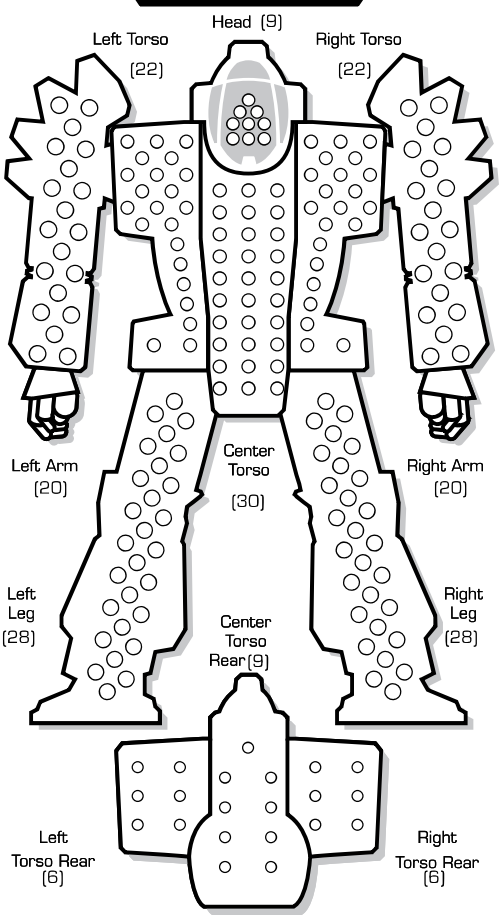
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium VSP Laser
5. Medium VSP Laser
6. Small Laser

4-6
1. Small Laser
2. Small Laser
3. Small Laser
4. Endo-Composite
5. Endo-Composite
6. Heat-Dissipating

Left Torso

1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

4-6
1. Medium Laser
2. Medium Laser
3. Endo-Composite
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Triple-Strength Myomer

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat-Dissipating
6. Heat-Dissipating

Head

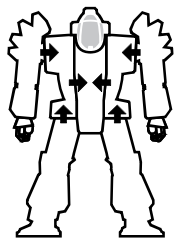
1. Life Support
2. Sensors
3. Cockpit
4. Endo-Composite
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Supercharger
6. TAG

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Hatchet
6. Hatchet

4-6
1. Hatchet
2. Hatchet
3. Endo-Composite
4. Endo-Composite
5. Endo-Composite
6. Heat-Dissipating

Right Torso

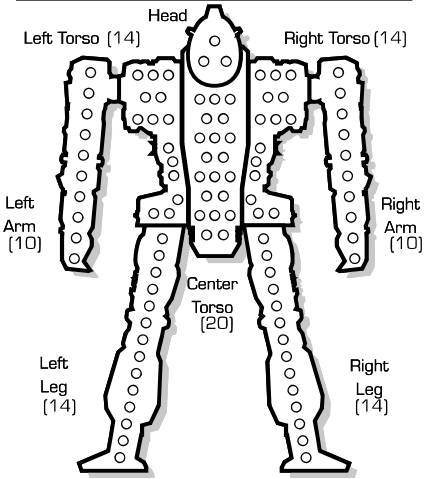
1-3
1. XXL Fusion Engine
2. XXL Fusion Engine
3. XXL Fusion Engine
4. XXL Fusion Engine
5. XXL Fusion Engine
6. XXL Fusion Engine

4-6
1. Medium Laser
2. Medium Laser
3. Chaff Pod
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Triple-Strength Myomer

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat-Dissipating
6. Heat-Dissipating

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Vulture G

Movement Points:		**Tonnage:**	60
Walking:	5	**Tech Base:**	Clan
Running:	8	**Era:**	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12
1	Streak LRM 15	LT	5	1/Msl [M,C]	—	7	14	21
3	ER Medium Pulse Laser	RA	6	7 [P]	—	5	9	14
1	ER PPC	LA	15	15 [DE]	—	7	14	23

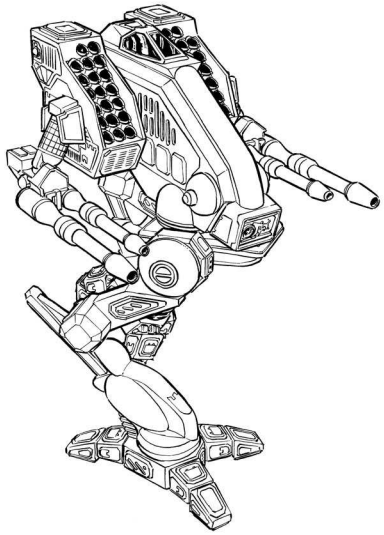
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WARRIOR DATA

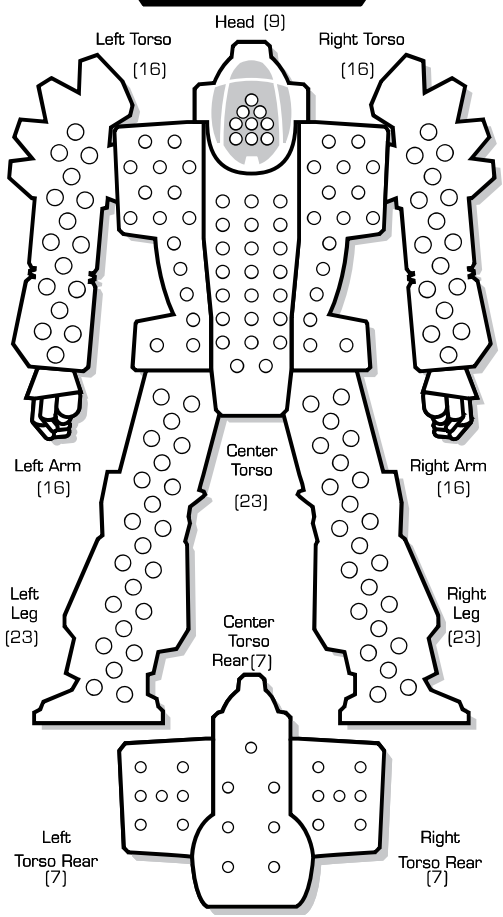
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. ER PPC (1-3)
4. ER PPC (1-3)
5. Ferro-Fibrous
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. Streak LRM 15 (1-3)
4. Streak LRM 15 (1-3)
5. Streak LRM 15 (1-3)
6. Ammo (Streak LRM 15) 8

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Left Leg

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

Head

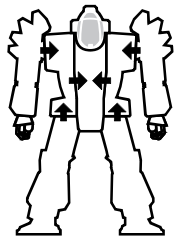
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)

1. Gyro (4-6)
2. XL Fusion Engine (4-6)
3. XL Fusion Engine (4-6)
4. XL Fusion Engine (4-6)
5. Double Heat Sink (4-6)
6. Double Heat Sink (4-6)

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator (1-3)
4. ER Medium Pulse Laser (1-3)
5. ER Medium Pulse Laser (1-3)
6. ER Medium Pulse Laser (1-3)

1. ER Medium Pulse Laser (4-6)
2. ER Medium Pulse Laser (4-6)
3. ER Medium Pulse Laser (4-6)
4. Ferro-Fibrous (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Right Torso (CASE)

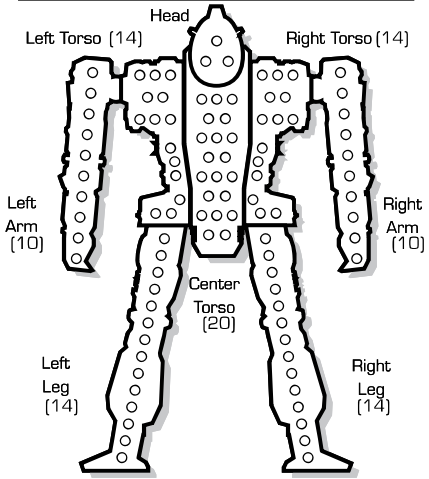
1. XL Fusion Engine
2. XL Fusion Engine
3. Streak SRM 6 (1-3)
4. Streak SRM 6 (1-3)
5. Streak SRM 6 (1-3)
6. Streak SRM 6 (1-3)

1. Ammo (Streak SRM 6) 15
2. Ferro-Fibrous (4-6)
3. Ferro-Fibrous (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

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BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Balius E

Movement Points:
Walking: 6
Running: 9

Tonnage: 65
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	HD	3	2 [DE,H,AI]	—	1	2	3
1	Improved Heavy Medium Laser[R]	CT	7	10 [DE,X]	—	3	6	9
1	ER Large Pulse Laser	RT	13	10 [P]	—	7	15	23
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12
1	Streak LRM 15	LT	5	1/Msl [M,C]	—	7	14	21

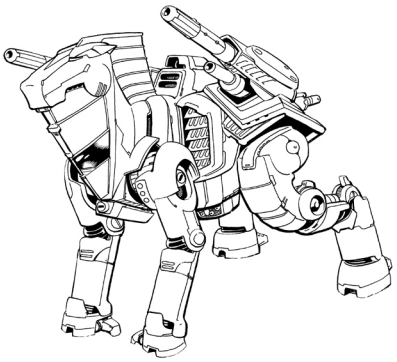
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WARRIOR DATA

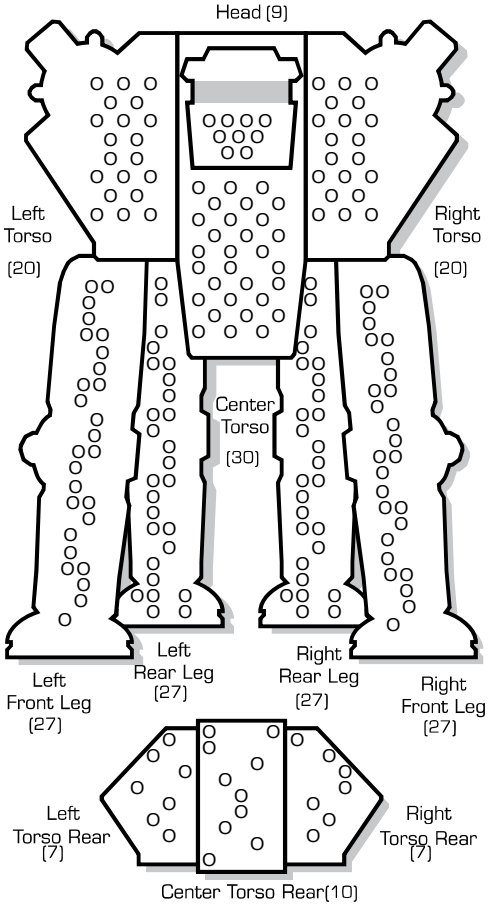
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head
1. Life Support
2. Sensors
3. Cockpit
4. Flamer
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Center Torso (CASE)
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Improved Heavy Medium Laser (R)
6. Improved Heavy Medium Laser (R)

Right Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso (CASE)
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Streak LRM 15
4. Streak LRM 15
5. Streak LRM 15
6. Ammo (Streak LRM 15) 8

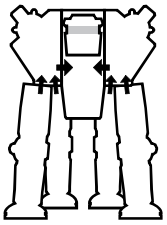
4-6
1. Ammo (Streak LRM 15) 8
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

Right Torso (CASE)
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Large Pulse Laser
4. ER Large Pulse Laser
5. ER Large Pulse Laser
6. Streak SRM 6

4-6
1. Streak SRM 6
2. Ammo (Streak SRM 6) 15
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

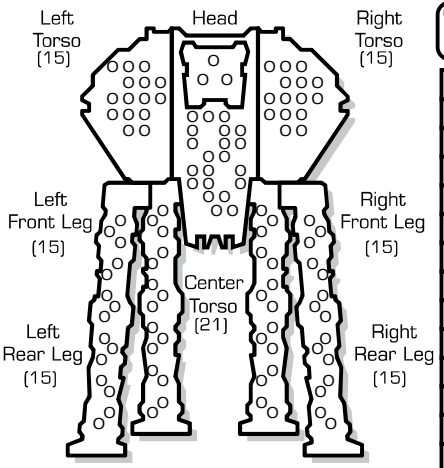
Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel



Damage Transfer Diagram

Right Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Karhu G

Movement Points:
- Walking: 5
- Running: 8 [10]
- Jumping: 5

Tonnage: 65
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Streak SRM 4	RT	3	2/Msl [M,C]	—	4	8	12
2	Streak SRM 4	LT	3	2/Msl [M,C]	—	4	8	12
3	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Improved Heavy Large Laser	LA	18	16 [DE,X]	—	5	10	15
1	Light TAG	LA	0	[E]	—	3	6	9

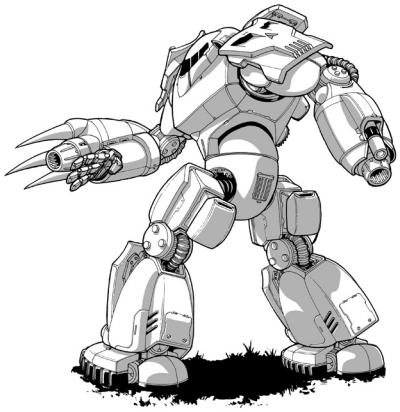
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WARRIOR DATA

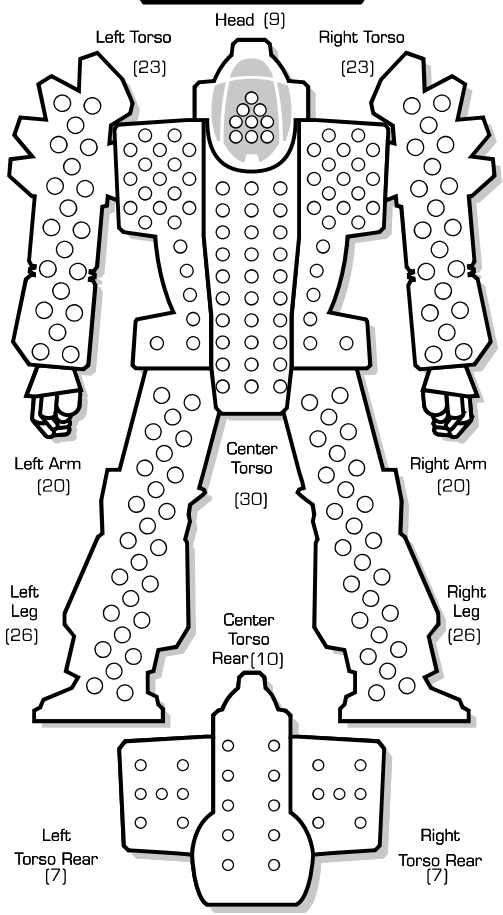
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Improved Heavy Large Laser
2. Improved Heavy Large Laser
3. Improved Heavy Large Laser
4. Light TAG
5. Endo Steel
6. Endo Steel

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Jump Jet

1. Streak SRM 4
2. Streak SRM 4
3. Ammo (Streak SRM 4) 25
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

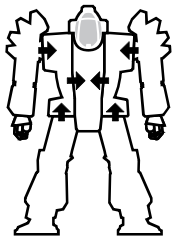
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Supercharger

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

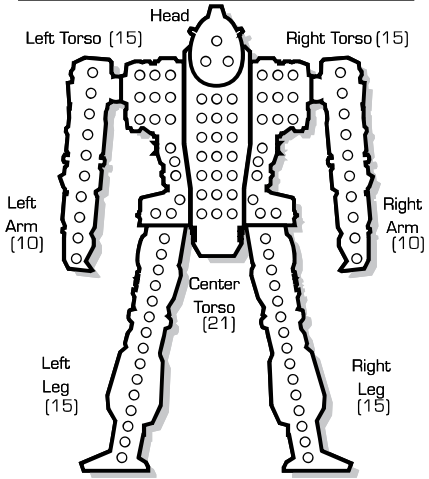
1. Double Heat Sink
2. Double Heat Sink
3. ER Medium Laser
4. ER Medium Laser
5. ER Medium Laser
6. Endo Steel

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Jump Jet

1. Streak SRM 4
2. Streak SRM 4
3. Ammo (Streak SRM 4) 25
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	18 (36) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O O
15	–3 Movement Points	O O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Koschei KSC-6L

Movement Points:
Walking: 5 [6]
Running: 8 [9]

Tonnage: 65
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	HD	—	[E]	—	—	—	—
4	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Sniper Cannon	LA	10	10 [DB,AE]	2	4	8	12

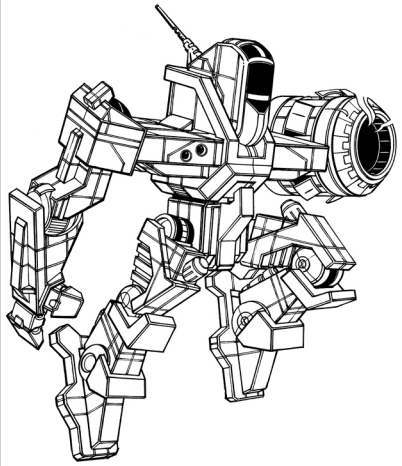
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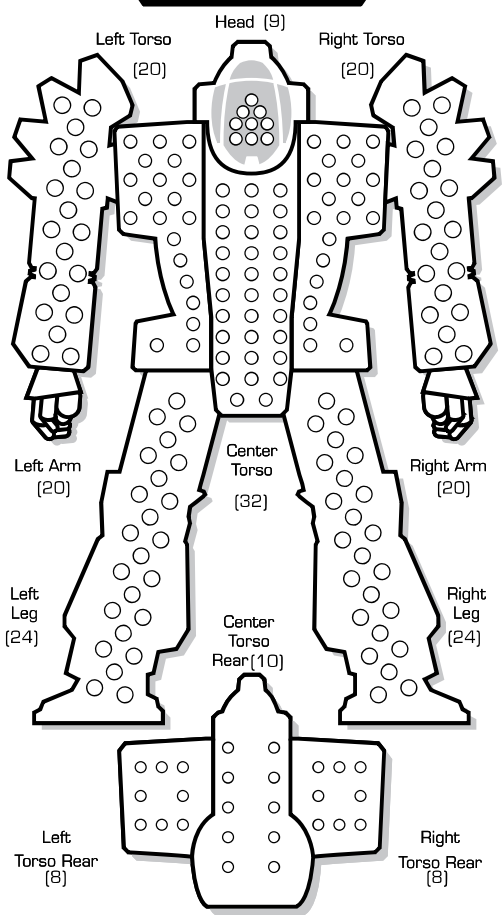
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Sniper Cannon
4. Sniper Cannon
5. Sniper Cannon
6. Sniper Cannon

1-3

1. Sniper Cannon
2. Sniper Cannon
3. Sniper Cannon
4. Sniper Cannon
5. Sniper Cannon
6. Sniper Cannon

4-6

Left Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Ammo (Sniper Cannon) 10
4. Ammo (Sniper Cannon) 10
5. CASE II
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Triple-Strength Myomer

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Light Ferro-Fibrous

Head

1. Life Support
2. Sensors
3. Cockpit
4. Targeting Computer
5. Sensors
6. Life Support

Center Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

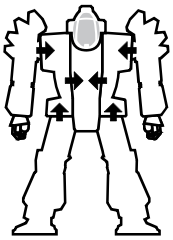
1-3

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Light Ferro-Fibrous
6. Triple-Strength Myomer

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Triple-Strength Myomer

4-6

Right Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Medium Laser
4. Medium Laser
5. Medium Laser
6. Medium Laser

1-3

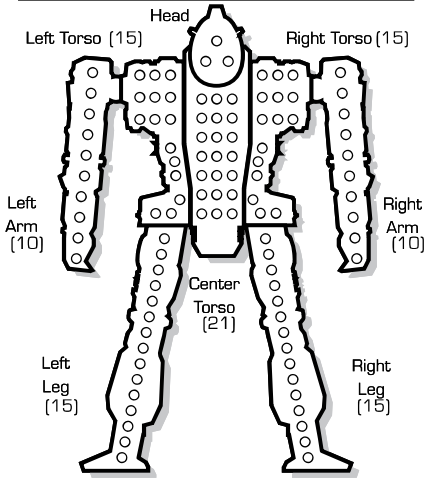
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Light Ferro-Fibrous
5. Light Ferro-Fibrous
6. Triple-Strength Myomer

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Light Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	12 (24) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Linebacker G

Movement Points:
Walking: 6
Running: 9 [12]

Tonnage: 65
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Streak SRM 2 (I-OS)	RT	2	2/Msl [M,C]	—	4	8	12
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	Improved Heavy Large Laser	RA	18	16 [DE,X]	—	5	10	15
1	Improved Heavy Large Laser	LA	18	16 [DE,X]	—	5	10	15

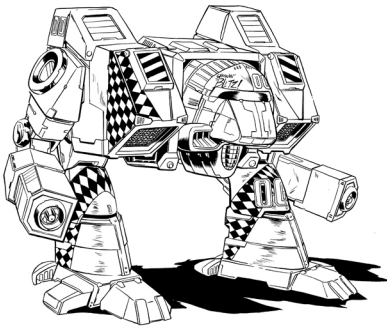
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WARRIOR DATA

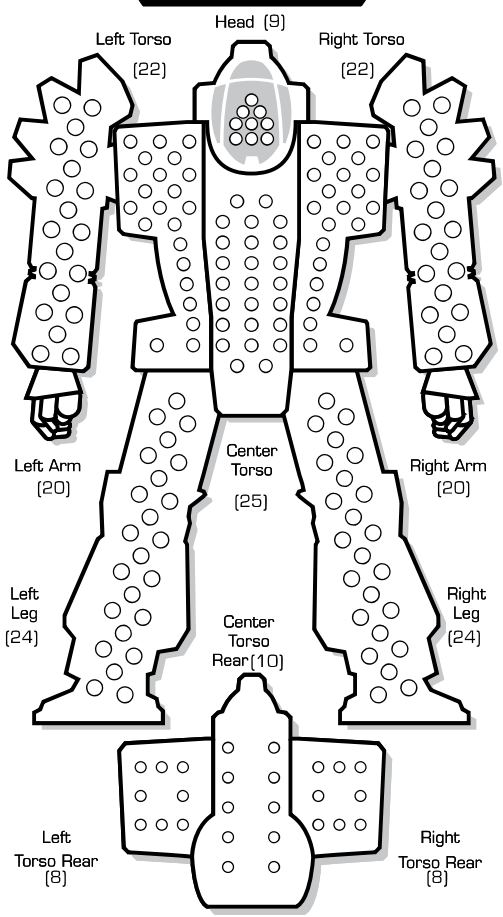
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Improved Heavy Large Laser

1. Improved Heavy Large Laser
2. Improved Heavy Large Laser

4-6
3. Endo Steel
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Double Heat Sink
4. Double Heat Sink
5. Targeting Computer
6. Targeting Computer

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

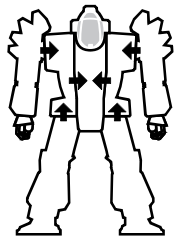
Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Supercharger
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Improved Heavy Large Laser

1. Improved Heavy Large Laser
2. Improved Heavy Large Laser

4-6
3. Endo Steel
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

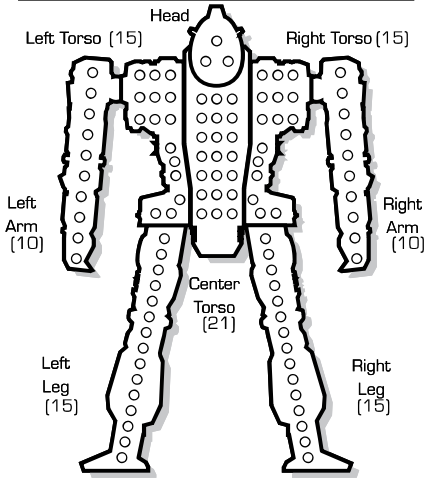
Right Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Double Heat Sink
4. Double Heat Sink
5. Streak SRM 2 (I-OS)
6. Streak SRM 2 (I-OS)

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	18 (36) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O O
15	–3 Movement Points	O O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Loki G

Movement Points:
Walking: 5
Running: 8

Tonnage: 65
Tech Base: Mixed Tech (Clan)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved Heavy Gauss Rifle (IS)	CT/RT	2	22 [DB,X]	3	6	12	19
3	ER Small Laser	RA	2	5 [DE]	—	2	4	6
1	Improved Heavy Large Laser	LA	18	16 [DE,X]	—	5	10	15

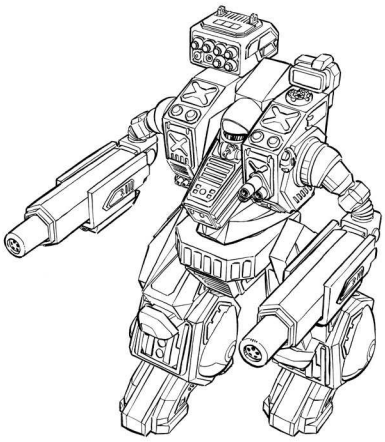
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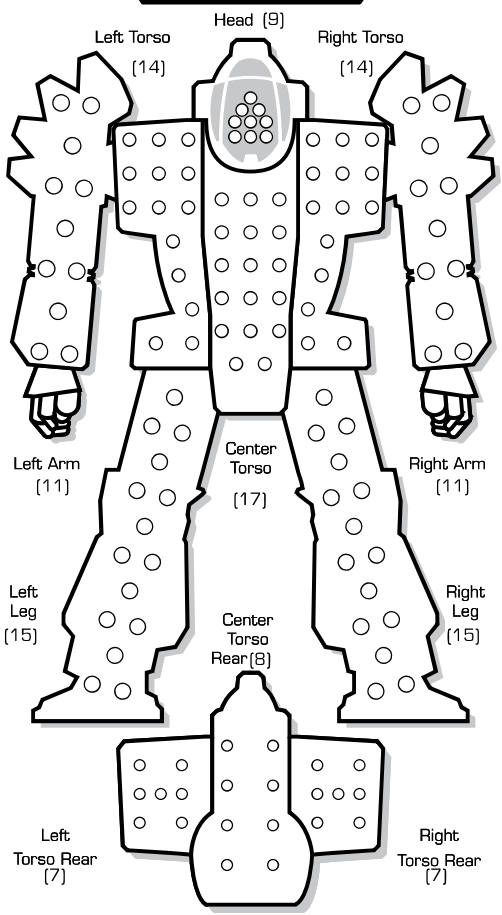
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Improved Heavy Large Laser
5. Improved Heavy Large Laser
6. Improved Heavy Large Laser

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

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Ammo (iHeavy Gauss) 4
4. Ammo (iHeavy Gauss) 4
5. Roll Again
6. Roll Again

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

Left Leg

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

Head

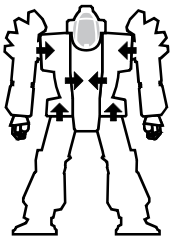
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso (CASE)

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Improved Heavy Gauss Rifle (IS)
6. Ammo (iHeavy Gauss) 4

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Small Laser
5. ER Small Laser
6. ER Small Laser

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

Right Torso (CASE)

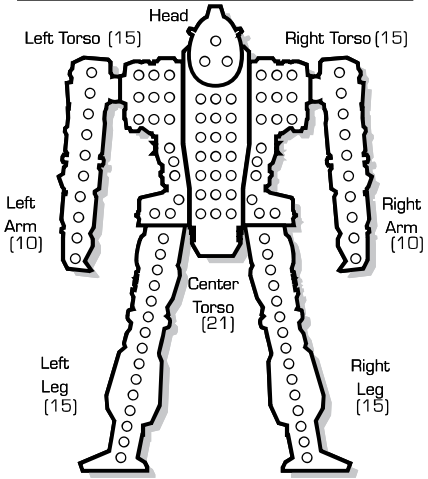
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Improved Heavy Gauss Rifle (IS)
4. Improved Heavy Gauss Rifle (IS)
5. Improved Heavy Gauss Rifle (IS)
6. Improved Heavy Gauss Rifle (IS)

4-6
1. Improved Heavy Gauss Rifle (IS)
2. Improved Heavy Gauss Rifle (IS)
3. Improved Heavy Gauss Rifle (IS)
4. Improved Heavy Gauss Rifle (IS)
5. Improved Heavy Gauss Rifle (IS)
6. Improved Heavy Gauss Rifle (IS)

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Shen Yi SHY-5B

Movement Points:
Walking: 4
Running: 6

Tonnage: 65
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	RT	6	1/Msl [M,C,S]	6	7	14	21
1	LRM 20	LT	6	1/Msl [M,C,S]	6	7	14	21
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Guardian ECM Suite	LA	—	[E]	—	—	—	6

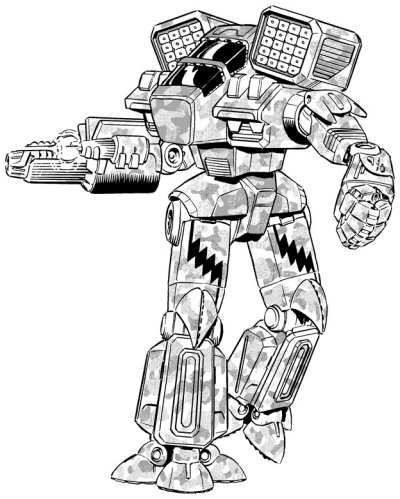
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WARRIOR DATA

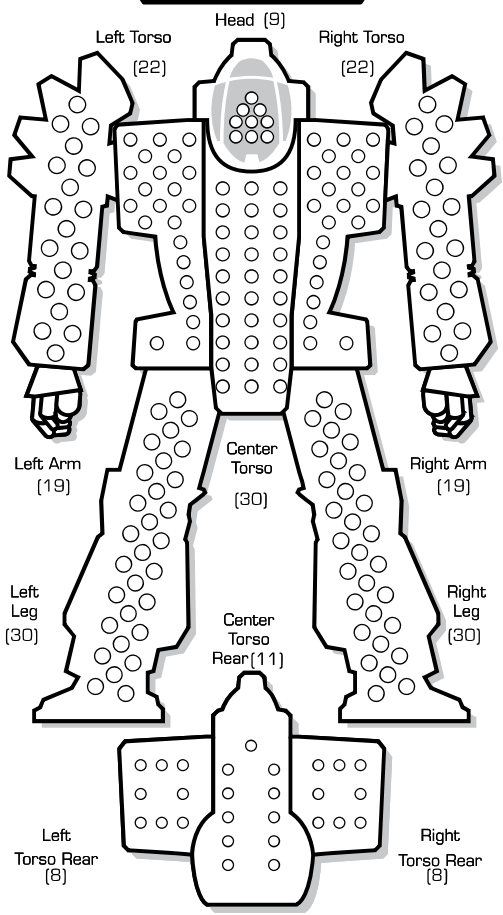
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Guardian ECM Suite
3. Guardian ECM Suite
4. Stealth
5. Stealth
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. LRM 20
5. LRM 20
6. LRM 20

1. LRM 20
2. LRM 20
3. Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
5. Stealth
6. Stealth

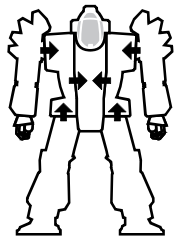
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

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

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

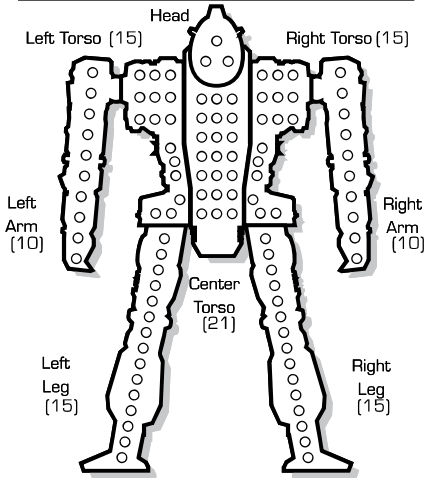
1. Large Laser
2. Large Laser
3. Stealth
4. Stealth
5. Roll Again
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. LRM 20
5. LRM 20
6. LRM 20

1. LRM 20
2. LRM 20
3. Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
5. Stealth
6. Stealth

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	12 (24) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Thunderbolt TDR-10S

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

Tonnage: 65
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RT	5	1/Msl [M,C,S]	6	7	14	21
3	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	ER PPC	LA	15	10 [DE]	—	7	14	23

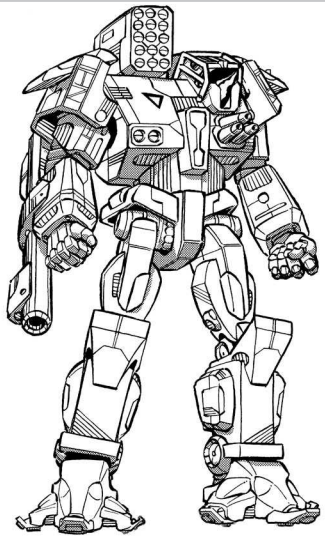
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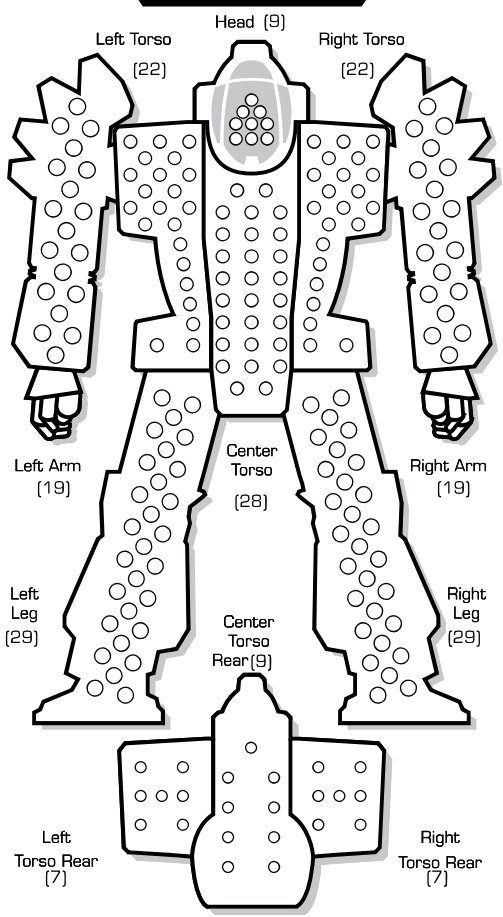
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

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

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

4-6
4. ER PPC
5. ER PPC
6. ER PPC

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine

1-3
3. ER Medium Laser
4. ER Medium Laser
5. ER Medium Laser
6. Endo Steel

1. Endo Steel
2. Endo Steel

4-6
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

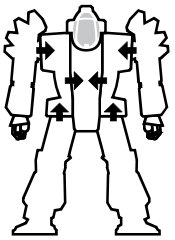
Center Torso
1. Light Fusion Engine
2. Light Fusion Engine

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

1. Gyro

4-6
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Endo Steel
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator

1-3
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

4-6
4. ER Large Laser
5. ER Large Laser
6. Endo Steel

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine

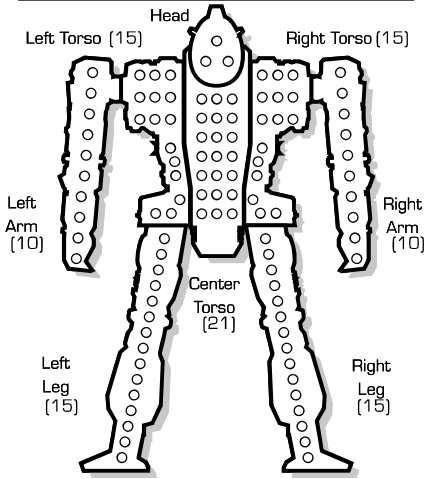
1-3
3. LRM 15
4. LRM 15
5. LRM 15
6. Ammo (LRM 15) 8

1. Ammo (LRM 15) 8
2. CASE

4-6
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Archer ARC-9KC

Movement Points:
Walking: 4
Running: 6

Tonnage: 70
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	C³ Boosted Slave	CT	—	[E]	—	—	—	—
2	MML 5	RT	3	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
2	MML 5	LT	3	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	Light PPC	LA	5	5 [DE]	3	6	12	18

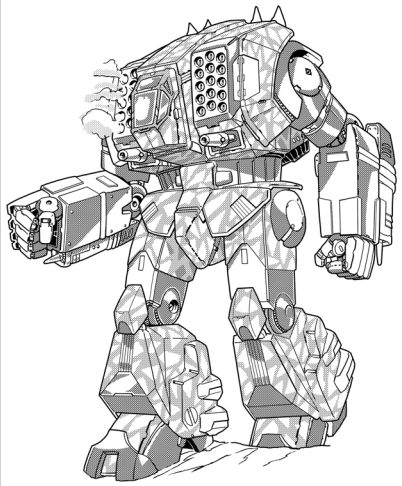
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WARRIOR DATA

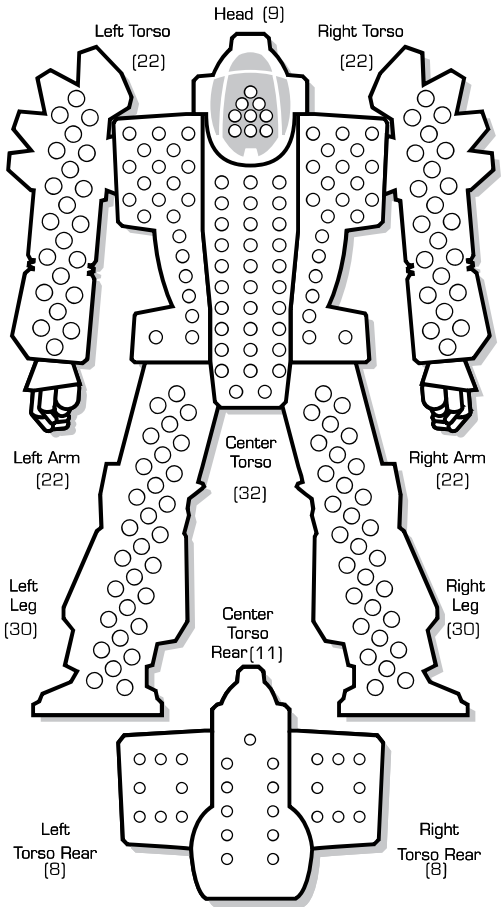
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Light PPC
3. Light PPC
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso

1. MML 5
2. MML 5
3. MML 5
4. MML 5
5. MML 5
6. MML 5

1. Ammo (MML 5/LRM) 24
2. Ammo (MML 5/LRM) 24
3. Ammo (MML 5/SRM) 20
4. Endo Steel
5. Endo Steel
6. Roll Again

Left Leg

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

Head

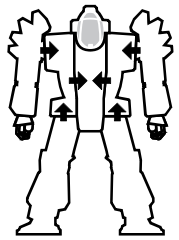
1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser
5. Sensors
6. Life Support

Center Torso

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

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. C³ Boosted Slave
6. C³ Boosted Slave

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Light PPC
3. Light PPC
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso

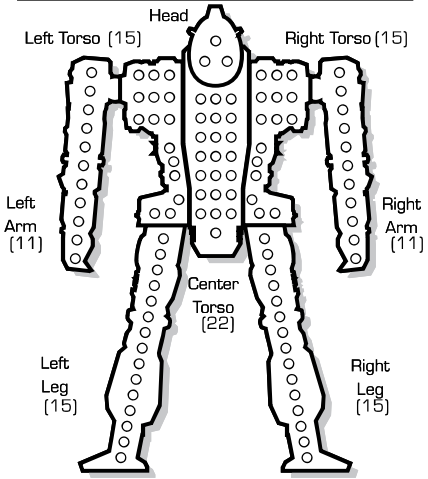
1. MML 5
2. MML 5
3. MML 5
4. MML 5
5. MML 5
6. MML 5

1. Ammo (MML 5/LRM) 24
2. Ammo (MML 5/SRM) 20
3. Ammo (MML 5/SRM) 20
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Avatar AV1-OJ

Movement Points:		**Tonnage:**	70
Walking:	4	**Tech Base:**	Mixed Tech (I.S.)
Running:	6	**Era:**	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	HAG/30 (Clan)	RA	6	30 [C,F,X]	2	8	16	24
1	HAG/30 (Clan)	LA	6	30 [C,F,X]	2	8	16	24

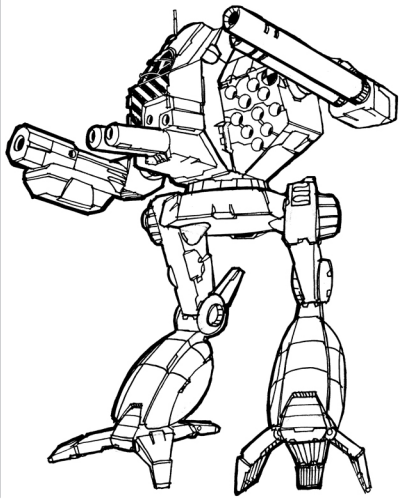
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WARRIOR DATA

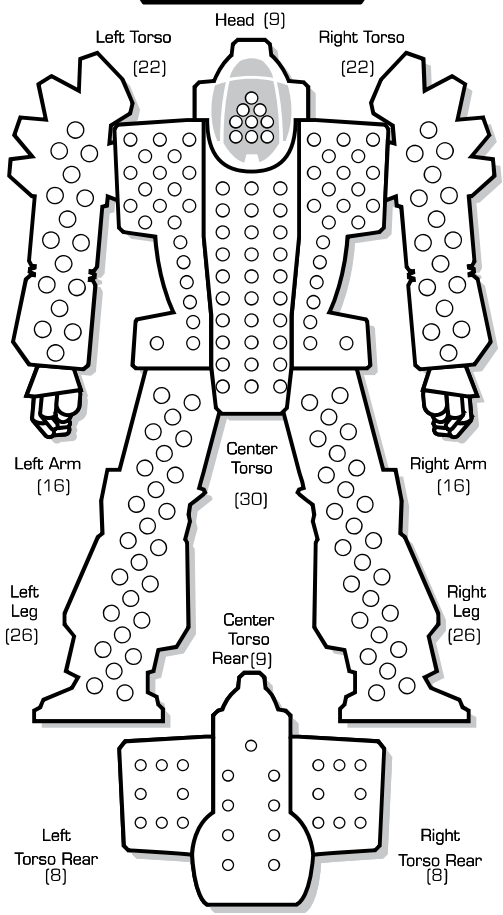
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator

1-3
3. HAG/30 (Clan)
4. HAG/30 (Clan)
5. HAG/30 (Clan)
6. HAG/30 (Clan)

4-6
1. HAG/30 (Clan)
2. HAG/30 (Clan)
3. HAG/30 (Clan)
4. HAG/30 (Clan)
5. Ammo (HAG 30) 4
6. Ammo (HAG 30) 4

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. XL Fusion Engine
4. Ammo (HAG 30) 4
5. Ammo (HAG 30) 4
6. CASE

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

Left Leg

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

Head

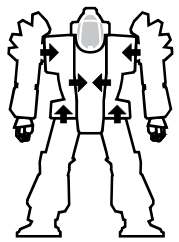
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator

1-3
3. HAG/30 (Clan)
4. HAG/30 (Clan)
5. HAG/30 (Clan)
6. HAG/30 (Clan)

