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RECORD SHEETS: 3050TM UPGRADE



MORE 'MECHS FOR THE BATTLEFIELD...

You've grasped the tactics involved with the additional units and weapons from *Total Warfare* to defeat your opponents. Now you own *Technical Readout: 3050 Upgrade* and want to deploy some of those 'Mechs and vehicles on your gaming table. Grab your dice and start rolling, because these sheets are for you!

Record Sheets: 3050 Upgrade contains more than 85 pre-printed 'Mech record sheets that will have players firing autocannons, missiles and PPCs at each other in no time. More than a dozen vehicle sheets bring the excitement of combined-arms game play to any table top. Two ready-to-play scenarios focus on the highlights of this volume, while an extensive Rules Addendum introduces fire and artillery, providing a sneak peak of all the advanced rules options provided in *Tactical Operations*.



Record Sheets: 3050 Upgrade is a stand-alone book, but *Technical Readout: 3050 Upgrade* is recommended for use.

FOR USE WITH

BATTLETECH™



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RECORD SHEETS: 3050 UPGRADE

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INTRODUCTION

Welcome to *Record Sheets: 3050 Upgrade*! Players purchasing this book, a companion volume to *Total Warfare*, will have moved beyond the introductory products for *BattleTech*. Nevertheless, this product is designed to be quick and easy to use, and will have you tossing dice in no time.

To use this product, players should have *Total Warfare*.

HOW TO USE THIS BOOK

Having graduated from the *Introductory Box Set* and perhaps having picked up *Technical Readout: 3050 Upgrade*, you might be wondering why you need this book. While a blank 'Mech record sheet is included in the *Introductory Box Set* for players who wish to design their own 'Mechs, the Technical Readout and Record Sheets series of products opens a wide door to cool, fun designs that can bring additional tactics and enjoyment to any gaming table.

Record Sheets: 3050 Upgrade widens the options available to players, with an eye toward ease of use that is the hallmark of *BattleTech* products. Players need only photocopy any design they wish to play and can immediately start marching across the battlefield.

Rules Addendum and Scenarios

A complete *Rules Addendum* follows this introduction before the start of the record sheets. It includes ready-to-play scenarios as well as quick-start rules for artillery.

Where are the other variants

found in Technical Readout: 3050 Upgrade?

Players who want pre-printed record sheets for any variants mentioned in the Technical Readout can purchase the *Record Sheets: 3050 Upgrade Unabridged: Clan & Star League* and *Record Sheets: 3050 Upgrade Unabridged: Inner Sphere* PDFs—as well as many other *BattleTech* products—at www.battlecorps.com/catalog.

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RULES ADDENDUM

The following advanced rules introduce one of the most devastating aspects of combat that has won and lost a hundred battles for the commander able to use it to his advantage: fire and smoke. These additional rules provide a sneak preview of all that *Tactical Operations: The Advanced Planetary Conquest Rules* has to offer, and have been modified as appropriate to ensure they are completely playable with the rules and scenarios in this book.



FIRE

Players may use the following rules to simulate the effects of fire. Place a fire counter (a pre-made counter, a penny or whatever else works for a playing group) on any hex that is set on fire during the game. Once started, a fire continues to burn for the rest of the game (see *Putting Out Fires*, p. 5).

Buildings: For each turn that a building is on fire, it loses 2 CF (regardless of the size or type of building). If a 'Mech moves through a burning building, it suffers normal heat buildup from fire as well as all other normal damage.

- **Accidental Fires:** Weapons powerful enough to smash a 'Mech with one blow may also create extensive collateral damage, the most devastating of which is fire. Players may use the following rules to represent accidental fires.

A unit attempting to clear a wooded/jungle hex (see *Clearing Woods*, p. 112, *TW*) runs the risk of setting the woods on fire accidentally. To represent this risk, the player rolls 2D6 before each clearing attempt. On a result of 5 or less, the woods have been accidentally set alight as well as taken damage.

If a weapon attack against a unit occupying a wooded hex misses its target, and the weapon can be used to start fires (see *Intentional Fires*, below), the attacking player rolls 2D6 to determine whether his attack accidentally set a fire. On a result of 2 or 3, the player should make another roll as though he were intentionally setting the hex on fire, applying all appropriate modifiers, as well as an additional +2 modifier; if the roll is successful, the hex has been set on fire. A building cannot be accidentally set on fire.

- **Intentional fires:** Players who intend to start fires may declare that their unit will fire its weapons at any woods/building hex. Modify the base to-hit number by -4 for an immobile target for this attack, as well as for the attacker's normal movement and other appropriate modifiers. On a successful attack, the player rolls 2D6 and consults the Fire Table to determine if the attack started a fire, applying all appropriate modifiers based on the weapon used and any planetary conditions that may exist, or the type of

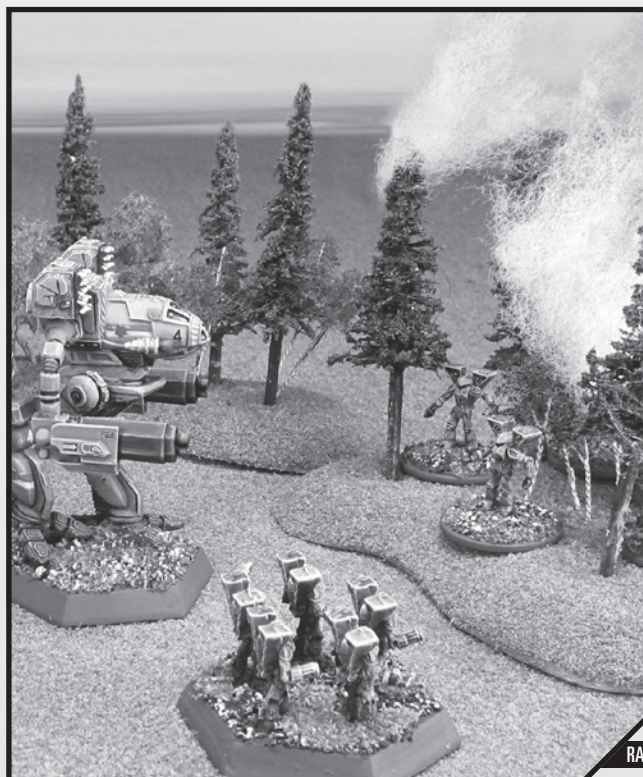
building hex. If the attack starts a fire, place a fire counter on the target hex. Multiple successful attempts to start a fire do not make the fire larger.

Infantry: With the exception of flamers and any other weapons that have a flame-based special feature (see pp. 148-149, *TM*), standard infantry weapons cannot be used to start a fire.

Effects of Fire: During the Heat Phase, a 'Mech (or any other heat-tracking unit) occupying a burning hex on the ground absorbs an additional 5 Heat Points. A 'Mech (or any other heat-tracking unit) also absorbs 2 Heat Points for each burning hex that it moved out of along the ground during the Movement Phase. A unit occupying a hex ignited during the Weapon Attack Phase of the turn will not be affected by the fire until the Heat Phase of the following turn.

The controlling player must make a roll each time any of the following conditions are met.

- **ProtoMechs:** Any time a ProtoMech ends its Movement Phase on the ground in a burning hex or moves along the ground into a burning hex, the controlling player must get a result of 8 or higher on a 2D6 roll. If the roll fails, roll once on the ProtoMech Hit Location Table; note that a near-miss result is still a near miss, and so the fire would have no effect. That location is destroyed; automatically mark off the shaded box furthest to the right in that location on the Hit Locations and Critical Hits section of the record sheet.



This MechWarrior thinks nothing of setting a copse alight to force out dezgra battle armor.

FIRE TABLES

STARTING FIRES TABLES

Weapon Type	Success Number*
Flamer	4+
Direct-Fire Energy or Pulse Weapon†	7+
Missile or Direct-Fire Ballistic‡	9+
Plasma Weapon and Inferno	Automatic

Terrain	Modifiers*
Woods	+0
Buildings	
Standard	
Light	+0
Medium	+1
Heavy	+2
Hardened	+3
Weather††	
Light and Moderate Rainfall	+1
Heavy Rainfall and Torrential Downpour	+2
Light and Moderate Snowfall	+2
Light and Moderate Snowfall	+2
Heavy Snowfall and Light/Heavy Hail	+3
Light and Moderate Gale	+2
Heavy Gale, Storm and Ice Storm	+4
Extreme Temperatures	**
Other Terrain	Fire cannot start or spread

SPREADING FIRES TABLE

Situation	Success Number*
Crossing non-burning hex	+3
No Wind‡‡	
Hex is downwind	9+
Hex is 60° from downwind	11+
Light and Moderate Gale	
Hex is downwind	7+
Hex is 60° from downwind	10+
Heavy Gale and Storm	
Hex is downwind	6+
Hex is 60° from downwind	9+

*All modifiers are cumulative.

**For every 10 degrees above 30 degrees Celsius, apply a -1 modifier. For every 10 degrees below -30 degrees Celsius, apply a +1 modifier.

†May not use small laser, ER small laser or any kind of micro laser.

††The rules for some of these weather conditions are found in other record sheet books and HexPacks.

‡May not use any type of Gauss rifle, SRM-2 or conventional SRM infantry.

‡‡Roll 1D6 to randomly determine the "downwind" direction each time

- **Vehicles:** Any time a vehicle ends its Movement Phase on the ground in a burning hex or moves along the ground into a burning hex (this includes Hover Vehicles, but not WiGE Vehicles; VTOL and WiGE vehicles must land in the hex for these rules to apply), the controlling player must get an 8 or higher on a 2D6 roll. If the roll fails, the controlling player must automatically roll on the Front/Rear column of the appropriate unit's Critical Hits Table (see *Ground Combat Vehicle Critical Hit Effects*, p. 193, TW), with the following modifiers to the dice roll result: -2 for Combat Vehicles; no modifier for Support Vehicles (unless the Support Vehicle has the Armor Chassis and Controls modification and a BAR of 10, in which case it is treated as a Combat Vehicle).
- **DropShips:** Fire has no effect on DropShips.
- **All Other Units:** Unless the controlling player gets an 8 or higher on a 2D6 roll, any unit that ends its Movement Phase on the ground in a burning hex or moves along the ground into a burning hex is destroyed. If a unit mounts fire-resistant armor, fire has no effect on the unit (see *Fire Resistant Armor*, p. 223, TW).