4-6
1. HAG/30 (Clan)
2. HAG/30 (Clan)
3. HAG/30 (Clan)
4. HAG/30 (Clan)
5. Ammo (HAG 30) 4
6. Ammo (HAG 30) 4

Right Torso

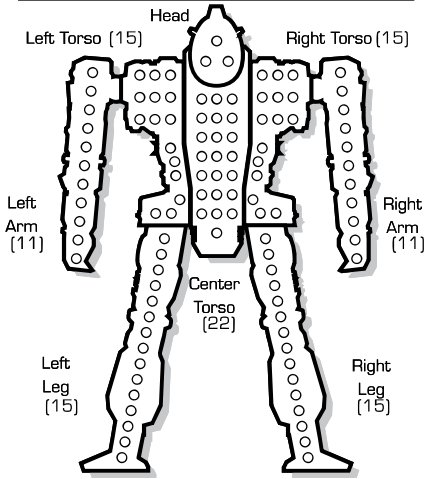
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Ammo (HAG 30) 4
5. Ammo (HAG 30) 4
6. CASE

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Flamberge D

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

Tonnage: 70
Tech Base: Mixed Tech (Clan)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Rifle (IS)	RT	10	10 [DE,H]	—	5	10	15
1	Plasma Rifle (IS)	LT	10	10 [DE,H]	—	5	10	15
2	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	SRM 6	RA	4	2/Msl [M,C,S]	—	3	6	9
2	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	SRM 6	LA	4	2/Msl [M,C,S]	—	3	6	9

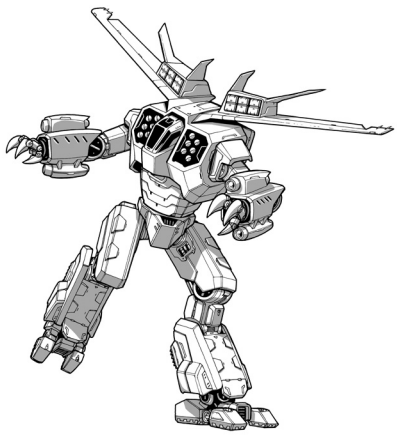
BV: 2,357

WARRIOR DATA

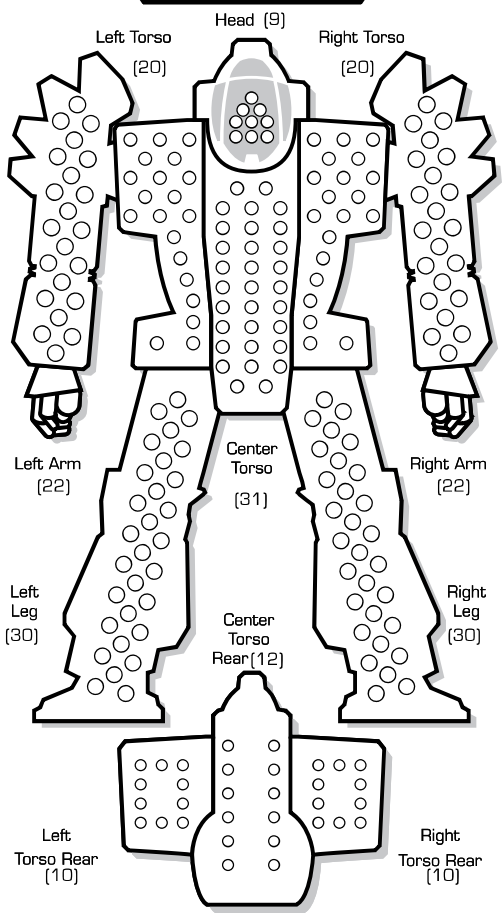
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. SRM 6
2. Medium Pulse Laser
3. Medium Pulse Laser
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Jump Jet

1-3

1. Plasma Rifle (IS)
2. Plasma Rifle (IS)
3. Ammo (Plasma Rifle) 10
4. Ammo (SRM 6) 15
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

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

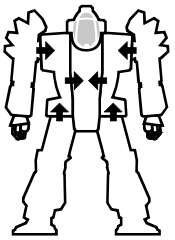
1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ammo (Plasma Rifle) 10
6. Ammo (Plasma Rifle) 10

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. SRM 6
2. Medium Pulse Laser
3. Medium Pulse Laser
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. Plasma Rifle (IS)
6. Plasma Rifle (IS)

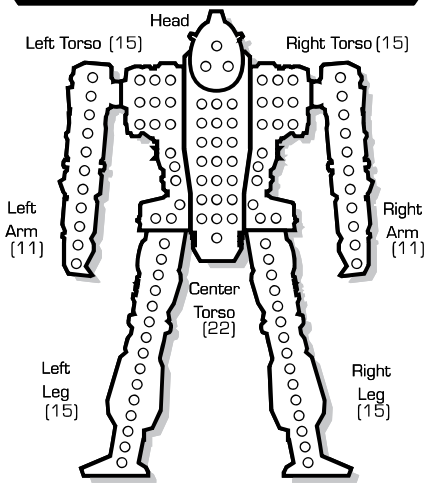
1-3

1. Ammo (Plasma Rifle) 10
2. Ammo (SRM 6) 15
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Gallant GLT-10-0

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

Tonnage: 70
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	HD	3	2 [DE,H,AI]	—	1	2	3
1	Remote Sensor Dispenser(R)	RT	—	[E]	—	—	—	—
1	MML 7	LT	4	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
	w/Artemis IV FCS							
2	Large Re-engineered Laser	RA	10	9 [DE]	—	5	10	15

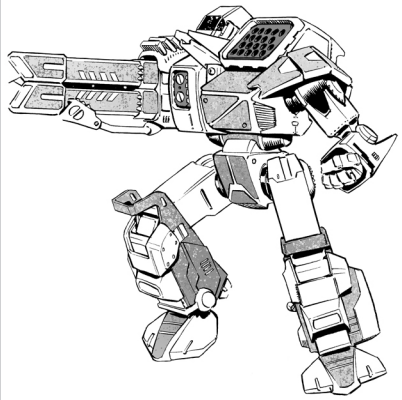
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WARRIOR DATA

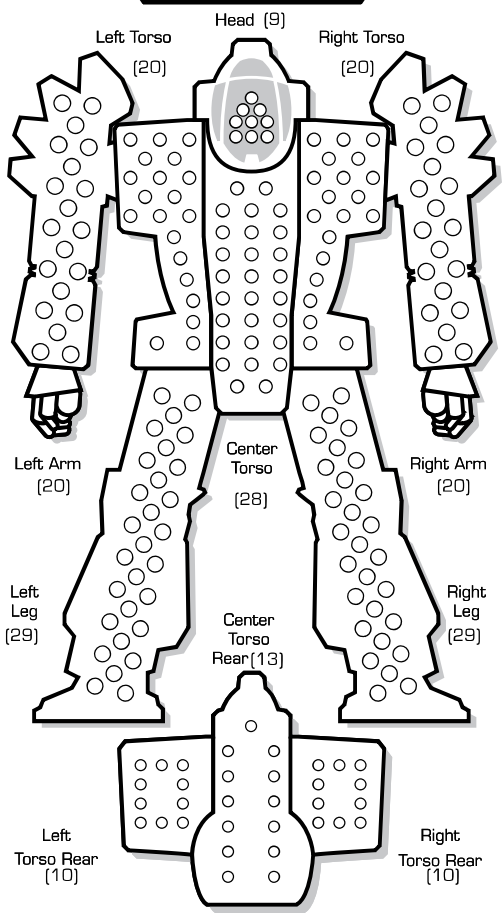
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Improved Jump Jet

1. Improved Jump Jet
2. MML 7
3. MML 7
4. MML 7
5. MML 7
6. Artemis IV FCS

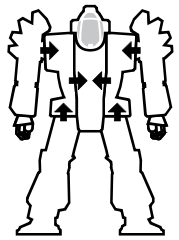
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Flamer
5. Sensors
6. Life Support

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

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Improved Jump Jet
6. Improved Jump Jet

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Large Re-engineered Laser
4. Large Re-engineered Laser
5. Large Re-engineered Laser
6. Large Re-engineered Laser

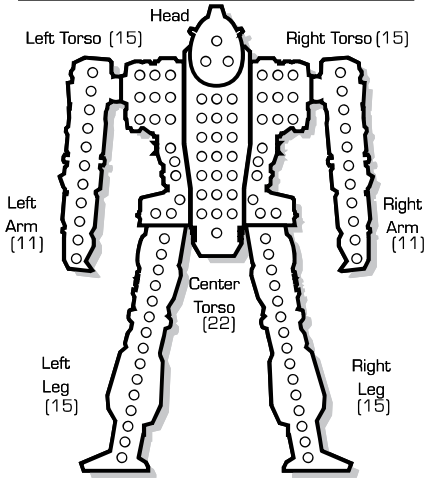
1. Large Re-engineered Laser
2. Large Re-engineered Laser
3. Large Re-engineered Laser
4. Large Re-engineered Laser
5. Large Re-engineered Laser
6. Large Re-engineered Laser

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Improved Jump Jet

1. Improved Jump Jet
2. Ammo (MML 7 LRM Artemis) 17
3. Ammo (MML 7 SRM Artemis) 14
4. Remote Sensor Dispenser (R)
5. CASE II
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	11 (22) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Mangonel MNL-4S

Movement Points:
Walking: 5
Running: 8

Tonnage: 70
Tech Base: Mixed Tech (I.S.)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HAG/40 (Clan)	RT	8	40 [C,F,X]	2	8	16	24
1	ER Medium Laser (Clan)	RA	5	7 [DE]	—	5	10	15
1	Medium Pulse Laser (Clan)	RA	4	7 [P]	—	4	8	12
1	ER Medium Laser (Clan)	LA	5	7 [DE]	—	5	10	15
1	Medium Pulse Laser (Clan)	LA	4	7 [P]	—	4	8	12

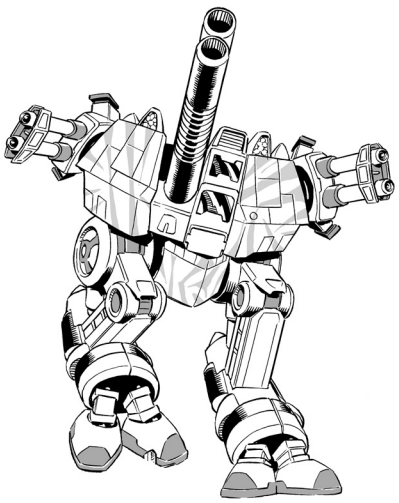
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WARRIOR DATA

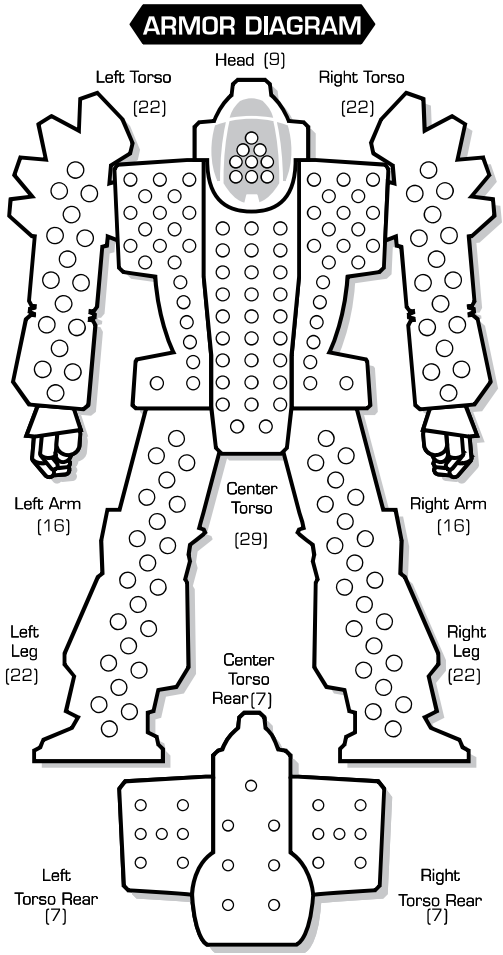
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Medium Pulse Laser (Clan)
	4. ER Medium Laser (Clan)
	5. Endo Steel
	6. Endo Steel
4-6	1. Endo Steel
	2. Endo Steel
	3. Ferro-Fibrous
	4. Ferro-Fibrous
	5. Ferro-Fibrous
	6. Ferro-Fibrous

Left Torso

1-3	1. Light Fusion Engine
	2. Light Fusion Engine
	3. Ammo (HAG 40) 3
	4. Ammo (HAG 40) 3
	5. Ammo (HAG 40) 3
	6. Ammo (HAG 40) 3
4-6	1. Ammo (HAG 40) 3
	2. Endo Steel
	3. Endo Steel
	4. Ferro-Fibrous
	5. Ferro-Fibrous
	6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

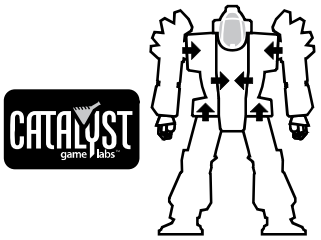
Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1-3	1. Light Fusion Engine
	2. Light Fusion Engine
	3. Light Fusion Engine
	4. Gyro
	5. Gyro
	6. Gyro
4-6	1. Gyro
	2. Light Fusion Engine
	3. Light Fusion Engine
	4. Light Fusion Engine
	5. Endo Steel
	6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder
	2. Upper Arm Actuator
	3. Medium Pulse Laser (Clan)
	4. ER Medium Laser (Clan)
	5. Endo Steel
	6. Endo Steel
4-6	1. Endo Steel
	2. Endo Steel
	3. Ferro-Fibrous
	4. Ferro-Fibrous
	5. Ferro-Fibrous
	6. Ferro-Fibrous

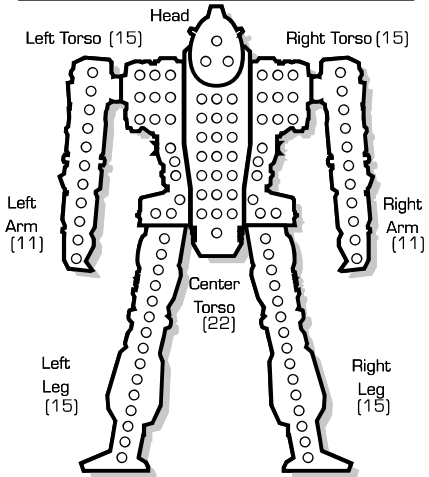
Right Torso

1-3	1. Light Fusion Engine
	2. Light Fusion Engine
	3. HAG/40 (Clan)
	4. HAG/40 (Clan)
	5. HAG/40 (Clan)
	6. HAG/40 (Clan)
4-6	1. HAG/40 (Clan)
	2. HAG/40 (Clan)
	3. HAG/40 (Clan)
	4. HAG/40 (Clan)
	5. HAG/40 (Clan)
	6. HAG/40 (Clan)

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Nova Cat H

Movement Points:
Walking: 4
Running: 6 [8]

Tonnage: 70
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RT	4	7 [P]	–	4	8	12
1	LB 20-X AC	RA	6	20 [DB,C/F/S]	–	4	8	12
2	Improved Heavy Large Laser	LA	18	16 [DE,X]	–	5	10	15

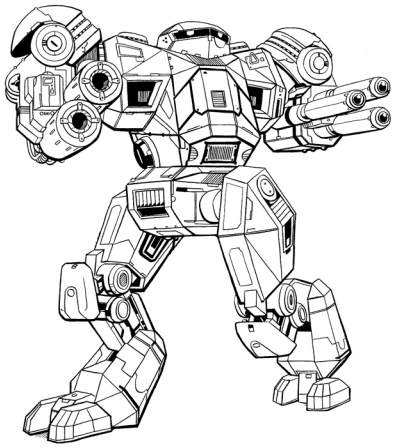
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WARRIOR DATA

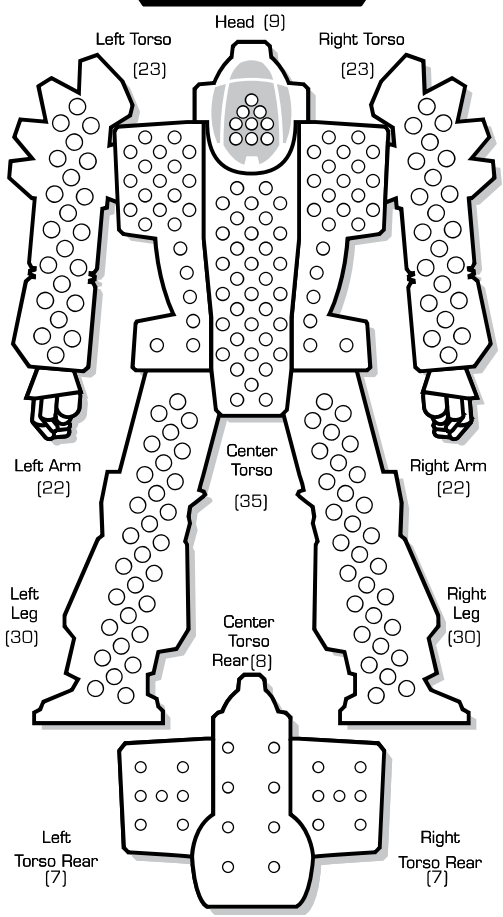
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Improved Heavy Large Laser
2. Improved Heavy Large Laser
3. Improved Heavy Large Laser
4. Improved Heavy Large Laser
5. Improved Heavy Large Laser
6. Improved Heavy Large Laser

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

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

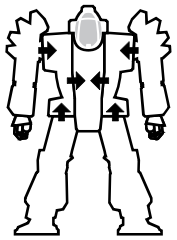
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. LB 20-X AC
4. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

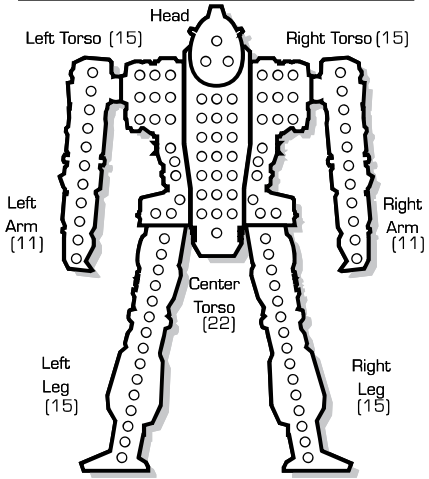
1. LB 20-X AC
2. LB 20-X AC
3. LB 20-X AC
4. LB 20-X AC
5. LB 20-X AC
6. Ammo (LB-20X) 5

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Medium Pulse Laser
6. Ammo (LB-20X Cluster) 5

1. Ammo (LB-20X Cluster) 5
2. Ammo (LB-20X) 5
3. Coolant Pod
4. Coolant Pod
5. Coolant Pod
6. Supercharger

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	19 (38) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O O
15	–3 Movement Points	O O
14	Shutdown, avoid on 4+	O O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Nova Cat I

Movement Points:
Walking: 4
Running: 6

Tonnage: 70
Tech Base: Mixed Tech (Clan) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved Heavy Large Laser	RA	18	16 [DE,X]	—	5	10	15
2	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	TSEMP Cannon (IS)	RA	10	0 [DE,X]	—	5	10	15
1	Improved Heavy Large Laser	LA	18	16 [DE,X]	—	5	10	15
2	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	TSEMP Cannon (IS)	LA	10	0 [DE,X]	—	5	10	15

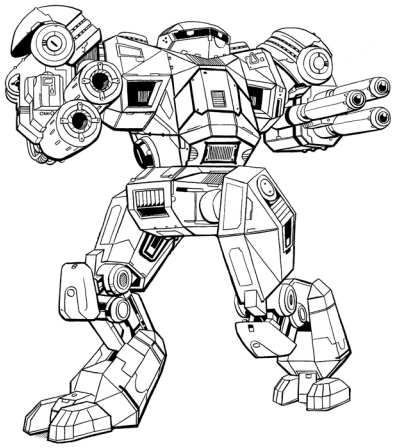
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WARRIOR DATA

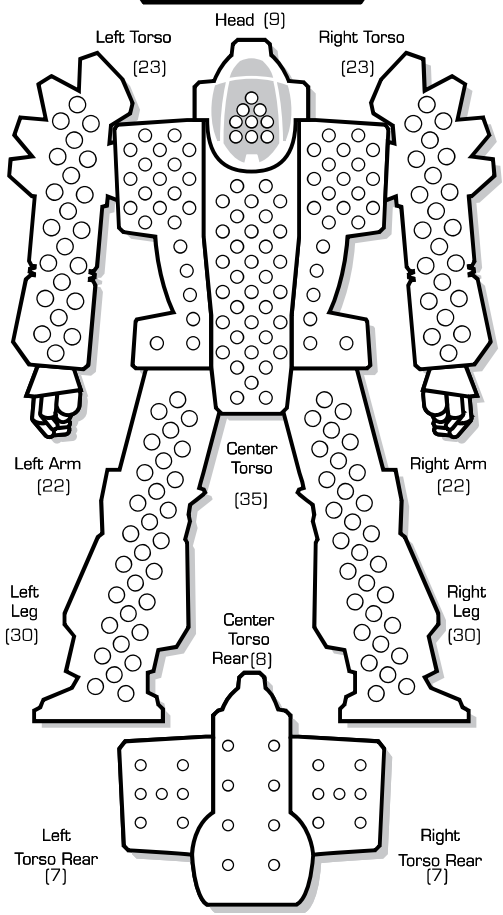
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Improved Heavy Large Laser
4. Improved Heavy Large Laser
5. Improved Heavy Large Laser
6. Medium Pulse Laser

1-3: 3–5

1. Medium Pulse Laser
2. TSEMP Cannon (IS)
3. TSEMP Cannon (IS)
4. TSEMP Cannon (IS)
5. TSEMP Cannon (IS)
6. TSEMP Cannon (IS)

4-6: 2–6

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3: 3–6

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

4-6: 3–6

Left Leg

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

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

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

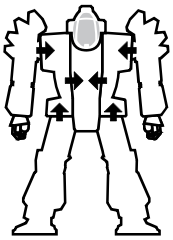
1-3: 3–5

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

4-6: 3–6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Improved Heavy Large Laser
4. Improved Heavy Large Laser
5. Improved Heavy Large Laser
6. Medium Pulse Laser

1-3: 3–5

1. Medium Pulse Laser
2. TSEMP Cannon (IS)
3. TSEMP Cannon (IS)
4. TSEMP Cannon (IS)
5. TSEMP Cannon (IS)
6. TSEMP Cannon (IS)

4-6: 2–6

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3: 3–6

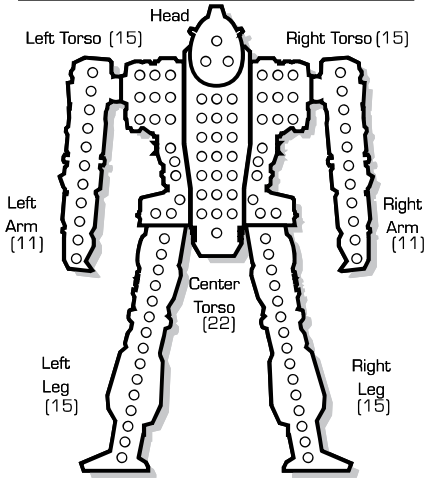
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6: 3–6

Right Leg

1. 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	21 (42) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	○○○
25	–5 Movement Points	
24	+4 Modifier to Fire	○○
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	○○
20	–4 Movement Points	
19	Ammo Exp. avoid on 4+	○○
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	○○
15	–3 Movement Points	
14	Shutdown, avoid on 4+	○○
13	+2 Modifier to Fire	
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

Heat Scale

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Thor AA

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

Tonnage: 70
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
1	ER Large Pulse Laser	RA	13	10 [P]	—	7	15	23
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22

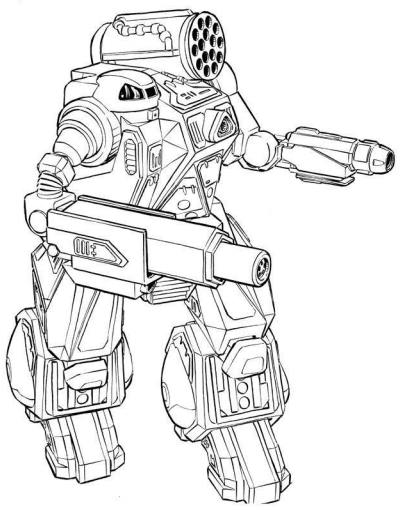
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WARRIOR DATA

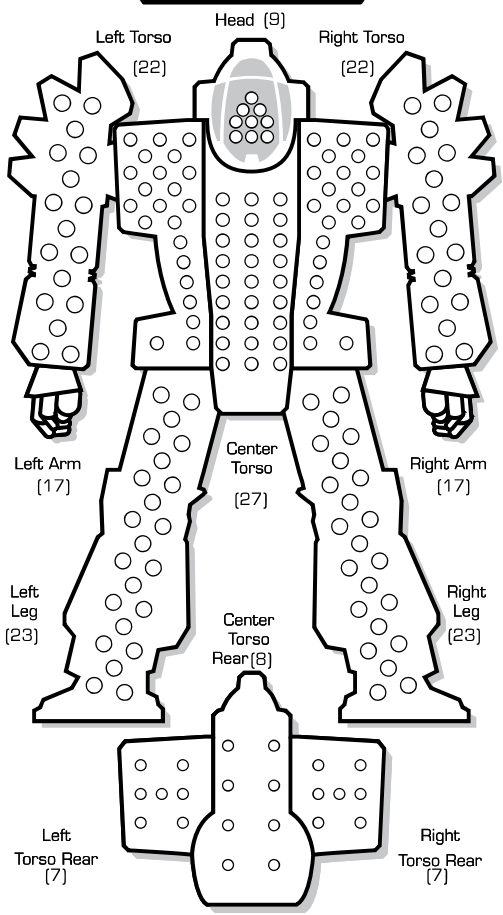
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1-3

1. Gauss Rifle
2. Gauss Rifle
3. Ammo (Gauss) 8
4. Ammo (Gauss) 8
5. Ferro-Fibrous
6. Roll Again

4-6

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. SRM 6
4. Ammo (SRM 6) 15
5. Ferro-Fibrous
6. Ferro-Fibrous

1-3

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

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

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

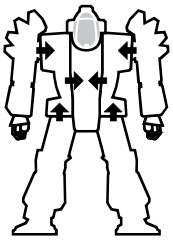
1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Roll Again

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Large Pulse Laser
5. ER Large Pulse Laser
6. ER Large Pulse Laser

1-3

1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

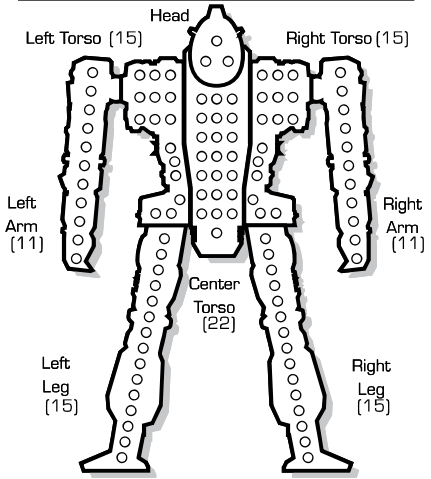
1-3

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

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Warhammer WHM-8D2

Movement Points:
Walking: 4
Running: 6

Tonnage: 70
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C^3 Boosted Slave	CT	—	[E]	—	—	—	—
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Small Laser	RT	2	3 [DE]	—	2	4	5
1	Thunderbolt 5	RT	3	5[M]	5	6	12	18
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	ER Small Laser	LT	2	3 [DE]	—	2	4	5
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	ER PPC	LA	15	10 [DE]	—	7	14	23

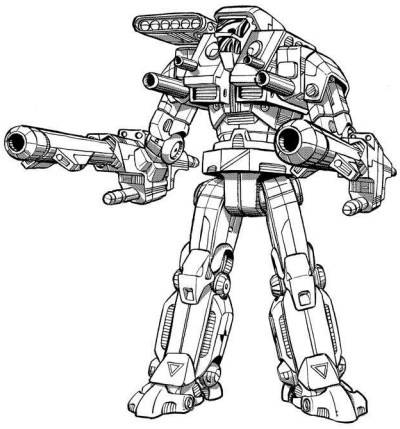
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WARRIOR DATA

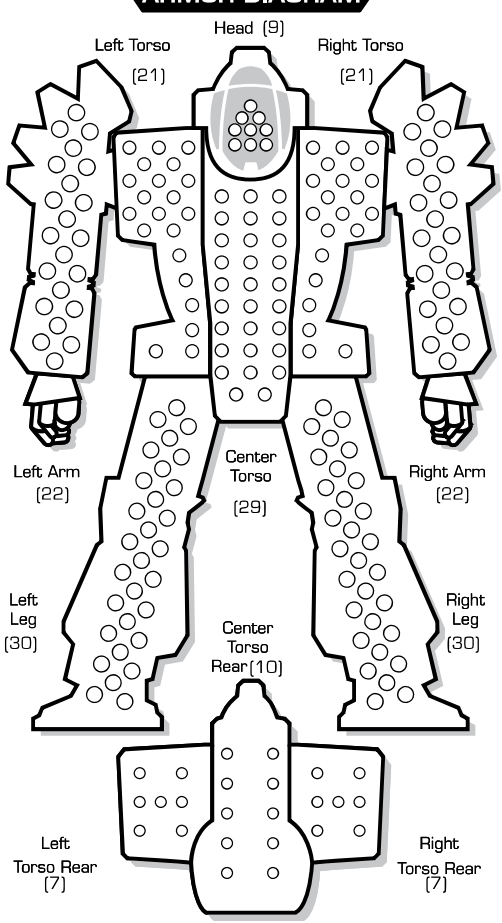
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

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

1. ER PPC
2. ER PPC

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

Left Torso
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. ER Medium Laser
5. ER Small Laser
6. Endo Steel

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

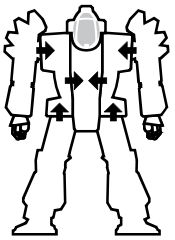
Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. C^3 Boosted Slave
6. C^3 Boosted Slave

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

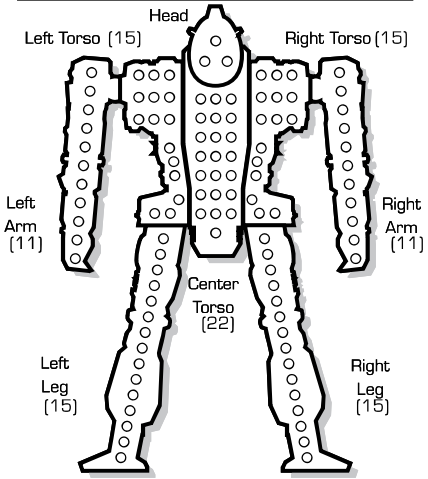
4-6
1. ER PPC
2. ER PPC
3. ER PPC
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Thunderbolt 5
5. ER Medium Laser
6. ER Small Laser

4-6
1. Ammo (Thunderbolt 5) 12
2. CASE
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	17 (34) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	○○
25	–5 Movement Points	○○
24	+4 Modifier to Fire	○○
23	Ammo Exp. avoid on 6+	○○
22	Shutdown, avoid on 8+	○○
20	–4 Movement Points	○○
19	Ammo Exp. avoid on 4+	○○
18	Shutdown, avoid on 6+	○○
17	+3 Modifier to Fire	
15	–3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Maelstrom MTR-7K

Movement Points:
Walking: 5
Running: 8 [10]

Tonnage: 75
Tech Base: Mixed Tech (I.S.) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium X-Pulse Laser	HD	6	6 [P]	—	3	6	9
1	C³ Boosted Slave	CT	—	[E]	—	—	—	—
1	Medium X-Pulse Laser	RT	6	6 [P]	—	3	6	9
1	Medium X-Pulse Laser	LT	6	6 [P]	—	3	6	9
1	ER PPC (Clan)	RA	15	15 [DE]	—	7	14	23
1	Heavy Large Laser (Clan)	LA	18	16 [DE]	—	5	10	15

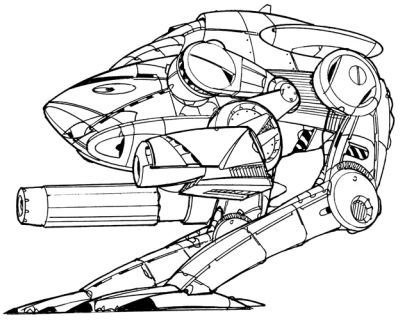
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WARRIOR DATA

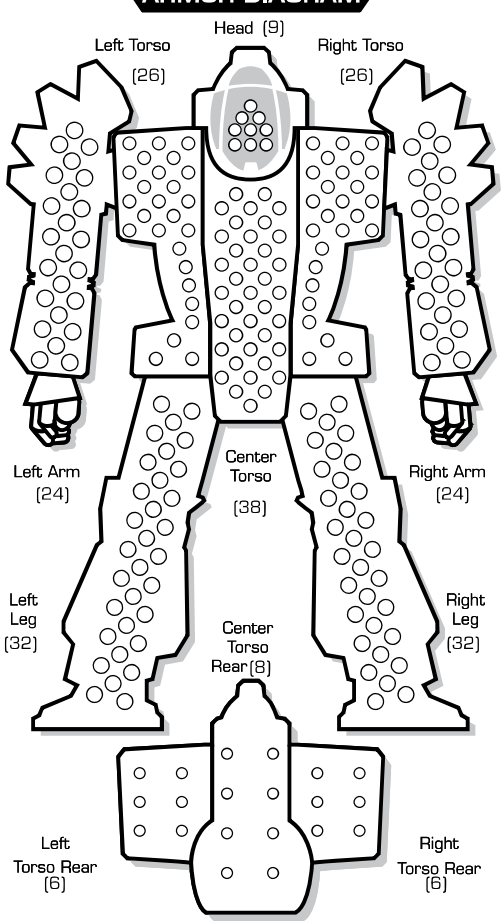
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Heavy Large Laser (Clan)
5. Heavy Large Laser (Clan)
6. Heavy Large Laser (Clan)

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

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

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Medium X-Pulse Laser
5. Endo Steel
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

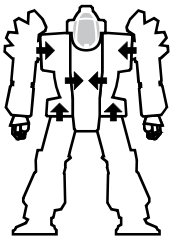
Head
1. Life Support
2. Sensors
3. Cockpit
4. Medium X-Pulse Laser
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. C³ Boosted Slave
6. C³ Boosted Slave

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



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator

1-3
3. Lower Arm Actuator
4. ER PPC (Clan)
5. ER PPC (Clan)
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

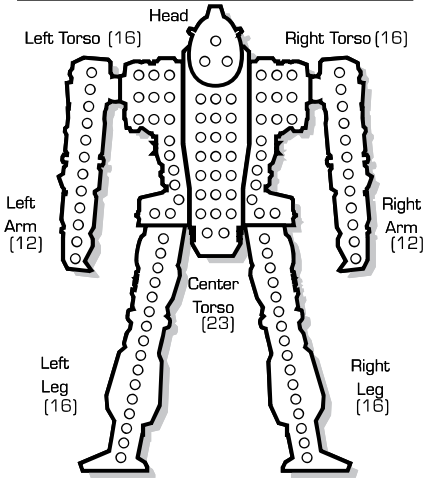
Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

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

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Medium X-Pulse Laser
5. Supercharger
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	19 (38) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	○○
25	–5 Movement Points	○○
24	+4 Modifier to Fire	○○
23	Ammo Exp. avoid on 6+	○○
22	Shutdown, avoid on 8+	○○
20	–4 Movement Points	○○
19	Ammo Exp. avoid on 4+	○○
18	Shutdown, avoid on 6+	○○
17	+3 Modifier to Fire	○○
15	–3 Movement Points	○○
14	Shutdown, avoid on 4+	○○
13	+2 Modifier to Fire	○
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Marauder MAD-9D

Movement Points:
Walking: 4
Running: 6

Tonnage: 75
Tech Base: Mixed Tech (I.S.) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium X-Pulse Laser	HD	6	6 [P]	–	3	6	9
1	Silver Bullet Gauss Rifle	RT	1	15 [DB,C/F/X]	2	7	15	22
1	Radical Heat Sink System	LT	–	[E]	–	–	–	–
1	ER Large Laser (Clan)	RA	12	10 [DE]	–	8	15	25
1	Medium X-Pulse Laser	RA	6	6 [P]	–	3	6	9
1	ER Large Laser (Clan)	LA	12	10 [DE]	–	8	15	25
1	Medium X-Pulse Laser	LA	6	6 [P]	–	3	6	9

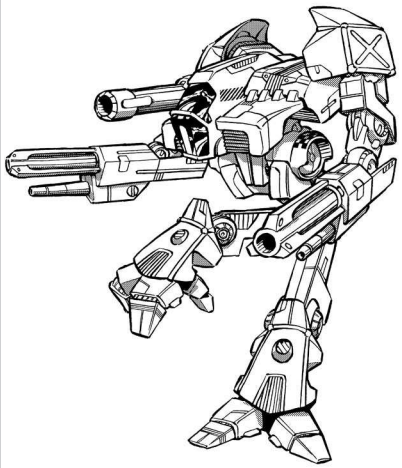
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WARRIOR DATA

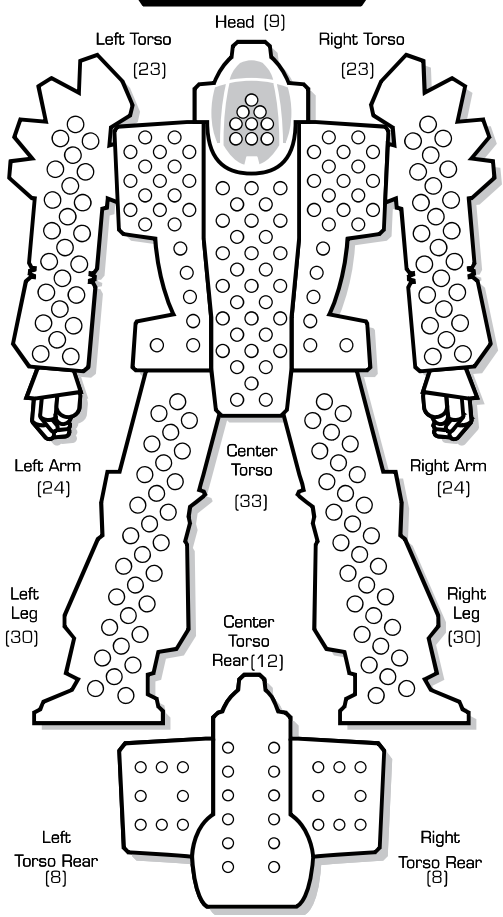
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

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

1. ER Large Laser (Clan)
2. Medium X-Pulse Laser

4-6
3. Endo-Composite
4. Endo-Composite
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine

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

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Radical Heat Sink System
5. Radical Heat Sink System
6. Radical Heat Sink System

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Composite
6. Endo-Composite

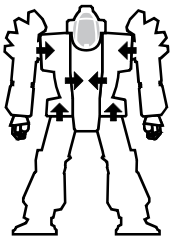
Head
1. Life Support
2. Sensors
3. Cockpit
4. Medium X-Pulse Laser
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator

1-3
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. ER Large Laser (Clan)
2. Medium X-Pulse Laser
3. Endo-Composite
4. Roll Again
5. Roll Again
6. Roll Again

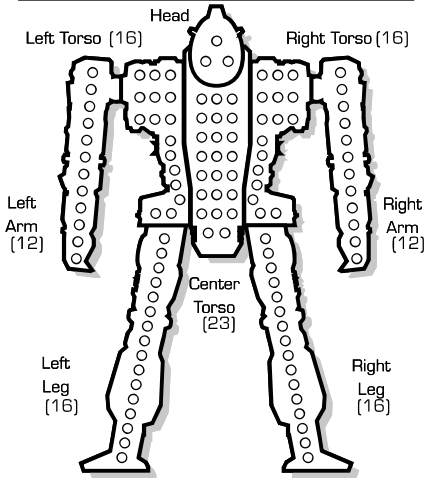
Right Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. XL Fusion Engine
4. Silver Bullet Gauss Rifle
5. Silver Bullet Gauss Rifle
6. Silver Bullet Gauss Rifle

4-6
1. Silver Bullet Gauss Rifle
2. Silver Bullet Gauss Rifle
3. Silver Bullet Gauss Rifle
4. Silver Bullet Gauss Rifle
5. Ammo (Silver Bullet) 8
6. Ammo (Silver Bullet) 8

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo-Composite
6. Endo-Composite

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Prefect PRF-3R

Movement Points:
Walking: 5
Running: 8

Tonnage: 75
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Radical Heat Sink System	RT	—	[E]	—	—	—	—
1	Snub-Nose PPC	RT	10	10/8/5 [DE,V]	—	9	13	15
1	Snub-Nose PPC	LT	10	10/8/5 [DE,V]	—	9	13	15
1	TSEMP Cannon	RA	10	0 [DE,X]	—	5	10	15
1	Heavy PPC	LA	15	15 [DE]	3	6	12	18

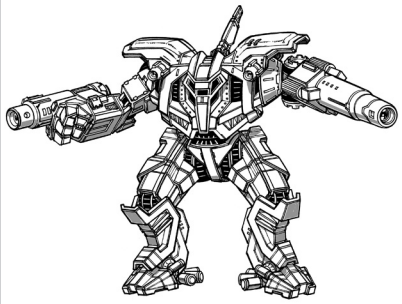
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WARRIOR DATA

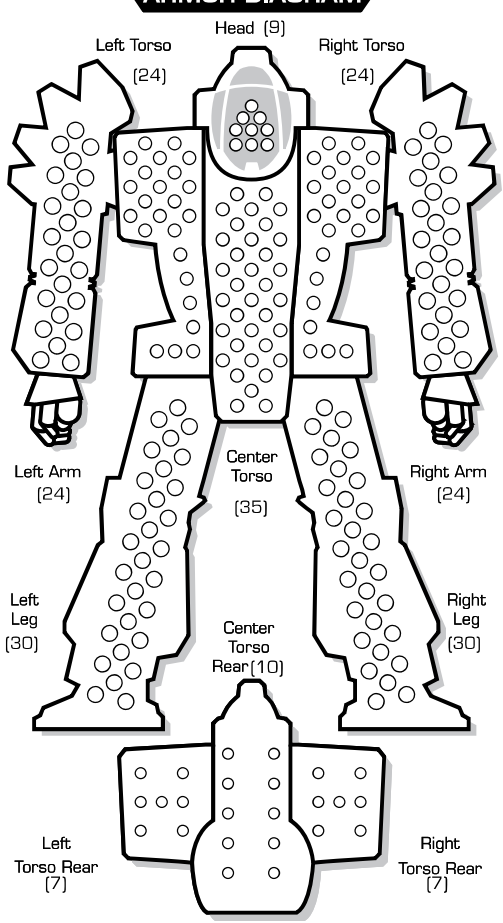
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Heavy PPC
4. Heavy PPC
5. Heavy PPC
6. Heavy PPC

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Snub-Nose PPC
5. Snub-Nose PPC
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