Spreading fires: Fires on the battlefield can spread from hex to hex in the direction of the wind through woods and building hexes, but they cannot spread into other terrain.

- **Determining Spread:** When a fire is started, players should first make a check for spread during the End Phase of the following turn. During the End Phase of every turn, check to see if any fires currently on the map spread to additional hexes (note that wind direction must be determined to use this rule; see *Wind*, p. 8). Roll 2D6 for the adjacent hex directly downwind of a fire hex. If the result is equal to or greater than 9, and if that hex can burn (see the Fire Table above), and is within 4 levels of the burning material in the original hex (the levels of the burning woods, building and so on are taken into consideration when determining if an adjacent hex's level is close enough to catch fire), the fire spreads into the hex. Also roll 2D6 for each of the two hexes adjacent to the burning hex at 60 degrees from downwind (the remaining two hexes in the fire's "forward arc"). If the result is equal to or greater than 11, and if the hex can burn, the fire will spread into that hex as well. A flammable hex

directly downwind from a fire but separated from it by a non-burning hex may also catch fire, provided there is no terrain in either hex higher than the terrain that is burning (in which case, the chance to set the flammable hex on fire is blocked). Apply a +3 modifier to the Target Number 9 for the adjacent hex directly downwind; if the die roll result equals 12 (9 + 3), the fire spreads to a flammable hex directly downwind from a fire. If one hex may catch fire because of its relationship to several burning hexes, roll for each possibility. Finally, the target numbers noted above may change depending on the type of wind conditions in use (see the Fire Table, p. 4).

Putting Out Fires: A fire will continue to burn for the rest of the game unless it is extinguished. The following rules cover how to extinguish a fire. All modifiers are cumulative.

- **Terrain/Construction Factor:** If the woods/building in a hex has its TF/CF reduced to 0 (through destruction of the building, clearing woods, and so on), then there is nothing left in the hex to burn and the fire will go out during the End Phase of that turn.
- **Area-Effect Weapons:** If 40 or more points of damage from area-effect weapons are dealt to a hex that is on fire in a single phase, the fire is extinguished.
- **Sprayers:** If a unit mounts a sprayer (see p. 249, *TM*), directly targets a fire hex and hits it, the controlling player rolls 2D6; on a result of 8+, the fire is extinguished. For every sprayer that successfully strikes the target in the same Weapon Attack Phase, the controlling player may make a separate roll for each successful attack, or apply a -1 modifier for each additional sprayer to a single roll.
- **Infantry:** The controlling player may nominate a platoon (or battle armor squad) of infantry to fight the fire; the infantry must be in an adjacent hex and cannot have taken any other actions that turn (it cannot have moved or made any attacks). During the End Phase of a turn, the controlling player rolls 2D6; on a result of 10+, the fire is extinguished. For each additional active platoon/squad fighting the fire, the controlling player may make a separate roll for each successful attack, or apply a -1 modifier for each additional active platoon/squad to a single roll.
- **Weather:** Players may have access to other record sheet books and the Planetary Conditions rules found in them. Depending on the conditions in use, weather can extinguish a fire. Roll 2D6 for each fire hex on the board during the End Phase of each turn (after fire spreading is determined). If any of the following weather rules are in use, for light hail, light snowfall and light rainfall, add 1 to the roll result; in moderate snowfall, moderate rainfall and heavy hail, add 2; in heavy rainfall or heavy snowfall, add 3; in torrential downpour, add 4. If the final modified result is 11 or greater, the fire is extinguished.

Smoke: During every End Phase (including the End Phase when the fire was started), for as long as a fire is alight, it spreads smoke (see *Smoke*, p. 7) to the adjacent hex downwind and to the two adjacent hexes 60 degrees from downwind (the three adjacent hexes of the fire's "forward arc"). Note that wind direction must be determined to use

this rule; see *Wind*, p. 8. The spreading of smoke occurs after drift and dissipation, as well as after players check for the spreading of fire. A fire does not create smoke in its own hex (though another fire may do so).

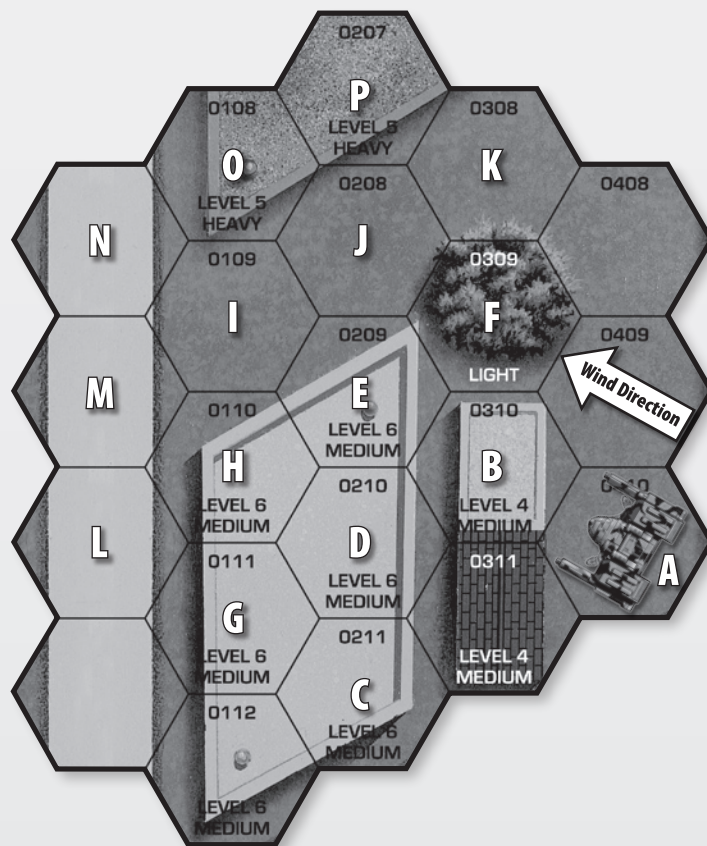
Use the Fire and Smoke Resolution Sequence to easily determine the order in which to resolve each fire and smoke action during the End Phase of each turn.

Prohibited Conditions: Cannot be used with Vacuum Atmospheric Pressure.

FIRE AND SMOKE RESOLUTION SEQUENCE

Follow these steps, in order, during every End Phase:

1. Drift existing smoke clouds
2. Check for dissipation of existing smoke clouds
3. Check for spread of existing fires
4. Place new smoke clouds from existing fires (including any new fires started)
5. Check for weather conditions that extinguish existing fires (including any new fires started)



• FIRE DIAGRAM •

In the Fire Diagram, during Turn 1 the 'Mech in Hex A on the City (Skyscraper) map fires a PPC and an LRM-20 at the Medium standard building in Hex B in an attempt to set it on fire. The Heavy Hail weather condition is in use (the player found that planetary condition in HexPack: Lakes and Riv-

ers), and the players determined the wind direction before play began. Both attacks hit. Direct-fire energy weapons normally start fires on a die roll result of 7 or higher, but the player must modify this target number by +1 because the target is a Medium building, as well as +3 for the heavy hail, for a final modified Target Number of 11. Meanwhile, a missile weapon normally starts a fire on a die roll result of 9 or higher. Applying all the same modifiers, the controlling player determines that the final modified target number for the missiles is 13, so that weapon cannot start a fire in the target hex. The player rolls once for the direct-fire energy weapon with a result of 11! He's got his fire.

During the End Phase of Turn 1, the players automatically place a light smoke token in Hex F. As the building in hexes D and E is not a part of the building in Hex B, the light smoke for those two hexes is placed on the roof of those buildings, rising to Level 8 as the smoke is two levels tall; the players verify that the height of the burning material in Hex B (which is Level 4, the height of the building) is within 4 hexes of the height of hexes D and E, so the smoke tokens stay put in those hexes.

Also during the End Phase of Turn 1, since heavy hail is in effect, the players must determine if the fire is immediately put out. The players roll 2D6 for a result of 7. The +3 modifier for heavy hail brings the result to 10, 1 less than the number needed, so the fire is not extinguished.

During the End Phase of Turn 2, the players must drift smoke and check for dissipation. The players note that a light gale is in effect and so the smoke will only drift one hex. The "cloud" of smoke that occupies hexes D, E and F will move in the direction of the wind to occupy hexes H, I and J.

Next, the players must determine if that cloud of smoke dissipates. The players roll 2D6 for a result of 9, 2 less than the number needed, so the smoke cloud does not dissipate.

Now the players place a new smoke cloud in hexes D, E and F as a result of the fire in Hex B.

Time now to see if the fire spreads. A light gale is in effect, and so instead of the standard 9 and 11 target numbers, the players will be rolling against target numbers 7 and 10. For Hex E (directly downwind of Hex B), the 2D6 roll result of 6 does not equal or exceed the 7, so no fire is started. Another 2D6 roll is made for each of hexes D and F at Target Number 10; roll results of 10 and 11 mean that both hexes are on fire! Under normal conditions, Hex I could potentially catch fire. However, it has two strikes against it. First, the building in Hex E is higher than the burning material in Hex B and the terrain in Hex I. Second, Hex I is clear...so no fire for that hex.

Next, the players check for dissipation against Target Number 11. They get a result of 7, which means the smoke cloud did not dissipate.

Because two more hexes are on fire, the players place new smoke counters. For the fire in Hex D, smoke is placed in hexes G, H and E (which they designate as Cloud 2 for ease of tracking); those building hexes are part of the same multi-hex building as Hex D, and so the smoke is on all levels inside the building, not on the roof. For the fire in Hex F, smoke will be placed in hexes E, J and K (designated as Cloud 3); the

players verify that the height of the burning material (the woods) in Hex F is within 4 levels of the height of the building in Hex E and so the smoke is on the roof (even though 4 levels separate the smoke in Hex D from the other two hexes, they are still considered a "cloud" and will move together).

Finally, for the heavy hail, the players must again determine if the fires go out. The players roll for each hex on fire and get results of 3, 5 and 6; with the +3 modifier added to each die roll result, no fires go out.

During the End Phase of Turn 3, the players must again drift smoke and check for dissipation. Cloud 1, which occupies hexes H, I and J, would normally drift into hexes M, N and O. While the smoke enters hexes M and N just fine, the Level 5 building in Hex O is more than 4 levels taller than the underlying terrain of Hex J, and so the smoke will not enter that hex. Instead, the smoke from Hex J will enter Hex N, shrinking Cloud 1 from three hexes to two and turning the light smoke in Hex N to heavy smoke.

Because Cloud 2 is in a building hex out of the wind, the players randomly roll a direction for the smoke to drift. A 1D6 roll result of 3 means Cloud 2 would normally enter hexes C, D and B. However, since Hex B is not part of the multi-hex building that Cloud 2 occupies and this movement places it directly opposite the direction of the wind, Cloud 2 will not enter that hex and so now occupies hexes C, D and E at all levels inside the building. Cloud 3 would normally move from hexes E, J and K to I, O and P. As before, however, O and P contain Level 5 buildings, which are more than 4 levels higher than the underlying terrain in hexes J and I. Once again, the smoke cloud will change from three hexes to two, occupying hexes I and J, with the smoke in Hex I becoming heavy smoke.

Next, the players must determine dissipation, with the following results: 12, 8 and 3. Cloud 1 has dissipated.

Now the players place new smoke clouds. As previously, the fire in Hex B will place Cloud 4 in hexes D, E and F; Hex D will place Cloud 4 in hexes G, H and E (again, inside the building); the fire in Hex F will place Cloud 5 in hexes E, J and K.

Now it's time to check for the spread of the fires. Again, with the light gale in effect, the target numbers are 7 and 10. The players have three fires to look at and so randomly determine to start with Hex B. As hexes D and F are already on fire (and Hex I cannot be set on fire), the players only need

WIND STRENGTH TABLE

1D6 Roll	Wind Strength
1-2	No Wind
3	Light Gale**
4	Moderate Gale**
5	Strong Gale**
6	Storm**

**See *Wind* (p. 8) for additional game effects from such wind conditions.

to determine if Hex E catches fire. They get a 2D6 result of 7 and Hex E catches fire.

Next, the players roll for the fire in Hex D. For Hex H (directly downwind), the 2D6 roll result of 9 causes that hex to catch fire as well, while a die roll result of 9 for Hex G means that hex is not on fire. Hex E is already on fire, and so the players do not roll for that hex.

For the last fire in Hex F, Hex E is already on fire, while hexes J and K cannot catch fire. The final hex that can catch fire from Hex F is Hex O. The target number for being directly downwind is 7, but a +3 modifier is applied for the intervening non-burning hex, bringing the TN to 10. The 2D6 result of 9 means no fire starts in that hex.

The players remember to place smoke hexes for the fires that just started: the fire in Hex E will place smoke (Cloud 5) in hexes H, I and J (the smoke in Hex J is inside the building at all levels), while the fire in Hex H will place smoke (Cloud 6) into hexes L, M and I.

Finally, the players roll to determine if any of the hexes on fire are extinguished. 2D6 results of 7, 5, 3 and 9, after applying the +3 modifier, mean that Hex H is extinguished even though the fire there just started.

SMOKE

As with fire, smoke is not exactly a terrain modification in the same vein as the other rules that appear in this section. However, as it too can affect a unit's to-hit modifiers and is applied and tracked on a hex-by-hex basis (albeit usually across the duration of a game), the rules are most appropriately covered here.

Light and Heavy Smoke: Smoke is divided into two categories: light and heavy. Regardless of the type of smoke involved, it always rises 2 levels above the underlying ground terrain (if there are woods or jungle in a hex, the smoke does not rise 2 levels above the trees, but above the ground beneath them).

- **Light Smoke:** Most fires, as well as certain types of smoke-delivering weapons, generate light smoke. In cases where the type of smoke is not specifically stated, assume it is light smoke. Light smoke acts as light woods for purposes of line of sight and attack modifiers.
- **Heavy Smoke:** Heavy smoke is usually created by smoke-delivering weapons, but it is also generated by burning Heavy or Hardened buildings, as well as fires set by inferno rounds. Heavy smoke acts as heavy woods for purposes of line of sight and attack modifiers.

Smoke Drift/Dissipation: Wind strength and direction will determine how smoke drifts and dissipates; players only start to determine drift and dissipation for smoke during the End Phase following the turn in which the smoke was initially placed. Use the standard rule for determining wind direction (see p. 8). To determine the strength of the wind—provided no wind conditions are already determined—roll 1D6 and consult the Wind Strength Table, above. If no specific wind strength is selected or generated, assume that Light Gale conditions prevail.

If players are using the Shifting Winds rules (see p. 8), those rules should be resolved first during the End Phase, before smoke drift and dissipation is resolved.

- **Drift:** In Light Gale and Moderate Gale winds, all smoke on the map drifts 1 hex per turn. In Strong Gale winds, smoke drifts 2 hexes per turn. Finally, in Storm winds, smoke drifts 3 hexes per turn. Smoke drifts during the End Phase of a turn in the direction of the prevailing wind. Any smoke that drifts off the edge of the playing area is removed from play. Smoke does not drift in Calm conditions. If two light smoke clouds drift into the same hex, they are considered heavy smoke for as long as they both occupy the same hex. Inside a building, smoke drifts 1 hex per turn in a random direction (see *Buildings*, below); if this would result in smoke exiting the building in a direction opposite the direction of the wind (if any), the smoke will stay in its hex. After resolving all smoke drift, determine smoke dissipation.
- **Level Changes:** As smoke enters a new hex, it will only change 4 levels up or down (taking into consideration the height of the burning material, whether a building, woods and so on). If the level change is 1 to 4 levels, the smoke will automatically adjust its 2 levels of height to the level of the underlying terrain in the new hex. If smoke enters a hex whose level is more than 4 levels below the hex it is exiting, the smoke automatically dissipates (see below). If smoke reaches a hex whose level is higher than 4 levels above the hex it is exiting, it will not enter that hex. Instead, the smoke enters a randomly determined hex to the right or left. This may shrink the smoke hex or make it dive, depending upon the terrain. If the smoke cannot enter either of those adjacent hexes, it stays in its current hex.
- **Buildings:** If smoke enters a building hex from another hex that is not part of the same building, the smoke does not affect the interior of the building; it will either be on top of the building or, depending on the level changes involved, may not enter the hex (see above). If smoke enters a building hex from a fire in the same multi-hex building, then the smoke affects all levels within that building hex (the smoke will not be on top of the building hex). If smoke exits from the interior of a building hex (as opposed to the roof), regardless of the height of the building, it will automatically be at the level of the underlying terrain in that new hex.
- **Dissipation:** To determine dissipation, roll 2D6 for each cloud of smoke on the board during the End Phase of each turn (this is done after smoke drift, but before fire spreading is determined). A cloud is any amount of smoke that has been generated in a single turn and covers a single hex or a group of contiguous hexes. (Use smoke markers of various shapes and sizes to keep track of clouds.) For Moderate Gale winds, add 1 to the roll result; in Strong Gale winds, add 3; in Storm winds, add 5. If the final modified result is 11 or greater, the smoke cloud dissipates. A light smoke cloud that dissipates is removed from the map. A heavy smoke cloud that dissipates becomes light smoke. Do not add any modifiers to a roll made for a smoke cloud inside a building.

After resolving smoke drift and dissipation, determine if any continuing fire on the playing area generates more smoke or spreads.

WIND

Apply the following rules when using any type of wind conditions in a game.

- **Wind Direction:** In a game that includes any type of wind condition (Light Gale, Moderate Gale, Strong Gale or Storm), the players must determine wind direction. At the beginning of a given scenario, declare one side of a hex on the playing area to be Direction 1 and then number the remaining hexsides 2 through 6, moving clockwise. Roll 1D6. For the entire game, the wind will blow in the direction indicated by the die roll result.
- **Shifting Winds:** If players wish, they can add diversity to their use of wind conditions in a given scenario, by having the direction and strength of the wind shift from turn to turn. During the End Phase of each turn, check to see if the direction or strength of the wind has changed. First, roll 1D6 for wind strength. On a result of 1, the wind becomes one category weaker (for example, a Strong Gale would become a Moderate Gale). On a result of 6, it becomes one category stronger (for example a Strong Gale would become a Storm). Then roll 1D6 for direction. On a result of 1, the wind direction changes by one hexside (60 degrees) clockwise. On a result of 6, the direction changes one hexside counterclockwise. A result of 2–5 on either roll indicates no change.

Light Gale

If a scenario takes place under such conditions, modify movement as follows.

Airships: Apply a +1 modifier to all Control Rolls.



The smoke clears revealing none other than Paula "Lady Death" Trevaline leading the raid.

Conventional Infantry: Apply –1 Ground MP to all foot conventional infantry, to a minimum of 0; any units reduced to 0 MP can either move or make a weapon attack in a turn, but not both (see p. 213, *TW*).

Moderate Gale

If a scenario takes place under such conditions, modify movement and combat as follows.

All Units: Apply a +1 to-hit modifier to all missile weapon attacks.

Airships: Apply a +2 modifier to all Control Rolls.