Head

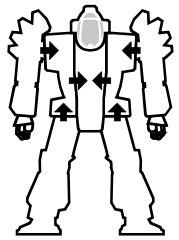
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Endo Steel
6. Ferro-Fibrous

Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. TSEMP Cannon
4. TSEMP Cannon
5. TSEMP Cannon
6. TSEMP Cannon

1. TSEMP Cannon
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso

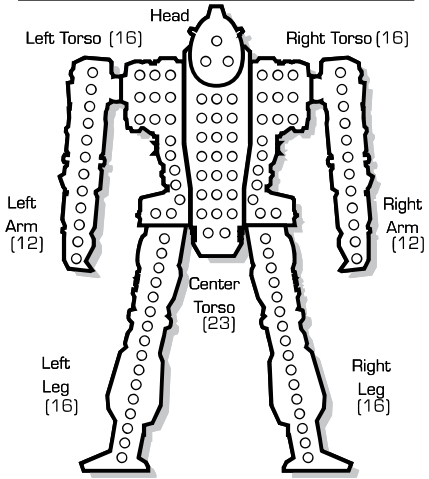
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Snub-Nose PPC
5. Snub-Nose PPC
6. Radical Heat Sink System

1. Radical Heat Sink System
2. Radical Heat Sink System
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Sphinx 3

Movement Points:
Walking: 5
Running: 8 [10]

Tonnage: 75
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	CT	5	7 [DE]	—	5	10	15
1	ECM Suite	RT	—	[E]	—	—	—	6
4	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	Targeting Computer	RT	—	[E]	—	—	—	—
4	ER Medium Laser	LT	5	7 [DE]	—	5	10	15

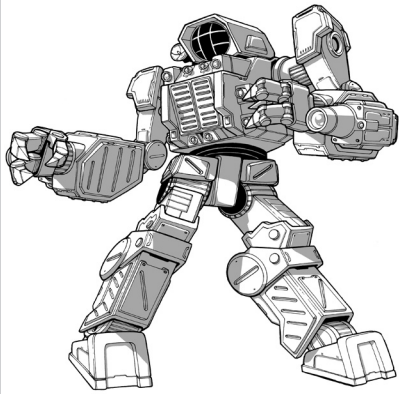
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WARRIOR DATA

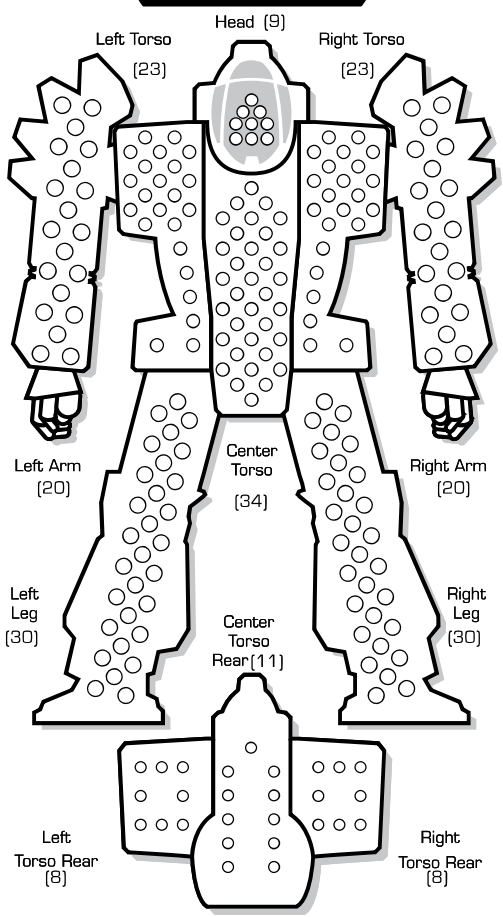
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Endo Steel
6. Endo Steel

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. ER Medium Laser
6. ER Medium Laser

1-3

1. ER Medium Laser
2. ER Medium Laser
3. MASC
4. MASC
5. MASC
6. Endo Steel

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

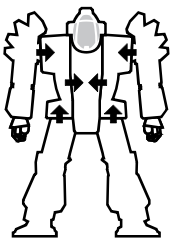
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Endo Steel
6. Endo Steel

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. ER Medium Laser
6. ER Medium Laser

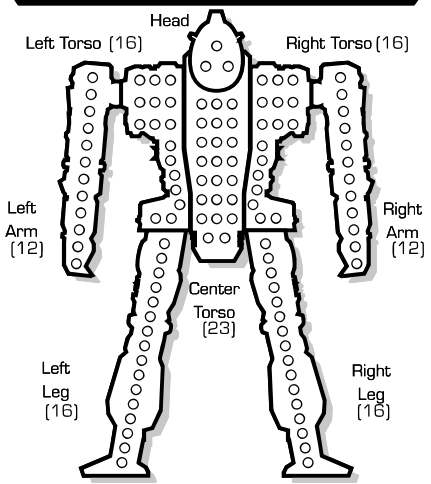
1-3

1. ER Medium Laser
2. ER Medium Laser
3. Targeting Computer
4. Targeting Computer
5. ECM Suite
6. Endo Steel

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	25 (50) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
20	–4 Movement Points	○○○
19	Ammo Exp. avoid on 4+	○○
18	Shutdown, avoid on 6+	○○
17	+3 Modifier to Fire	○○
15	–3 Movement Points	○○
14	Shutdown, avoid on 4+	○○
13	+2 Modifier to Fire	○○
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Sphinx 4

Movement Points:
Walking: 5
Running: 8

Tonnage: 75
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Heavy Small Laser	CT	3	6 [DE]	—	1	2	3
4	Heavy Small Laser	RT	3	6 [DE]	—	1	2	3
4	Heavy Small Laser	LT	3	6 [DE]	—	1	2	3
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20

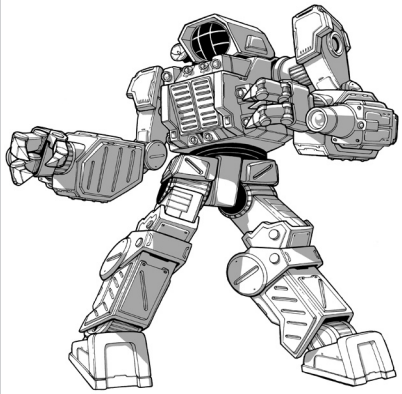
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WARRIOR DATA

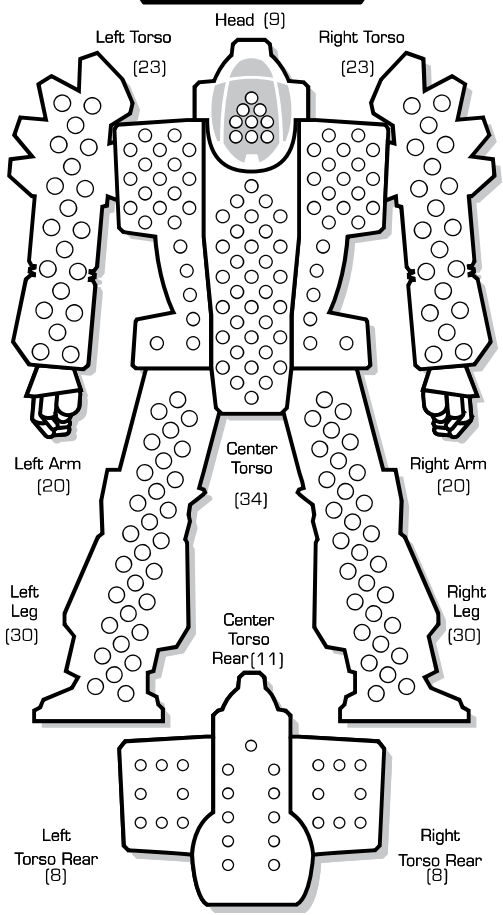
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Pulse Laser
6. Large Pulse Laser

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Heavy Small Laser
4. Heavy Small Laser
5. Heavy Small Laser
6. Heavy Small Laser

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

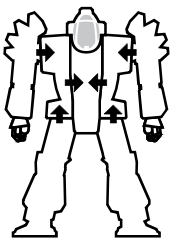
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Heavy Small Laser
6. Heavy Small Laser

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Large Pulse Laser
2. Large Pulse Laser
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

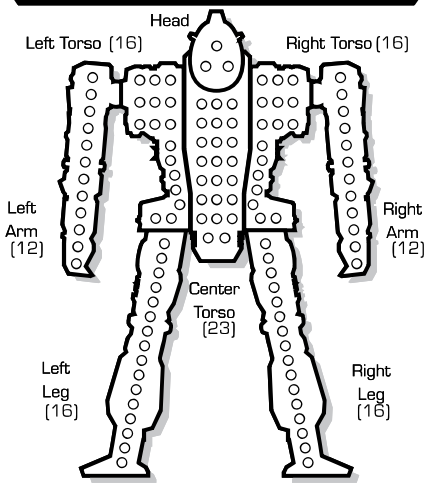
1-3

1. Double Heat Sink
2. Double Heat Sink
3. Heavy Small Laser
4. Heavy Small Laser
5. Heavy Small Laser
6. Heavy Small Laser

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	24 (48) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O O
25	–5 Movement Points	O O O
24	+4 Modifier to Fire	O O O
23	Ammo Exp. avoid on 6+	O O O
22	Shutdown, avoid on 8+	O O O
20	–4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O O
15	–3 Movement Points	O O
14	Shutdown, avoid on 4+	O O
13	+2 Modifier to Fire	O O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Tundra Wolf 5

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

Tonnage: 75
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	RT	4	1/Msl [M,C,S]	—	7	14	21
1	ER Large Laser	LT	12	10 [DE]	—	8	15	25
1	SRM 4	LT	3	2/Msl [M,C,S]	—	3	6	9
2	ER Small Laser	RA	2	5 [DE]	—	2	4	6
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
2	ER Small Laser	LA	2	5 [DE]	—	2	4	6
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22

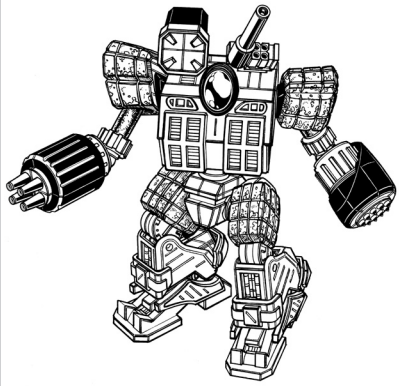
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WARRIOR DATA

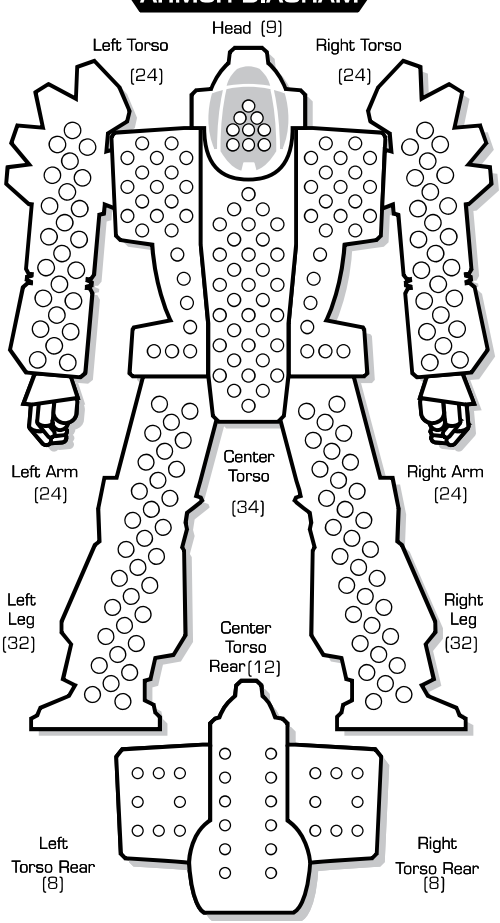
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle

4-6
3. Gauss Rifle
4. ER Small Laser
5. ER Small Laser
6. Endo Steel

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

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

1. ER Large Laser
2. SRM 4

4-6
3. Ammo (SRM 4) 25
4. Ammo (Gauss) 8
5. Ammo (Gauss) 8
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

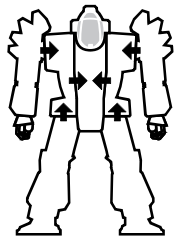
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine

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

1. Gyro
2. XL Fusion Engine

4-6
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator

1-3
3. Lower Arm Actuator
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle

4-6
3. Gauss Rifle
4. ER Small Laser
5. ER Small Laser
6. Endo Steel

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

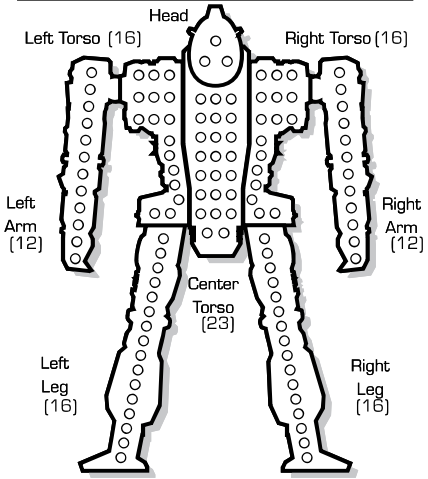
1-3
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. LRM 10
2. Ammo (LRM 10) 12

4-6
3. Ammo (Gauss) 8
4. Ammo (Gauss) 8
5. Endo Steel
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Man O' War T

Movement Points:
Walking: 5
Running: 8

Tonnage: 80
Tech Base: Mixed Tech (Clan) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	CT	2	3 [P,AI]	—	2	4	6
6	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ATM 9	LA	6	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
1	TSEMP Cannon (IS)	LA	10	0 [DE,X]	—	5	10	15

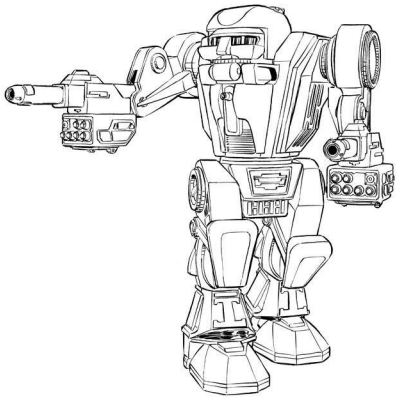
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WARRIOR DATA

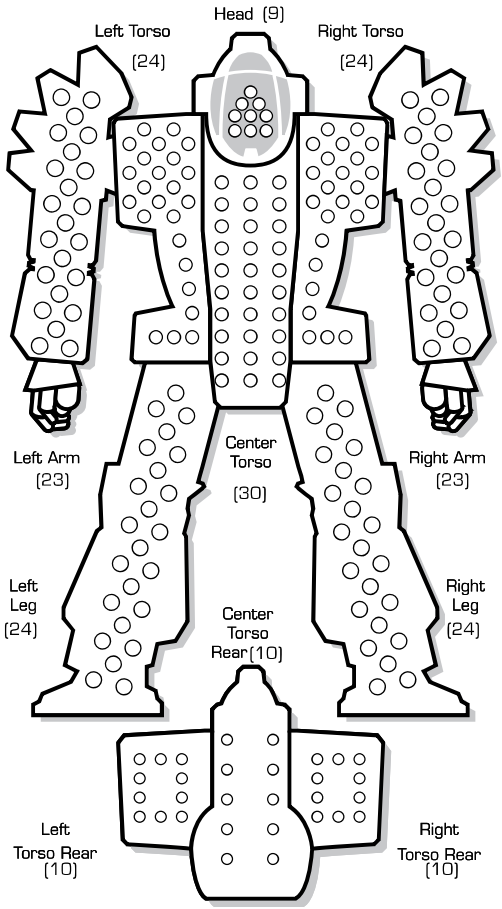
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. ATM 9
4. ATM 9
5. ATM 9
6. ATM 9

1-3

1. TSEMP Cannon (IS)
2. TSEMP Cannon (IS)
3. TSEMP Cannon (IS)
4. TSEMP Cannon (IS)
5. TSEMP Cannon (IS)
6. Ferro-Fibrous

4-6

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Ammo (ATM 9) 7
4. Ammo (ATM 9 ER) 7
5. Ammo (ATM 9 HE) 7
6. CASE II

1-3

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg

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

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

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

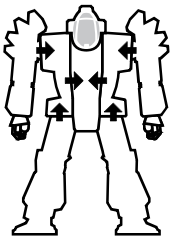
1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Small Pulse Laser
6. Roll Again

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

1-3

1. ER Medium Laser
2. ER Medium Laser
3. ER Medium Laser
4. ER Medium Laser
5. Ferro-Fibrous
6. Roll Again

4-6

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

1-3

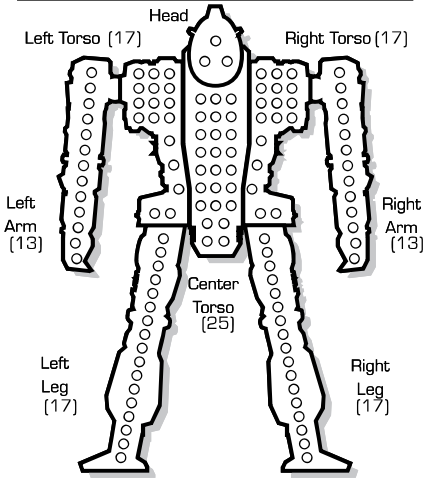
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Salamander PPR-7T

Movement Points:
Walking: 4
Running: 6

Tonnage: 80
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Extended LRM 15	RT	8	1/Msl [M,C,S]	10	12	22	38
1	Extended LRM 15	LT	8	1/Msl [M,C,S]	10	12	22	38
1	C^3 Boosted Slave	LA	—	[E]	—	—	—	—
1	Extended LRM 10	LA	6	1/Msl [M,C,S]	10	12	22	38

BV: 1,647

WARRIOR DATA

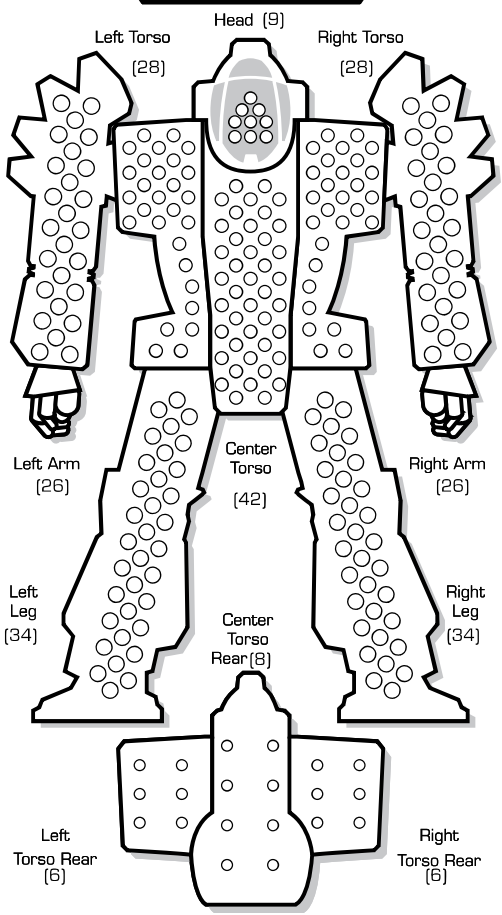
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Extended LRM 10
5. Extended LRM 10
6. Extended LRM 10

1. Extended LRM 10
2. Ammo (ELRM 10) 9
3. Ammo (ELRM 10) 9

4-6
4. C^3 Boosted Slave
5. C^3 Boosted Slave
6. Endo Steel

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Extended LRM 15
5. Extended LRM 15
6. Extended LRM 15

1. Extended LRM 15
2. Extended LRM 15
3. Extended LRM 15

4-6
4. Ammo (ELRM 15) 6
5. Ammo (ELRM 15) 6
6. Ammo (ELRM 15) 6

Left Leg

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

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

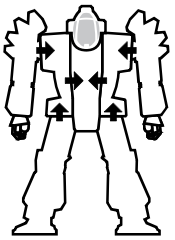
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

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

1. XL Gyro
2. XL Gyro
3. XL Gyro

4-6
4. XL Fusion Engine
5. XL Fusion Engine
6. XL Fusion Engine

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel

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

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Extended LRM 15
5. Extended LRM 15
6. Extended LRM 15

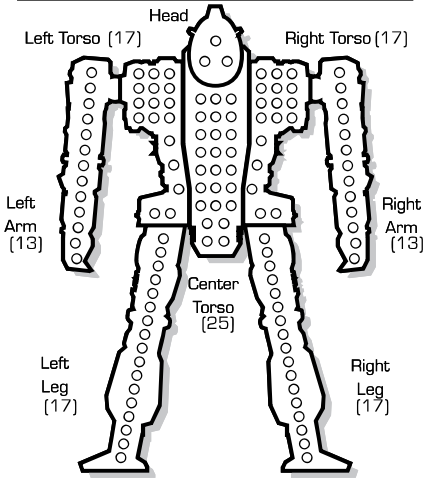
1. Extended LRM 15
2. Extended LRM 15
3. Extended LRM 15

4-6
4. Ammo (ELRM 15) 6
5. Ammo (ELRM 15) 6
6. Ammo (ELRM 15) 6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	11 (22) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Warhammer IIC 10

Movement Points:
Walking: 4
Running: 6

Tonnage: 80
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	5 [DE]	—	2	4	6
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
2	ER Large Laser	RA	12	10 [DE]	—	8	15	25
2	ER Large Laser	LA	12	10 [DE]	—	8	15	25

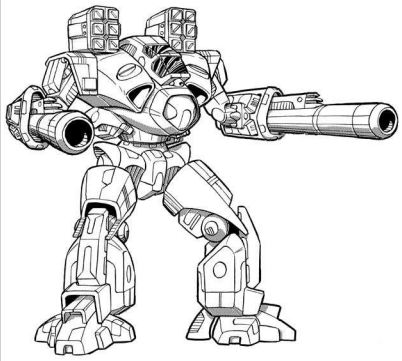
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WARRIOR DATA

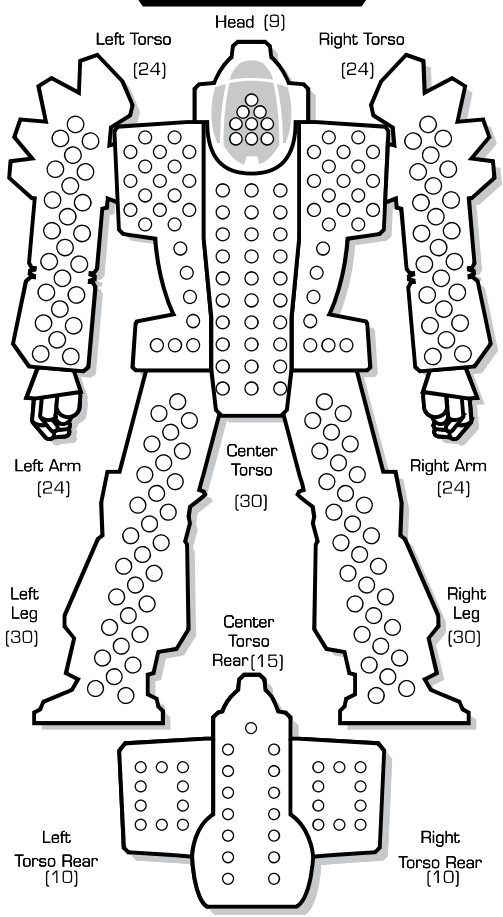
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. ER Large Laser
6. ER Large Laser

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

4-6

Left Torso (CASE)
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. SRM 6
2. Ammo (SRM 6) 15
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Small Laser
5. Sensors
6. Life Support

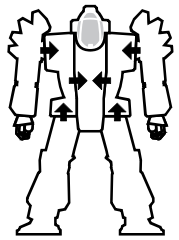
Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. ER Large Laser
6. ER Large Laser

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Roll Again

4-6

Right Torso (CASE)
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

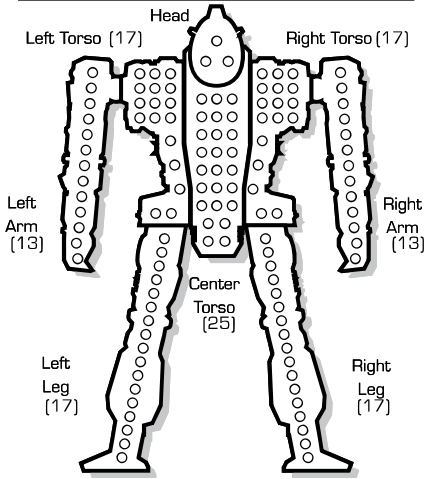
1-3

1. SRM 6
2. Ammo (SRM 6) 15
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	23 (46) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O O O
24	+4 Modifier to Fire	O O O
23	Ammo Exp. avoid on 6+	O O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O O
15	–3 Movement Points	O O
14	Shutdown, avoid on 4+	O O
13	+2 Modifier to Fire	O O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Warhammer IIC 11

Movement Points:
Walking: 4
Running: 6

Tonnage: 80
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	7 [DE]	—	5	10	15
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12
1	Heavy Large Laser	RA	18	16 [DE]	—	5	10	15
1	Heavy Large Laser	LA	18	16 [DE]	—	5	10	15
1	A-Pod	RL	—	[PD,OS,AI]	—	—	—	—
1	A-Pod	LL	—	[PD,OS,AI]	—	—	—	—

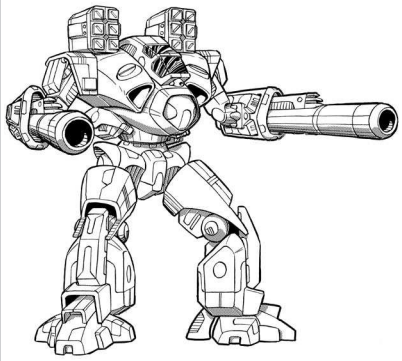
BV: 2,021

WARRIOR DATA

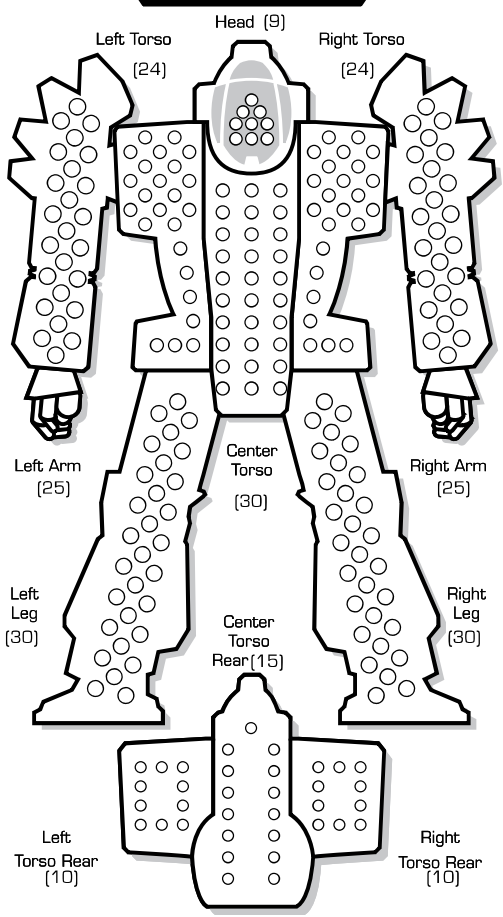
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Heavy Large Laser

1. Heavy Large Laser
2. Heavy Large Laser

4-6
3. Ammo (Streak SRM 6) 15
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso

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

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Streak SRM 6
6. Streak SRM 6

Left Leg

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

Head

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

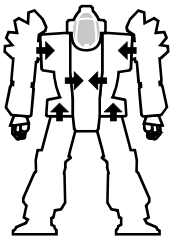
Center Torso

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Heavy Large Laser

1. Heavy Large Laser
2. Heavy Large Laser

4-6
3. Ammo (Streak SRM 6) 15
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso

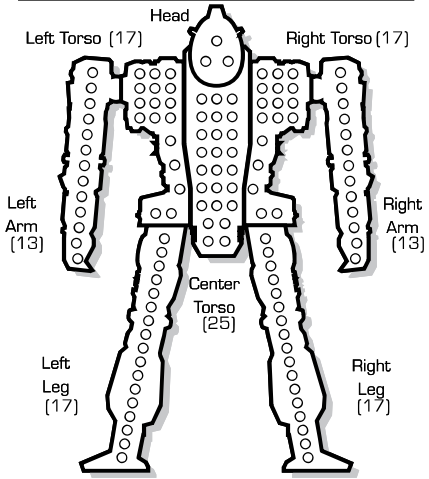
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Streak SRM 6
4. Streak SRM 6
5. Endo Steel
6. Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	24 (48) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O O
25	–5 Movement Points	O O O
24	+4 Modifier to Fire	O O O
23	Ammo Exp. avoid on 6+	O O O
22	Shutdown, avoid on 8+	O O O
20	–4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O O
15	–3 Movement Points	O O
14	Shutdown, avoid on 4+	O O
13	+2 Modifier to Fire	O O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Warhammer IIC 12

Movement Points:
Walking: 5
Running: 8

Tonnage: 80
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	HD	—	[E]	—	—	—	6
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	ER Small Laser	RT	2	5 [DE]	—	2	4	6
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	ER Small Laser	LT	2	5 [DE]	—	2	4	6
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	ER PPC	LA	15	15 [DE]	—	7	14	23

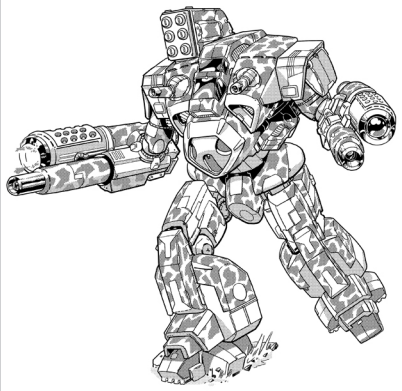
BV: 2,680

WARRIOR DATA

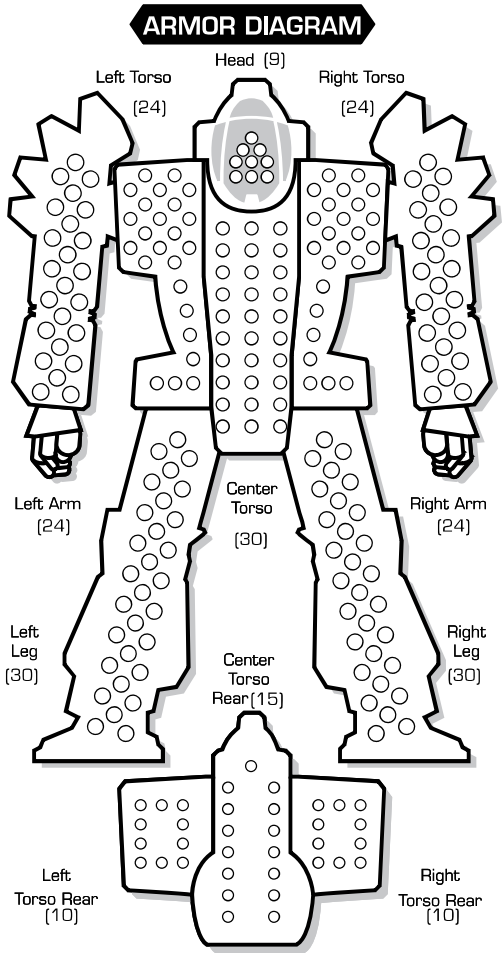
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

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

1. Double Heat Sink
2. ER PPC

4-6
3. ER PPC
4. Endo Steel
5. Heat-Dissipating
6. Roll Again

Left Torso

1. XXL Fusion Engine
2. XXL Fusion Engine

1-3
3. XXL Fusion Engine
4. XXL Fusion Engine
5. ER Medium Laser
6. ER Small Laser

1. Endo Steel
2. Heat-Dissipating

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

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Heat-Dissipating

Head

1. Life Support
2. Sensors
3. Cockpit
4. ECM Suite
5. Sensors
6. Life Support

Center Torso

1. XXL Fusion Engine
2. XXL Fusion Engine

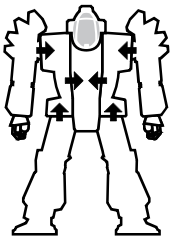
1-3
3. XXL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XXL Fusion Engine

4-6
3. XXL Fusion Engine
4. XXL Fusion Engine
5. Endo Steel
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator

1-3
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. ER PPC

4-6
3. ER PPC
4. Endo Steel
5. Heat-Dissipating
6. Roll Again

Right Torso (CASE)

1. XXL Fusion Engine
2. XXL Fusion Engine

1-3
3. XXL Fusion Engine
4. XXL Fusion Engine
5. ER Medium Laser
6. ER Small Laser

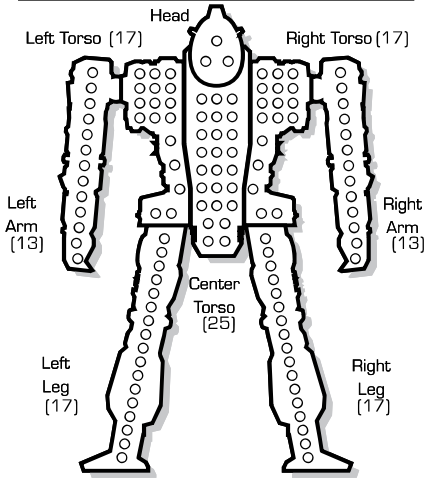
1. SRM 6
2. Ammo (SRM 6) 15

4-6
3. Endo Steel
4. Heat-Dissipating
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Heat-Dissipating

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	20 (40) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O O
15	–3 Movement Points	O O
14	Shutdown, avoid on 4+	O O
13	+2 Modifier to Fire	O O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Deimos D

Movement Points:
Walking: 3
Running: 5 [6]

Tonnage: 85
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AMS	HD	1	— [PD]	—	—	—	—
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	Streak LRM 20	RT	6	1/Msl [M,C]	—	7	14	21
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	Streak LRM 20	LT	6	1/Msl [M,C]	—	7	14	21
1	Rotary AC/2	RA	1	2/Sht [DB,R/C]	—	8	17	25
1	Rotary AC/2	LA	1	2/Sht [DB,R/C]	—	8	17	25

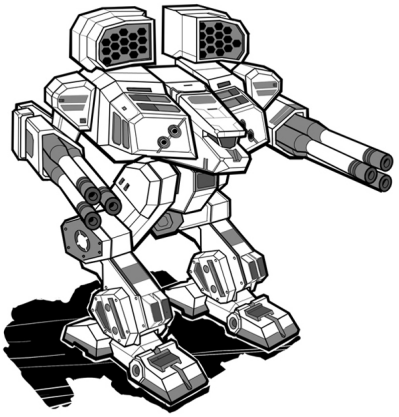
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WARRIOR DATA

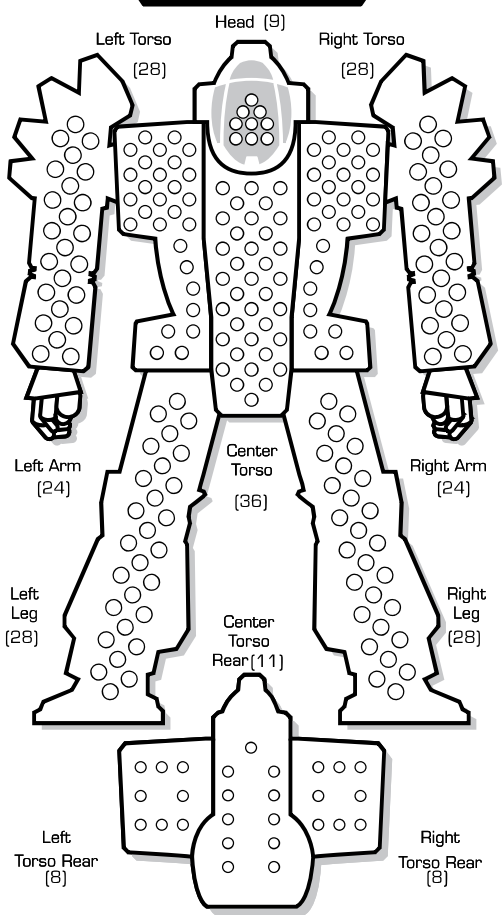
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Rotary AC/2
4. Rotary AC/2
5. Rotary AC/2
6. Rotary AC/2

1-3

1. Ammo (RAC/2) 45
2. Ammo (Streak LRM 20) 6
3. Ammo (Streak LRM 20) 6
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Streak LRM 20
2. Streak LRM 20
3. Streak LRM 20
4. Streak LRM 20
5. Streak LRM 20
6. ER Medium Laser

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. AMS
5. Sensors
6. Life Support

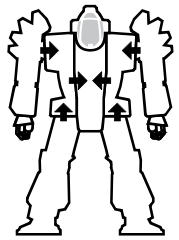
Center Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ammo (RAC/2) 45
6. Ammo (AMS) 24

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Rotary AC/2
4. Rotary AC/2
5. Rotary AC/2
6. Rotary AC/2

1-3

1. Ammo (RAC/2) 45
2. Ammo (Streak LRM 20) 6
3. Ammo (Streak LRM 20) 6
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Streak LRM 20
4. Streak LRM 20
5. Streak LRM 20
6. Streak LRM 20

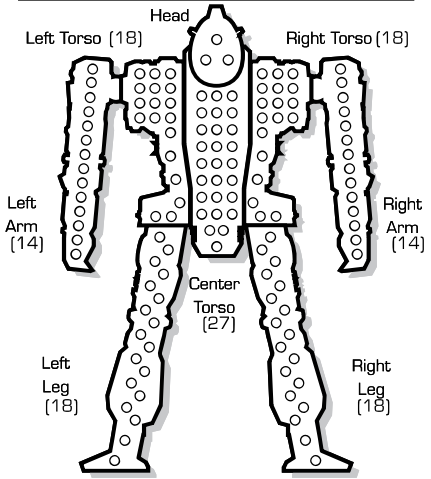
1-3

1. Streak LRM 20
2. ER Medium Laser
3. MASC
4. MASC
5. MASC
6. Endo Steel

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Deimos E

Movement Points:
Walking: 3
Running: 5 [8]

Tonnage: 85
Tech Base: Mixed Tech (Clan) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AMS	HD	1	— [PD]	—	—	—	—
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	Radical Heat Sink System (IS)	RT	—	[E]	—	—	—	—
2	Streak SRM 4	RT	3	2/Msl [M,C]	—	4	8	12
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
2	Streak SRM 4	LT	3	2/Msl [M,C]	—	4	8	12
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	Targeting Computer	RA	—	[E]	—	—	—	—
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
2	Large Pulse Laser	LA	10	10 [P]	—	6	14	20

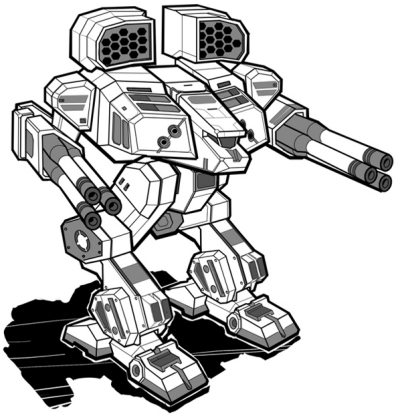
BV: 3,620

WARRIOR DATA

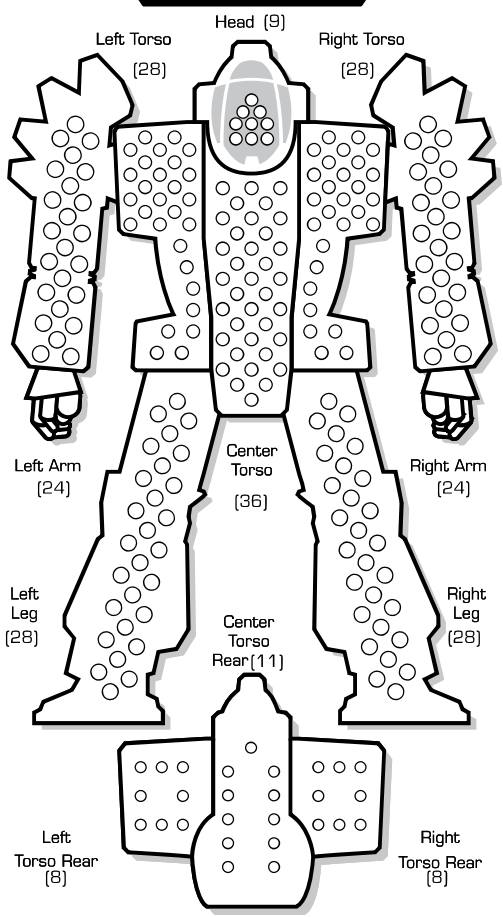
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

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

1-3

1. Large Pulse Laser
2. Large Pulse Laser
3. ER Large Laser
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Streak SRM 4
4. Streak SRM 4
5. ER Medium Laser
6. Ammo (Streak SRM 4) 25

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. AMS
5. Sensors
6. Life Support

Center Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

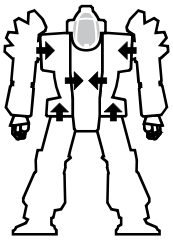
1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Supercharger
6. Ammo (AMS) 24

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. ER PPC
4. ER PPC
5. Targeting Computer
6. Targeting Computer

1-3

1. Targeting Computer
2. Targeting Computer
3. Targeting Computer
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Streak SRM 4
4. Streak SRM 4
5. ER Medium Laser
6. Radical Heat Sink System (IS)

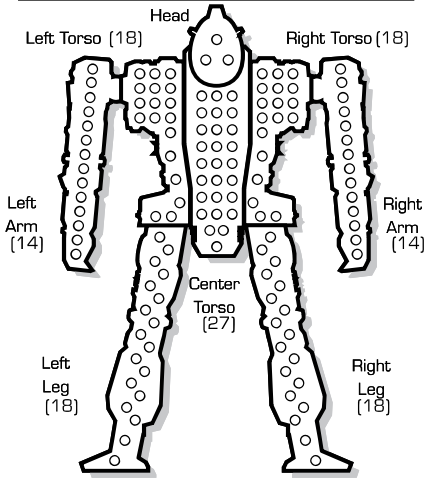
1-3

1. Radical Heat Sink System (IS)
2. Radical Heat Sink System (IS)
3. MASC
4. MASC
5. MASC
6. Endo Steel

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Longbow LGB-14C2

Movement Points:
Walking: 3
Running: 5

Tonnage: 85
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C^3 Boosted Slave	HD	—	[E]	—	—	—	—
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	MML 9	RT	5	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	MML 9	LT	5	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
2	MML 9	RA	5	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
2	MML 9	LA	5	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9