WiGE, VTOL: Apply a +1 modifier to all Piloting Skill Rolls.

Conventional Infantry: Apply –1 MP to both ground and jumping movement to all conventional infantry, to a minimum of 0; any units reduced to 0 MP can either move or make a weapon attack in a turn, but not both (see p. 213, *TW*).

Strong Gale

If a scenario takes place under such conditions, modify movement and combat as follows.

All Units: Apply a +2 to-hit modifier to all missile weapon attacks and a +1 to-hit modifier to all direct-fire ballistic weapon attacks.

'Mechs: Apply a +1 modifier to all Piloting Skill Rolls.

Airships: Apply a –1 modifier to Safe Thrust and a +3 modifier to all Control Rolls.

Hover, WiGE, VTOL: Apply a +2 modifier to all Driving Skill Rolls.

Aerospace Units (excepting Airships): Apply a +1 modifier to all Control Rolls.

Battle Armor: Apply –1 Ground MP, to a minimum of 0; any such units can either move or make a weapon attack in a turn, but not both (see p. 213, *TW*).

Conventional Infantry: Apply –2 Ground MP to all conventional infantry, to a minimum of 0; any units reduced to 0 MP can either move or make a weapon attack in a turn, but not both (see p. 213, *TW*). No jumping movement is allowed.

Water Hexes: All water hexes contain the Rapids terrain modification (see p. 9).

Terrain/Construction Factor (Optional): During the End Phase of every turn, apply 10 points of damage to every building and woods hex on the playing area.

Storm

If a scenario takes place under such conditions, modify movement and combat as follows.

All Units: Apply a +3 to-hit modifier to all missile weapon attacks and a +2 to-hit modifier to all direct-fire ballistic weapon attacks.

'Mechs: Apply a +3 modifier to all Piloting Skill Rolls.

Hover, WiGE, VTOL: Apply a +3 modifier to all Driving Skill Rolls.

Aerospace Units (excepting Airships): Apply a +2 modifier to all Control Rolls.

Battle Armor: Apply –1 MP to Ground movement, to a minimum of 0; any such units can either move or make a weapon

attack in a turn, but not both (see p. 213, *TW*). No jumping movement is allowed.

Airships and Conventional infantry: These units cannot operate in storm conditions.

Water Hexes: All water hexes contain the Rapids terrain modification (see below).

Terrain/Construction Factor (Optional): During the End Phase of every turn, apply 20 points of damage to every building and woods hex on the playing area.

RAPIDS

For any water of Depth 1 or greater that contains rapids, apply a +1 MP cost to enter that hex, as well as a +2 modifier to all Piloting Skill Rolls made while in that hex.

QUICK-START ARTILLERY RULES

The following advanced rules allow players to deploy artillery onto their battlefields; a sneak preview of all that *Tactical Operations: The Advanced Planetary Conquest Rules* has to offer. The rules have been modified as appropriate to ensure they are completely playable with the rules and scenarios in this book.

Artillery can provide a force with useful long-range fire support. Unlike the real world, where artillery is often the decisive force in combat, *BattleTech* artillery is only a supplement to conventional forces, though it can still be very effective if used well. BattleMechs are the kings of the battlefield, however, and even the best artillery strikes will rarely be more effective than a good 'Mech lance.

Definition of Indirect: Any unit more than seventeen hexes away from the target is considered indirect for purposes of artillery fire, even if the artillery unit is on the same mapsheet as the target and has a clear line of sight to the target hex. In these quick-start rules, an artillery unit cannot fire at a target less than seventeen hexes away.

Area-Effect Weapon: Artillery attacks are area-effect weapons, and so all rules that apply to such weapons apply to artillery attacks. This includes applying all standard damage to the infantry as well as the carrying unit for mechanized battle armor.

SEQUENCE OF PLAY

When artillery is used, modify the normal sequence of play as follows:

1. Initiative Phase
2. Targeting Phase
3. Movement Phase (Ground)
4. Movement Phase (Aerospace)
5. Indirect Artillery Attack Phase
6. Weapon Attack Phase
7. Physical Attack Phase
8. Heat Phase
9. End Phase

ARTILLERY NOT DIRECTLY ON THE PLAYING AREA

Prior to placing their units on the playing area, players may decide to assign artillery units that will not be located directly on the playing area to one or both sides during game setup. This choice may be dictated by the scenario being played, or the players can simply agree to add this element to their game.

Players should determine the relative location of any artillery not located on the playing area. Any unit mounting an artillery weapon that the player is not directly fielding on the playing area sets up behind that player's home map edge (see *Set-Up*, p. 256, *TW*). For example, if the friendly forces set up on the north side of the playing area, artillery units not on the playing area would set up north of the map. Designating a specific location for artillery is important because hit locations of many units (including 'Mechs, vehicles, grounded aerospace units and so on) are determined by the direction from which the artillery fire arrives.

Players must also determine the artillery unit's distance from the playing area, expressed in units of 500 meters (the length of one ground mapsheet). Players may place an artillery unit any distance from the playing area up to its maximum range (see Artillery Ranges Table, p. 11). Players may place units further away than that if they wish, but the artillery will be unable to affect the playing area without moving. The further away from the playing area an artillery unit is placed, the longer it takes for its shells/missiles to reach the target. Also keep in mind that such ranges are to a single mapsheet, not the playing area. For example, in a given game the playing area consists of nine mapsheets laid in a square (3 x 3) and the controlling player of a Thumper artillery unit places it at its maximum range behind his side: 21 mapsheets (10,500 meters or 10.5 kilometers). This means the artillery could only hit the middle mapsheet of the first row of three on the controlling player's edge (21 mapsheets range) without moving. The artillery cannot hit the mapsheets in the first row to the left or right of the middle mapsheet (22 mapsheets), or the other six mapsheets of the playing area, as the two rows of three mapsheets would be at 22 and 23 mapsheets' range, respectively. Yet the closer the unit is placed to the playing area, the greater the likelihood that its position could be overrun and the weapon destroyed or captured if the battle goes against that side. Players must therefore strike a balance when determining where to place artillery units. If the players cannot decide on a range, position the artillery unit(s) at a distance of half its maximum range from the battlefield.

Rolling Maps and Attacking Off-Board Artillery Directly (Optional)

A commander may wish to dispatch fast units to hunt down and eliminate off-board artillery. When using this rule, artillery units are secretly deployed a number of mapsheets away from their home map. In these simplified rules, all off-board artillery units must occupy the same map and all maps must be placed side-to-side away from the home side of the controlling player's starting map. A maximum of five mapsheets' distance is recommended. The following details must be recorded: the number of mapsheets away from the starting map where the off-board

artillery are placed, the exact map on which the artillery are placed, and the exact hex(es) on that map occupied by artillery units. All such artillery units start a scenario as hidden units on their respective mapsheets (see *Hidden Units*, p. 259, TW).

Players may include a mixture of on-board and off-board artillery units.

During game play, if the target hex of an artillery attack was in the LOS of an opponent unit during the turn in which the shell/missile arrives (at the actual targeted hex, not a hex to which the shot might scatter if it misses), then the opponent may know the direction of the artillery attack. The controlling player of any units that fall into this category makes an immediate Gunnery Skill Roll, using the unit's base Gunnery Skill Rating and applying a +5 modifier. The player should also consult the Artillery Modifiers Table (p. 10) to determine any additional modifiers. For example, a 'Mech with a Gunnery Skill Rating of 2 would make a Gunnery Skill Roll against a Modified Target Number of 6 [2 (Gunnery Skill Rating) +5 (standard modifier) – 1 (Artillery Modifiers Table modifier) = 6]. While multiple units that have LOS to the target hex may make such a roll, a unit may make only one such roll per turn, regardless of how many shells/missiles might arrive in a given turn, or how many of those target hexes are in LOS.

If any Gunnery Skill Roll is successful, the controlling player has determined the direction of the artillery attack. Note: in these rules, the artillery direction will always be the same, but it must be successfully determined prior to sending in forces to hunt down the opposing artillery unit(s).

The player that witnessed the artillery attack can then determine if he wishes to send units in that direction, a modified version of the Rolling Maps rule (the full rules may be found in *Tactical Operations*, pp. 179-180). When opposing forces reach the home edge of a player's starting map, a new map is placed so that it adjoins the existing battlefield in side-to-side orientation. The process continues as necessary with no limit to the number of maps placed, making it possible for an artillery-hunting unit to move past the artillery unit being sought. Once the map containing the hidden artillery units becomes part of the battlefield, the units must be revealed if they make an attack.

Map selection is made by the player who's home edge has been reached (subject to a pre-approved choice of maps). This is done so that when the controlling player places the mapsheet where his artillery is actually located (pre-determined before the game began), he does not move from a random mapsheet to suddenly choosing a specific mapsheet for placement, giving away the fact that his artillery is on that that specific mapsheet.

Pre-Designated Hexes

If all players agree, before beginning play, each side using artillery units not placed on the playing area may secretly choose up to 5 hexes on the playing area as pre-plotted target hexes. Artillery fire on a pre-plotted hex automatically hits after the shell/missile flight times have elapsed.

Note that this number is for a playing area composed of four maps. If players are using a truly large area, they may wish to pre-plot a total of 5 hexes per side fielding artillery units for every four mapsheets used (for example, a twelve-mapsheet

playing area would allow 15 pre-plotted hexes per side). However, regardless of the size of the playing area, no player can place more than 5 pre-plotted hexes per mapsheet (an area seventeen hexes long by fifteen hexes wide). These limits apply regardless of how much artillery is in use by either side.

ARTILLERY MODIFIERS TABLE

Condition	Modifier
For every 2 points of Gunnery Skill less than 4 possessed by the spotting unit*	-1
For every 2 points of Gunnery Skill greater than 4 possessed by the spotting unit*	+1
Adjusting fire: for each previous shot fired at the target hex by the artillery unit*	-1

*See *Artillery Spotters*, below; round any fractions down.

TARGETING

During the Targeting Phase of a turn, a player wishing to make an indirect artillery attack may select and record the map hex numbers that he wishes his artillery to fire on that turn. Indirect artillery fire can only be directed at hexes, not individual targets. Players may direct artillery fire at hexes not under the direct observation of a friendly unit; however, this fire may not be adjusted (see *Artillery Spotters*, below). Each artillery unit that a player controls may target a different hex or the same hex; if an artillery unit mounts multiple artillery weapons, each weapon can be fired at the same or different hexes at the controlling player's discretion. Record the turn in which each piece fired, each target hex, and the turn in which each fired shell will land. The turn in which a shell will land equals the current turn number plus the shell's time in flight, as shown on the Indirect Artillery Flight Times Table (see p. 11).

Artillery Spotters

Artillery spotters can improve the accuracy of artillery fire in the following two ways (note that these situations can occur simultaneously, providing both benefits).

If the target hex was in the LOS of a friendly unit (the spotter) at the end of the Movement Phase of the turn in which the artillery attack was launched, and the same friendly unit has the target hex in its LOS in the turn in which the shell/missile arrives, then a modifier, as shown on the Artillery Modifiers Table, can be added to any new attack. As soon as that friendly unit does not have LOS to the target hex at the end of a Movement Phase in which an artillery shell/missile is either launched or landed, any new artillery attack made loses that bonus.

The player manning an artillery unit may attempt to adjust subsequent fire to home in on its target hex by noting how far off from the target hex and in which direction its shot landed. If there is a spotter with LOS to the target hex as described above, the attacker may adjust subsequent fire at that hex. Each attack adjusted in this way modifies the to-hit number

for that artillery unit by -1, as shown in the Artillery Modifiers Table. Again, remember to take into account the proper attack and when that attack will arrive on the target mapsheet when applying the modifier.

In both instances, if an artillery spotter makes an attack of its own in the same turn it is spotting for an artillery attack, apply a +1 modifier to all the spotting unit's attacks, as well as a +1 modifier to the artillery attack made that turn; as above, note the turn when that shot will arrive on the mapsheet containing the target hex. That is the shot where the modifier for such an attack will apply. If the spotting unit makes no attacks, do not apply these additional modifiers.

A Sniper artillery unit will fire 7 shots in 7 turns against a single hex, using the same spotter. The Sniper is 16 mapsheets away from the mapsheet containing the target hex. Looking on the Indirect Artillery Flight Times Table, this means the shell will take three turns before hitting the target hex. A unit friendly to the Sniper (the spotter), with a Gunnery Skill that provides a -2 modifier, has the target hex in its LOS at the end of the Movement Phase during Turn 1. The controlling player begins to make an artillery attack during the Indirect Artillery Attack Phase each turn, starting on Turn 1. Meanwhile, the spotting unit has kept the hex in LOS through Turns 1, 2, 3 and 4. During the Indirect Artillery Attack Phase of Turn 4, the first shell arrives on the mapsheet. The controlling player can now apply a -1 modifier to his next attack, which will occur during the Indirect Artillery Attack Phase of Turn 4. However, the attacks made during Turns 2 and 3, which will arrive onboard during Turns 5 and 6, will not receive that benefit. The first shell to receive that benefit will arrive on Turn 7.

Determining Hits

During the Indirect Artillery Attack Phase, players announce artillery attacks due to land in that turn and resolve the effects of their fire. Artillery fire may or may not land in the targeted hex. Except for fire against a pre-designated artillery target hex, determine whether or not an artillery attack hits its target hex. Use the attacking unit's Gunnery Skill as a base to-hit number and apply a standard modifier of +7, plus the appropriate modifiers from the Artillery Modifiers Table.

Roll 2D6. If the result equals or exceeds the modified to-hit number, the attack hits the target hex; otherwise, the attack scatters. To determine where the scattered attack lands, first determine the Margin of Failure (MoF). For each point of MoF the artillery round scatters by one hex.

To determine the exact location, roll one die and compare it to the Scatter Diagram to find the direction of the scatter. The scattered artillery will scatter in that direction a number of hexes equal to the MoF.

Once an artillery unit hits its target hex (not any hex to which a shot scatters), it will automatically hit that hex every time it targets that hex for the remainder of the scenario; the same rules for spotting apply (see *Artillery Spotters*, p. 10), so that only those shots fired after the shot strikes the hex will automatically strike the hex. The exception to this rule is if the unit making the artillery attack expends MP after the hex has

ARTILLERY RANGES TABLE

Type	Maximum Range (in mapsheets)
Arrow IV Missile (Inner Sphere)	8
Arrow IV Missile (Clan)	9
Thumper	21
Sniper	18
Long Tom	30

INDIRECT ARTILLERY FLIGHT TIMES TABLE

Distance from Battlefield (in mapsheets)	Artillery Flight Time (in turns)
Less than 1*	0
1-8	1
9-15	2
16-21	3
22-26	4
27-30	5

*See Definition of Indirect, p. 8.



• SCATTER DIAGRAM •

been hit, in which case that hex can no longer be hit automatically. In all instances, players keep track of which hexes can be struck by which units, as artillery units cannot use each other's "auto-hit" hexes.

DAMAGE

The amount of damage a unit takes from an artillery attack depends on two factors: the base Damage Value of the shell/missile, and the distance between the unit and the detonation hex when the shell/missile explodes.

The base Damage Value of a shell/missile is the damage the shell/missile inflicts on any unit in a hex struck by it. Reduce the damage by 10 points for each hex of distance between the target hex and the affected unit. For example, reduce the Damage Value by 10 for a unit in an adjacent hex, by 20 for units two hexes away, and so on.

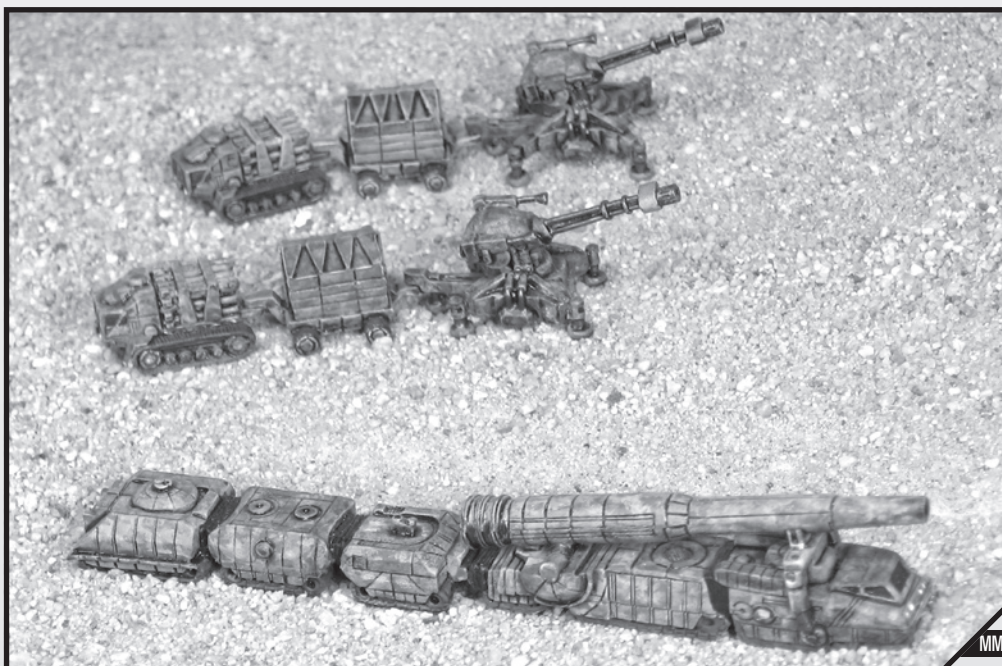
All units and structures occupying a hex hit by an artillery attack take full damage from the attack. Divide damage from artillery into 5-point Damage Value groupings and apply to the target. To determine direction of attack for hit locations for artillery off the playing area, consider the artillery piece to be in the center hex of the map edge beyond which it lies. Thus, if the artillery is located to the north of the mapsheet on which the battle is taking place, resolve hit locations as if the attack originated in the center of the north edge of that mapsheet; the attack direction against targets in adjacent hexes is determined as though the attack came from the target hex. If an attack is made from anywhere on the playing area, regardless of size, determine the direction of the attack by drawing a line between the attacking and target hexes. See the Artillery Ordnance Table (p. 13) for the Damage Values of each artillery type against target and adjacent hexes.

Additionally, in the target hex only (never in any adjacent hexes), this damage is also applied vertically into the elevations above the target hex (meaning an airborne VTOL in a target hex that is at a low enough elevation may still take damage). In the target hex, for each subsequent elevation above the level of the underlying hex, reduce the damage by 10 points and apply that damage to the next elevation; do this until there is no more damage to apply to a higher elevation. This type of vertical damage does not apply to buildings, which follow their own rules (see below). Also, such vertical damage is not inflicted twice against units that occupy more than one level (such as a standing 'Mech).

Buildings and Grounded DropShips: A building in a hex hit by artillery attacks uses the area-effect weapons rules to resolve damage (see *Area Effect Weapons*, p. 172, TW).

If a unit occupies a building in a hex damaged by an artillery attack, full damage is applied to the unit as well as the building hex. If a building or Grounded DropShip hex is higher than both the underlying level of the target hex and a unit/building occupying a hex that would be damaged by an artillery attack, and that building or Grounded DropShip hex lies along the LOS between the target hex and the hex occupied by the unit, and the building or Grounded DropShip hex completely absorbs the damage assigned to it by the artillery attack without being destroyed, the unit/building receives no damage.