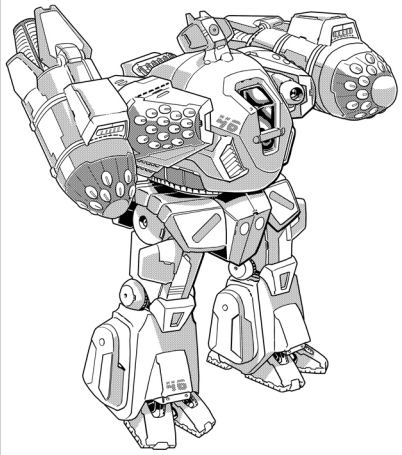
BV: 1,291

WARRIOR DATA

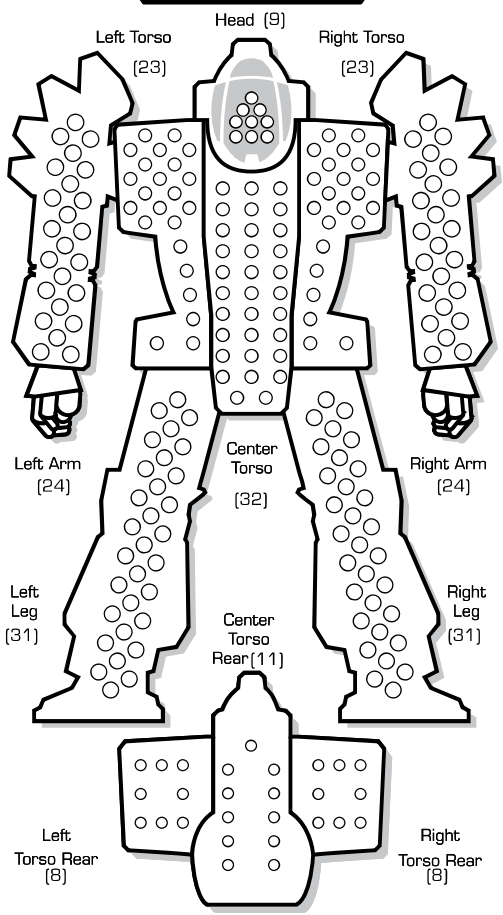
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. MML 9 (1-3)
4. MML 9 (1-3)
5. MML 9 (1-3)
6. MML 9 (1-3)
1. MML 9
2. MML 9 (4-6)
3. MML 9 (4-6)
4. MML 9 (4-6)
5. MML 9 (4-6)
6. MML 9 (4-6)

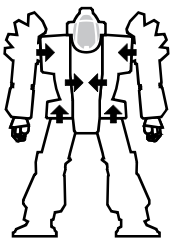
Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. MML 9 (1-3)
5. MML 9 (1-3)
6. MML 9 (1-3)
1. MML 9
2. MML 9
3. Ammo (MML 9/LRM) 13 (4-6)
4. Ammo (MML 9/LRM) 13 (4-6)
5. Ammo (MML 9/SRM) 11 (4-6)
6. CASE

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (MML 9/LRM) 13
6. Ammo (MML 9/SRM) 11

Head
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. C^3 Boosted Slave
6. C^3 Boosted Slave

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine (4-6)
4. XL Fusion Engine (4-6)
5. ER Medium Laser (4-6)
6. Roll Again (4-6)

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



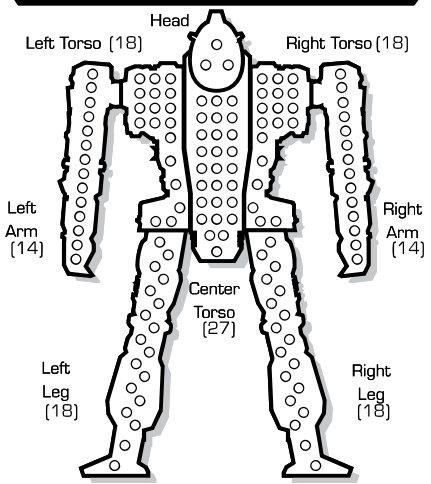
Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. MML 9 (1-3)
4. MML 9 (1-3)
5. MML 9 (1-3)
6. MML 9 (1-3)
1. MML 9
2. MML 9 (4-6)
3. MML 9 (4-6)
4. MML 9 (4-6)
5. MML 9 (4-6)
6. MML 9 (4-6)

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. MML 9 (1-3)
5. MML 9 (1-3)
6. MML 9 (1-3)
1. MML 9
2. MML 9
3. Ammo (MML 9/LRM) 13 (4-6)
4. Ammo (MML 9/SRM) 11 (4-6)
5. Ammo (MML 9/SRM) 11 (4-6)
6. CASE

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (MML 9/LRM) 13
6. Ammo (MML 9/SRM) 11

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Omen 2

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

Tonnage: 85
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AMS	HD	1	— [PD]	—	—	—	—
1	HarJel III Self-Repair System	CT	—	[E]	—	—	—	—
1	HarJel III Self-Repair System	RT	—	[E]	—	—	—	—
1	ATM 9	LT	6	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
1	HarJel III Self-Repair System	LT	—	[E]	—	—	—	—
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	LB 10-X AC	RA	2	10 [DB,C/F/S]	—	6	12	18
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12

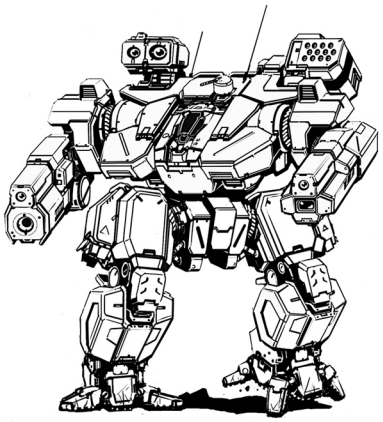
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WARRIOR DATA

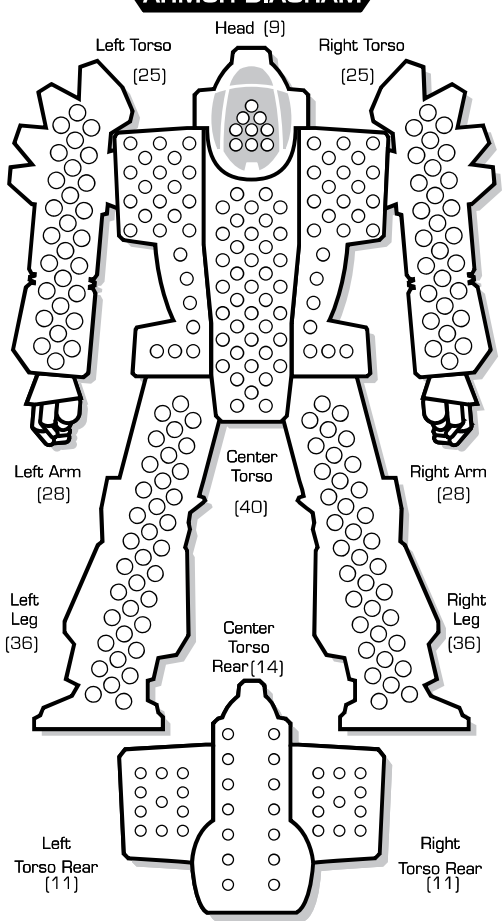
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

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

1. Double Heat Sink

4-6
2. Double Heat Sink
3. Double Heat Sink
4. Large Pulse Laser
5. Large Pulse Laser
6. Medium Pulse Laser

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Double Heat Sink
4. Double Heat Sink
5. ATM 9
6. ATM 9

1. ATM 9

4-6
2. ATM 9
3. Ammo (ATM 9) 7
4. Ammo (ATM 9) 7
5. HarJel III Self-Repair System
6. HarJel III Self-Repair System

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. AMS
5. Sensors
6. Life Support

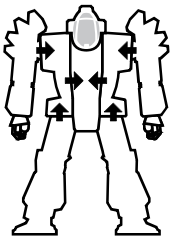
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine

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

1. Gyro

4-6
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. HarJel III Self-Repair System
6. HarJel III Self-Repair System

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator

1-3
3. Lower Arm Actuator
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

1. LB 10-X AC
2. LB 10-X AC

4-6
3. ER Medium Laser
4. Ammo (LB-10X) 10
5. Ammo (LB-10X) 10
6. Ammo (LB-10X Cluster) 10

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

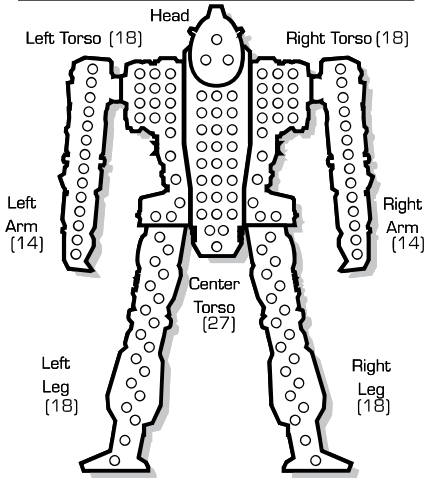
1-3
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Ammo (AMS) 24

1. HarJel III Self-Repair System
2. HarJel III Self-Repair System

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Templar TLR1-OR

Movement Points:
Walking: 4
Running: 6

Tonnage: 85
Tech Base: Mixed Tech (I.S.) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Re-engineered Laser	CT	7	6 [DE]	—	3	6	9
1	Medium Re-engineered Laser	RT	7	6 [DE]	—	3	6	9
2	Medium Re-engineered Laser	LT	7	6 [DE]	—	3	6	9
1	LB 10-X AC (Clan)	RA	2	10 [DB,C/F/S]	—	6	12	18
2	ER PPC (Clan)	LA	15	15 [DE]	—	7	14	23
1	Medium Re-engineered Laser	LA	7	6 [DE]	—	3	6	9

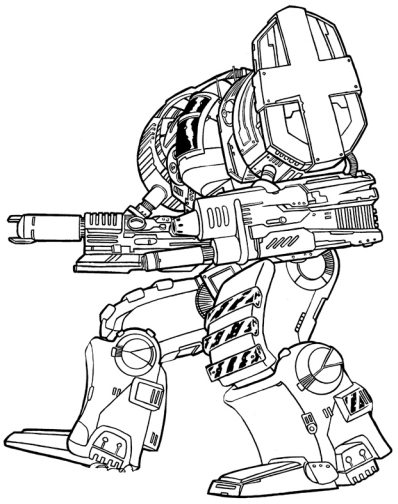
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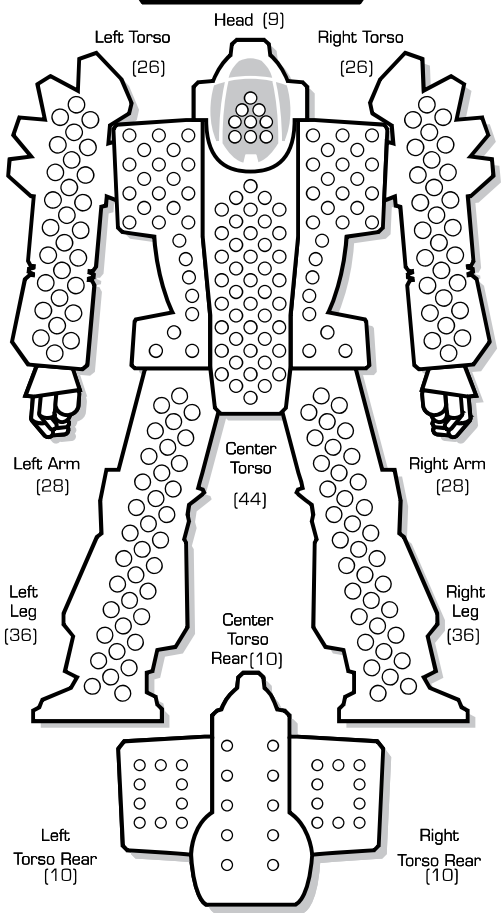
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. ER PPC (Clan)
4. ER PPC (Clan)
5. ER PPC (Clan)
6. ER PPC (Clan)

1. Medium Re-engineered Laser
2. Medium Re-engineered Laser
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Medium Re-engineered Laser
2. Medium Re-engineered Laser
3. Medium Re-engineered Laser
4. Medium Re-engineered Laser
5. Endo Steel
6. Endo Steel

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

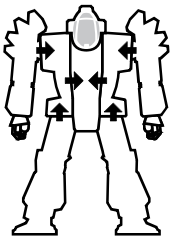
Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. LB 10-X AC (Clan)
4. LB 10-X AC (Clan)
5. LB 10-X AC (Clan)
6. LB 10-X AC (Clan)

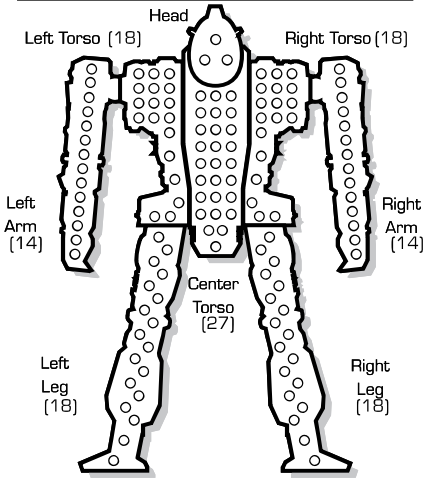
1. LB 10-X AC (Clan)
2. Ammo (LB-10X) 10
3. Ammo (LB-10X) 10
4. Ammo (LB-10X Cluster) 10
5. CASE II (Clan)
6. Endo Steel

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Medium Re-engineered Laser
2. Medium Re-engineered Laser
3. CASE
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Emperor EMP-8L

Movement Points:
Walking: 3 [4]
Running: 5 [6]

Tonnage: 90
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
2	Medium Re-engineered Laser	LT	7	6 [DE]	—	3	6	9
1	Plasma Rifle	LT	10	10 [DE,H]	—	5	10	15
1	LB 10-X AC	RA	2	10 [DB,C/F/S]	—	6	12	18
1	LB 10-X AC	LA	2	10 [DB,C/F/S]	—	6	12	18

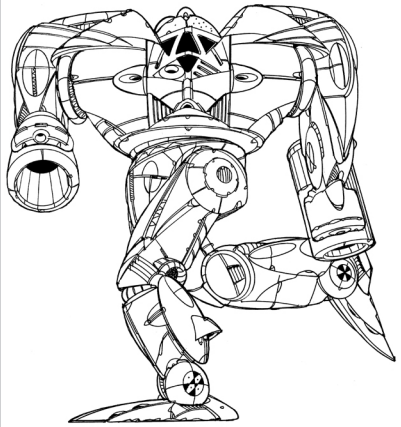
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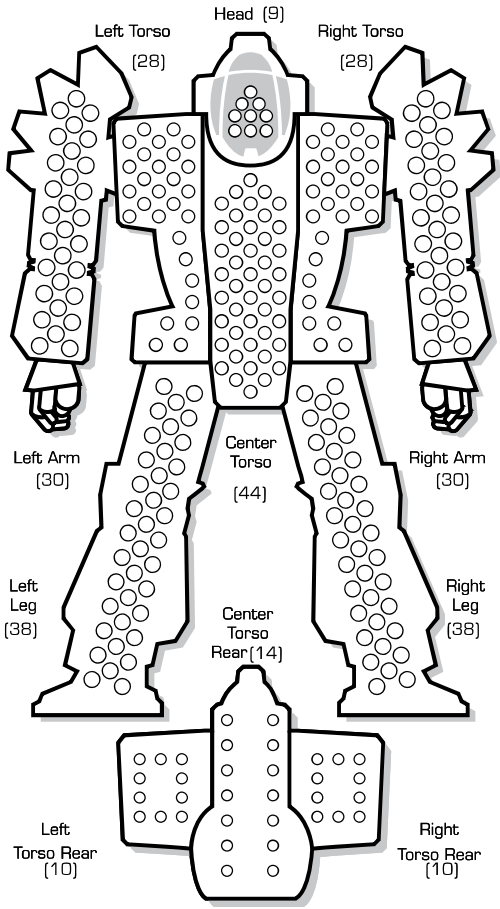
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

1. LB 10-X AC
2. LB 10-X AC
3. Stealth
4. Stealth
5. Triple-Strength Myomer
6. Triple-Strength Myomer

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Plasma Rifle
5. Plasma Rifle
6. Medium Re-engineered Laser

1. Medium Re-engineered Laser
2. Medium Re-engineered Laser
3. Medium Re-engineered Laser
4. Stealth
5. Stealth
6. Triple-Strength Myomer

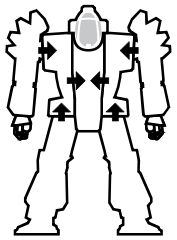
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

Head
1. Life Support
2. Sensors
3. Cockpit
4. Triple-Strength Myomer
5. Sensors
6. Life Support

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

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Guardian ECM Suite
6. Guardian ECM Suite

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

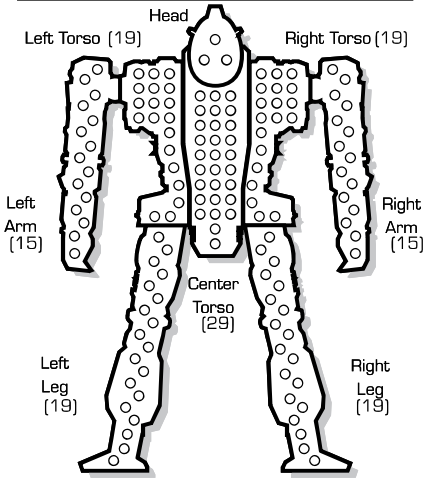
1. LB 10-X AC
2. LB 10-X AC
3. Stealth
4. Stealth
5. Triple-Strength Myomer
6. Triple-Strength Myomer

Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Ammo (LB 10-X) 10
5. Ammo (LB 10-X) 10
6. Ammo (LB 10-X Cluster) 10

1. Ammo (LB 10-X Cluster) 10
2. Ammo (Plasma Rifle) 10
3. Ammo (Plasma Rifle) 10
4. CASE
5. Stealth
6. Stealth

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	12 (24) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Mad Cat Mk II 4

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

Tonnage: 90
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light Active Probe	HD	—	[E]	—	—	—	3
1	LRM 15	RT	5	1/Msl [M,C,S]	—	7	14	21
1	LRM 15	LT	5	1/Msl [M,C,S]	—	7	14	21
2	ER Large Laser	RA	12	10 [DE]	—	8	15	25
2	ER Large Laser	LA	12	10 [DE]	—	8	15	25

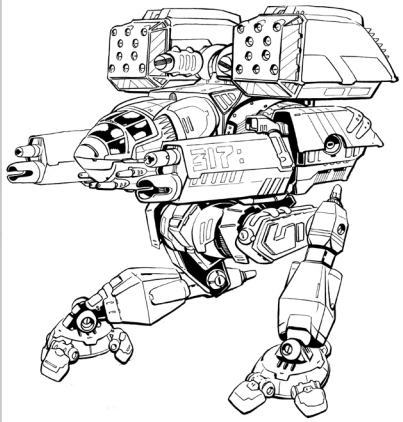
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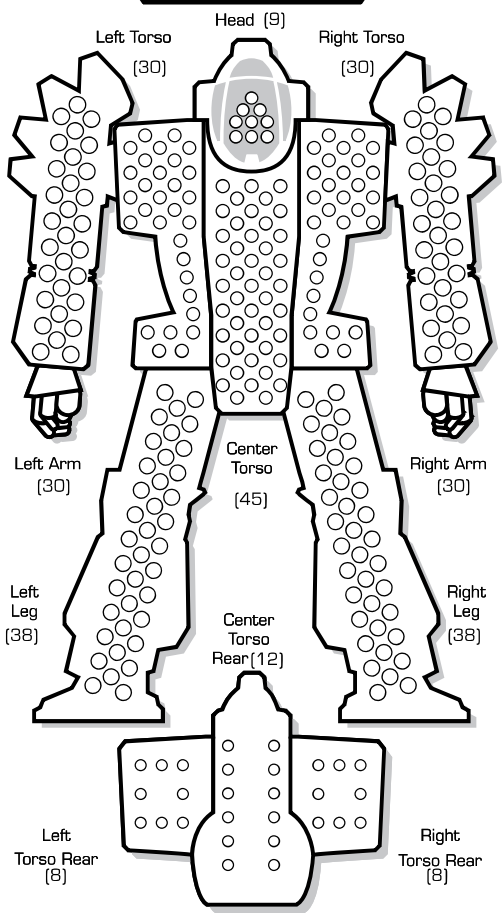
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. [Double Heat Sink
5. L Double Heat Sink
6. [Double Heat Sink

1. L Double Heat Sink
2. [Double Heat Sink
3. L Double Heat Sink

4-6
4. ER Large Laser
5. ER Large Laser
6. Ferro-Fibrous

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Jump Jet
4. Jump Jet
5. [LRM 15
6. L LRM 15

1. Ammo (LRM 15) 8
2. Ammo (LRM 15) 8

4-6
3. Ammo (LRM 15) 8
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Light Active Probe
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine

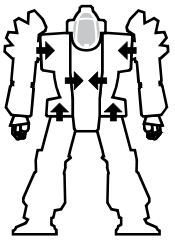
1-3
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro

4-6
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator

1-3
3. Lower Arm Actuator
4. [Double Heat Sink
5. L Double Heat Sink
6. [Double Heat Sink

1. L Double Heat Sink

4-6
2. [Double Heat Sink
3. L Double Heat Sink
4. ER Large Laser
5. ER Large Laser
6. Ferro-Fibrous

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

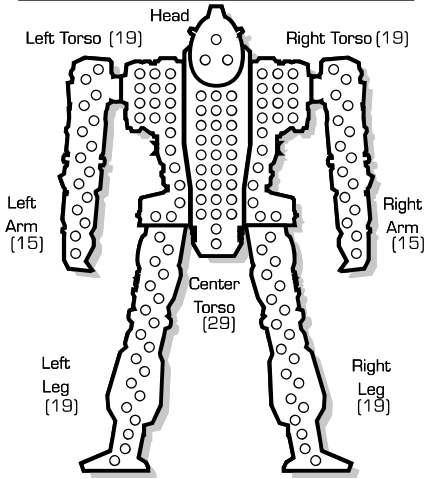
1-3
3. Jump Jet
4. Jump Jet
5. [LRM 15
6. L LRM 15

1. Ammo (LRM 15) 8
2. Ammo (LRM 15) 8

4-6
3. Ammo (LRM 15) 8
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	20 (40) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O O
15	–3 Movement Points	O O
14	Shutdown, avoid on 4+	O O
13	+2 Modifier to Fire	O O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Mad Cat Mk II 5

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

Tonnage: 90
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light Active Probe	HD	—	[E]	—	—	—	3
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Improved Heavy Large Laser	LA	18	16 [DE,X]	—	5	10	15
1	Improved Heavy Medium Laser	LA	7	10 [DE,X]	—	3	6	9

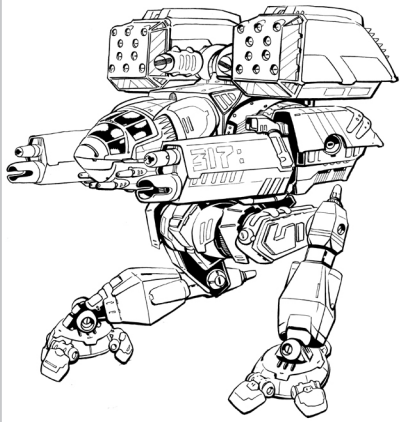
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WARRIOR DATA

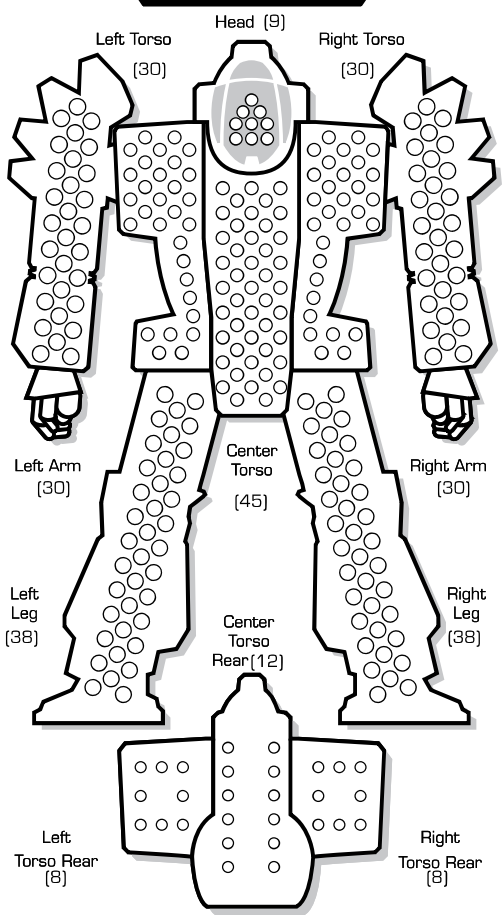
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Improved Heavy Large Laser
5. Improved Heavy Large Laser
6. Improved Heavy Large Laser

1. Improved Heavy Medium Laser
2. Improved Heavy Medium Laser

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

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

1. Improved Jump Jet
2. Improved Jump Jet

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

Left Leg

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

Head

1. Life Support
2. Sensors
3. Cockpit
4. Light Active Probe
5. Sensors
6. Life Support

Center Torso

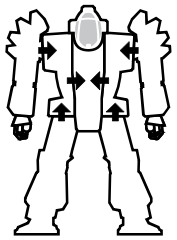
1. XL Fusion Engine
2. XL Fusion Engine

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

1. Gyro
2. XL Fusion Engine

4-6
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator

1-3
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle

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

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

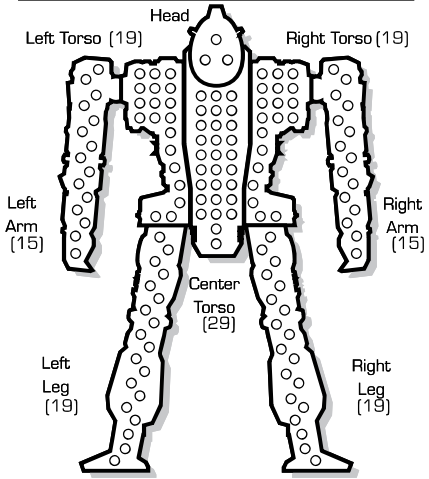
1. Improved Jump Jet
2. Improved Jump Jet

4-6
3. Ammo (Gauss) 8
4. Ammo (Gauss) 8
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

1. 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	14 (28) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Mad Cat Mk II 6

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

Tonnage: 90
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HarJel III Self-Repair System	CT	—	[E]	—	—	—	—
2	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	HarJel III Self-Repair System	RT	—	[E]	—	—	—	—
2	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	HarJel III Self-Repair System	LT	—	[E]	—	—	—	—
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	HarJel III Self-Repair System	RA	—	[E]	—	—	—	—
1	ER PPC	LA	15	15 [DE]	—	7	14	23
1	HarJel III Self-Repair System	LA	—	[E]	—	—	—	—
1	HarJel III Self-Repair System	RL	—	[E]	—	—	—	—
1	HarJel III Self-Repair System	LL	—	[E]	—	—	—	—

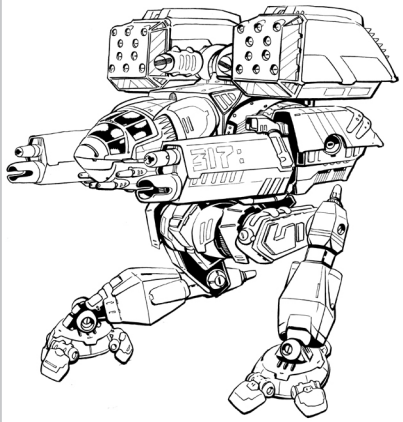
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WARRIOR DATA

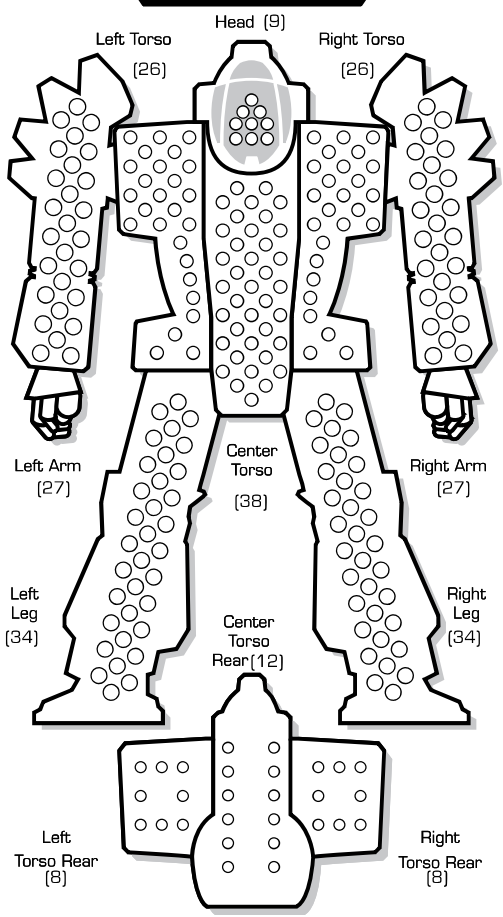
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. ER PPC
4. ER PPC
5. HarJel III Self-Repair System
6. HarJel III Self-Repair System

1-3
4-6
1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. ER Medium Laser
6. ER Medium Laser

1-3
4-6
1. HarJel III Self-Repair System
2. HarJel III Self-Repair System
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. HarJel III Self-Repair System
6. HarJel III Self-Repair System

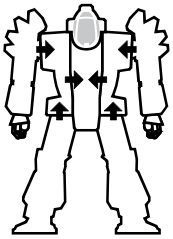
Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

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

1-3
4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. HarJel III Self-Repair System
6. HarJel III Self-Repair System

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. ER PPC
4. ER PPC
5. HarJel III Self-Repair System
6. HarJel III Self-Repair System

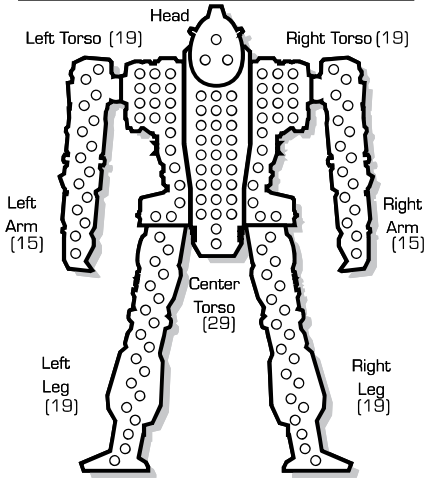
1-3
4-6
1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. ER Medium Laser
6. ER Medium Laser

1-3
4-6
1. HarJel III Self-Repair System
2. HarJel III Self-Repair System
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. HarJel III Self-Repair System
6. HarJel III Self-Repair System

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

14 (28) Double

O O
O O O
O O O
O O
O
O
O
O
O
O

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

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Onager 2

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

Tonnage: 90
Tech Base: Clan (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	HD	2	3 [P,AI]	—	2	4	6
1	HarJel II Self-Repair System	CT	—	[E]	—	—	—	—
1	HarJel II Self-Repair System	RT	—	[E]	—	—	—	—
1	Large Pulse Laser	RT	10	10 [P]	—	6	14	20
2	Micro Pulse Laser	RT	1	3 [P,AI]	—	1	2	3
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
1	HarJel II Self-Repair System	LT	—	[E]	—	—	—	—
1	Large Pulse Laser	LT	10	10 [P]	—	6	14	20
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
1	HAG/30	LA	6	30 [C,F,X]	2	8	16	24

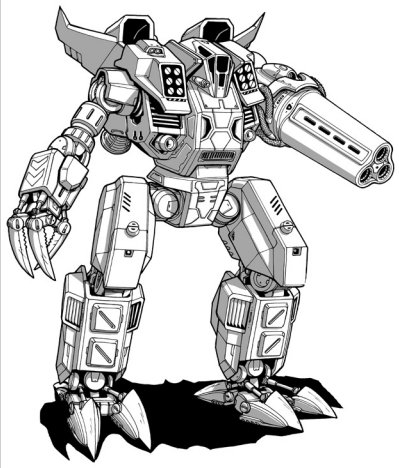
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WARRIOR DATA

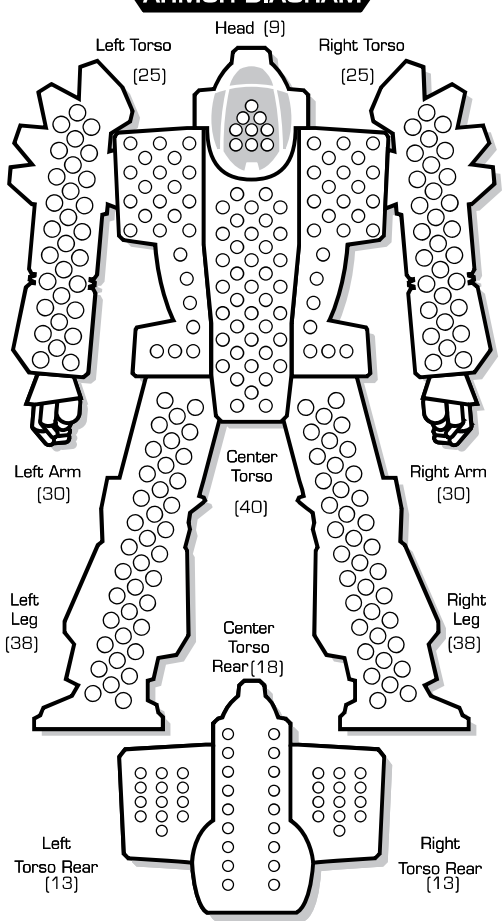
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. HAG/30
4. HAG/30
5. HAG/30
6. HAG/30

1. HAG/30
2. HAG/30
3. HAG/30
4. HAG/30
5. Ammo (HAG 30) 4
6. Ammo (HAG 30) 4

Left Torso (CASE)
1. Jump Jet
2. Large Pulse Laser
3. Large Pulse Laser
4. SRM 6
5. Ammo (SRM 6) 15
6. Ammo (SRM 6) 15

1. Ammo (HAG 30) 4
2. Ammo (HAG 30) 4
3. HarJel II Self-Repair System
4. Endo Steel
5. Ferro-Fibrous
6. Roll Again

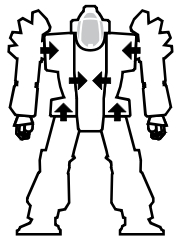
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Pulse Laser
5. Sensors
6. Life Support

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

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. HarJel II Self-Repair System

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

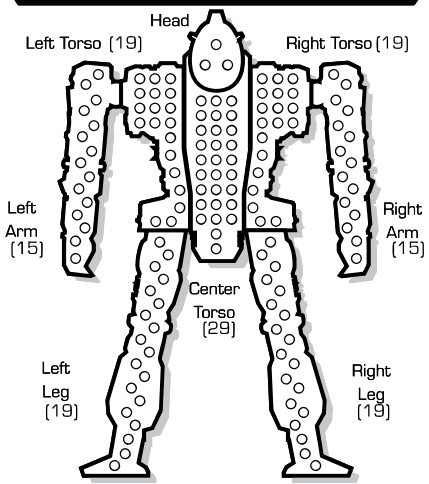
1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso
1. Jump Jet
2. Large Pulse Laser
3. Large Pulse Laser
4. SRM 6
5. Micro Pulse Laser
6. Micro Pulse Laser

1. HarJel II Self-Repair System
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	12 (24) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	○○
25	–5 Movement Points	○○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	–4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	–3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Sunder SD1-OG

Movement Points:
Walking: 4
Running: 6

Tonnage: 90
Tech Base: Mixed Tech (I.S.) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C^3 Boosted Slave	CT	—	[E]	—	—	—	—
1	ER PPC (Clan)	RA	15	15 [DE]	—	7	14	23
1	TSEMP Cannon	RA	10	0 [DE,X]	—	5	10	15
1	ER Medium Laser (Clan)	LA	5	7 [DE]	—	5	10	15
1	LB 20-X AC (Clan)	LA	6	20 [DB,C/F/S]	—	4	8	12

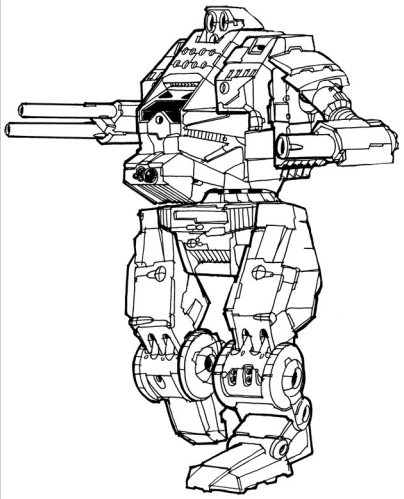
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WARRIOR DATA

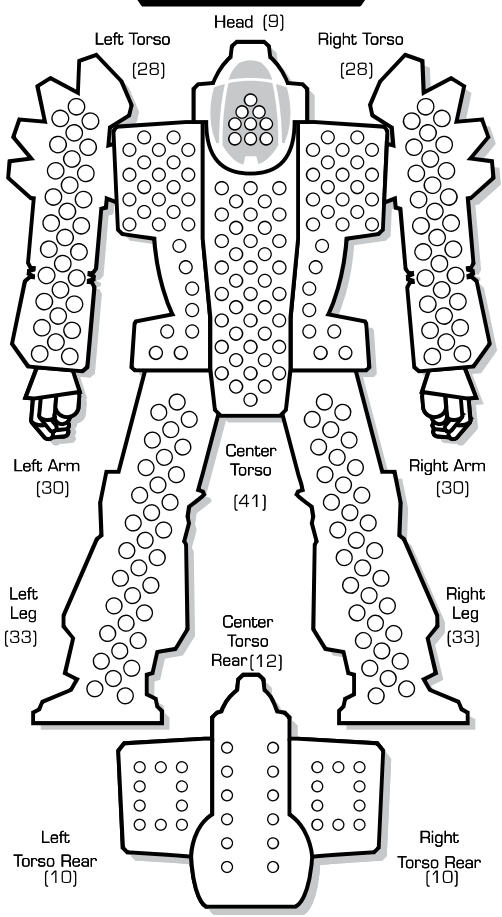
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. LB 20-X AC (Clan)
4. LB 20-X AC (Clan)
5. LB 20-X AC (Clan)
6. LB 20-X AC (Clan)

1. LB 20-X AC (Clan)
2. LB 20-X AC (Clan)
3. LB 20-X AC (Clan)
4. LB 20-X AC (Clan)
5. LB 20-X AC (Clan)
6. ER Medium Laser (Clan)

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Ammo (LB-20X) 5
2. Ammo (LB-20X) 5
3. Ammo (LB-20X Cluster) 5
4. Ammo (LB-20X Cluster) 5
5. CASE II
6. Roll Again

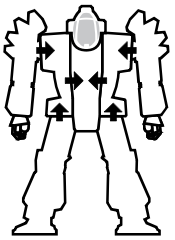
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

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

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. C^3 Boosted Slave
6. C^3 Boosted Slave

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. ER PPC (Clan)

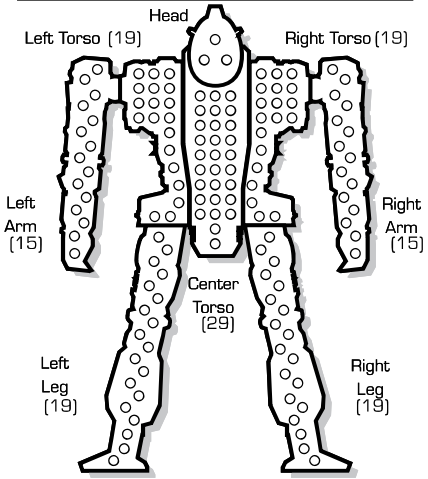
1. ER PPC (Clan)
2. TSEMP Cannon
3. TSEMP Cannon
4. TSEMP Cannon
5. TSEMP Cannon
6. TSEMP Cannon

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Roll Again
5. Roll Again
6. Roll Again

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	18 (36) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O O
15	–3 Movement Points	O O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Sunder SD1-OF

Movement Points:
Walking: 4
Running: 6

Tonnage: 90
Tech Base: Mixed Tech (I.S.) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser (Clan)	HD	5	7 [DE]	—	5	10	15
1	C^3 Boosted Slave	CT	—	[E]	—	—	—	—
3	Thunderbolt 5	RT	3	5[M]	5	6	12	18
3	LRM 5 (Clan)	LT	2	1/Msl [M,C,S]	—	7	14	21
3	Thunderbolt 5	RA	3	5[M]	5	6	12	18
2	LRM 5 (Clan)	LA	2	1/Msl [M,C,S]	—	7	14	21

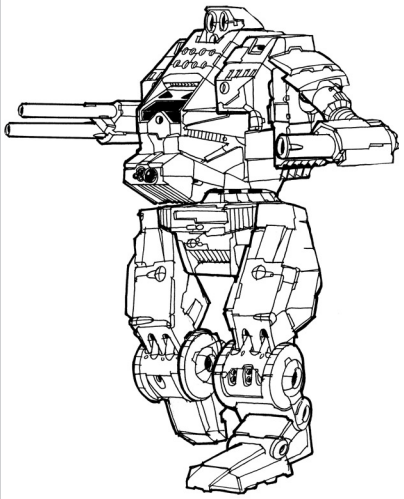
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WARRIOR DATA

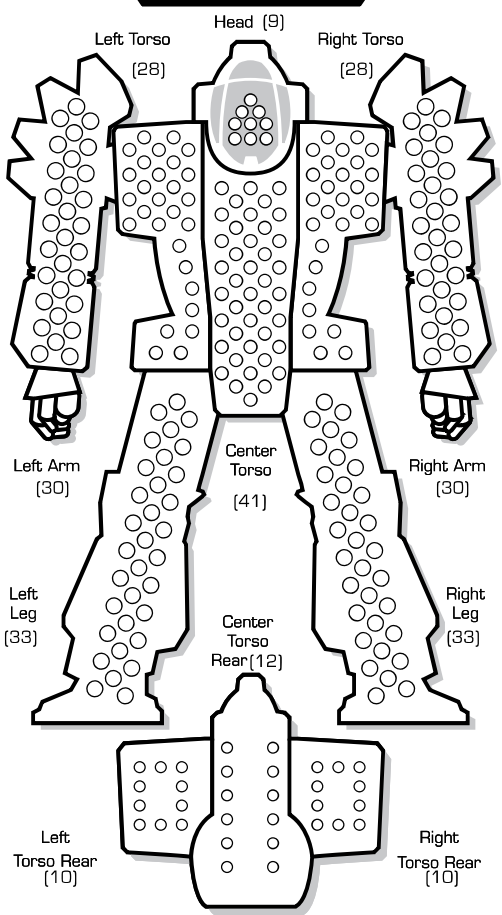
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. LRM 5 (Clan)
4. LRM 5 (Clan)
5. Roll Again
6. Roll Again

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

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. LRM 5 (Clan)
5. LRM 5 (Clan)
6. LRM 5 (Clan)

1. Ammo (LRM 5) 24
2. Ammo (LRM 5) 24
3. Ammo (LRM 5) 24
4. CASE
5. Roll Again
6. Roll Again

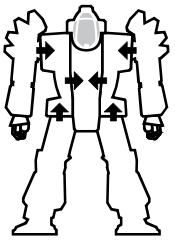
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser (Clan)
5. Sensors
6. Life Support

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. C^3 Boosted Slave
6. C^3 Boosted Slave

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Thunderbolt 5

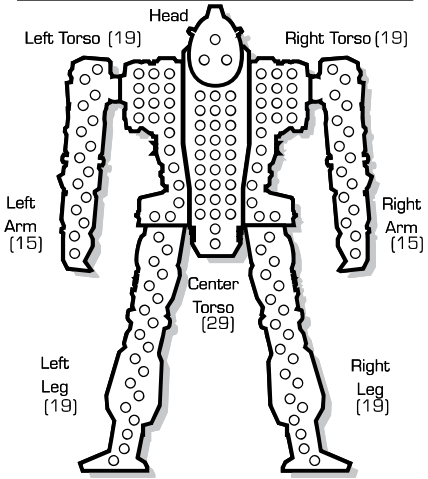
1. Thunderbolt 5
2. Thunderbolt 5
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Thunderbolt 5
5. Thunderbolt 5
6. Thunderbolt 5

1. Ammo (Thunderbolt 5) 12
2. Ammo (Thunderbolt 5) 12
3. Ammo (Thunderbolt 5) 12
4. Ammo (Thunderbolt 5) 12
5. Ammo (Thunderbolt 5) 12
6. CASE

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Banshee BNC-9S2

Movement Points:
Walking: 3
Running: 5

Tonnage: 95
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	C^3 Boosted Slave	RT	—	[E]	—	—	—	—
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Gauss Rifle	LT	1	15 [DB,X]	2	7	15	22
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	Heavy PPC	LA	15	15 [DE]	3	6	12	18
1	Light PPC	LA	5	5 [DE]	3	6	12	18

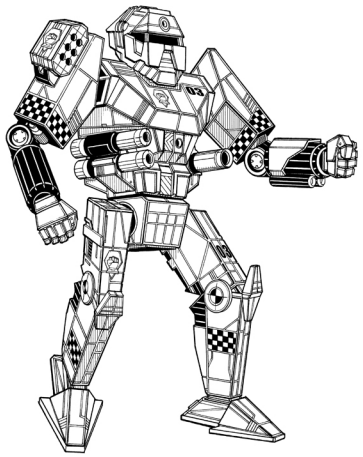
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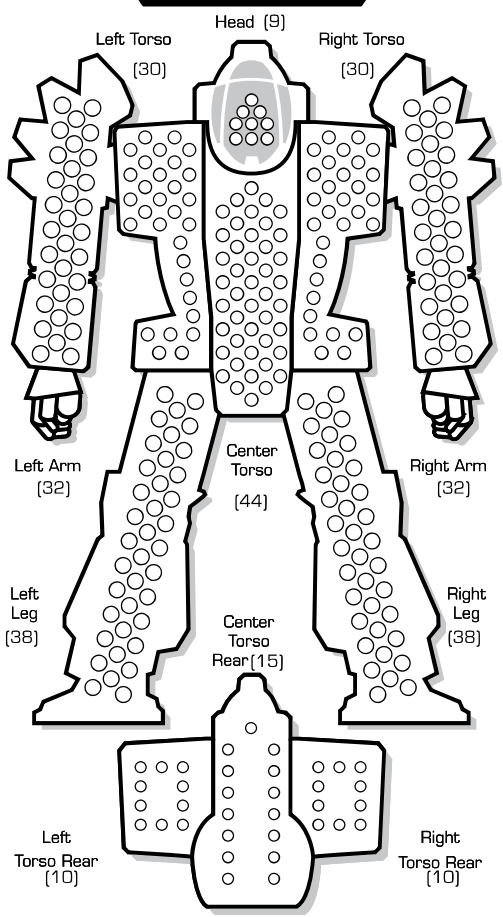
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

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

1. Heavy PPC
2. Heavy PPC
3. Heavy PPC

4-6
4. Heavy PPC
5. Light PPC
6. Light PPC

Left Torso

1. Light Fusion Engine
2. Light Fusion Engine

1-3
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle

4-6
3. Gauss Rifle
4. Ammo (Gauss) 8
5. Ammo (Gauss) 8
6. CASE

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (Gauss) 8
6. Roll Again

Head

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

Center Torso

1. Light Fusion Engine
2. Light Fusion Engine

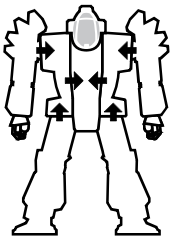
1-3
3. Light Fusion Engine
4. XL Gyro
5. XL Gyro
6. XL Gyro

1. XL Gyro
2. XL Gyro

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink

4-6
3. Double Heat Sink
4. Double Heat Sink
5. Light PPC
6. Light PPC

Right Torso

1. Light Fusion Engine
2. Light Fusion Engine

1-3
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

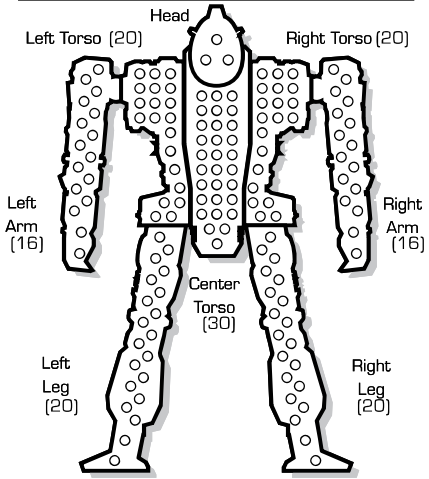
1. Targeting Computer
2. Targeting Computer

4-6
3. Targeting Computer
4. Targeting Computer
5. C^3 Boosted Slave
6. C^3 Boosted Slave

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Cygnus 4

Movement Points:
Walking: 4
Running: 6

Tonnage: 95
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Small Laser	CT	2	5 [DE]	—	2	4	6
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
2	Heavy Medium Laser	RT	7	10 [DE]	—	3	6	9
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
2	Heavy Medium Laser	LT	7	10 [DE]	—	3	6	9
1	LB 20-X AC	RA	6	20 [DB,C/F/S]	—	4	8	12
1	LB 20-X AC	LA	6	20 [DB,C/F/S]	—	4	8	12

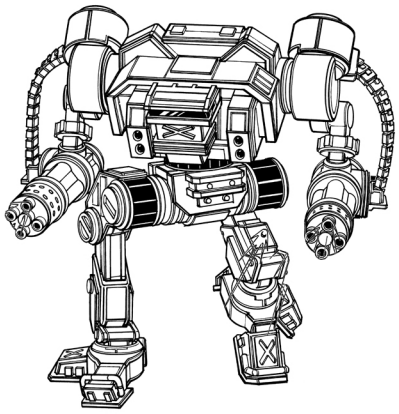
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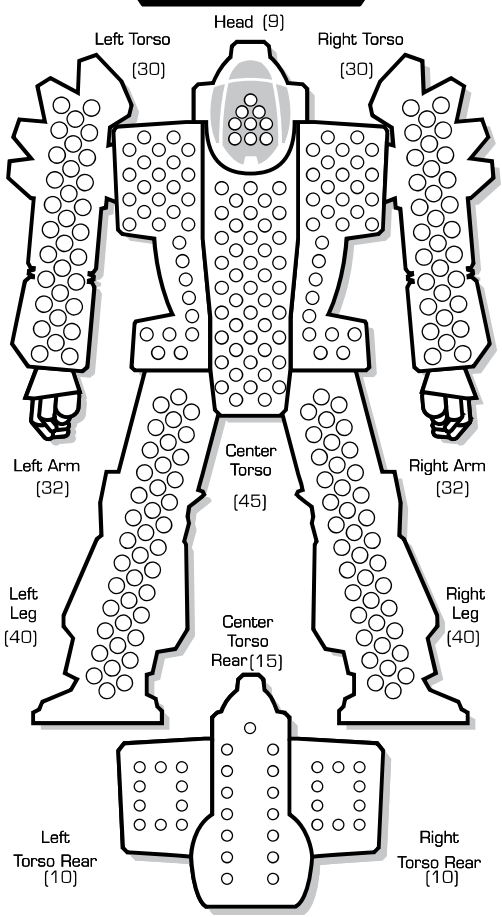
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

4-6
1. LB 20-X AC
2. LB 20-X AC
3. LB 20-X AC
4. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Heavy Medium Laser
4. Heavy Medium Laser
5. Heavy Medium Laser
6. Heavy Medium Laser

4-6
1. ER Medium Laser
2. Ammo (LB-20X) 5
3. Ammo (LB-20X) 5
4. Ammo (LB-20X Cluster) 5
5. Ammo (LB-20X Cluster) 5
6. Endo Steel

Left Leg

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

Head

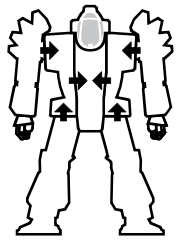
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ER Small Laser
6. ER Small Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

4-6
1. LB 20-X AC
2. LB 20-X AC
3. LB 20-X AC
4. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

Right Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine

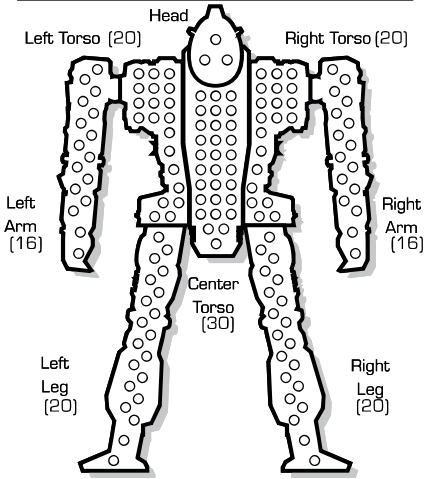
1-3
3. Heavy Medium Laser
4. Heavy Medium Laser
5. Heavy Medium Laser
6. Heavy Medium Laser

4-6
1. ER Medium Laser
2. Ammo (LB-20X) 5
3. Ammo (LB-20X) 5
4. Ammo (LB-20X Cluster) 5
5. Ammo (LB-20X Cluster) 5
6. Endo Steel

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Gladiator F

Movement Points:
- Walking: 4
- Running: 6 [10]
- Jumping: 4

Tonnage: 95
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	LT	—	[E]	—	—	—	—
2	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	ER PPC	LA	15	15 [DE]	—	7	14	23

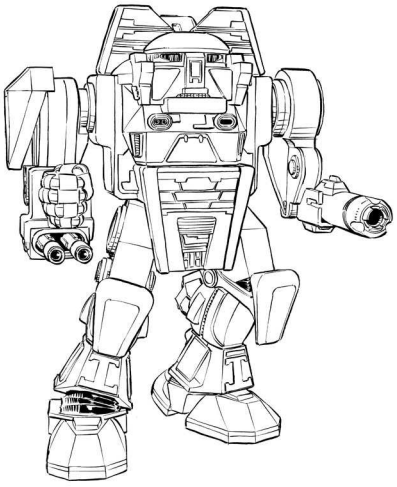
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WARRIOR DATA

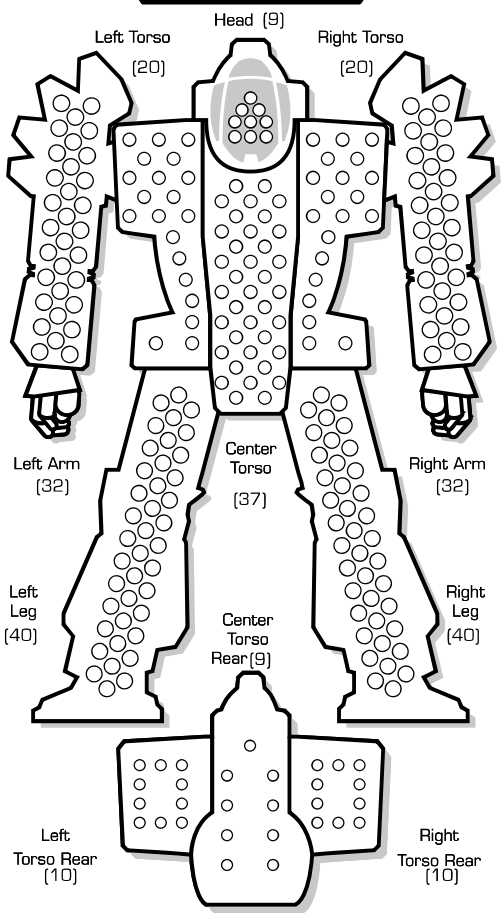
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. ER PPC
6. ER PPC

1-3

1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

1-3

1. MASC
2. MASC
3. MASC
4. MASC
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

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

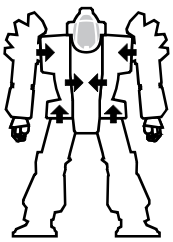
1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Pulse Laser
6. Large Pulse Laser

1-3

1. Large Pulse Laser
2. Large Pulse Laser
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

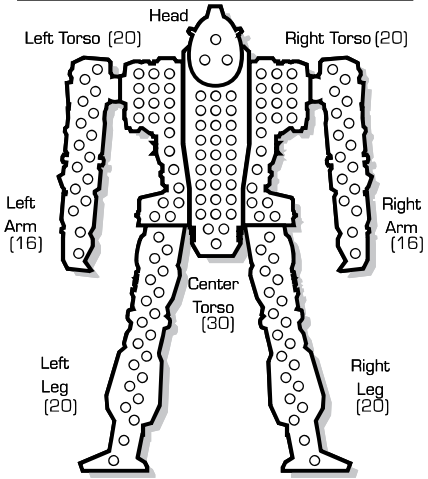
1-3

1. Supercharger
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	18 (36) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O O
15	–3 Movement Points	O O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Gladiator G

Movement Points:
- Walking: 4
- Running: 6 [8]
- Jumping: 4

Tonnage: 95
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Watchdog CEWS	RT	—	[E]	—	—	—	4
1	Targeting Computer	LT	—	[E]	—	—	—	—
6	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER PPC	LA	15	15 [DE]	—	7	14	23
1	Streak LRM 15	LA	5	1/Msl [M,C]	—	7	14	21

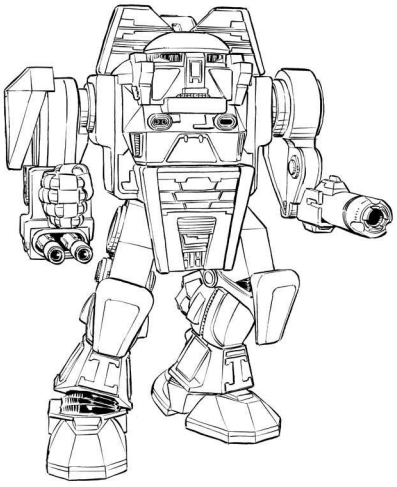
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WARRIOR DATA

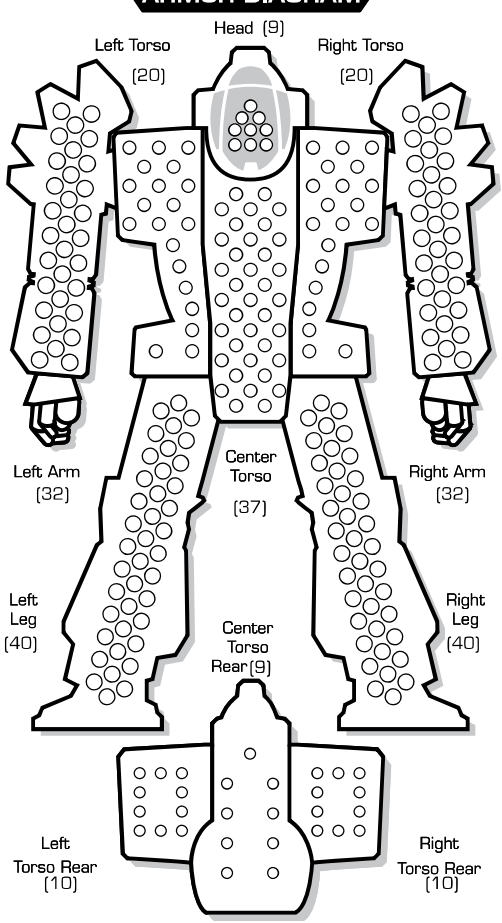
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. ER PPC
4. ER PPC
5. Streak LRM 15
6. Streak LRM 15

1. Streak LRM 15
2. Ammo (Streak LRM 15) 8
3. Ammo (Streak LRM 15) 8
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. MASC

1. MASC
2. MASC
3. MASC
4. Roll Again
5. Roll Again
6. Roll Again

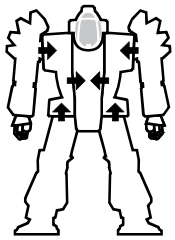
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ferro-Fibrous
6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

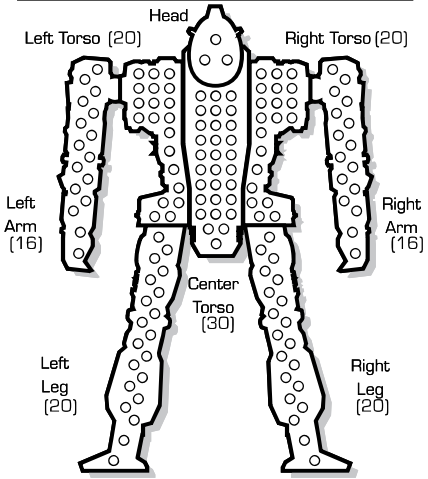
1. ER Medium Laser
2. ER Medium Laser
3. ER Medium Laser
4. ER Medium Laser
5. Ferro-Fibrous
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Watchdog CEWS
2. Watchdog CEWS
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	17 (34) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Gladiator I

Movement Points:
Walking: 4
Running: 6 [10]
Jumping: 4

Tonnage: 95
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

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

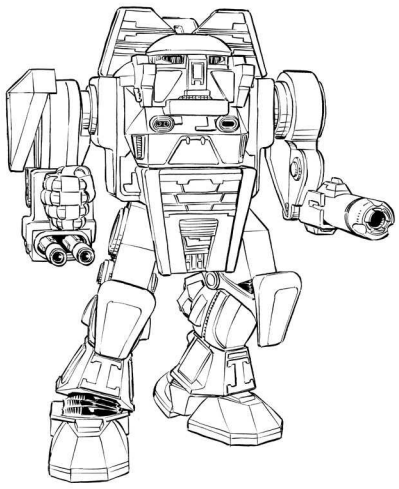
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WARRIOR DATA

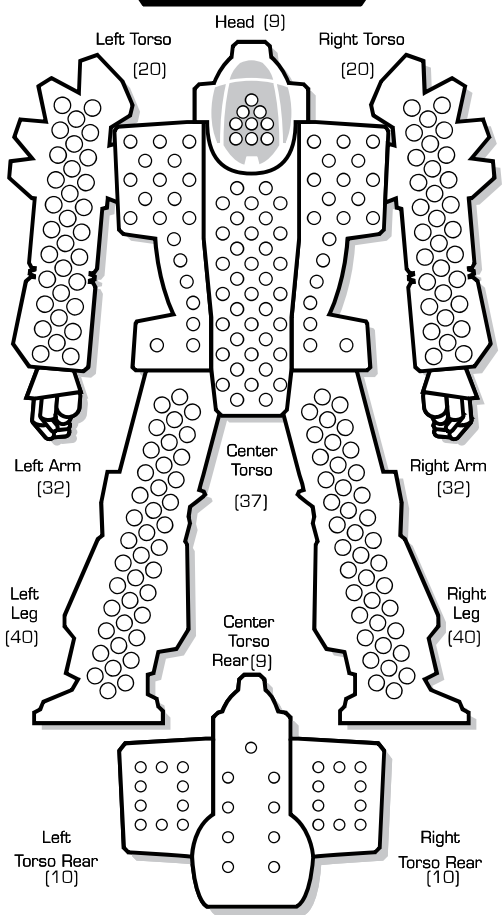
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

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

1. Streak SRM 6
2. Streak SRM 6
3. Streak SRM 6
4. Streak SRM 6
5. Ammo (Streak SRM 6) 15
6. Ferro-Fibrous

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Targeting Computer
2. Targeting Computer
3. MASC
4. MASC
5. MASC
6. MASC

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

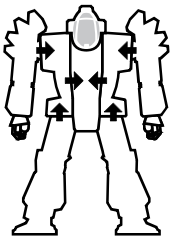
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ferro-Fibrous
6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Improved Heavy Large Laser
6. Improved Heavy Large Laser

1. Improved Heavy Large Laser
2. Improved Heavy Large Laser
3. Improved Heavy Large Laser
4. Improved Heavy Large Laser
5. Ferro-Fibrous
6. Roll Again

Right Torso

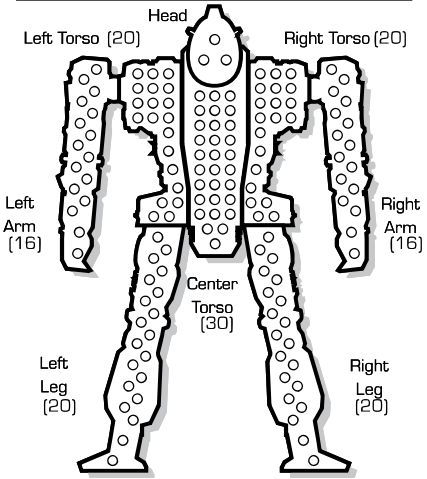
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Supercharger
4. ECM Suite
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	22 (44) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○
22	Shutdown, avoid on 8+	○○
20	–4 Movement Points	○○
19	Ammo Exp. avoid on 4+	○○
18	Shutdown, avoid on 6+	○○
17	+3 Modifier to Fire	○○
15	–3 Movement Points	○○
14	Shutdown, avoid on 4+	○○
13	+2 Modifier to Fire	○○
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Hauptmann HA1-OF

Movement Points:
Walking: 3
Running: 5

Tonnage: 95
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium X-Pulse Laser	HD	6	6 [P]	–	3	6	9
1	Angel ECM Suite	CT	–	[E]	–	–	–	6
1	Improved Heavy Gauss Rifle	LT	2	22 [DB,X]	3	6	12	19
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
2	Medium X-Pulse Laser	LA	6	6 [P]	–	3	6	9

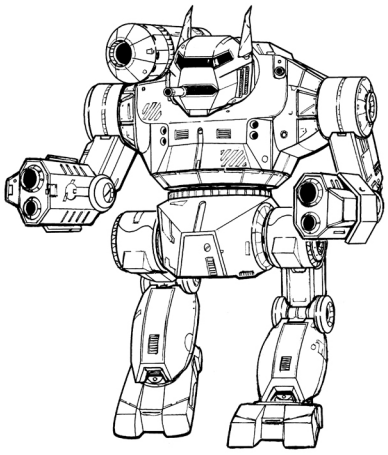
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WARRIOR DATA

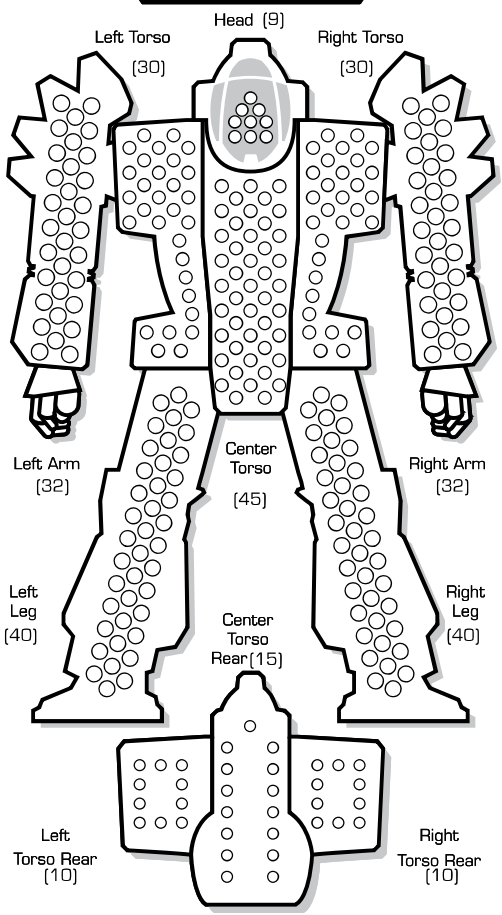
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium X-Pulse Laser
6. Medium X-Pulse Laser

1-3

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

Left Torso

1-3
1. Improved Heavy Gauss Rifle
2. Improved Heavy Gauss Rifle
3. Improved Heavy Gauss Rifle
4. Improved Heavy Gauss Rifle
5. Improved Heavy Gauss Rifle
6. Improved Heavy Gauss Rifle

4-6
1. Improved Heavy Gauss Rifle
2. Improved Heavy Gauss Rifle
3. Improved Heavy Gauss Rifle
4. Improved Heavy Gauss Rifle
5. Improved Heavy Gauss Rifle
6. CASE II

Left Leg

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

Head

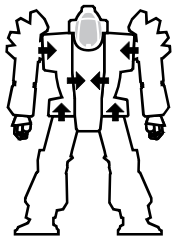
1. Life Support
2. Sensors
3. Cockpit
4. Medium X-Pulse Laser
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Angel ECM Suite
6. Angel ECM Suite

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Heavy PPC
4. Heavy PPC
5. Heavy PPC
6. Heavy PPC

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

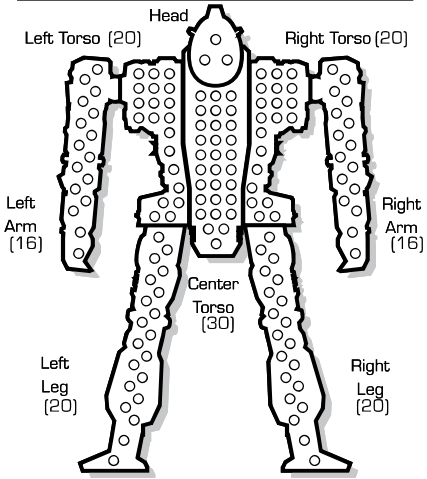
1-3
1. Ammo (iHeavy Gauss) 4
2. Ammo (iHeavy Gauss) 4
3. Ammo (iHeavy Gauss) 4
4. Ammo (iHeavy Gauss) 4
5. CASE
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	11 (22) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Hauptmann HA1-OM

Movement Points:
Walking: 3
Running: 5

Tonnage: 95
Tech Base: Mixed Tech (I.S.) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC (Clan)	CT	15	15 [DE]	–	7	14	23
1	LRM 15	RT	5	1/Msl [M,C,S]	6	7	14	21
1	C^3 Boosted Master	LT	0	[E]	–	5	9	15
1	LRM 15	RA	5	1/Msl [M,C,S]	6	7	14	21
1	LRM 15	LA	5	1/Msl [M,C,S]	6	7	14	21

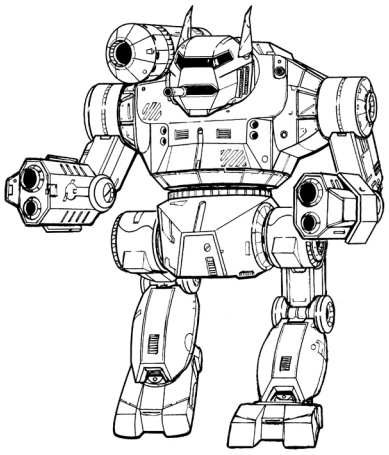
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WARRIOR DATA

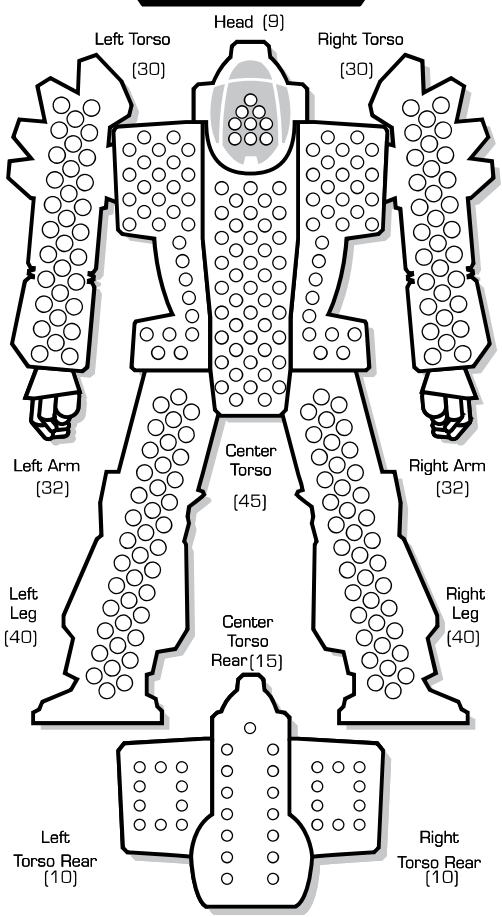
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. LRM 15
3. LRM 15
4. LRM 15
5. Roll Again
6. Roll Again

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. C^3 Boosted Master
2. C^3 Boosted Master
3. C^3 Boosted Master
4. C^3 Boosted Master
5. C^3 Boosted Master
6. C^3 Boosted Master

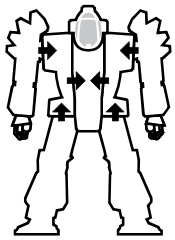
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. ER PPC (Clan)
6. ER PPC (Clan)

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

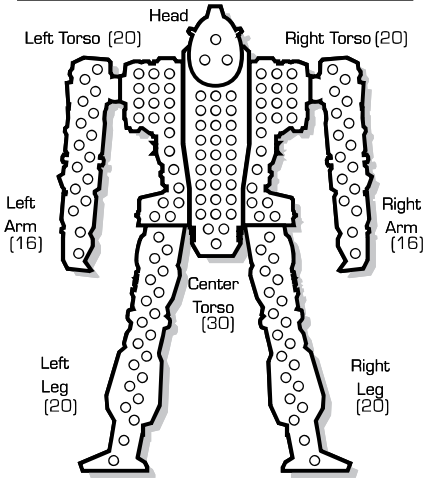
1. Double Heat Sink
2. LRM 15
3. LRM 15
4. LRM 15
5. Roll Again
6. Roll Again

Right Torso
1. LRM 15
2. LRM 15
3. LRM 15
4. Ammo (LRM 15) 8
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

1. Ammo (LRM 15) 8
2. Ammo (LRM 15) 8
3. Ammo (LRM 15) 8
4. CASE
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	15 (30) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Hauptmann HA1-OT

Movement Points:
Walking: 3
Running: 5

Tonnage: 95
Tech Base: Mixed Tech (I.S.) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	3 [DE]	—	2	4	5
1	Ultra AC/20 (Clan)	RT	7	20/Sht [DB,R/C]	—	4	8	12
1	Ultra AC/20 (Clan)	LT	7	20/Sht [DB,R/C]	—	4	8	12
1	TSEMP Cannon	RA	10	0 [DE,X]	—	5	10	15
1	TSEMP Cannon	LA	10	0 [DE,X]	—	5	10	15

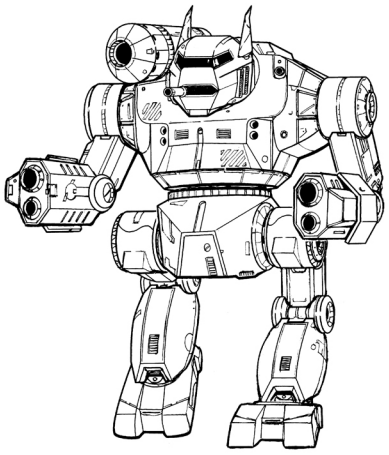
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WARRIOR DATA

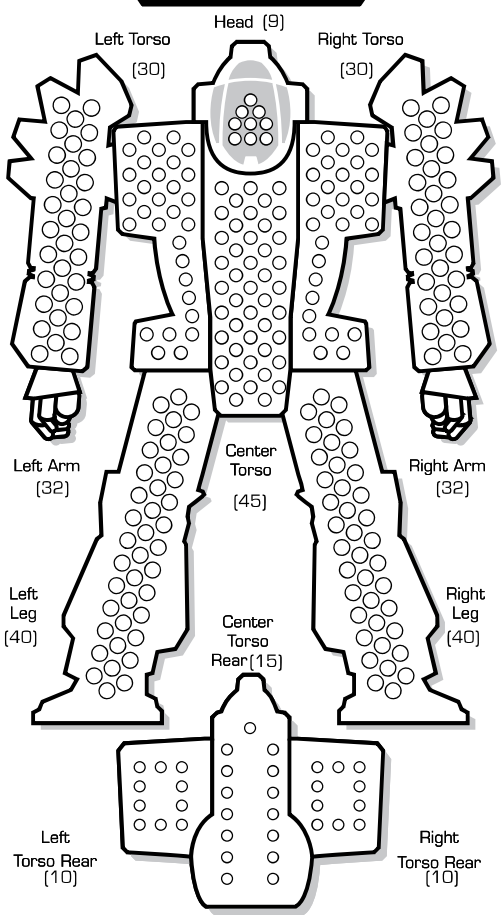
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3	1.	Shoulder
	2.	Upper Arm Actuator
	3.	Lower Arm Actuator
	4.	Hand Actuator
	5.	TSEMP Cannon
	6.	TSEMP Cannon
4-6	1.	TSEMP Cannon
	2.	TSEMP Cannon
	3.	TSEMP Cannon
	4.	Roll Again
	5.	Roll Again
	6.	Roll Again

Left Torso

1-3	1.	Ultra AC/20 (Clan)
	2.	Ultra AC/20 (Clan)
	3.	Ultra AC/20 (Clan)
	4.	Ultra AC/20 (Clan)
	5.	Ultra AC/20 (Clan)
	6.	Ultra AC/20 (Clan)
4-6	1.	Ultra AC/20 (Clan)
	2.	Ultra AC/20 (Clan)
	3.	Ammo (Ultra AC/20) 5
	4.	Ammo (Ultra AC/20) 5
	5.	Ammo (Ultra AC/20) 5
	6.	CASE II (Clan)

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

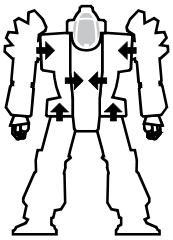
Head

1. Life Support
2. Sensors
3. Cockpit
4. ER Small Laser
5. Sensors
6. Life Support

Center Torso

1-3	1.	Fusion Engine
	2.	Fusion Engine
	3.	Fusion Engine
	4.	Gyro
	5.	Gyro
	6.	Gyro
4-6	1.	Gyro
	2.	Fusion Engine
	3.	Fusion Engine
	4.	Fusion Engine
	5.	Roll Again
	6.	Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3	1.	Shoulder
	2.	Upper Arm Actuator
	3.	Lower Arm Actuator
	4.	Hand Actuator
	5.	TSEMP Cannon
	6.	TSEMP Cannon
4-6	1.	TSEMP Cannon
	2.	TSEMP Cannon
	3.	TSEMP Cannon
	4.	Roll Again
	5.	Roll Again
	6.	Roll Again

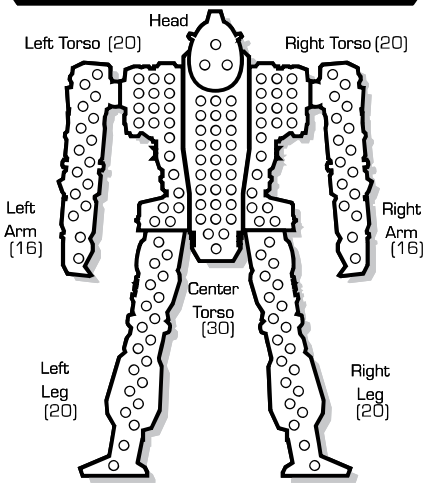
Right Torso

1-3	1.	Ultra AC/20 (Clan)
	2.	Ultra AC/20 (Clan)
	3.	Ultra AC/20 (Clan)
	4.	Ultra AC/20 (Clan)
	5.	Ultra AC/20 (Clan)
	6.	Ultra AC/20 (Clan)
4-6	1.	Ultra AC/20 (Clan)
	2.	Ultra AC/20 (Clan)
	3.	Ammo (Ultra AC/20) 5
	4.	Ammo (Ultra AC/20) 5
	5.	Ammo (Ultra AC/20) 5
	6.	CASE

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	11 (22) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	○○
25	–5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	–4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	–3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Peacekeeper PKP-2K

Movement Points:
Walking: 4 [5]
Running: 6 [8]
Jumping: 3

Tonnage: 95
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C^3 Emergency Master	RT	—	[E]	—	—	—	—
1	Plasma Rifle	RT	10	10 [DE,H]	—	5	10	15
1	Medium X-Pulse Laser	LT	6	6 [P]	—	3	6	9
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
1	ER PPC	LA	15	10 [DE]	—	7	14	23

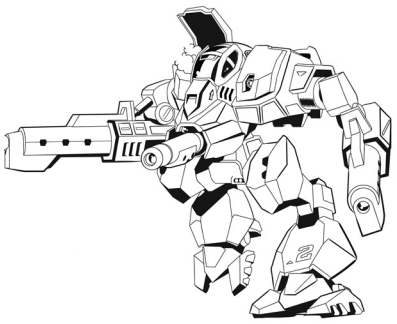
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WARRIOR DATA

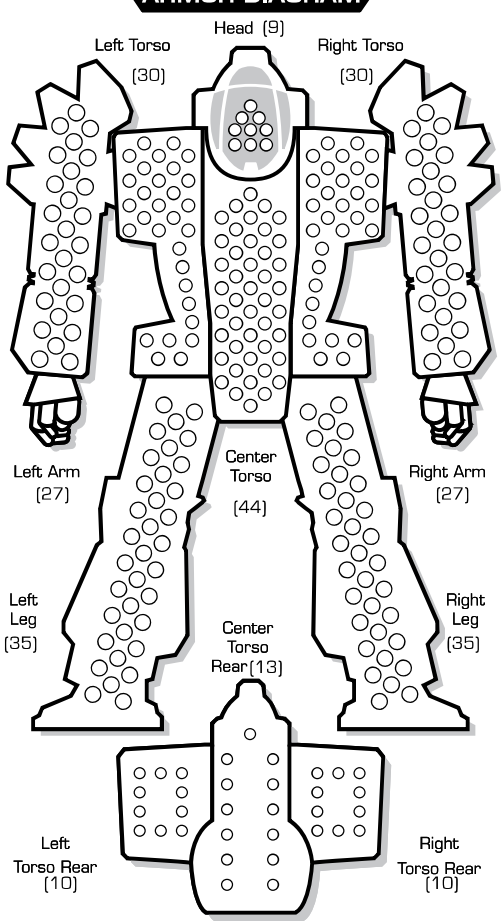
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. ER PPC
4. ER PPC
5. ER PPC
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Medium X-Pulse Laser
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Anti-Penetrative Ablation
6. Anti-Penetrative Ablation

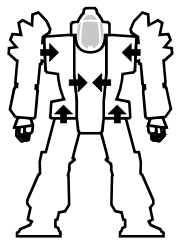
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Triple-Strength Myomer

Head
1. Life Support
2. Sensors
3. Cockpit
4. Anti-Penetrative Ablation
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Anti-Penetrative Ablation

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Heavy PPC
4. Heavy PPC
5. Heavy PPC
6. Heavy PPC

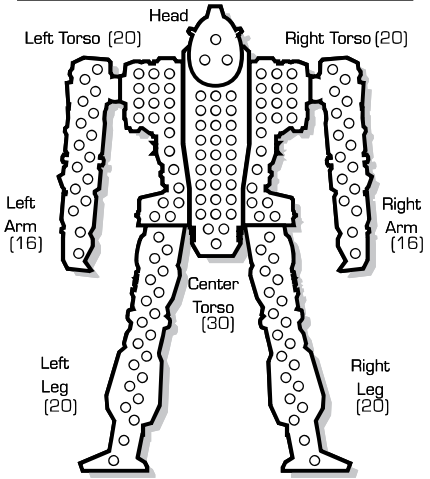
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Plasma Rifle
5. Plasma Rifle
6. Ammo (Plasma Rifle) 10

1. Ammo (Plasma Rifle) 10
2. C^3 Emergency Master
3. C^3 Emergency Master
4. Endo Steel
5. Anti-Penetrative Ablation
6. Anti-Penetrative Ablation

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Triple-Strength Myomer

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	15 (30) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Sagittaire SGT-14D

Movement Points:
- Walking: 3
- Running: 5
- Jumping: 3

Tonnage: 95

Tech Base: Inner Sphere (Advanced)

Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C^3 Boosted Slave	HD	—	[E]	—	—	—	—
1	Radical Heat Sink System	RT	—	[E]	—	—	—	—
1	ER Large Laser	LT	12	8 [DE]	—	7	14	19
1	Large Re-engineered Laser	RA	10	9 [DE]	—	5	10	15
1	Medium VSP Laser	RA	7	9/7/5 [P,V]	—	2	5	9
1	Medium X-Pulse Laser	RA	6	6 [P]	—	3	6	9
1	Large Re-engineered Laser	LA	10	9 [DE]	—	5	10	15
2	Medium VSP Laser	LA	7	9/7/5 [P,V]	—	2	5	9

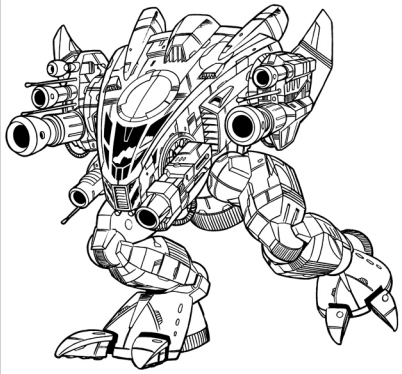
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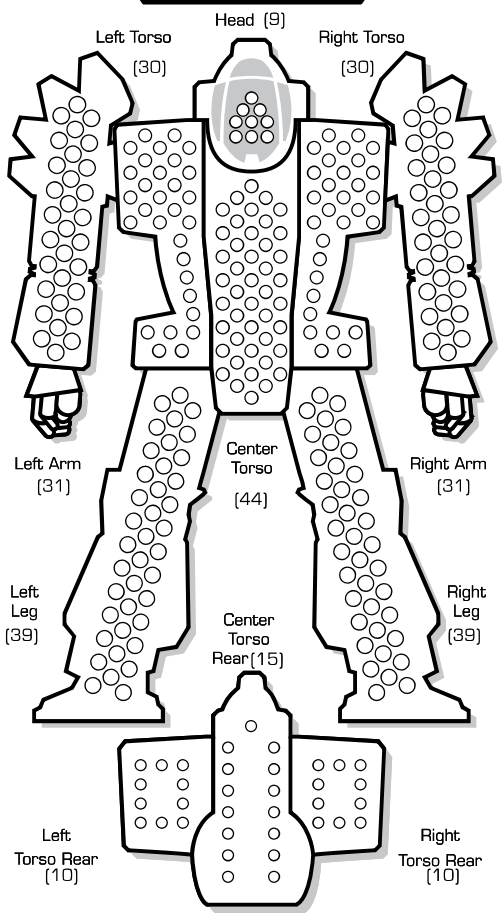
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Large Re-engineered Laser
4. Large Re-engineered Laser
5. Large Re-engineered Laser
6. Large Re-engineered Laser

(1-3)

1. Large Re-engineered Laser
2. Medium VSP Laser
3. Medium VSP Laser
4. Medium VSP Laser
5. Medium VSP Laser
6. Roll Again

(4-6)