If, however, the attack destroys the building or Grounded DropShip, divide the damage not applied to the building or Grounded DropShip by the Damage Value applied to that hex, then multiply that percentage by the Damage Value that would be applied to the hex occupied by the target unit/building to determine the actual damage applied (round down in



A Canopian battery consisting of an LT-MOB-25 Long Tom and two Thumper towed guns.

all cases). For example, a 10 Damage Value Sniper attack (the second "ring" of damage of a Sniper) is applied to a building hex with a current CF of 3, which destroys the building. The target unit in the adjacent hex behind the building would receive 7 points of damage [7 (damage not absorbed by building) / 10 (Damage Value assigned to the building hex) = $.7 \times 10$ (Damage Value assigned to the target unit's hex) = 7].

Levels (Hills): If a hill is higher than both the underlying level of the target hex and a unit/building occupying a hex that would be damaged by an artillery attack, and that hill lies along the LOS between the target hex and the hex occupied by the unit, the unit/building receives no damage.

Water: Use the rules for area-effect weapons against buildings (see p. 172, *TW*) when resolving damage from an artillery attack if the target hex is a water hex, and if units and/or buildings occupy such water hexes. If the target hex is not a water hex and an adjacent hex is a water hex, no damage is applied to completely submerged targets in that adjacent hex; in the case of a 'Mech standing in Level 1 water, the damaged is applied using the Punch Hit Location Table.

DIRECT-FIRE ARTILLERY

Though most players use artillery for indirect attacks, an artillery-equipped unit has several attack options for directly targeting enemy units.

In all instances, start with the attacker's Gunnery Skill as a base to-hit number, with a +4 to-hit modifier; apply all other modifiers as noted below.

All direct-fire artillery attacks are made during the Weapon Attack Phase.

Flight Times: As noted on the Indirect Artillery Flight Times Table (see p. 11), any direct-fire artillery attack lands in the same turn it is made.

Direct Fire

To make a direct artillery attack, the artillery unit must have line of sight to the target hex, and the target hex must be no further than seventeen hexes away. Do not modify the to-hit number for range, target movement, the terrain of the target hex or an immobile target. The base to-hit number is modified normally for the attacker's movement and for firing through (not into) woods and for other terrain features.

A direct-fire artillery attack is made during the Weapon Attack Phase and has no time in flight.



• RADIUS DIAGRAM •

If the attack hits the target hex, the shell/missile inflicts standard artillery damage, including damage to adjacent hexes, as well as any other effects, if applicable. If the round misses its target, it scatters as described in *Targeting* (see p. 10), but only 1D6 is rolled to determine distance; the MoF is not applied.

Minimum Range: If the target is within six hexes of the attacking unit, a direct-fire attack cannot be made.

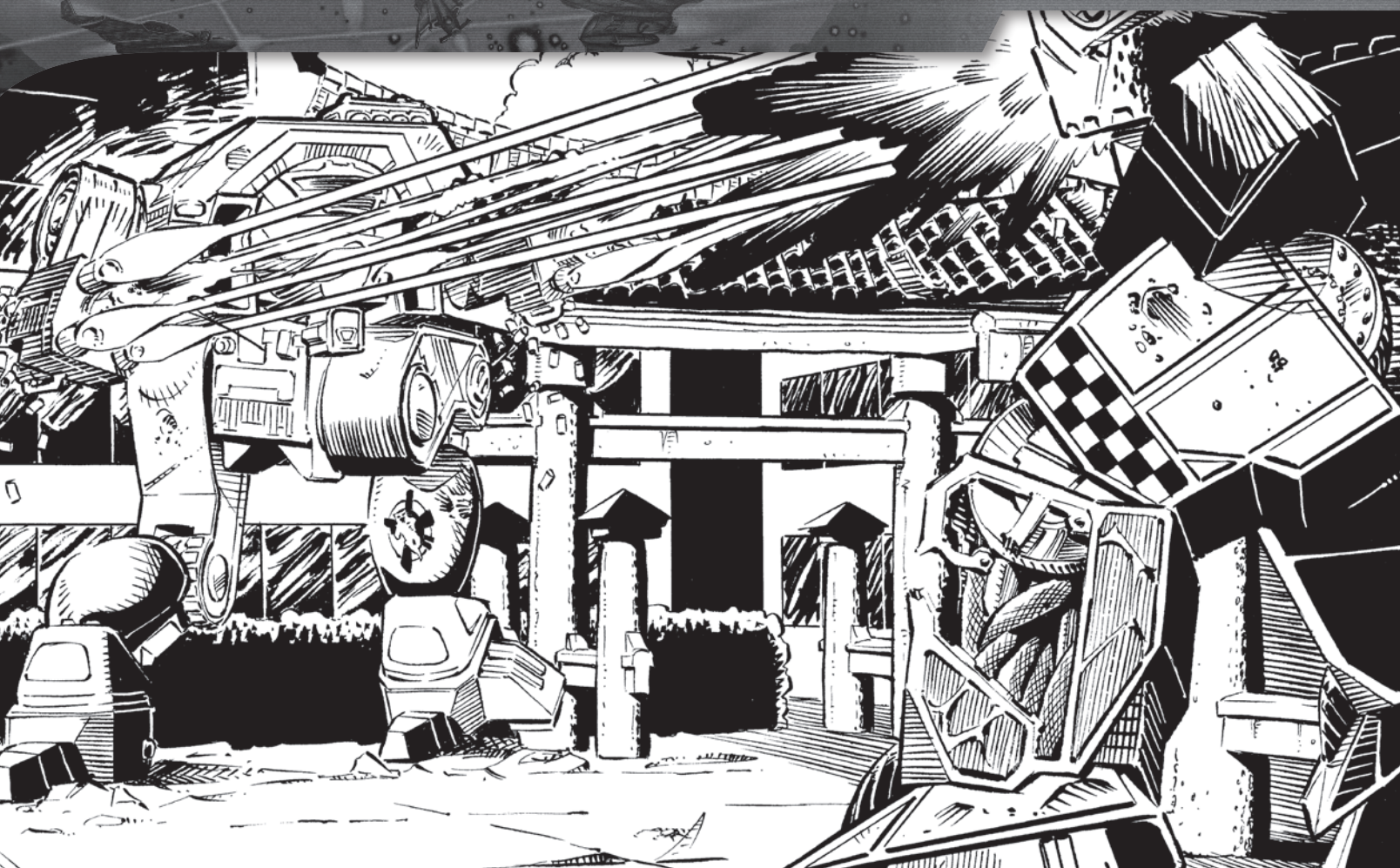
Indirect Fire at Targets Seventeen Hexes or Less Away

Artillery units may make an indirect attack on a unit that is less than seventeen hexes away if there is no LOS to the target hex. Modify the to-hit number for attacker movement during the turn in which it fires.

Note: If firing at targets more than seventeen hexes away, use the standard rules for indirect artillery fire.

ARTILLERY ORDNANCE TABLE

Ordnance Type	Damage Type	Weapon Type Damage Values (Radius)			
		Long Tom	Sniper	Thumper	Arrow IV
Arrow IV Non-Homing Missile	AE, F	—	—	—	20/10 (R1)
High-Explosive (standard)	AE, F	25/15/5 (R2)	20/10 (R1)	15/5 (R1)	20/10 (R1)



SCENARIOS

This section contains two ready-to-play scenarios. After the name of each scenario, a parenthetical phrase defines what type it is as described under *Mission Types* (see *Inner Sphere At a Glance*).

Era Report: 3052: The first scenario is set during the initial Clan Invasion of 3050 to 3052. Players who want more information on this exciting time period can find extensive details—including a historical overview, notable personality profiles, campaign tracks and more—in *Era Report: 3052*.



SCENARIO 1: GATHERING INTEL. (PLANETARY INVASION)

"To the freebirth surats of Verthandi, I am Star Colonel Athen Kederk of the 328th Assault Cluster, Alpha Galaxy. I will claim this world in honorable combat for Clan Wolf. Who will face me upon the field of battle?"

The audio system in the Second Drakøns Mobile HQ had seen better days, but even with jury-rigged repairs it man-

aged to convey the pomp and menace of Kederk's voice as if he'd been in the room instead of countless of kilometers away in a DropShip decelerating for orbital insertion. Hämäläinen reviewed his notes for the second time and then motioned for his aide to open communications.

Hämäläinen took a breath and focused on keeping an even tone. "I'm Överste-Löjtnant Jaakko Hämäläinen, commanding officer of the Third Battalion, Second Drakøns. I defend my homeworld with all the forces at my disposal, two battalions of MechWarriors and infantry support. I'll meet your forces on Prince William Island." Hämäläinen pointed at his aide. "The coordinates are being transmitted now. I await your answer."

A pregnant silence broken only by the steady hum of electronics followed Hämäläinen's reply. The distance imposed a delay in communications, and every second felt like five minutes. Intel on the Clans was scarce and their peculiar customs little understood. Hämäläinen had always been proud of his ability to remain impassive in front of his men, instilling confidence through force of will when lesser men would have shown fear, but at the five-minute mark he started to wonder if he'd gotten something wrong. Then the comm crackled to life.

"Bargained well and done, freebirth. I will bring a Supernova of my best MechWarriors to your island."

Major Pete Watson—Hämäläinen's counterpart in the Second Kell Hounds—spoke first. "How many is that?"

Hämäläinen suppressed a cringe. The men could pick up on the tiniest signs of fear from their commanders, and it would destroy morale before the first shot was fired. He'd have to speak to Watson about his tone in private, but for now his focus was damage control.

"A lance, a regiment, it doesn't matter," he said with just the right amount of bravado. "We'll send these cretins packing."

A hollering chorus echoed through the mobile HQ. Hämäläinen's smile told the men he believed every word he'd uttered, but inside he was terrified. Clan Wolf was attacking with a force less than half his size, which meant they were utterly mad, or truly unstoppable.