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. ER Large Laser

(1-3)

1. ER Large Laser
2. Endo-Composite
3. Endo-Composite
4. Endo-Composite
5. Roll Again
6. Roll Again

(4-6)

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Endo-Composite

Head
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. C^3 Boosted Slave
6. C^3 Boosted Slave

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

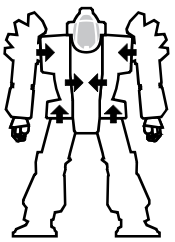
(1-3)

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Jump Jet
6. Endo-Composite

(4-6)

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Large Re-engineered Laser
4. Large Re-engineered Laser
5. Large Re-engineered Laser
6. Large Re-engineered Laser

(1-3)

1. Large Re-engineered Laser
2. Medium VSP Laser
3. Medium VSP Laser
4. Medium X-Pulse Laser
5. Roll Again
6. Roll Again

(4-6)

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

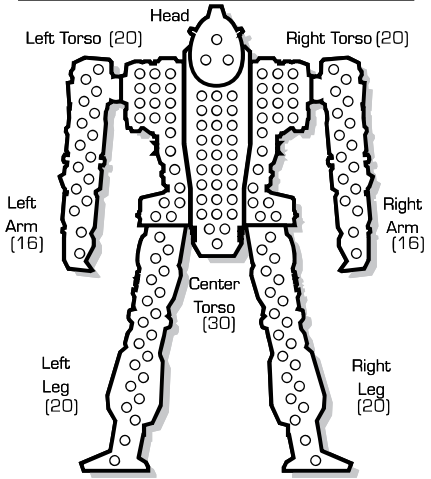
(1-3)

1. Double Heat Sink
2. Double Heat Sink
3. Radical Heat Sink System
4. Radical Heat Sink System
5. Radical Heat Sink System
6. Endo-Composite

(4-6)

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Endo-Composite

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

14 (28) Double

Heat Level*	Effects	
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Trebaruna TR-XH

Movement Points:
- Walking: 3
- Running: 4
- Jumping: 4

Tonnage: 95
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved Heavy Gauss Rifle	CT/RT	2	22 [DB,X]	3	6	12	19
1	ER PPC	LT	15	10 [DE]	–	7	14	23
1	Quad Turret	LT	–	[E]	–	–	–	–

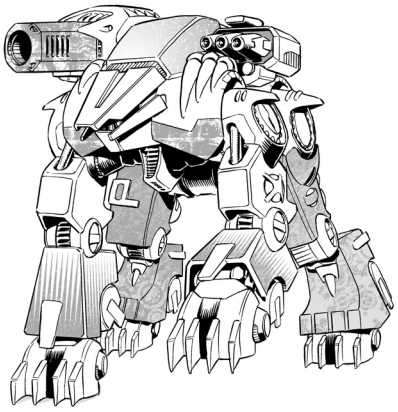
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WARRIOR DATA

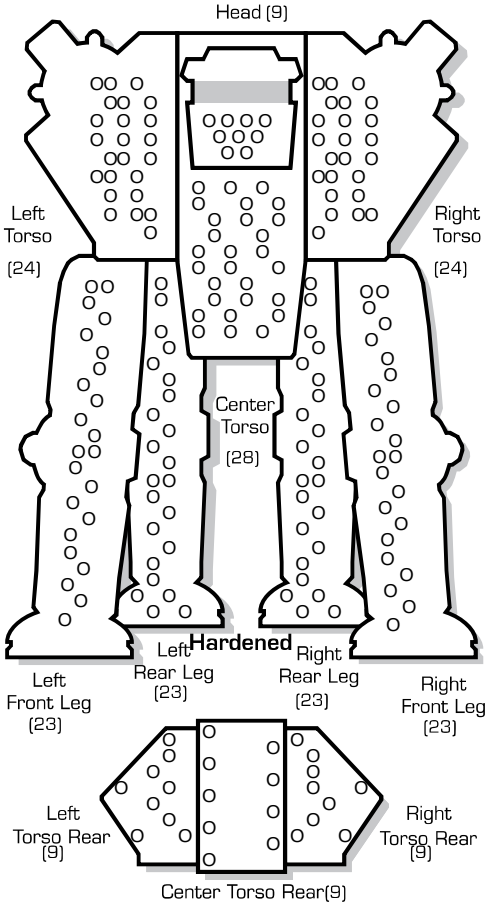
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ammo (iHeavy Gauss) 4
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

Left Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet

Right Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet

Left Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. ER PPC (T)
5. ER PPC (T)
6. ER PPC (T)

4-6
1. Ammo (iHeavy Gauss) 4
2. Ammo (iHeavy Gauss) 4
3. Ammo (iHeavy Gauss) 4
4. Ammo (iHeavy Gauss) 4
5. Ammo (iHeavy Gauss) 4
6. Quad Turret

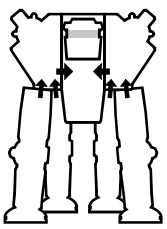
Right Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Improved Heavy Gauss Rifle
5. Improved Heavy Gauss Rifle
6. Improved Heavy Gauss Rifle

4-6
1. Improved Heavy Gauss Rifle
2. Improved Heavy Gauss Rifle
3. Improved Heavy Gauss Rifle
4. Improved Heavy Gauss Rifle
5. Improved Heavy Gauss Rifle
6. Improved Heavy Gauss Rifle

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Improved Heavy Gauss Rifle
6. Improved Heavy Gauss Rifle

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

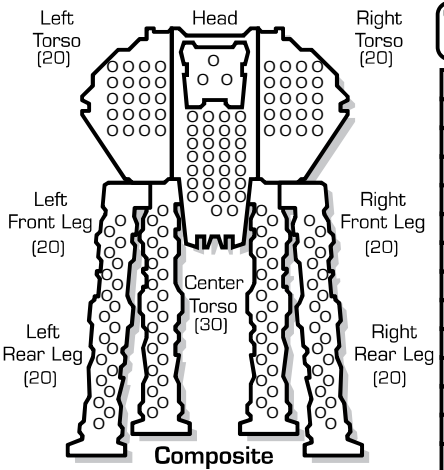
Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet



Damage Transfer Diagram

Right Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Improved Jump Jet
6. Improved Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
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	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Atlas AS7-K4

Movement Points:
Walking: 4
Running: 6

Tonnage: 100
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
1	Rotary AC/5	LT	1	5/Sht [DB,R/C]	—	5	10	15
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	ER PPC	LA	15	10 [DE]	—	7	14	23

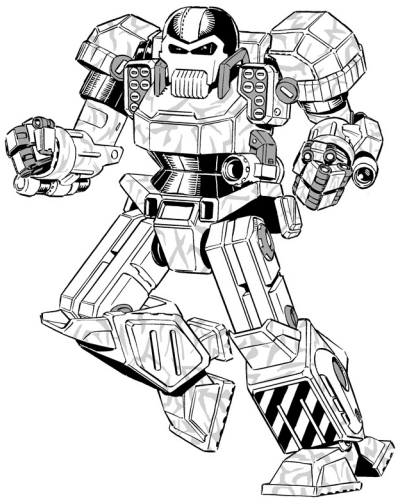
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WARRIOR DATA

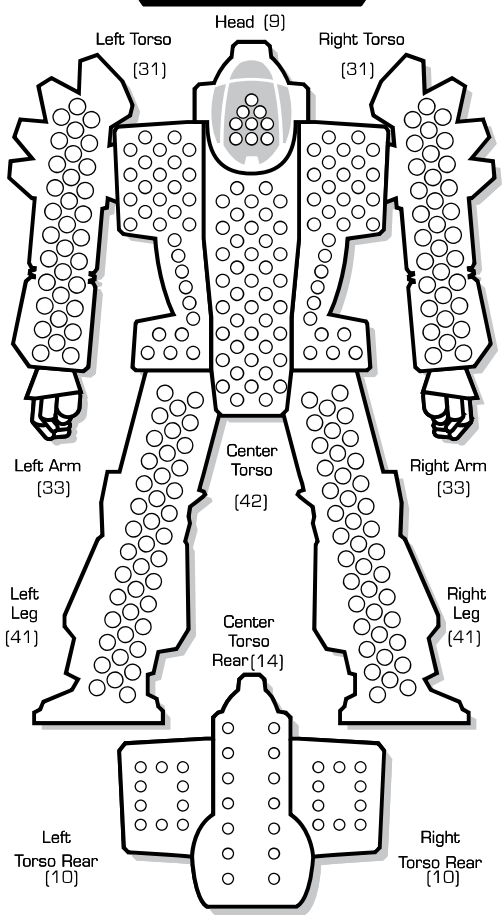
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER PPC
6. ER PPC

4-6
1. ER PPC
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Rotary AC/5
5. Rotary AC/5
6. Rotary AC/5

4-6
1. Rotary AC/5
2. Rotary AC/5
3. Rotary AC/5
4. SRM 6
5. SRM 6
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head

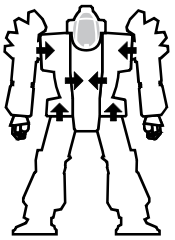
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Guardian ECM Suite
6. Guardian ECM Suite

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER PPC
6. ER PPC

4-6
1. ER PPC
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso

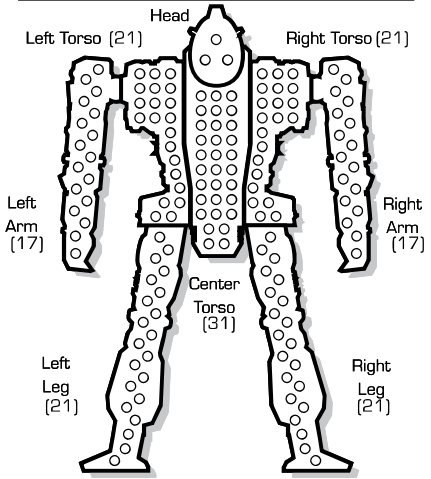
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. SRM 6
5. SRM 6
6. Ammo (SRM 6) 15

4-6
1. Ammo (SRM 6) 15
2. Ammo (RAC/5) 20
3. Ammo (RAC/5) 20
4. Ammo (RAC/5) 20
5. CASE
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	13 (26) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Berserker BRZ-D4

Movement Points:
- Walking: 4 [5]
- Running: 6 [8]
- Jumping: 4

Tonnage: 100
Tech Base: Mixed Tech (I.S.) (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	HD	3	2 [DE,H,AI]	—	1	2	3
1	Angel ECM Suite	CT	—	[E]	—	—	—	6
2	ER Medium Laser (Clan)	RT	5	7 [DE]	—	5	10	15
2	ER Medium Laser (Clan)	LT	5	7 [DE]	—	5	10	15
1	Hatchet	RA	—	20	—	—	—	—
1	Bombast Laser	LA	12	12 [DE,V]	—	5	10	15

BV: 2,659

WARRIOR DATA

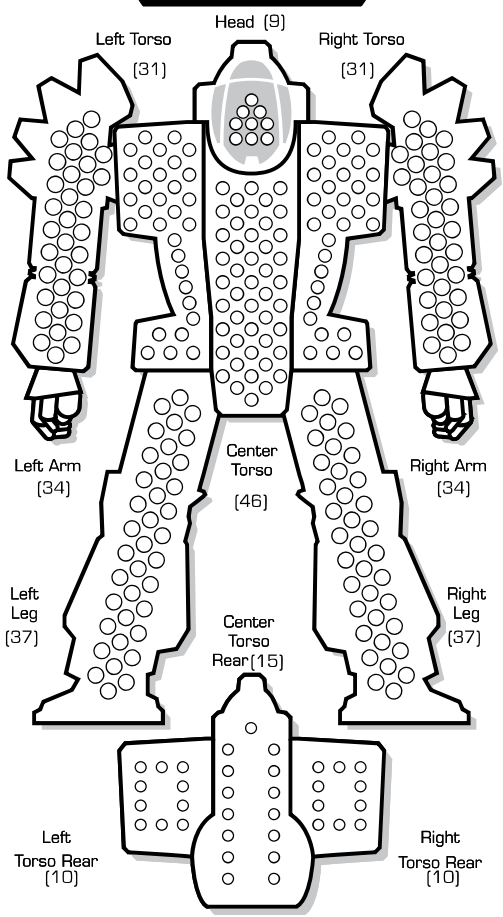
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3:
4. Bombast Laser
5. Bombast Laser
6. Bombast Laser

4-6:
1. Endo-Composite
2. Triple-Strength Myomer
3. Triple-Strength Myomer
4. Triple-Strength Myomer
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Medium Laser (Clan)

1-3:
4. ER Medium Laser (Clan)
5. Endo-Composite
6. Endo-Composite

4-6:
1. Impact-Resistant
2. Impact-Resistant
3. Impact-Resistant
4. Impact-Resistant
5. Impact-Resistant
6. Triple-Strength Myomer

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Flamer
5. Sensors
6. Life Support

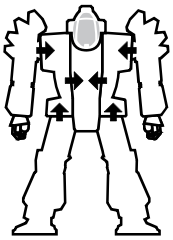
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3:
4. O Compact Gyro
5. O Compact Gyro
6. XL Fusion Engine

4-6:
1. XL Fusion Engine
2. XL Fusion Engine
3. Angel ECM Suite
4. Angel ECM Suite
5. Endo-Composite
6. Endo-Composite

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator

1-3:
5. Hatchet
6. Hatchet

4-6:
1. Hatchet
2. Hatchet
3. Hatchet
4. Hatchet
5. Hatchet
6. Triple-Strength Myomer

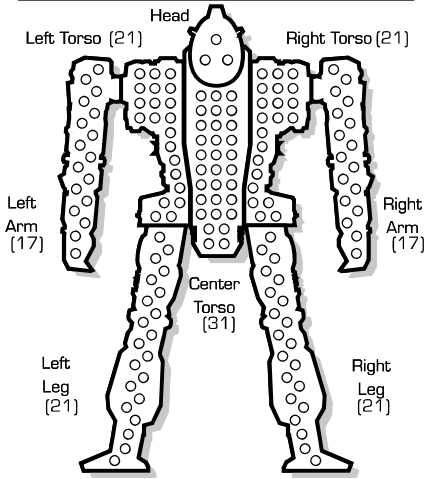
Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Medium Laser (Clan)

1-3:
4. ER Medium Laser (Clan)
5. Endo-Composite
6. Endo-Composite

4-6:
1. Impact-Resistant
2. Impact-Resistant
3. Impact-Resistant
4. Impact-Resistant
5. Impact-Resistant
6. Triple-Strength Myomer

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

16 (32) Double

Heat Level*	Effects	
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Daishi E

Movement Points:
Walking: 3
Running: 5

Tonnage: 100
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Watchdog CEWS	CT	—	[E]	—	—	—	4
1	Streak LRM 10	LT	4	1/Msl [M,C]	—	7	14	21
1	LB 10-X AC	RA	2	10 [DB,C/F/S]	—	6	12	18
4	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	LB 10-X AC	LA	2	10 [DB,C/F/S]	—	6	12	18
4	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12

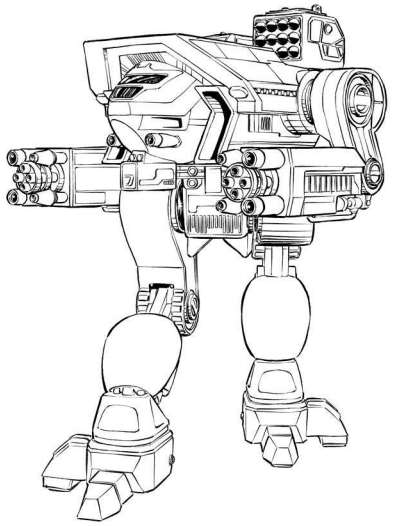
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WARRIOR DATA

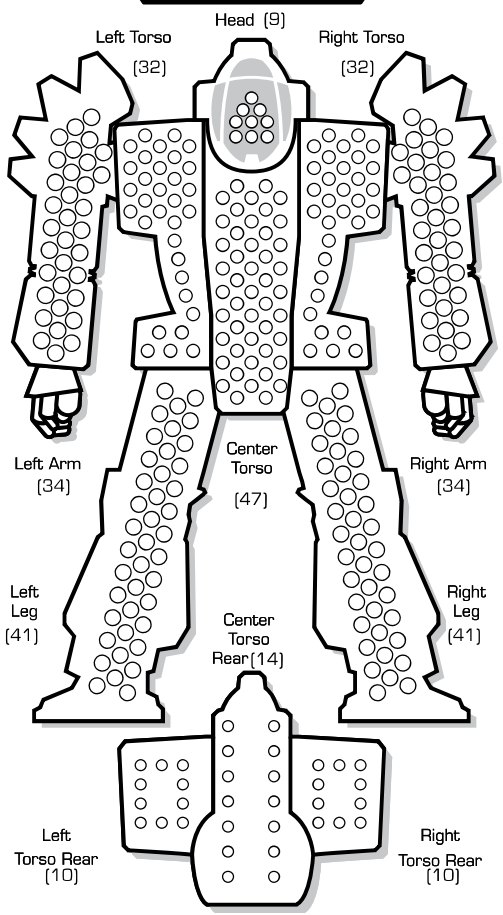
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Medium Pulse Laser
4. Medium Pulse Laser
5. Medium Pulse Laser
6. Medium Pulse Laser

1. LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Streak LRM 10
6. Streak LRM 10

1. Ammo (Streak LRM 10) 12
2. Ammo (LB-10X) 10
3. Ammo (LB-10X Cluster) 10
4. CASE II
5. Roll Again
6. Roll Again

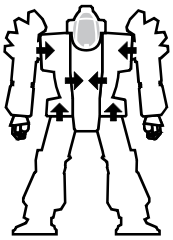
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Watchdog CEWS
6. Watchdog CEWS

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Medium Pulse Laser
4. Medium Pulse Laser
5. Medium Pulse Laser
6. Medium Pulse Laser

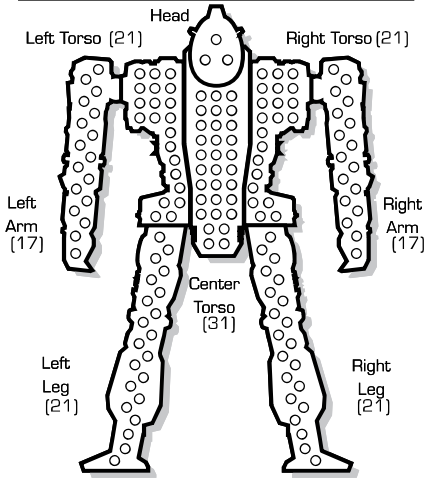
1. LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Ammo (LB-10X) 10
2. Ammo (LB-10X Cluster) 10
3. CASE II
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	17 (34) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
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

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BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Grand Titan T-IT-N13M

Movement Points:
- Walking: 3 [4]
- Running: 5 [6]
- Jumping: 3

Tonnage: 100
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	HD	2	3 [P,AI]	—	1	2	3
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Sword	RA	—	11	—	—	—	—
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Heavy PPC	LA	15	15 [DE]	3	6	12	18

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

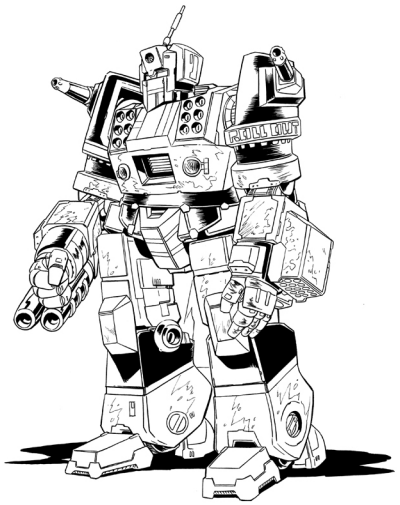
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WARRIOR DATA

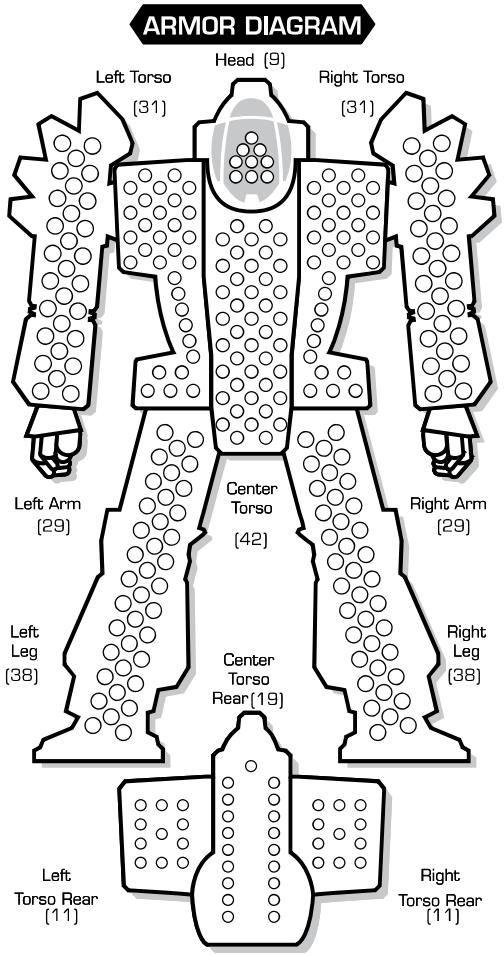
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. O Shoulder
2. O Upper Arm Actuator
3. O Lower Arm Actuator
4. O Hand Actuator
5. Heavy PPC
6. Heavy PPC

1-3

1. Heavy PPC
2. Heavy PPC
3. ER Large Laser
4. ER Large Laser
5. ER Medium Laser
6. Endo Steel

4-6

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Jump Jet
5. Medium Laser
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Triple-Strength Myomer

4-6

Left Leg
1. O Hip
2. O Upper Leg Actuator
3. O Lower Leg Actuator
4. O Foot Actuator
5. Triple-Strength Myomer
6. Triple-Strength Myomer

Head
1. Life Support
2. Sensors
3. O Cockpit
4. Small Pulse Laser
5. Sensors
6. Life Support

Center Torso
1. O Fusion Engine
2. O Fusion Engine
3. O Fusion Engine
4. O Heavy Duty Gyro
5. O Heavy Duty Gyro
6. O Heavy Duty Gyro

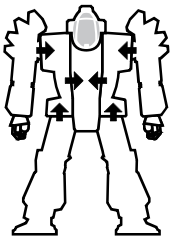
1-3

1. O Heavy Duty Gyro
2. O Fusion Engine
3. O Fusion Engine
4. O Fusion Engine
5. Jump Jet
6. Endo Steel

4-6

Engine Hits O O O
Gyro Hits O O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm
1. O Shoulder
2. O Upper Arm Actuator
3. O Lower Arm Actuator
4. O Hand Actuator
5. Sword
6. Sword

1-3

1. Sword
2. Sword
3. Sword
4. Sword
5. Sword
6. ER Medium Laser

4-6

Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Jump Jet
5. Medium Laser
6. Endo Steel

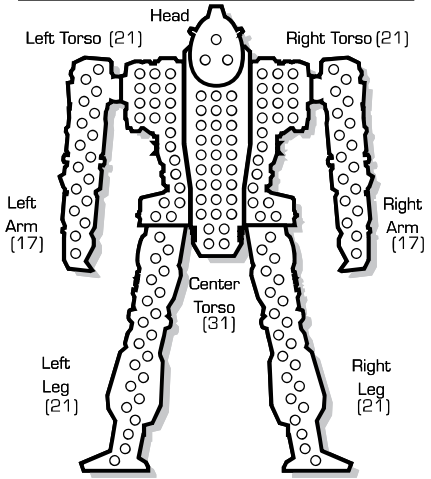
1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Triple-Strength Myomer

4-6

Right Leg
1. O Hip
2. O Upper Leg Actuator
3. O Lower Leg Actuator
4. O Foot Actuator
5. Triple-Strength Myomer
6. Triple-Strength Myomer

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	14 (28) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Jupiter 4

Movement Points:
Walking: 4
Running: 6

Tonnage: 100
Tech Base: Clan
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RT	15	15 [DE]	—	7	14	23
1	LRM 15 w/Artemis IV FCS	RT	5	1/Msl [M,C,S]	—	7	14	21
1	ER PPC	LT	15	15 [DE]	—	7	14	23
1	LRM 15 w/Artemis IV FCS	LT	5	1/Msl [M,C,S]	—	7	14	21
1	Streak SRM 4	RA	3	2/Msl [M,C]	—	4	8	12
1	Streak SRM 4	LA	3	2/Msl [M,C]	—	4	8	12

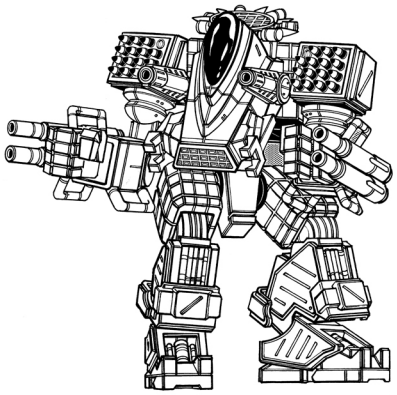
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WARRIOR DATA

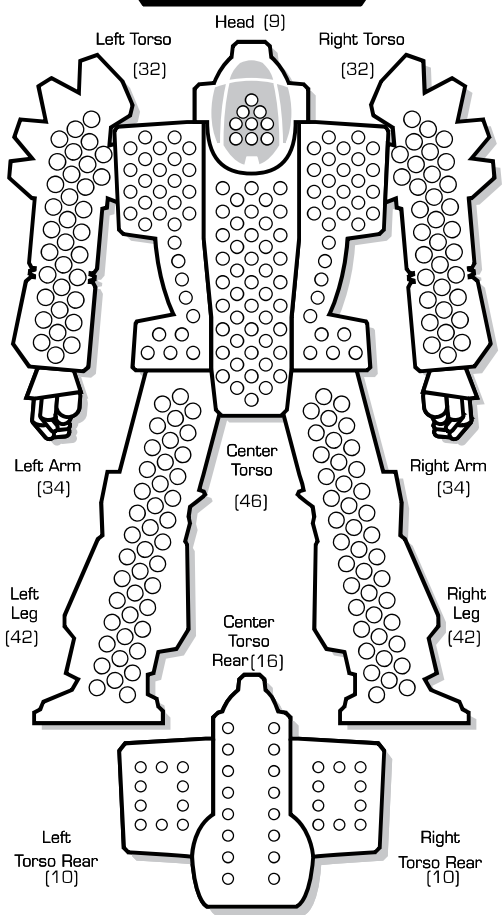
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Streak SRM 4
6. Ammo (Streak SRM 4) 25

4-6
1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. [Double Heat Sink
4.] Double Heat Sink
5. [ER PPC
6.] ER PPC

4-6
1. [LRM 15
2.] LRM 15
3. Artemis IV FCS
4. Ammo (LRM 15 Artemis) 8
5. Ammo (LRM 15 Artemis) 8
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. [Double Heat Sink
6.] Double Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

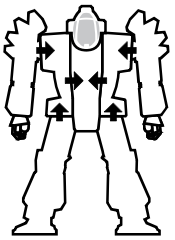
Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. [Double Heat Sink
6.] Double Heat Sink

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Streak SRM 4
6. Ammo (Streak SRM 4) 25

4-6
1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

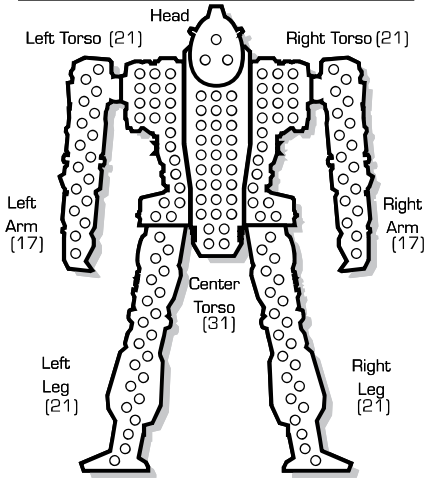
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. [Double Heat Sink
4.] Double Heat Sink
5. [ER PPC
6.] ER PPC

4-6
1. [LRM 15
2.] LRM 15
3. Artemis IV FCS
4. Ammo (LRM 15 Artemis) 8
5. Ammo (LRM 15 Artemis) 8
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. [Double Heat Sink
6.] Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	21 (42) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O O
25	–5 Movement Points	
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O O
15	–3 Movement Points	O O
14	Shutdown, avoid on 4+	O O
13	+2 Modifier to Fire	O O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Marauder II MAD-4L

Movement Points:			
Walking:	3	Tonnage:	100
Running:	5	Tech Base:	Inner Sphere
Jumping:	3	Era:	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RT	15	10 [DE]	—	7	14	23
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22

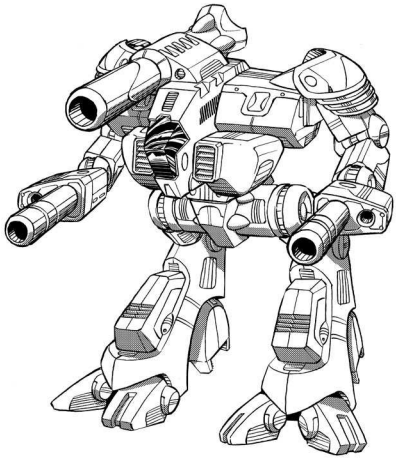
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WARRIOR DATA

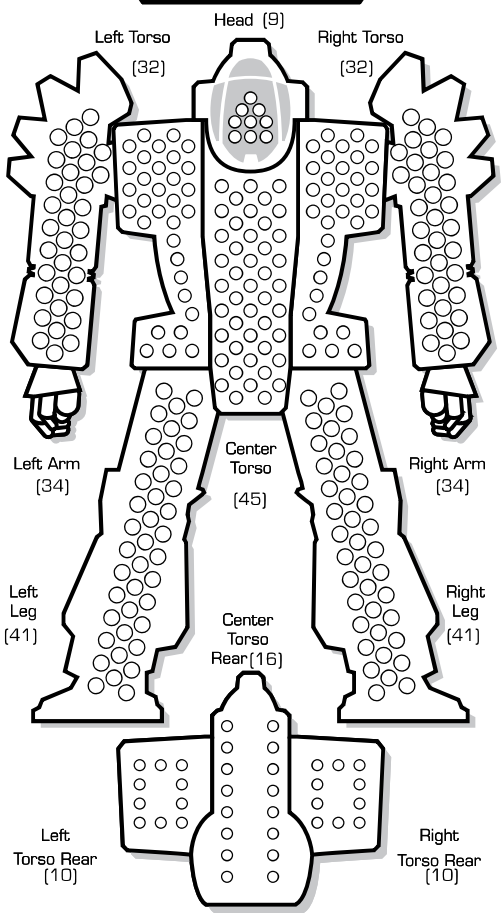
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle

4-6
4. Gauss Rifle
5. Stealth
6. Stealth

Left Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Jump Jet

1-3
4. Ammo (Gauss) 8
5. Ammo (Gauss) 8
6. Guardian ECM Suite

1. Guardian ECM Suite
2. Stealth
3. Stealth

4-6
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine

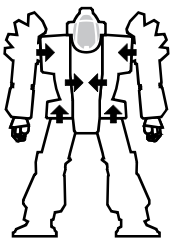
1-3
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine

4-6
4. Light Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle

4-6
4. Gauss Rifle
5. Stealth
6. Stealth

Right Torso

1. Light Fusion Engine
2. Light Fusion Engine
3. Jump Jet

1-3
4. ER PPC
5. ER PPC
6. ER PPC

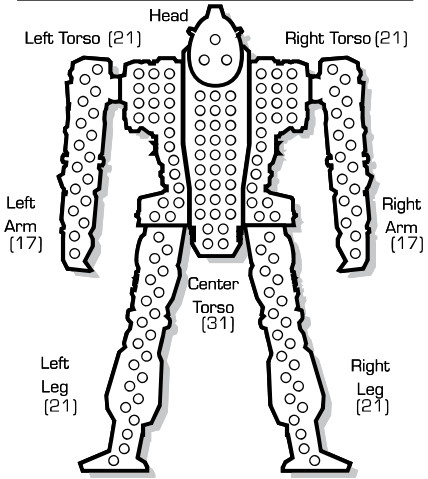
1. Ammo (Gauss) 8
2. Ammo (Gauss) 8

4-6
3. Stealth
4. Stealth
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	12 (24) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Titan TI-1Aj

Movement Points:			
Walking:	3	Tonnage:	100
Running:	5	Tech Base:	Inner Sphere
Jumping:	3	Era:	Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
1	SRM 4	CT	3	2/Msl [M,C,S]	—	3	6	9
1	ER PPC	RT	15	10 [DE]	—	7	14	23
2	SRM 4	RT	3	2/Msl [M,C,S]	—	3	6	9
1	ER PPC	LT	15	10 [DE]	—	7	14	23
2	SRM 4	LT	3	2/Msl [M,C,S]	—	3	6	9
3	Medium Laser	RA	3	5 [DE]	—	3	6	9
3	Medium Laser	LA	3	5 [DE]	—	3	6	9

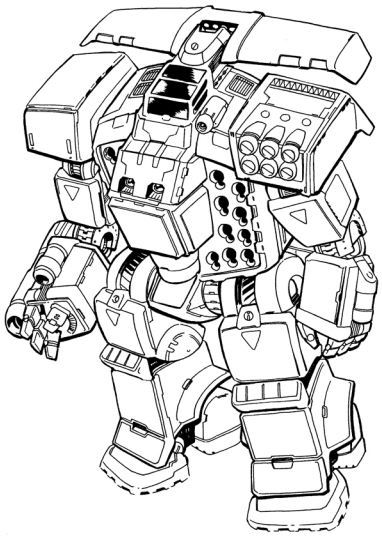
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WARRIOR DATA

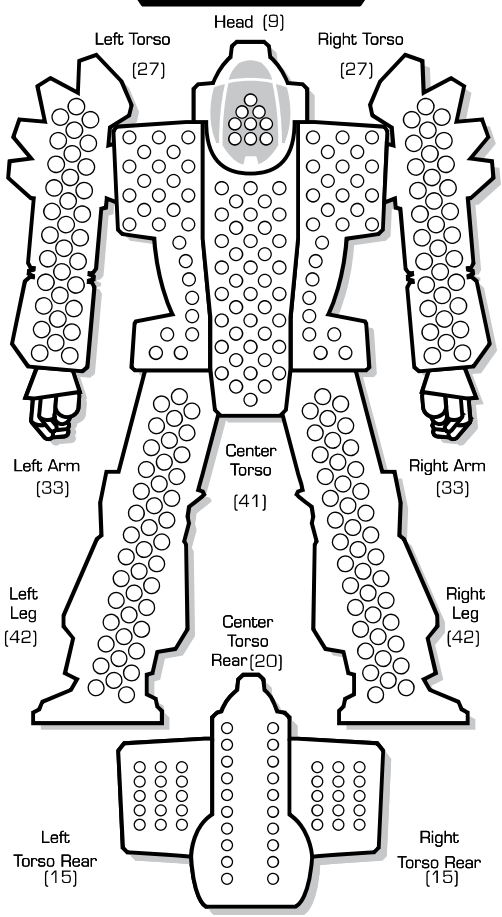
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Medium Laser
3. Medium Laser
4. Medium Laser
5. Roll Again
6. Roll Again

Left Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. ER PPC
5. ER PPC
6. ER PPC

1. SRM 4
2. SRM 4
3. Ammo (SRM 4) 25
4. CASE
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

Head

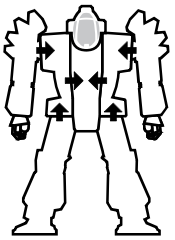
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

Center Torso

1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. SRM 4

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Medium Laser
3. Medium Laser
4. Medium Laser
5. Roll Again
6. Roll Again

Right Torso

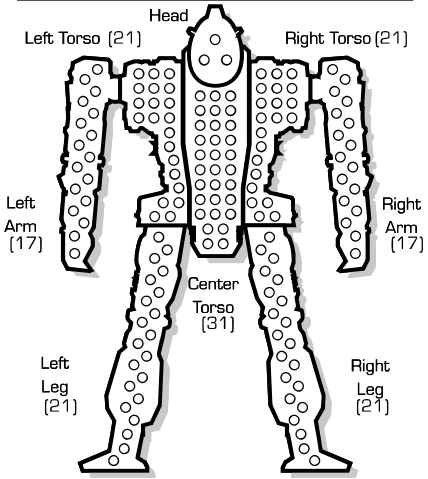
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. ER PPC
5. ER PPC
6. ER PPC

1. SRM 4
2. SRM 4
3. Ammo (SRM 4) 25
4. CASE
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	16 (32) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	O
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Titan TI-1Ar

Movement Points:
Walking: 3
Running: 5

Tonnage: 100
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
1	SRM 4	CT	3	2/Msl [M,C,S]	—	3	6	9
1	PPC	RT	10	10 [DE]	3	6	12	18
2	SRM 4	RT	3	2/Msl [M,C,S]	—	3	6	9
1	PPC	LT	10	10 [DE]	3	6	12	18
2	SRM 4	LT	3	2/Msl [M,C,S]	—	3	6	9
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	PPC	RA	10	10 [DE]	3	6	12	18
3	Medium Laser	LA	3	5 [DE]	—	3	6	9

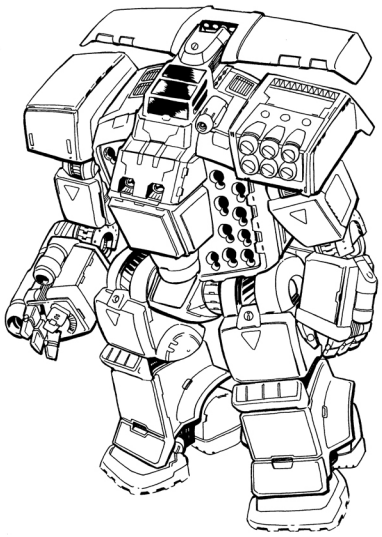
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WARRIOR DATA

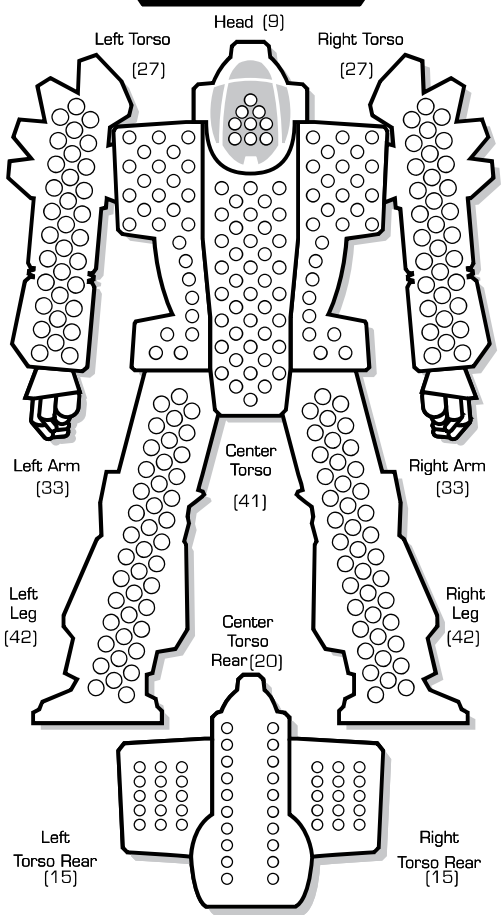
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Medium Laser
3. Medium Laser
4. Medium Laser
5. Roll Again
6. Roll Again

4-6

Left Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. PPC
5. PPC
6. PPC

1-3

1. SRM 4
2. SRM 4
3. Ammo (SRM 4) 25
4. CASE
5. Roll Again
6. Roll Again

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

Center Torso

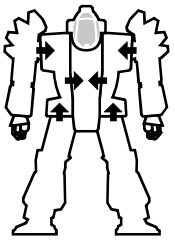
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. SRM 4
6. Roll Again

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. PPC
3. PPC
4. PPC
5. Medium Laser
6. Medium Laser

4-6

Right Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. PPC
5. PPC
6. PPC

1-3

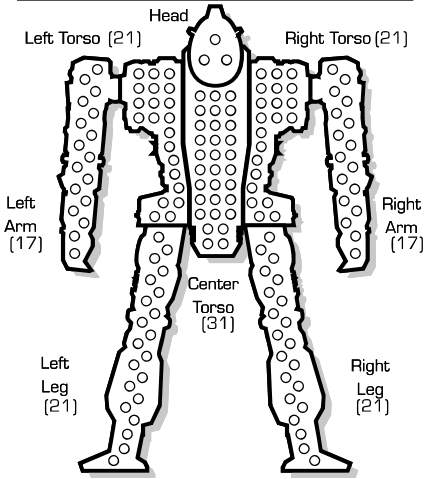
1. SRM 4
2. SRM 4
3. Ammo (SRM 4) 25
4. CASE
5. Roll Again
6. Roll Again

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	16 (32) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	–4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

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BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Xanthos XNT-60

Movement Points:
Walking: 3
Running: 5

Tonnage: 100
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	LRM 10	CT	4	1/Msl [M,C,S]	6	7	14	21
2	Small Pulse Laser	CT	2	3 [P,AI]	—	1	2	3
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
1	PPC	RT	10	10 [DE]	3	6	12	18
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	PPC	LT	10	10 [DE]	3	6	12	18

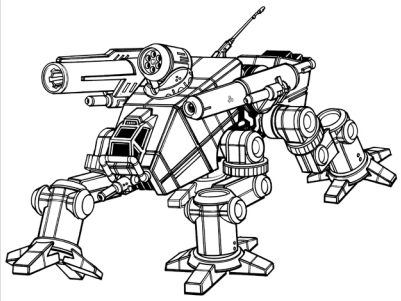
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WARRIOR DATA

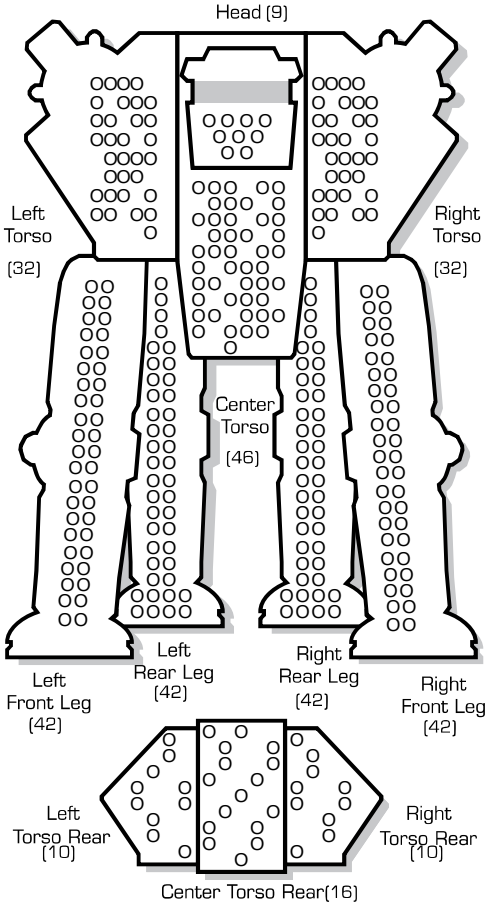
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

Right Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

Center Torso
1-3
1. Compact Fusion Engine
2. Compact Fusion Engine
3. Compact Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. LRM 10

4-6
1. LRM 10
2. ER Medium Laser
3. ER Medium Laser
4. Small Pulse Laser
5. Small Pulse Laser
6. Ammo (LRM 10) 12

Left Torso
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. PPC
2. PPC
3. PPC
4. ER Medium Laser
5. Stealth
6. Stealth

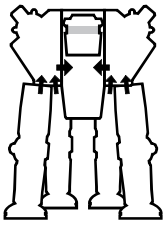
Right Torso
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. PPC
5. PPC
6. PPC

4-6
1. ER Medium Laser
2. Guardian ECM Suite
3. Guardian ECM Suite
4. Coolant Pod
5. Stealth
6. Stealth

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

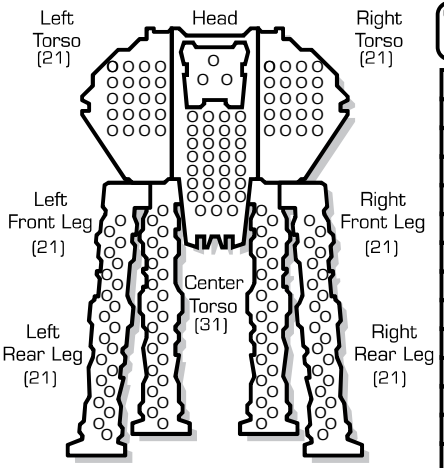
Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

Right Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	15 (30) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	–5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
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	

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BATTLETECH

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

Type: Xanthos XNT-70

Movement Points:
Walking: 4
Running: 6

Tonnage: 100
Tech Base: Mixed Tech (I.S.)
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser (Clan)	RT	5	7 [DE]	–	5	10	15
1	Gauss Rifle (Clan)	RT	1	15 [DB,X]	2	7	15	22
2	ER Medium Laser (Clan)	LT	5	7 [DE]	–	5	10	15
1	Gauss Rifle (Clan)	LT	1	15 [DB,X]	2	7	15	22

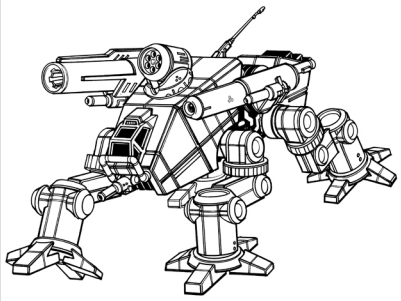
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WARRIOR DATA

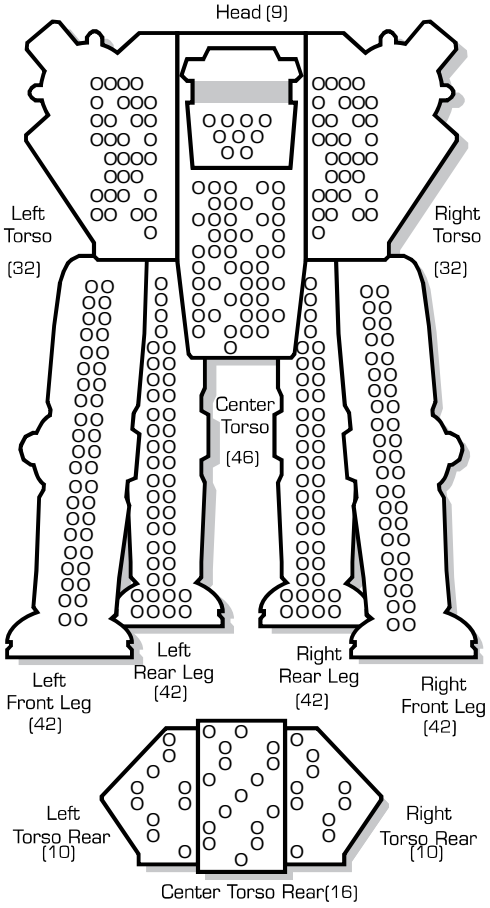
Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Left Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Center Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Compact Gyro
5. Compact Gyro
6. XL Fusion Engine

4-6
1. XL Fusion Engine
2. XL Fusion Engine
3. Ammo (Gauss) 8
4. Ammo (Gauss) 8
5. Ammo (Gauss) 8
6. Roll Again

Right Front Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Left Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gauss Rifle (Clan)
5. Gauss Rifle (Clan)
6. Gauss Rifle (Clan)

4-6
1. Gauss Rifle (Clan)
2. Gauss Rifle (Clan)
3. Gauss Rifle (Clan)
4. ER Medium Laser (Clan)
5. ER Medium Laser (Clan)
6. CASE II

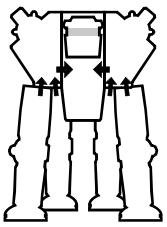
Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

Right Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gauss Rifle (Clan)
5. Gauss Rifle (Clan)
6. Gauss Rifle (Clan)

4-6
1. Gauss Rifle (Clan)
2. Gauss Rifle (Clan)
3. Gauss Rifle (Clan)
4. ER Medium Laser (Clan)
5. ER Medium Laser (Clan)
6. CASE II

Left Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

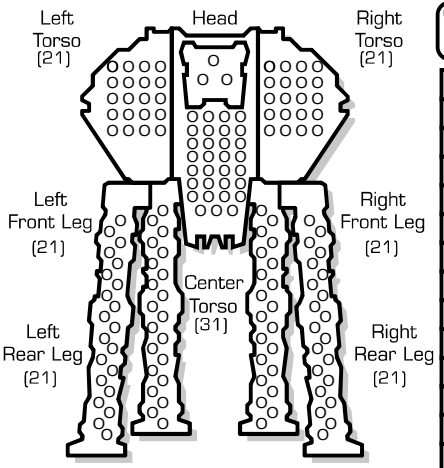
CATALYST game labs



Damage Transfer Diagram

Right Rear Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Level*	Effects	11 (22) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
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	

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BATTLETECH™

'MECH RECORD SHEET

(Industrial)

'MECH DATA

Type: Diomede D-M3D-M

Movement Points:
Walking: 2
Running: 3

Tonnage: 100
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ejection Seat	HD	—	[E]	—	—	—	—
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	MML 7	RT	4	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	MML 7	LT	4	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
2	Machine Gun	RA	0	2 [DB,AI]	—	1	2	3
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	Tracks	Legs	—	[E]	—	—	—	—

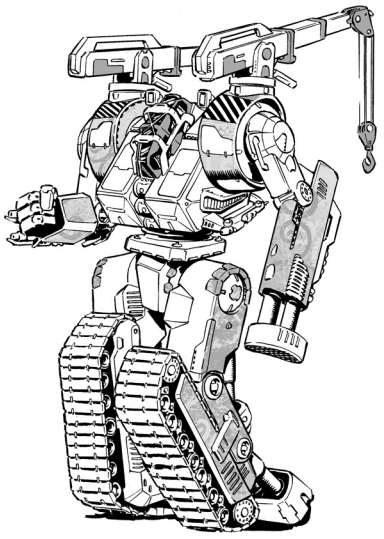
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WARRIOR DATA

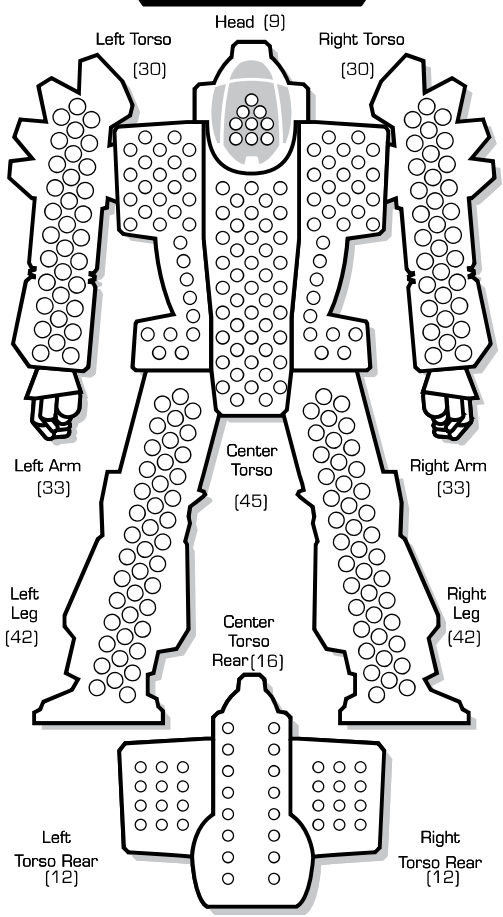
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

4-6
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Ammo (Gauss) 8
6. Ammo (Gauss) 8

Left Torso

1-3
1. MML 7
2. MML 7
3. MML 7
4. MML 7
5. Medium Laser
6. Ammo (MML 7/LRM) 17

4-6
1. Ammo (MML 7/SRM) 14
2. CASE
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Tracks

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ejection Seat
5. Sensors
6. Life Support

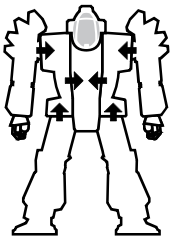
Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Heat Sink

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Machine Gun
6. Machine Gun

4-6
1. Ammo (Machine Gun) 200
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

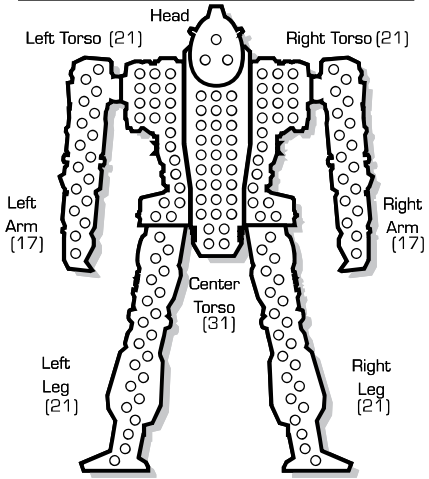
1-3
1. MML 7
2. MML 7
3. MML 7
4. MML 7
5. Medium Laser
6. Ammo (MML 7/LRM) 17

4-6
1. Ammo (MML 7/SRM) 14
2. CASE
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Tracks

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	12 (12) Single
30	Shutdown	
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	○
25	–5 Movement Points	○
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	–4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	–3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

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AEROSPACE FIGHTERS

BATTLETECH™

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Sparrowhawk SPR-7Dr

Thrust:
Safe Thrust: 10
Maximum Thrust: 15

Tonnage: 30
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

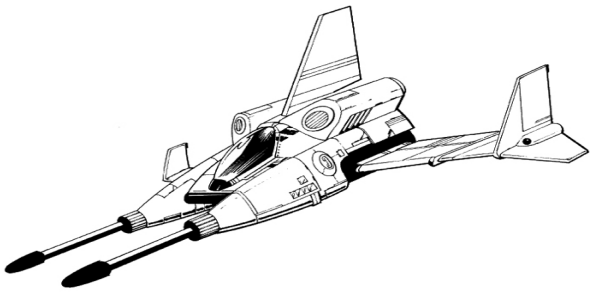
Weapons & Equipment Inventory

Standard Scale

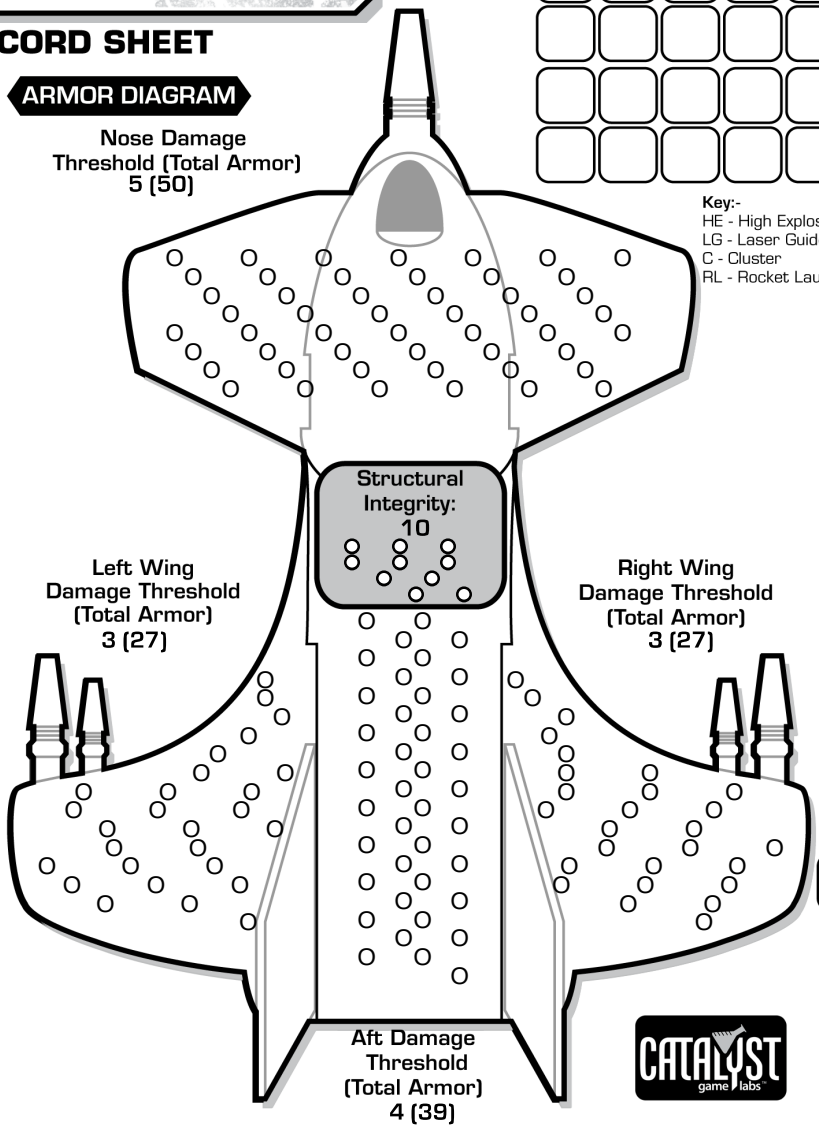
Qty	Type	Loc.	Ht	SRV (0–6)	MRV (6–12)	LRV (13–20)	ERV (21–25)
2	Medium Re-engineered Laser [DE]	N	7	6	–	–	–
1	ER Small Laser [DE]	LW	2	3	–	–	–
1	ER Small Laser [DE]	RW	2	3	–	–	–

Fuel: 560 Points

BV: 789



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	Random Movement, avoid on 6+
8	+1 Modifier to Fire
5	Random Movement, avoid on 5+

Heat Sinks: 10 (20) Double

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

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

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BATTLETECH™

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Sagittarii SGT-4R

Thrust:
Safe Thrust: 8
Maximum Thrust: 12

Tonnage: 45
Tech Base: Inner Sphere
Era: Dark Age

Weapons & Equipment Inventory

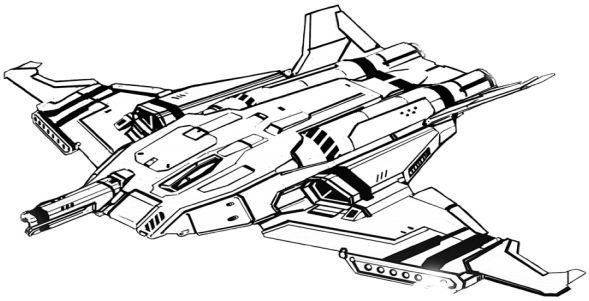
Standard Scale

Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
1	Large Re-engineered Laser [DE]	N	10	9	9	–	–
1	MML 5	LW	3				
	SRM Ammo			8	–	–	–
	LRM Ammo w/Artemis IV FCS			4	4	4	–
1	MML 5	RW	3				
	SRM Ammo			8	–	–	–
	LRM Ammo w/Artemis IV FCS			4	4	4	–

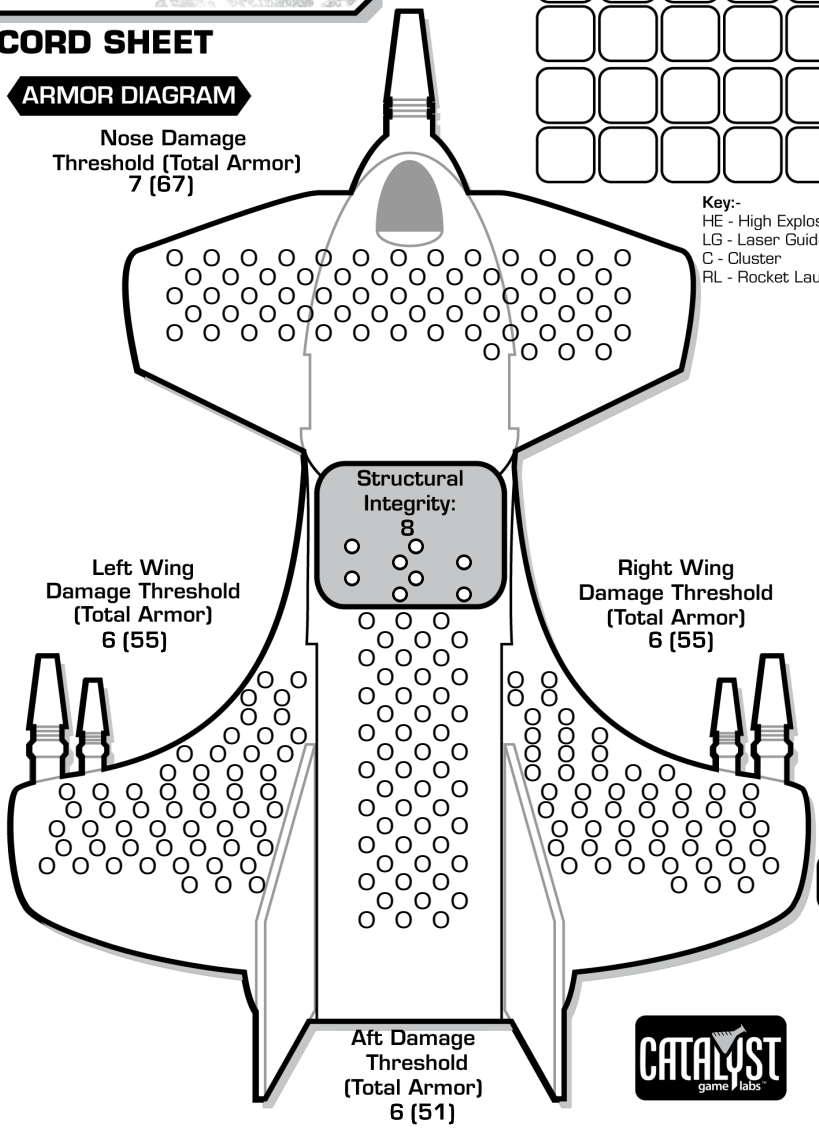
Ammo: (MML 5 SRM Artemis) 20, (MML 5 LRM Artemis) 48

Fuel: 320 Points

BV: 1,168



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	Random Movement, avoid on 6+
8	+1 Modifier to Fire
5	Random Movement, avoid on 5+

Heat Sinks: 10 (20) Double

Heat Scale	
Overflow	
30*	O
29	O
28*	O
27*	O
26*	O
25*	O
24*	O
23*	O
22*	O
21*	O
20*	O
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

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BATTLETECH™

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Sulla F

Thrust:
Safe Thrust: 9
Maximum Thrust: 14

Tonnage: 45
Tech Base: Clan (Advanced)
Era: Dark Age

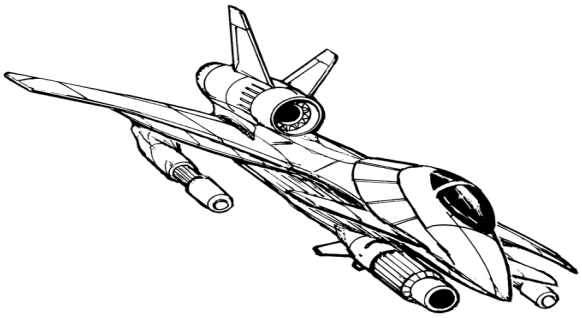
Weapons & Equipment Inventory

Standard Scale

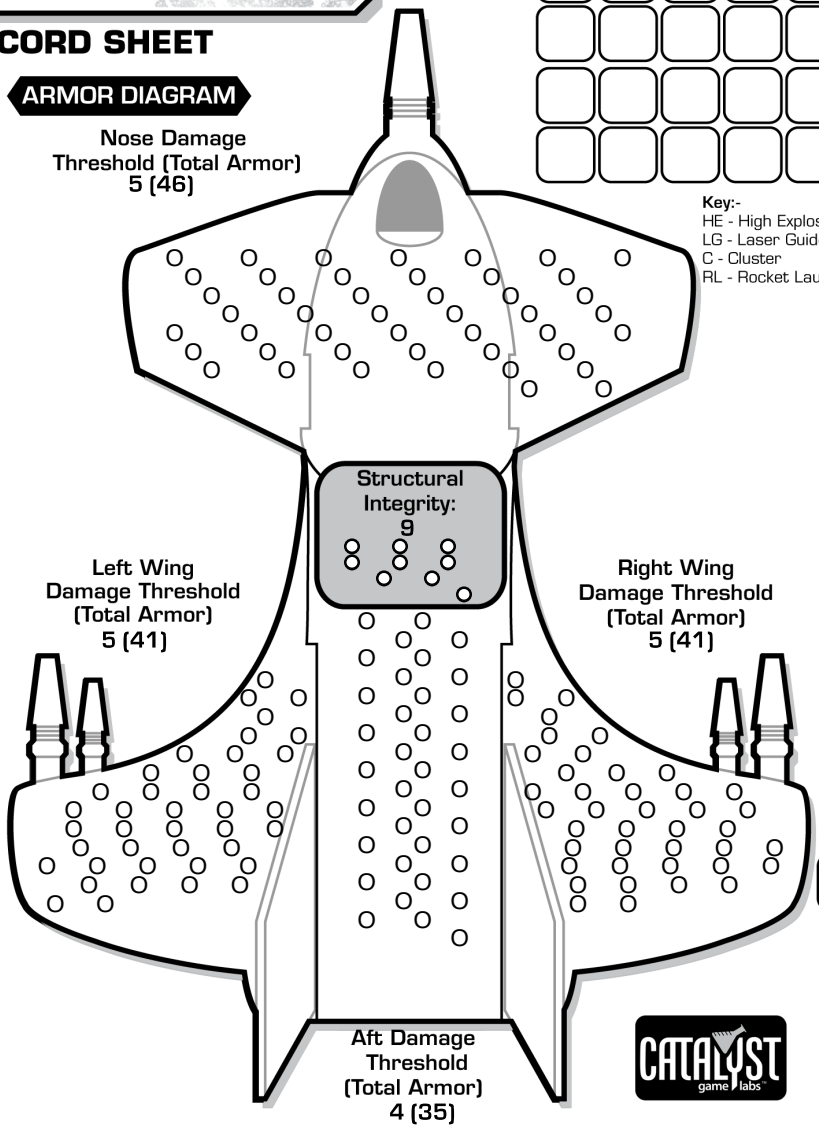
Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
2	Improved Heavy Large Laser [DE,X]	N	18	16	16	—	—
1	Watchdog CEWS [E]	A	0	—	—	4	—

Fuel: 400 Points

BV: 1,871



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	Random Movement, avoid on 6+
8	+1 Modifier to Fire
5	Random Movement, avoid on 5+

Heat Sinks: 18 (36) Double

O O
O O
O O
O O
O O
O O
O O
O O
O
O

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

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BATTLETECH™

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Wusun D

Thrust: **Tonnage:** 55
Safe Thrust: 8 **Tech Base:** Clan
Maximum Thrust: 12 **Era:** Dark Age

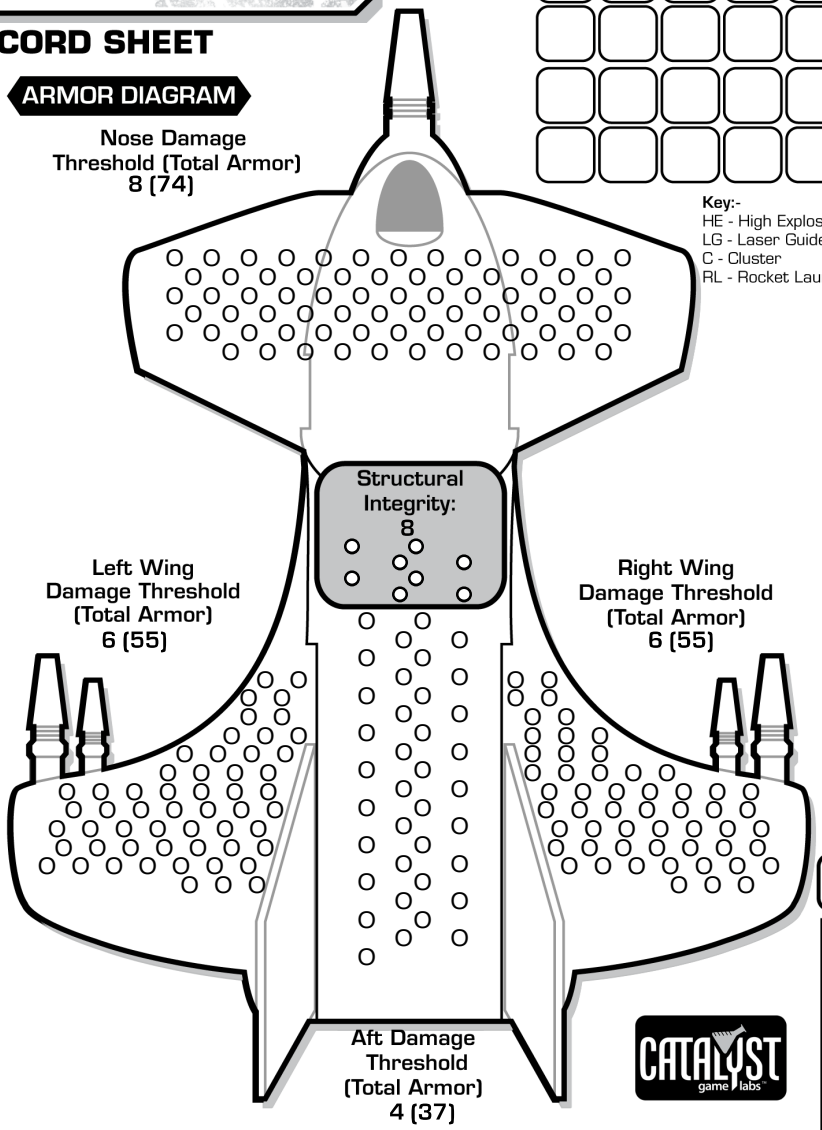
Weapons & Equipment Inventory

Qty	Type	Loc.	Ht	Standard Scale (0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
1	Gauss Rifle [DB,X]	N	1	15	15	15	–
1	Improved Heavy Large Laser [DE,X]	N	18	16	16	–	–
1	Targeting Computer [E]	N	0	–	–	–	–
1	ECM Suite [E]	A	0	–	–	6	–

Ammo (CASE): (Gauss) 16
Fuel: 400 Points

BV: 2,362

ARMOR DIAGRAM





EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	Random Movement, avoid on 6+
8	+1 Modifier to Fire
5	Random Movement, avoid on 5+

Heat Sinks:
10 (20)
Double
O
O
O
O
O
O
O
O
O
O

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

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BATTLETECH™

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Stingray F-96R

Thrust:
Safe Thrust: 6
Maximum Thrust: 9

Tonnage: 60
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

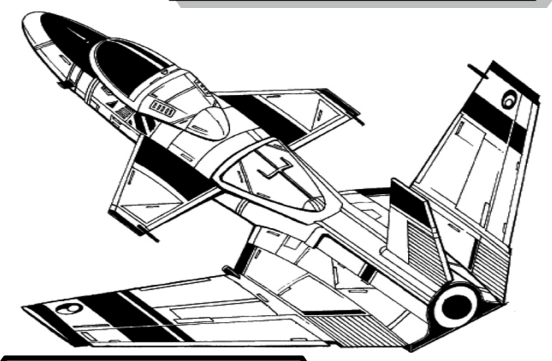
Weapons & Equipment Inventory

Standard Scale

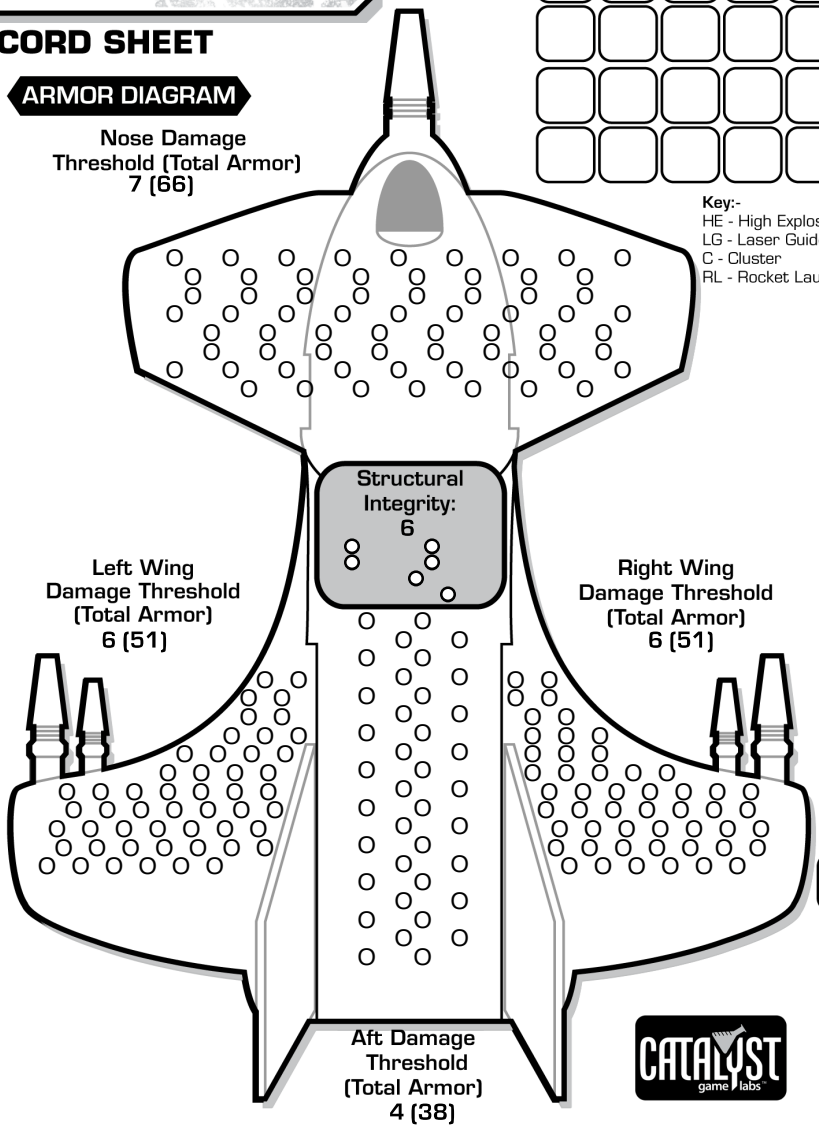
Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
1	Large Re-engineered Laser [DE]	N	10	9	9	–	–
1	Large Re-engineered Laser [DE]	LW	10	9	9	–	–
1	Large Re-engineered Laser [DE]	RW	10	9	9	–	–

Fuel: 400 Points

BV: 1,258



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	Random Movement, avoid on 6+
8	+1 Modifier to Fire
5	Random Movement, avoid on 5+

Heat Sinks:
15 (30)
Double
O O
O O
O O
O O
O O
O
O
O
O
O

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

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

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BATTLETECH™

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Troika CMT-7T

Thrust:
Safe Thrust: 6
Maximum Thrust: 9

Tonnage: 65
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

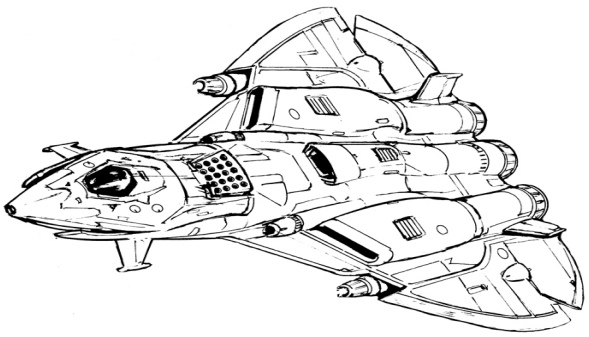
Weapons & Equipment Inventory

Standard Scale

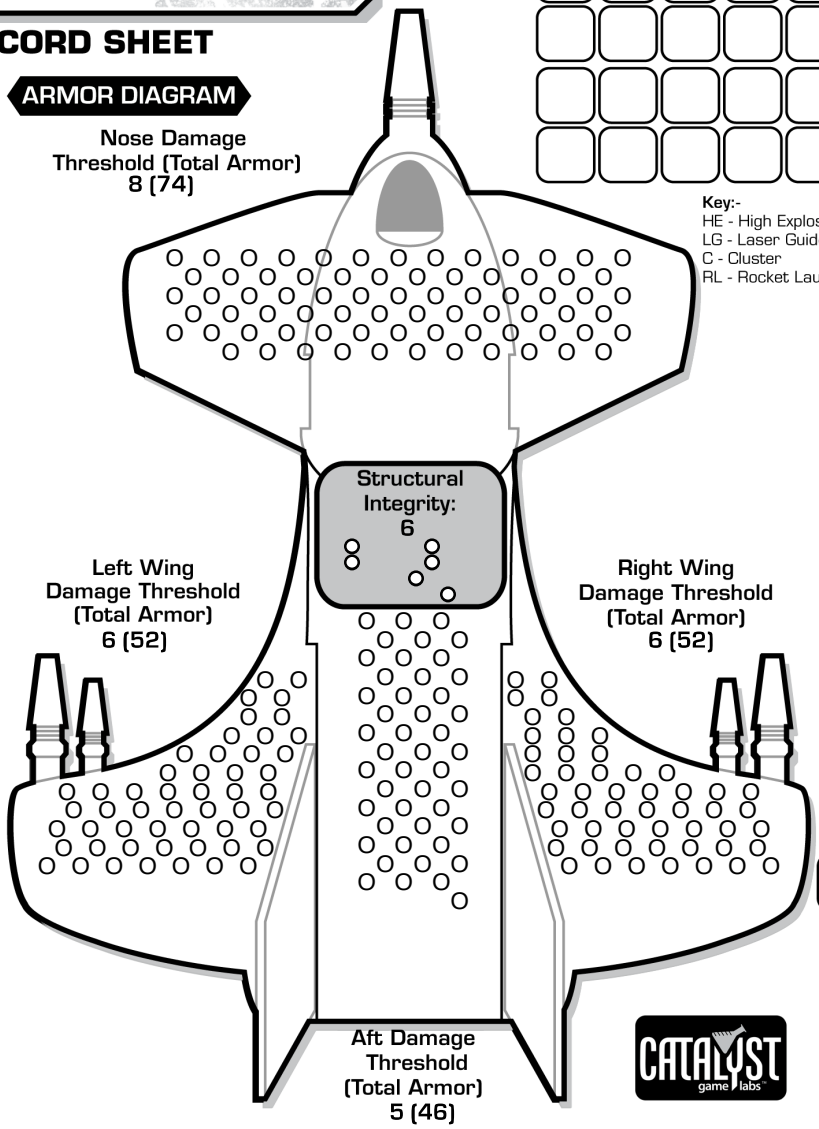
Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
1	Beagle Active Probe [E]	N	0	—	—	4	—
1	LRM 20 [M,C,S]	N	6	12	12	12	—
1	Large Re-engineered Laser [DE]	LW	10	9	9	—	—
1	Large Re-engineered Laser [DE]	RW	10	9	9	—	—
1	Medium Re-engineered Laser [DE]	A	7	6	—	—	—

Ammo (CASE): (LRM 20) 18
Fuel: 480 Points

BV: 1,532



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	Random Movement, avoid on 6+
8	+1 Modifier to Fire
5	Random Movement, avoid on 5+

Heat Sinks: 13 (26) Double

O O
O O
O O
O
O
O
O
O
O
O

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

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

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BATTLETECH™

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Morgenstern MR-1SE

Thrust:
Safe Thrust: 6
Maximum Thrust: 9

Tonnage: 70
Tech Base: Inner Sphere (Advanced)
Era: Dark Age

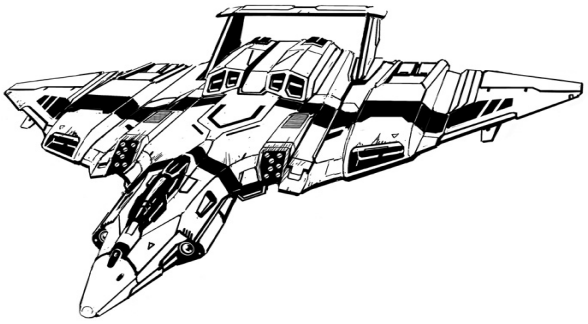
Weapons & Equipment Inventory

Standard Scale

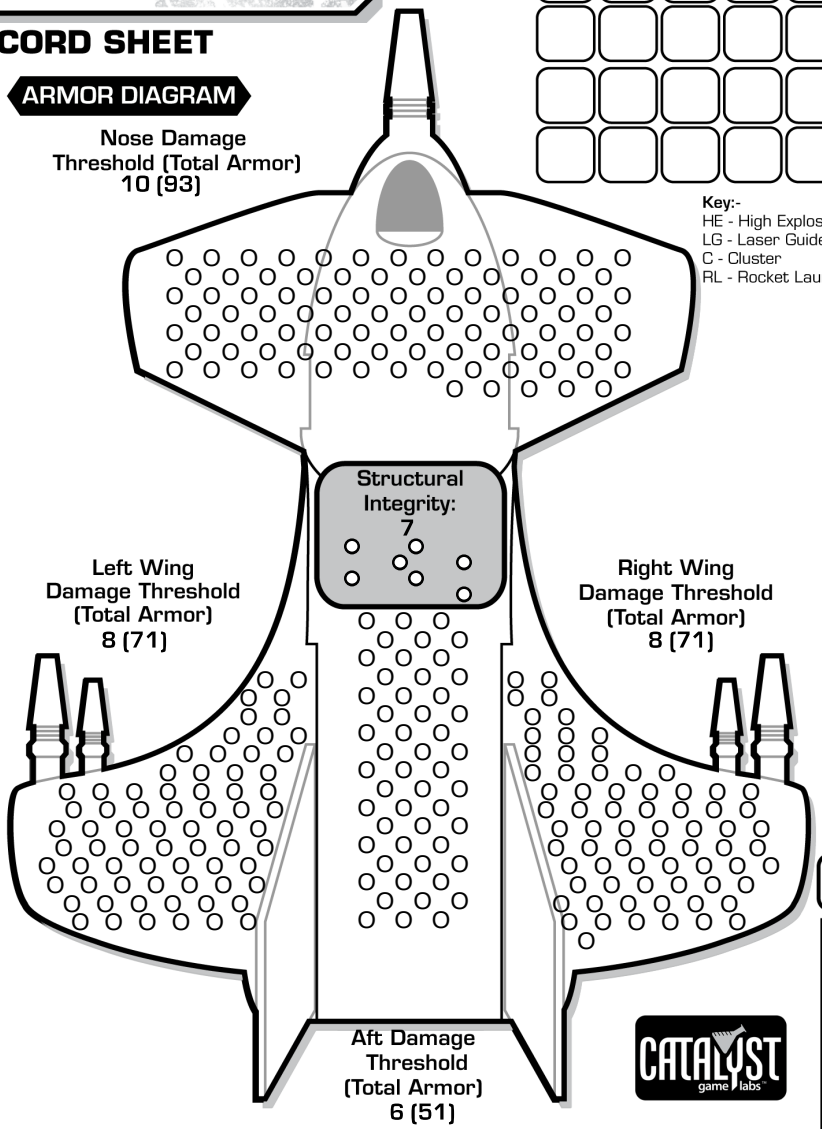
Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
1	LRM 15 [M,C,S] w/ Artemis IV FCS	N	5	12	12	12	—
1	Targeting Computer [E]	N	0	—	—	—	—
1	Large Re-engineered Laser [DE]	LW	10	9	9	—	—
1	Large Re-engineered Laser [DE]	RW	10	9	9	—	—
1	ER Medium Laser [DE]	A	5	5	5	—	—

Ammo: (LRM 15 Artemis) 24
Fuel: 320 Points

BV: 1,757



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	Random Movement, avoid on 6+
8	+1 Modifier to Fire
5	Random Movement, avoid on 5+

Heat Sinks: 10 (20) Double

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

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

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BATTLETECH™

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Tatsu MIK-OF

Thrust:
Safe Thrust: 5
Maximum Thrust: 8

Tonnage: 70
Tech Base: Inner Sphere
Era: Dark Age

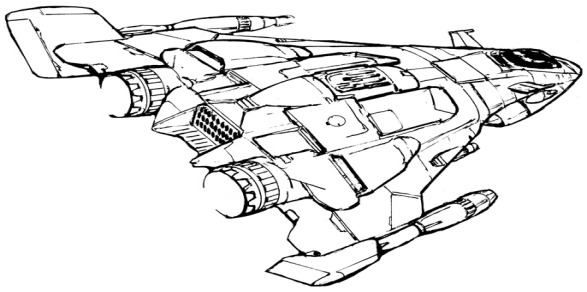
Weapons & Equipment Inventory

Standard Scale

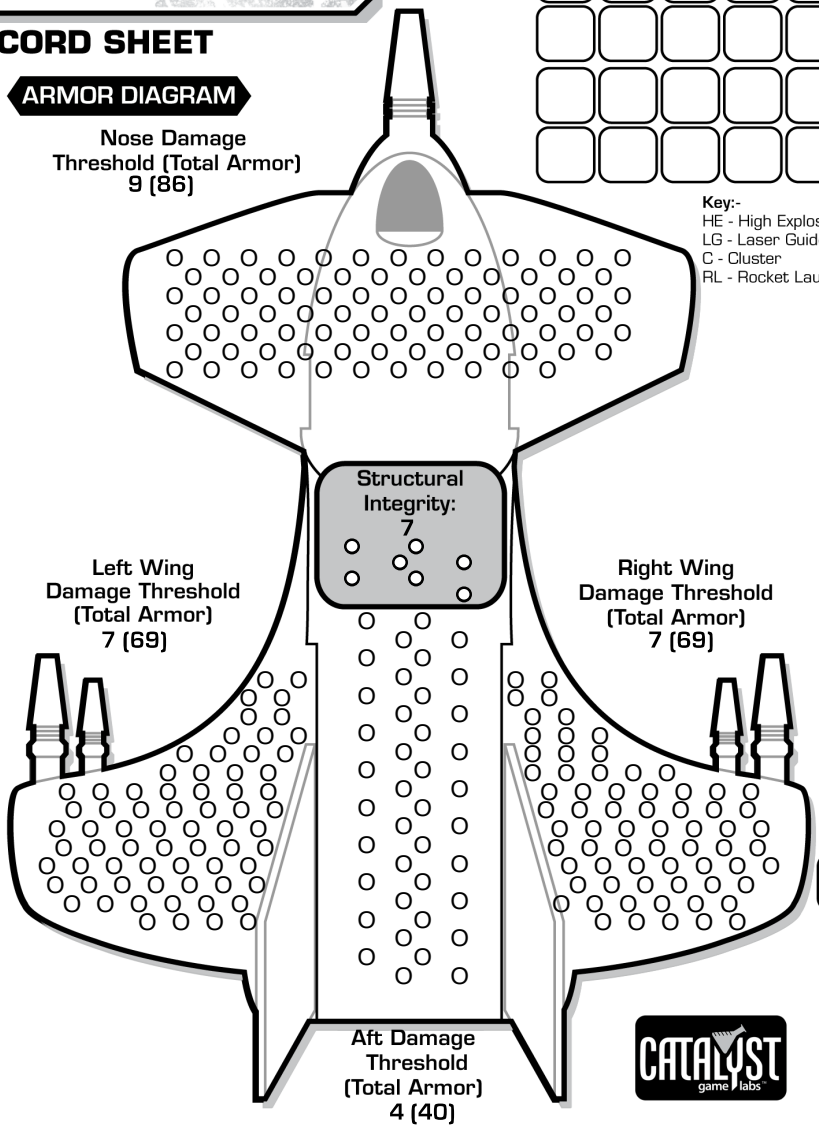
Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
1	Large Re-engineered Laser [DE]	N	10	9	9	–	–
1	Large Re-engineered Laser [DE]	LW	10	9	9	–	–
1	MML 7	LW	4				
	SRM Ammo			8	–	–	–
	LRM Ammo			4	4	4	–
1	Large Re-engineered Laser [DE]	RW	10	9	9	–	–
1	MML 7	RW	4				
	SRM Ammo			8	–	–	–
	LRM Ammo			4	4	4	–