SITUATION

1730 Hours

Prince William Island, Verthandi

Free Rasalhague Republic

1 May 3050

The second wave of Clan Wolf's assault on the Inner Sphere brought them to Verthandi, where the Kell Hounds and Second Drakøns staged a clever engagement to gain intel on the mysterious attackers rolling through the FRR. Unknown to Clan Wolf, the Hounds and Drakøns had hidden troops and recording equipment on Prince William Island with the intent of luring the Wolves into a fight on their terms and capturing detailed sensor data on the Clan's advanced OmniMechs and battle armor.

GAME SETUP

Lay out the mapsheets as shown. Replace all non-water terrain features with light woods. The defender designates 10 non-water hexes on each map as heavy woods.

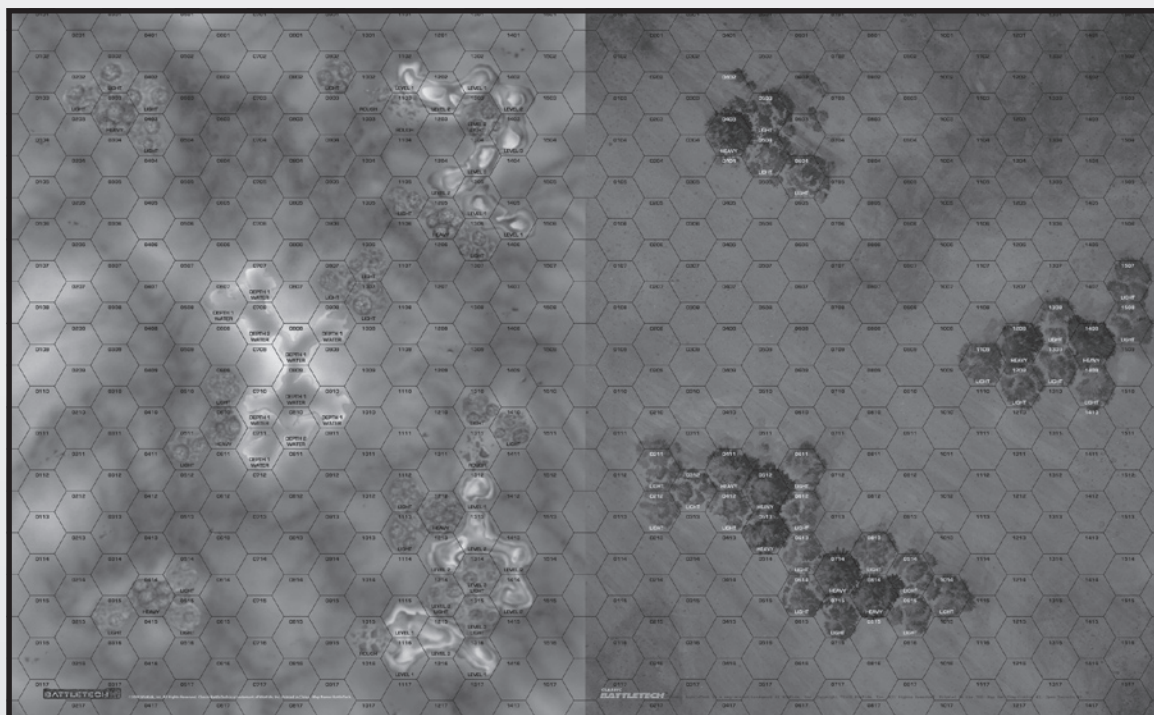
Players that own *BattleTech HexPack: Lakes and Rivers* may make the following optional changes to the maps:

Left Map:

1. Place a 4-hex river tile beginning in Hex 0301 with a Depth 2 hex and filling hexes 0401, 0502, and 0602 with Depth 1 water.
2. Place a 4-hex river tile beginning in Hex 0703 and filling hexes 0704, 0705, and 0706.
3. Place a 4-hex river tile filling hexes 0712, 0713, 0714, and 0715. Hex 0715 should have the Depth 2 water hex.
4. Place a 2-hex river tile filling hexes 0716 and 0717.
5. Place a 7-hex water tile with the center hex filling Hex 1314 with Depth 2 water, and all adjacent hexes with Depth 1 water.

Right Map:

6. Place the 19-hex water tile so that the Depth 3 hex occupies Hex 0808.
7. Place a 7-hex water tile with the center hex filling Hex 1314 with Depth 2 water, and all adjacent hexes with Depth 1 water.
8. Place a 3-hex water tile with the Depth 2 water in Hex 1302; filling hexes 1202 and 1303 with Depth 1 water.
9. Place a 3-hex water tile with the Depth 2 water in Hex 1203; filling hexes 1204 and 1304 with Depth 1 water.



ATTACKER

The attacking force consists of elements of Clan Wolf's 328th Assault Cluster.

Bravo Battle Nova

Star Commander Ivul Radick (Piloting 2, Gunnery 1),

Masakari Prime [BV 7,155]

MechWarrior Jasper (Piloting 2, Gunnery 2),

Man O' War Prime [BV 3,013]

MechWarrior Bishop (Piloting 3, Gunnery 1),

Man O' War Prime [BV 3,443]

MechWarrior Allyce (Piloting 2, Gunnery 2),

Fenris Prime [BV 3,289]

MechWarrior Japeth (Piloting 3, Gunnery 2),

Mad Cat Prime [BV 4,981]

Clan Medium Battle Armor Point (Gunnery 1, Anti-Mech 2),

Laser [BV 715]

Clan Elemental Battle Armor Point (Gunnery 1, Anti-Mech 2),

Laser [BV 715]

Clan Elemental Battle Armor Point (Gunnery 1, Anti-Mech 2),

Laser [BV 715]

Clan Elemental Battle Armor Point (Gunnery 1, Anti-Mech 2),

MG [BV 664]

Clan Elemental Battle Armor Point (Gunnery 1, Anti-Mech 2),

Flamer [BV 646]

Deployment

The attacker enters the left edge of the playing area during the Movement Phase of Turn 1.

DEFENDER

The defending force consists of elements of the Third Battalion, Second Drakøns, the Second Battalion, Second Kell Hounds, and the Fourth Verthandi Armored Infantry Brigade.

Alpha Lance, First Company, Second Drakøns

Överste-Löjtnant Jaakko Hämäläinen (Piloting 3, Gunnery 2),

AS7-K Atlas [BV 3,959]

Kaverllrist Aina Sørensen (Piloting 4, Gunnery 3),

DRG-5K Grand Dragon [BV 1,874]

Kaverllrist Kennet Trana (Piloting 2, Gunnery 3),

HTM-27T Hatamoto-Chi [BV 2,700]

Kaverllrist Sigurd Kristoffersen (Piloting 3, Gunnery 3),

CES-3R Caesar [BV 3,093]

Bravo Lance, First Company, Second Drakøns

Löjtnant Gabriella Wahlström (Piloting 2, Gunnery 3),

DRG-5K Grand Dragon [BV 1,874]

Kaverllrist Harald Persson (Piloting 3, Gunnery 3),

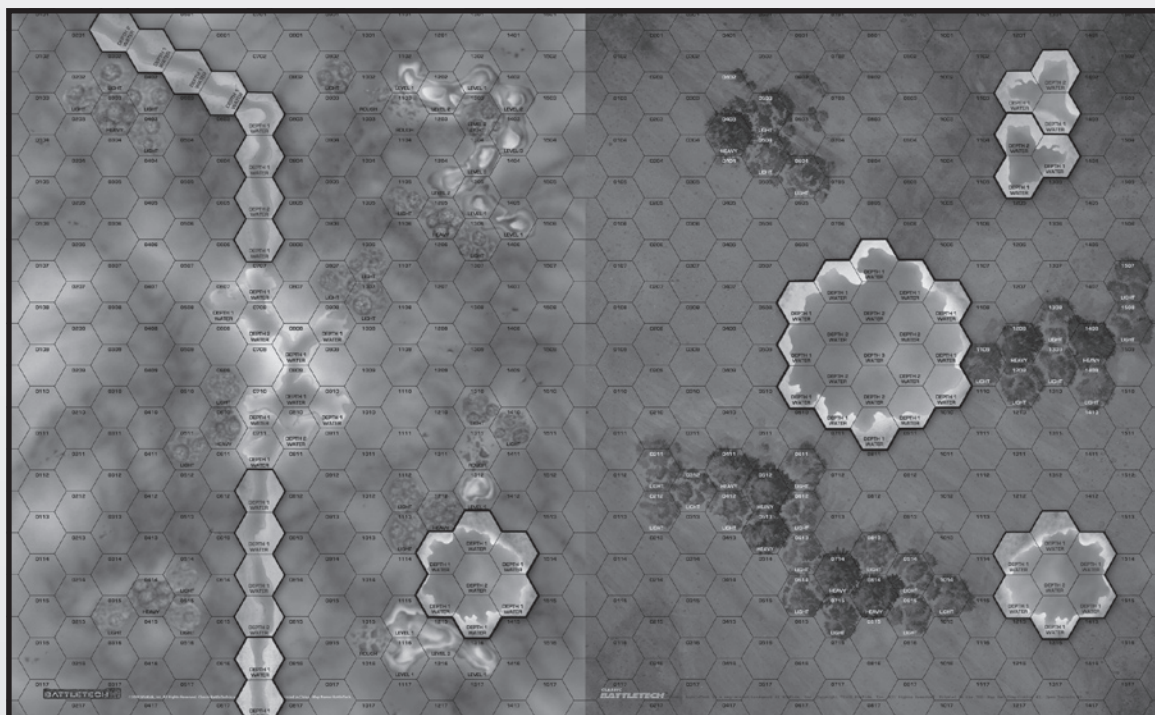
HBK-5M Hunchback [BV 1,647]

Kaverllrist Matteus Apell (Piloting 3, Gunnery 3),

KTO-20 Kintaro [BV 2,117]

Kaverllrist Dagmar Skaarenor (Piloting 4, Gunnery 2),

JM6-DD JagerMech (BV 1,554)



First Battalion, Fourth Verthandi Armored Infantry

Rifle Foot Infantry Platoon—Sensor Engineers (Gunnery 2)
[BV 125]

Rifle Foot Infantry Platoon—Sensor Engineers (Gunnery 3)
[BV 107]

Rifle Foot Infantry Platoon—Sensor Engineers (Gunnery 2)
[BV 125]

Command Lance, Second Battalion, Second Kell Hounds

Major Pete Watson (Piloting 3, Gunnery 3),
CN9-D *Centurion* [BV 1,763]

MechWarrior Johannes Korwisi (Piloting 3, Gunnery 3),
WLF-2 *Wolfhound* [BV 1,655]

MechWarrior Sarah Nicholas (Piloting 5, Gunnery 4),
CPLT-C3 *Catapult* [BV 1,368]

MechWarrior Kristof Eldo (Piloting 5, Gunnery 4),
CPLT-C3 *Catapult* [BV 1,368]

Note: While WLF-2 *Wolfhound* did not appear until 3052, for the ease of playing this scenario with available record sheets it's included here.