Ammo: (MML 7/LRM) 34, (MML 7/SRM) 14
Fuel: 400 Points

BV: 1,515



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	Random Movement, avoid on 6+
8	+1 Modifier to Fire
5	Random Movement, avoid on 5+

Heat Sinks: 14 (28) **Double**

30	O O
28	O O
27	O O
26	O O
25	O O
24	O
23	O
22	O
21	O
20	O
19	O

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

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

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BATTLETECH™

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Ostrogoth D

Thrust:
Safe Thrust: 7
Maximum Thrust: 11

Tonnage: 75
Tech Base: Clan
Era: Dark Age

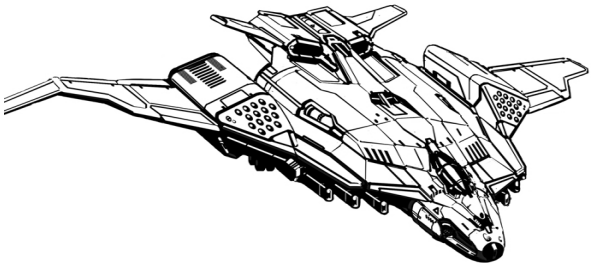
Weapons & Equipment Inventory

Standard Scale

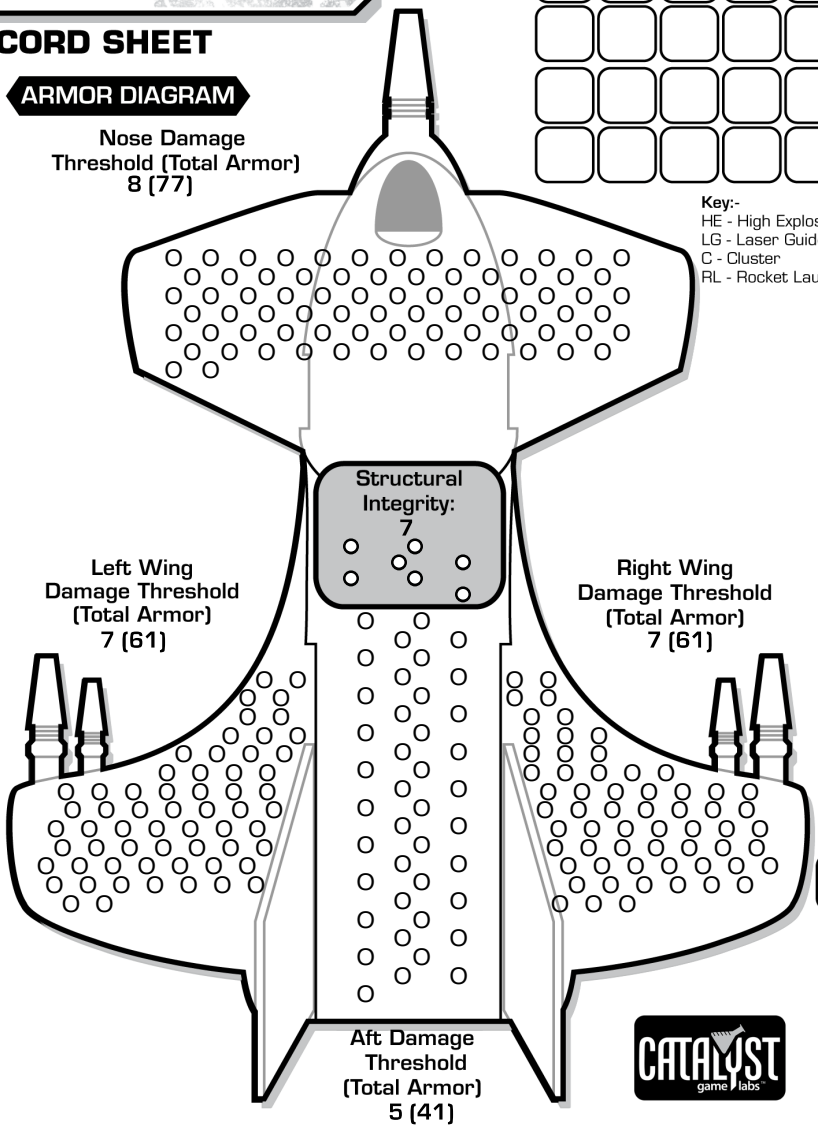
Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
1	ER PPC [DE]	N	15	15	15	15	—
1	Gauss Rifle [DB,X]	N	1	15	15	15	—
1	LRM 20 [M,C,S] w/Artemis V FCS	N	6	16	16	16	—
1	Targeting Computer [E]	A	0	—	—	—	—
1	Watchdog CEWS [E]	A	0	—	—	4	—

Ammo (CASE): (Gauss) 16, (LRM 20 Artemis V) 12
Fuel: 400 Points

BV: 3,168



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	Random Movement, avoid on 6+
8	+1 Modifier to Fire
5	Random Movement, avoid on 5+

Heat Sinks:
11 (22)
Double
O O
O
O
O
O
O
O
O
O
O
O

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

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BATTLETECH™

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Jengiz F

Thrust:
Safe Thrust: 5
Maximum Thrust: 8

Tonnage: 80
Tech Base: Clan (Advanced)
Era: Dark Age

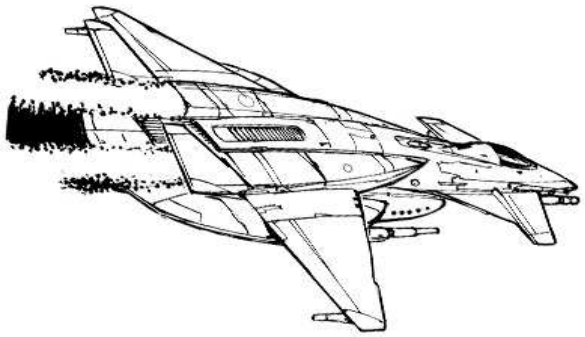
Weapons & Equipment Inventory

Standard Scale

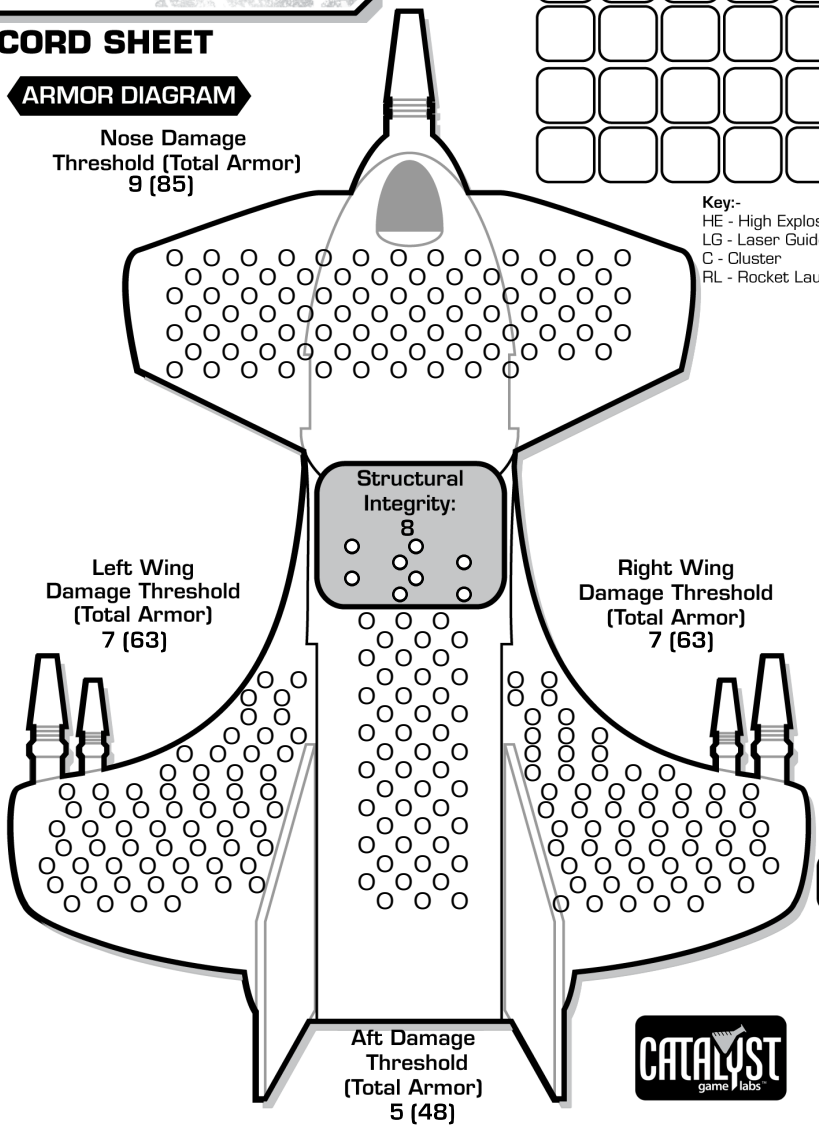
Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
1	Long Tom Cannon [DB,AE]	N	20	20	20	20	—
1	Ultra AC/20 [DB,R/C]	N	7	30	30	—	—
1	ER Medium Laser [DE]	LW	5	7	7	—	—
1	ER Medium Laser [DE]	RW	5	7	7	—	—
1	ER Small Laser [DE]	A	2	5	—	—	—
1	Targeting Computer [E]	A	0	—	—	—	—

Ammo (CASE): (Long Tom Cannon) 10, (Ultra AC/20) 20
Fuel: 320 Points

BV: 2,560



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

Heat Scale

Overflow
30*
29
28*
27*
26*
25*
24*
23*
22*
21*
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	Random Movement, avoid on 6+
8	+1 Modifier to Fire
5	Random Movement, avoid on 5+

Heat Sinks:
20 (40) Double
O O
O O
O O
O O
O O
O O
O O
O O
O O
O O

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

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BATTLETECH™

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Scytha F

Thrust:
Safe Thrust: 6
Maximum Thrust: 9

Tonnage: 90
Tech Base: Clan
Era: Dark Age

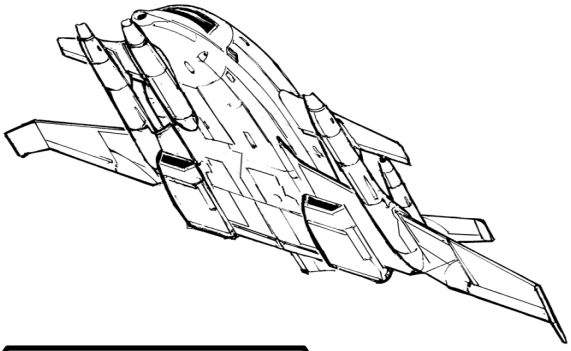
Weapons & Equipment Inventory

Standard Scale

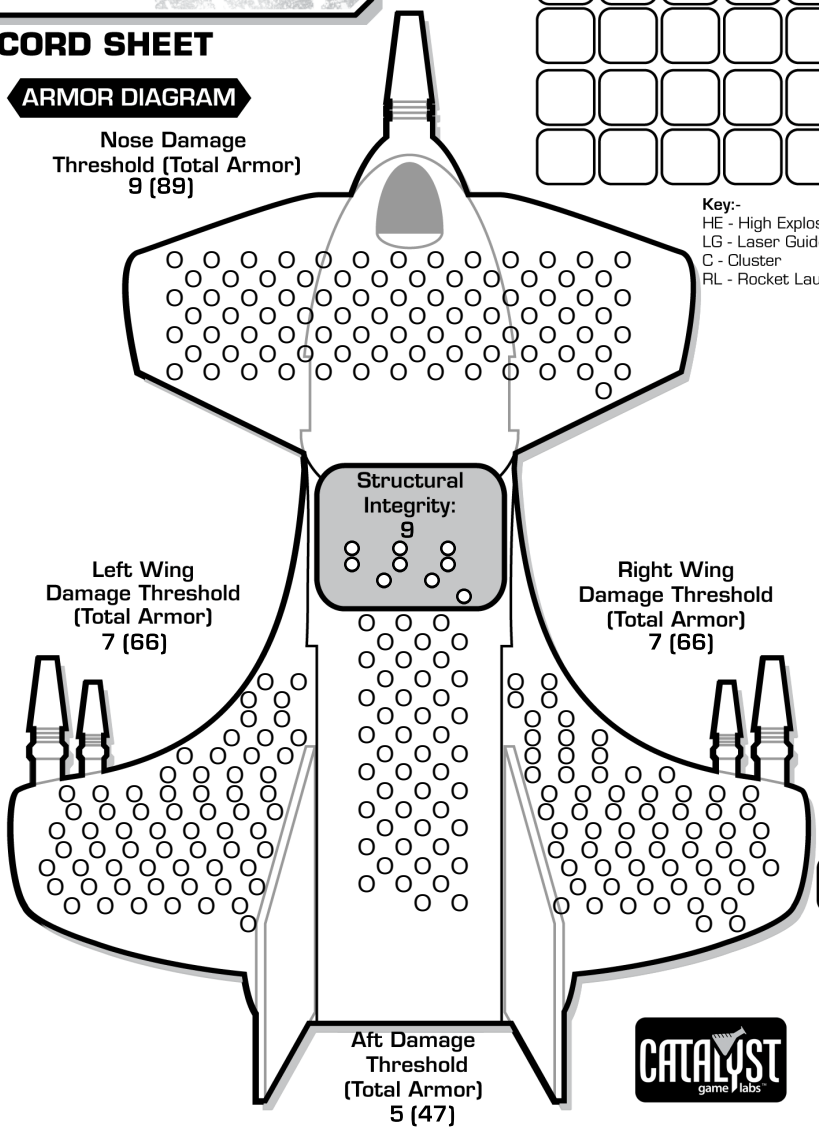
Qty	Type	Loc.	Ht	(0–6) SRV	(6–12) MRV	(13–20) LRV	(21–25) ERV
2	Improved Heavy Large Laser [DE,X]	N	18	16	16	–	–
1	Streak SRM 6 [M,C]	N	4	12	12	–	–
1	Ultra AC/20 [DB,R/C]	N	7	30	30	–	–
1	Targeting Computer [E]	A	0	–	–	–	–
1	Watchdog CEWS [E]	A	0	–	–	4	–

Ammo (CASE): (Ultra AC/20) 30, (Streak SRM 6) 15
Fuel: 320 Points

BV: 3,223



ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
HE - High Explosive
LG - Laser Guided
C - Cluster
RL - Rocket Launcher

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: ___ Piloting Skill: ___

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

HEAT DATA

Heat Level*	Effects
30	Shutdown
28	Ammo Exp. avoid on 8+
27	Pilot Damage, avoid on 9+
26	Shutdown, avoid on 10+
25	Random Movement, avoid on 10+
24	+4 Modifier to Fire
23	Ammo Exp. avoid on 6+
22	Shutdown, avoid on 8+
21	Pilot Damage, avoid on 6+
20	Random Movement, avoid on 8+
19	Ammo Exp. avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	Random Movement, avoid on 7+
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
10	Random Movement, avoid on 6+
8	+1 Modifier to Fire
5	Random Movement, avoid on 5+

Heat Sinks:
27 (54)
Double
O O O
O O O
O O O
O O O
O O O
O O O
O O O
O O
O O
O O

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

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

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DROPSHIPS

BATTLETECH™

AERODYNE DROPSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
45 (442)

ARMOR DIAGRAM
Standard Scale

CATALYST game labs

DROPSHIP DATA

Type: Dragau II (3097)

Name:
Thrust:
Safe Thrust: 9
Maximum Thrust: 14

Tonnage: 2,500
Tech Base: Inner Sphere (Experimental)
Era: Dark Age

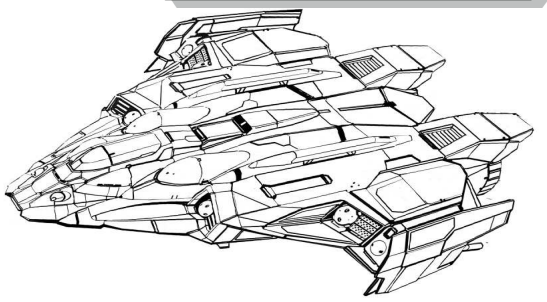
Weapons & Equipment Inventory

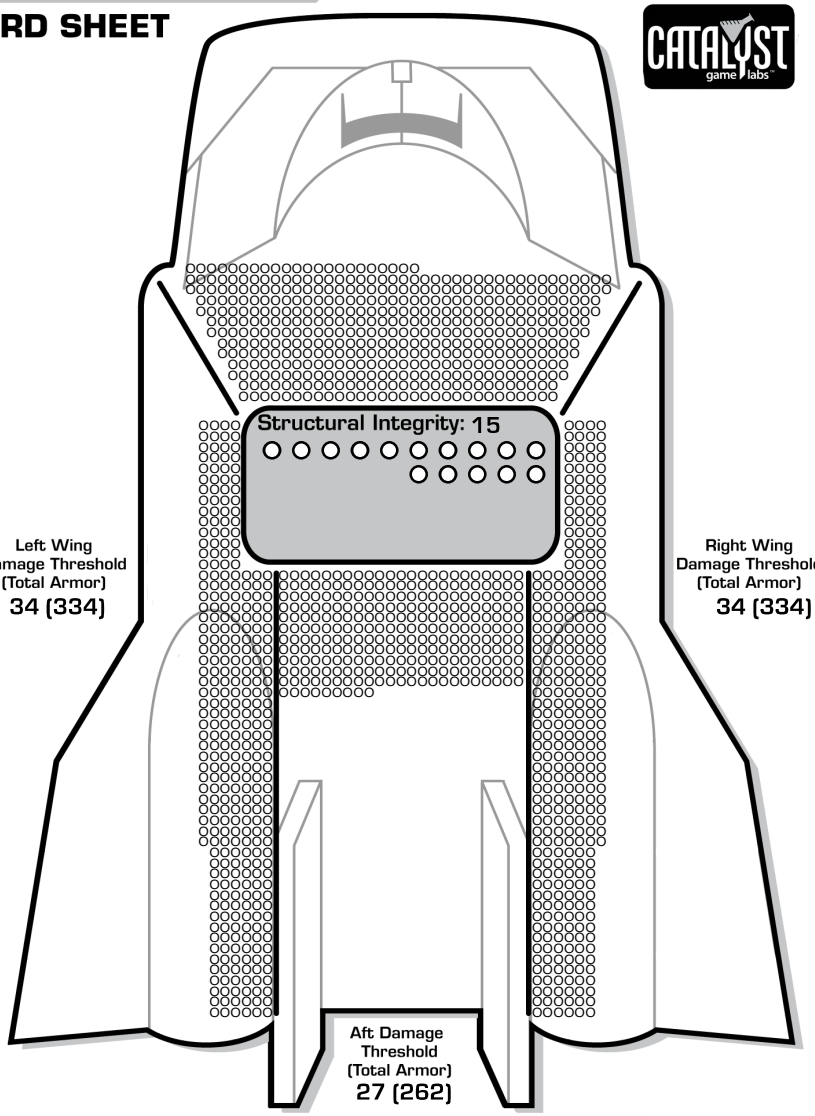
	Standard Scale Bay	Loc	Ht	(1-6) SRV	(7-12) MRV	(13-20) LRV	(21-25) ERV
2	Heavy Gauss Rifle [32 rnds]	N	4	5 [50]	4 [40]	2 [20]	—
3	Heavy PPC	N	45	5 [45]	5 [45]	—	—
3	Heavy PPC	N	45	5 [45]	5 [45]	—	—
2	AMS [48 rnds]	N	2	1 [6]	Point Defense		
2	LRM 15 w/Artemis IV FCS [96 rnds]	LW/RW	10	2 [24]	2 [24]	2 [24]	—
2	ER PPC	LW/RW	30	2 [20]	2 [20]	2 [20]	—
2	Large VSP Laser	LW/RW	20	2 [20]	1 [14]	—	—
2	Large VSP Laser	LW(R)/RW(R)	20	2 [20]	1 [14]	—	—
2	Large VSP Laser	A	20	2 [20]	1 [14]	—	—
2	ER Medium Laser	A	10	1 [10]	1 [10]	—	—
4	AMS [72 rnds]	A	4	1 [12]	Point Defense		

Notes:
Naval C³ CPU

Cargo:
Bay 1: Cargo Space - 149 tons (1 door)
Bay 3: Battle Armor Bay - 1 Squad

BV: 14,573 **Fuel:** 6,960





CREW DATA

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew: 13 **Marines:** 0
Passengers: 0
Other: 0 **Battle Armor:** 0
Life Boats/Escape Pods: 0/2

CRITICAL DAMAGE

Avionics	+1	+2	+5	Gear	+5	
FCS	+2	+4	D	Life Support	+2	
Sensors	+1	+2	+5	K-F Boom	D	
Thrusters				Docking Collar	D	
Left	+1	+2	+3	D		
Right	+1	+2	+3	D		
Engine	−1	−2	−3	−4	−5	D

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: 122 (244) Double

Heat Generation Per Arc

Nose:	96	Aft:	34
Left Wing:		Right Wing:	
Fwd:	60	Fwd:	60
Aft:	20	Aft:	20

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BATTLETECH™

AERODYNE DROPSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
45 (450)

ARMOR DIAGRAM
Standard Scale

CATALYST game labs

DROPSHIP DATA

Type: Achilles (3088)

Name:
Thrust:
Safe Thrust: 8
Maximum Thrust: 12

Tonnage: 4,500
Tech Base: Inner Sphere (Experimental)
Era: Dark Age

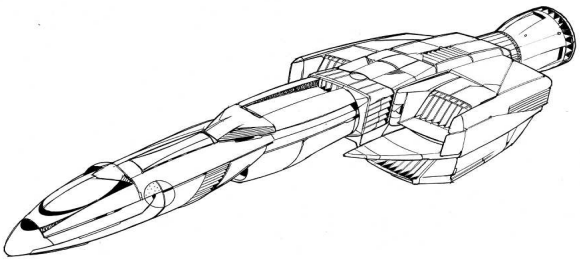
Weapons & Equipment Inventory

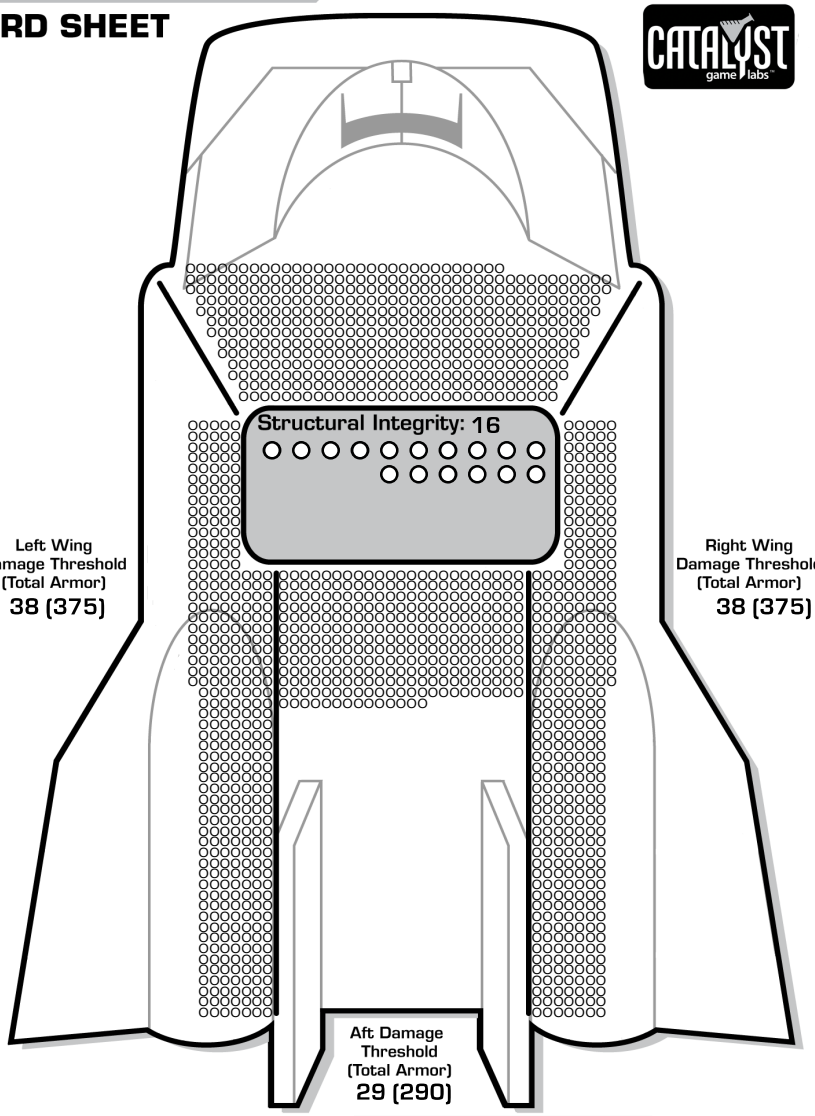
	Standard Scale Bay	Loc	Ht	(1-6) SRV	(7-12) MRV	(13-20) LRV	(21-25) ERV
2	Heavy PPC	N	30	3 [30]	3 [30]	—	—
2	LRM 20 w/ Artemis IV FCS [24 rnds]	N	12	3 [32]	3 [32]	3 [32]	—
1	ER Large Laser	N	22	2 [18]	2 [18]	1 [8]	—
2	ER Medium Laser	N					
1	Heavy PPC	LW/RW	15	2 [15]	2 [15]	—	—
1	Ultra AC/20 [20 rnds]	LW/RW	9	5 [45]	5 [45]	2 [15]	—
1	Gauss Rifle [16 rnds]	LW/RW					
2	LRM 20 w/ Artemis IV FCS [24 rnds]	LW/RW	12	3 [32]	3 [32]	3 [32]	—
1	ER PPC	LW(R)/RW(R)	15	1 [10]	1 [10]	1 [10]	—
1	ER Large Laser	LW(R)/RW(R)	12	1 [8]	1 [8]	1 [8]	—
1	Gauss Rifle [16 rnds]	LW(R)/RW(R)	1	2 [15]	2 [15]	2 [15]	—
1	Gauss Rifle [16 rnds]	A	1	2 [15]	2 [15]	2 [15]	—
2	ER Medium Laser	A	10	1 [10]	1 [10]	—	—

Notes:
Naval C^3 CPU

Cargo:
Bay 1: Small Craft - 2 units (1 door)
Bay 2: Aerospace Fighter Bay - 2 units (1 door)
Bay 3: Cargo Space - 103 tons (1 door)
Battle Armor Bay - 1 Squad

BV: 12,207 **Fuel:** 9,000





CREW DATA

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew: 28 **Marines:** 0
Passengers: 0
Other: 18 **Battle Armor:** 0
Life Boats/Escape Pods: 0/6

CRITICAL DAMAGE

Avionics	+1	+2	+5	Gear	+5	
FCS	+2	+4	D	Life Support	+2	
Sensors	+1	+2	+5	K-F Boom	D	
Thrusters				Docking Collar	D	
Left	+1	+2	+3	D		
Right	+1	+2	+3	D		
Engine	−1	−2	−3	−4	−5	D

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: 117 (234) Double

Heat Generation Per Arc

Nose:	64	Aft:	11
Left Wing:		Right Wing:	
Fwd:	44	Fwd:	44
Aft:	28	Aft:	28

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BATTLETECH

AERODYNE DROPSHIP RECORD SHEET

Nose Damage Threshold (Total Armor)
69 (685)

ARMOR DIAGRAM
Standard Scale

CATALYST game labs

DROPSHIP DATA

Type: Interdictor (3115)

Name:
Thrust:
Safe Thrust: 7
Maximum Thrust: 11

Tonnage: 9,400
Tech Base: Inner Sphere (Experimental)
Era: Dark Age

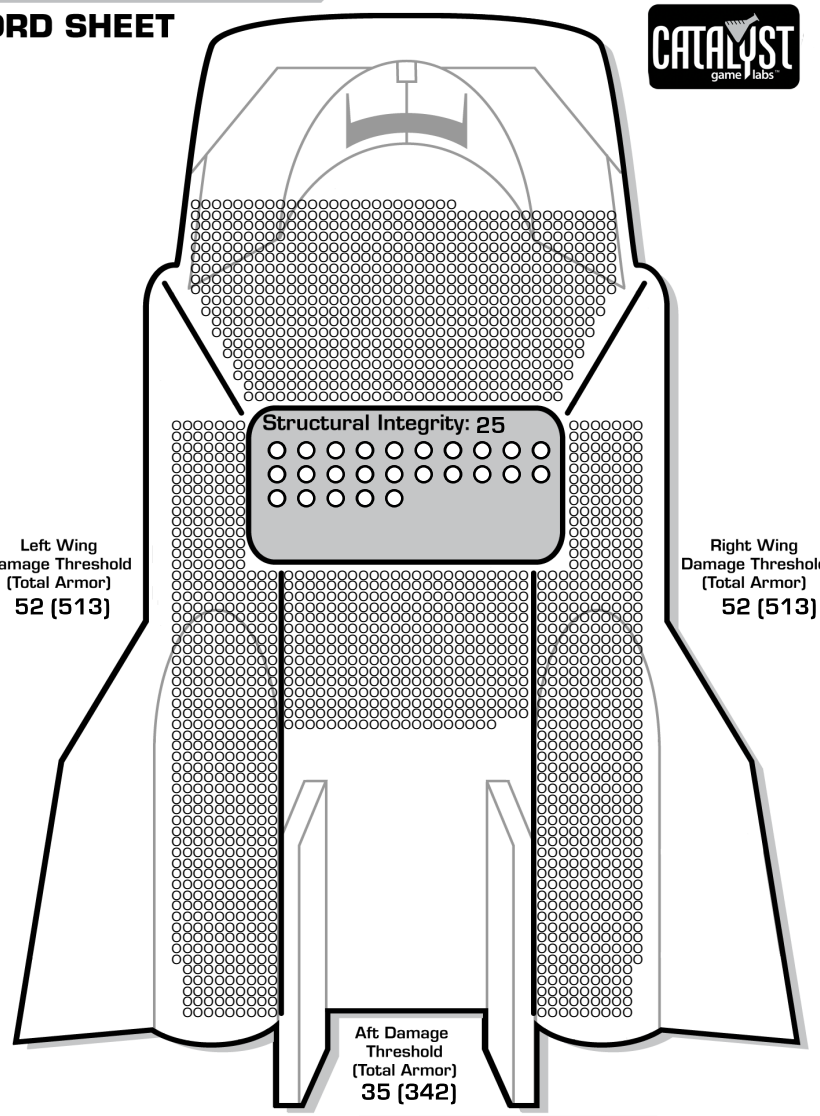
Weapons & Equipment Inventory

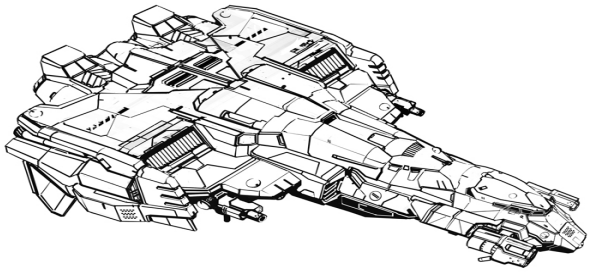
	Capital Scale Bay	Loc	Ht	(1-12) SRV	(13-24) MRV	(25-40) LRV	(41-50) ERV
2	Medium Sub-Capital Cannon [30 rnds]	N	60	10	10	—	—
1	Sub-Capital Laser 1	LW/RW	24	1 (10)	1 (10)	1 (10)	—
	Standard Scale Bay	**Loc**	**Ht**	**(1-6) SRV**	**(7-12) MRV**	**(13-20) LRV**	**(21-25) ERV**
3	Heavy PPC	N	45	5 (45)	5 (45)	—	—
3	MML 9 w/Artemis IV FCS	N	15				
	[22 SRM rnds]			4 (42)	—	—	—
	[26 LRM rnds]			2 (21)	2 (21)	2 (21)	—
2	AMS	N	2	1 (6)	Point Defense		
	[48 rnds]						
3	Heavy PPC	LW/RW	45	5 (45)	5 (45)	—	—
3	MML 9 w/Artemis IV FCS	LW/RW	15				
	[22 SRM rnds]			4 (42)	—	—	—
	[26 LRM rnds]			2 (21)	2 (21)	2 (21)	—
3	Large VSP Laser	LW/RW	30	3 (30)	2 (21)	—	—
2	ER PPC	LW/RW	30	2 (20)	2 (20)	2 (20)	—
2	AMS	LW/RW	2	1 (6)	Point Defense		
	[48 rnds]						
1	Heavy PPC	LW(R)/RW(R)	15	2 (15)	2 (15)	—	—
4	Large VSP Laser	LW(R)/RW(R)	40	4 (40)	3 (28)	—	—
1	AMS	LW(R)/RW(R)	1	0 (3)	Point Defense		
	[36 rnds]						
2	Heavy PPC	A	30	3 (30)	3 (30)	—	—
3	MML 9 w/Artemis IV FCS	A	15				
	[22 SRM rnds]			4 (42)	—	—	—
	[26 LRM rnds]			2 (21)	2 (21)	2 (21)	—
3	Large VSP Laser	A	30	3 (30)	2 (21)	—	—
1	AMS	A	1	0 (3)	Point Defense		
	[36 rnds]						

Notes:
Naval C^3 CPU

Cargo:
Bay 1: Small Craft - 2 units (2 doors)
Bay 2: Cargo Space - 470 tons (2 doors)

BV: 26,950 **Fuel:** 12,000





CREW DATA

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew: 27 **Marines:** 0
Passengers: 0
Other: 10 **Battle Armor:** 36
Life Boats/Escape Pods: 0/6

CRITICAL DAMAGE

Avionics	+1	+2	+5	Gear	+5	
FCS	+2	+4	D	Life Support	+2	
Sensors	+1	+2	+5	K-F Boom	D	
Thrusters				Docking Collar	D	
Left	+1	+2	+3	D		
Right	+1	+2	+3	D		
Engine	−1	−2	−3	−4	−5	D

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: 224 (448) Double

Heat Generation Per Arc

Nose:	122	Aft:	76
Left Wing:		Right Wing:	
Fwd:	146	Fwd:	146
Aft:	56	Aft:	56

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BATTLETECH™

SPHEROID DROPSHIP RECORD SHEET

DROPSHIP DATA

Type: Tiamat II (3112)

Name:
Thrust:
Safe Thrust: 4
Maximum Thrust: 6

Tonnage: 36,000
Tech Base: Inner Sphere (Experimental)
Era: Dark Age

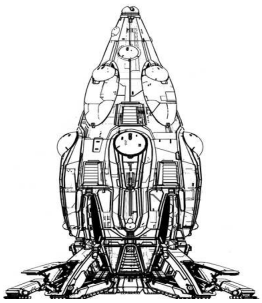
Weapons & Equipment Inventory

	Capital Scale Bay	Loc	Ht	(1-12) SRV	(13-24) MRV	(25-40) LRV	(41-50) ERV
3	Sub-Capital Laser 3	N	96	9 (90)	9 (90)	—	—
6	Heavy Sub-Capital Cannon [90 rnds]	N	252	42	42	—	—
6	Sub-Capital Laser 3	FL/FR	192	18	18	—	—
2	AR10	FL/FR					
	[20 Barracuda misl]		20	4 (40)	4 (40)	4 (40)	4 (40)
	[20 Killer Whale misl]		40	8 (80)	8 (80)	8 (80)	8 (80)
2	Piranha [30 rnds]	A	18	6 (60)	6 (60)	6 (60)	—
	Standard Scale			**(1-6)**	**(7-12)**	**(13-20)**	**(21-25)**
	Bay	**Loc**	**Ht**	**SRV**	**MRV**	**LRV**	**ERV**
4	Heavy Gauss Rifle [80 rnds]	N	8	10 (100)	8 (80)	4 (40)	—
4	ER PPC	N	60	4 (40)	4 (40)	4 (40)	—
4	Laser AMS	N	28	1 (12)	Point Defense		
4	Heavy PPC	FL/FR	60	6 (60)	6 (60)	—	—
4	ER Large Laser	FL/FR	48	3 (32)	3 (32)	3 (32)	—
4	MML 9 w/Artemis IV FCS [88 SRM rnds]	FL/FR	20	6 (56)	—	—	—
	[104 LRM rnds]			3 (28)	3 (28)	3 (28)	—
4	Laser AMS	FL/FR	28	1 (12)	Point Defense		
4	Large VSP Laser	AL/AR	40	4 (40)	3 (28)	—	—
2	ER Large Laser	AL/AR	52	3 (28)	2 (16)	2 (16)	—
4	Laser AMS	AL/AR			Point Defense		
4	Large VSP Laser	A	40	4 (40)	3 (28)	—	—
4	MML 9 w/Artemis IV FCS [88 SRM rnds]	A	20	6 (56)	—	—	—
	[104 LRM rnds]			3 (28)	3 (28)	3 (28)	—
4	Laser AMS	A	28	1 (12)	Point Defense		
1	Screen Launcher [20 Screens]	A	10	2 (15)	—	—	—

Notes:
Naval C^3 CPU

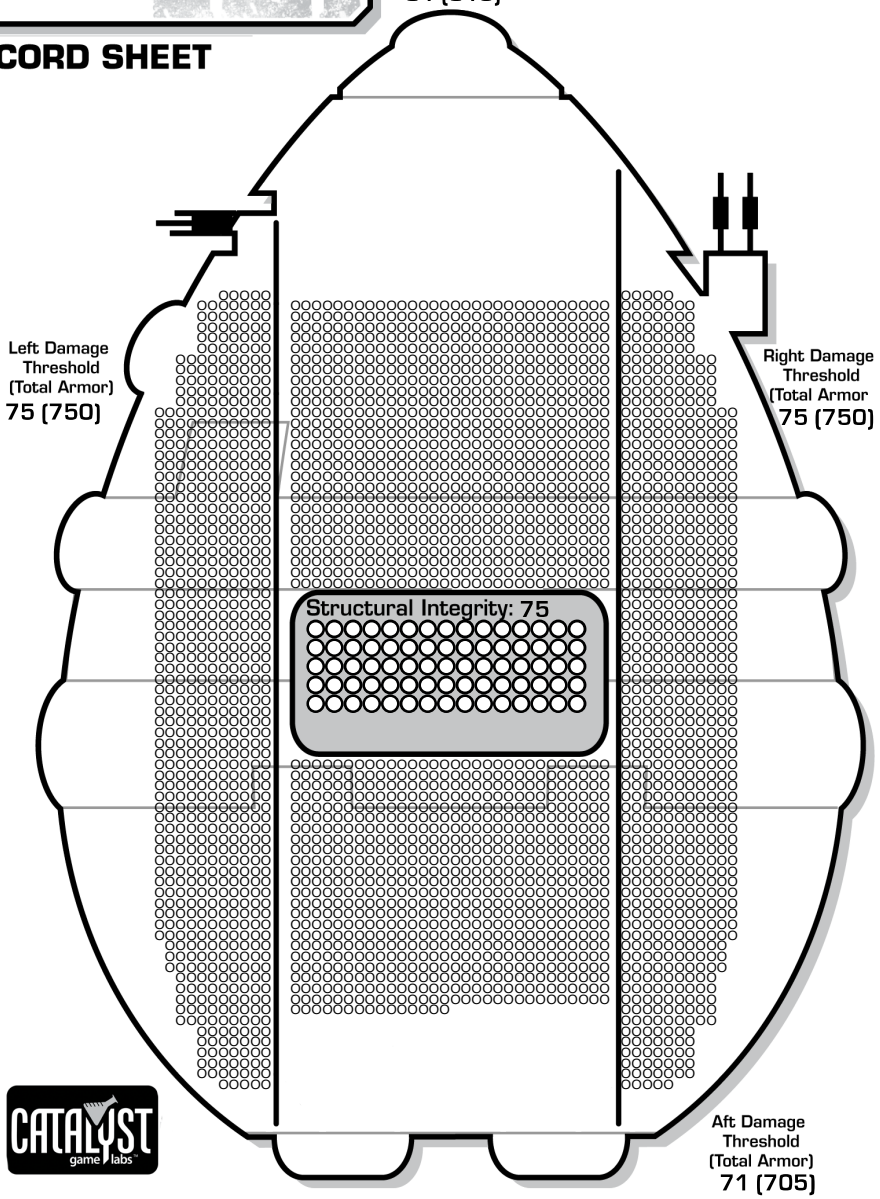
Cargo:
Bay 1: Aerospace Fighter Bay - 6 units (1 door)
Bay 2: Cargo Space - 1,589 tons (1 door)

BV: 57,241 **Fuel:** 10,000



ARMOR DIAGRAM

Standard Scale



CREW DATA

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew: 59 **Marines:** 0
Passengers: 0
Other: 12 **Battle Armor:** 36
Life Boats/Escape Pods: 0/10

CRITICAL DAMAGE

Avionics	+1	+2	+5	Gear	+5	
FCS	+2	+4	D	Life Support	+2	
Sensors	+1	+2	+5	K-F Boom	D	
Thrusters				Docking Collar	D	
Left	+1	+2	+3	D		
Right	+1	+2	+3	D		
Engine	−1	−2	−3	−4	−5	D

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

HEAT DATA

Heat Sinks: 526 (1052) Double

Heat Generation Per Arc

Nose:	444	Aft:	116
Fore-Left:	388	Aft-Left:	92
Fore-Right:	388	Aft-Right:	92

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