Deployment

The defender deploys anywhere on the right map prior to the start of play.

SPECIAL RULES

If a unit exits the playing area for any reason, it is considered destroyed and may not re-enter the scenario.

The following additional rules are in effect.

Clan Honor

The Wolf Clan forces follow Level 2 Clan Honor rules (see p. 273, *TW*).

Fire

The Fire rules are not in use for this scenario (see p. 3).

Forced Withdrawal

Forced Withdrawal rules are in effect for the defender only (see p. 258, *TW*).

Hidden Units

After set-up but before play begins, the defender places his sensor engineers (the three rifle infantry platoons) anywhere on the playing area using the standard Hidden Units rules (see p. 259, *TW*).

Sensor Engineers

Each sensor engineer platoon carries a single remote sensor. The sensor does not affect movement, but the platoon may not discard it. It is considered intrinsic to the platoon and is not destroyed until the last member of the platoon is crossed off.

The remote sensor may be used to scan Clan Wolf units (as described below). Aside from this equipment, the platoons follow all normal rules for a foot infantry platoon armed with ballistic rifles. (Full rules for sensor engineers and remote sensors are found in *Tactical Operations*.)

Scanning the Clan Wolf units

During the Weapon Attack Phase of any turn, each sensor engineer platoon may attempt to scan a Clan Wolf unit instead of attacking. The scanning range is 2 hexes.

The defending player declares that a scanning attempt is taking place. He secretly records the platoon attempting the scan and the name and location of the target 'Mech. He then rolls 2D6. On a result of 7 or less, nothing happens; on a result of 8 or higher, a successful scan has taken place.

Neither a success nor a failure reveals the location of the platoon. This information is revealed when calculating victory points at the end of the game.

Wind

A light gale (see *Wind*, p. 8) is in effect for this scenario. At the beginning of play, determine wind direction (see p. 8). The wind direction and speed are fixed for this scenario and will not change.

VICTORY CONDITIONS

Victory Points are awarded as shown on the Victory Points Table. The side with the highest total at the end of the game wins.

Note: Points for successfully scanning an attacking unit are awarded in lieu of crippling or destroying the unit and may only be awarded once for each attacking unit; additional scans have no effect.

AFTERMATH

Clan Wolf won a series of hard-fought battles against the Second Drakøns and Kell Hounds. Both forces retreated off-world after taking heavy losses. The sensor equipment that would have provided the defenders with valuable information on the Clan Wolf 'Mechs was discovered and destroyed by Elementals during the fighting.

VICTORY POINTS TABLE

Condition	Points Awarded
Opposing Unit Crippled	+Unit BV x 0.5
Opposing Unit Destroyed	+Unit BV x 2
Opposing Unit Scanned	+ Unit BV x 2
Friendly Unit Crippled	– Unit BV x 0.5
Friendly Unit Destroyed	– Unit BV

SCENARIO 2: KING OF BATTLE (DEFENSIVE CAMPAIGN)

The King of Battle is an exercise that was given to all company-grade officer cadets in the SLDF. The initial rules of engagement put the cadet in a normal role—commanding a company—in a larger force, usually a battalion of 'Mechs plus accompanying armor support. Within the first ten minutes of the simulation, the cadet receives a battlefield promotion to field-grade officer due to heavy casualties and unexpected attrition. Suddenly responsible for the entire force and taking heavy fire, the cadet is tested in the most brutal conditions as the scenario plays out.

After cession of hostilities, the cadet's performance was reviewed by a panel of experienced field-grade officers in a critique reportedly more grueling than the simulation. The cadets endured hours of defending their every decision to ultimately earn their command appointment in the SLDF. Though no pass/fail grades were given for this exercise, it was no secret that good performance in the King of Battle was directly linked to favorable postings upon graduation.

Historians of the Early Clan era have postulated that Nicholas Kerensky drew the inspiration for his Trials from this exercise.

Note: The sheer size and scope of the massive Star League Defense Force meant it often deployed companies and even battalions of the same design. For the enjoyment of this scenario, a mix of units is used.

SITUATION

0500 Hours

SLDF Proving Grounds Simulator

The artillery barrage reduced battalion command, and much of your unit, to charred wreckage. Only chance spared you from the fate of your compatriots. Enemy forces are rapidly closing on your position, and you now find yourself in command of what little remains of your battalion. Do you have what it takes?

GAME SETUP

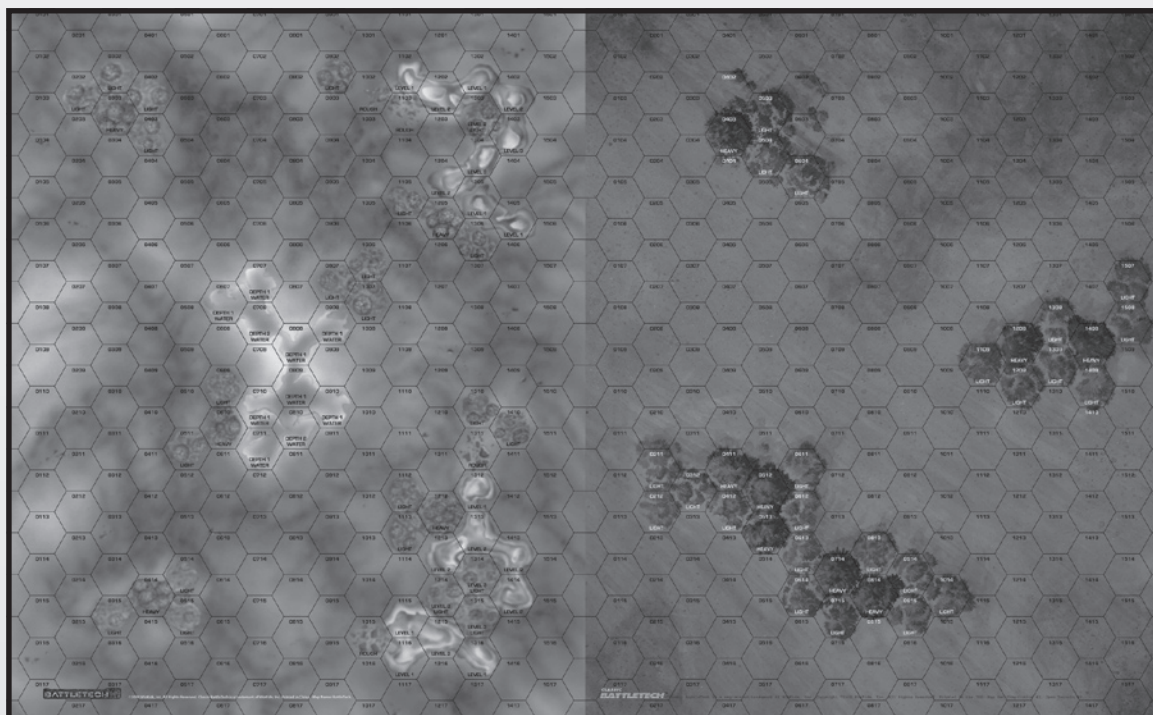
Lay out the mapsheets as shown. The attacking force designates fifteen clear hexes on the right map as rough terrain (players can use HexTiles from *HexPack: Lakes and Rivers*, other counters or even home-made tokens to designate these hexes).

Determine wind strength and direction (see p. 8) prior to the start of play. Once this is determined, half of the woods hexes on the right map (rounded down) are set on fire (attacker's choice) and one turn's worth of smoke drift and dissipation (see p. 7) should be resolved.

ATTACKER

The attacking force consists of elements of the SLDF Proving Battalion supported by artillery assets.

All artillery units begin the scenario with only half their normal allotment of artillery ammo (rounded down). The attacking infantry platoons and any 'Mechs with standard



SRM launchers are all equipped with inferno missiles (see p. 141, *TW*). 'Mechs with more than one ton of SRM ammo are required to carry one ton of inferno ammo, but any remaining ammo is at the attacker's discretion.

Command Lance

Elite MechWarrior (Piloting 3, Gunnery 2),
 CHP-1N *Champion* [BV 2,244]
 Veteran MechWarrior (Piloting 3, Gunnery 3),
 LNC25-01 *Lancelot* [BV 2,218]
 Elite MechWarrior (Piloting 2, Gunnery 3),
 BMB-12D *Bombardier* [BV 2,486]
 Elite MechWarrior (Piloting 2, Gunnery 2),
 KTO-20 *Kintaro* [BV 2,660]*

Recon Lance

Elite MechWarrior (Piloting 3, Gunnery 2),
 CRB-27 *Crab* [BV 2,180]
 Veteran MechWarrior (Piloting 4, Gunnery 2),
 STN-3L *Sentinel* [BV 1,154]
 Veteran MechWarrior (Piloting 3, Gunnery 4),
 HSR-200-D *Hussar* [BV 827]
 Veteran MechWarrior (Piloting 4, Gunnery 3),
 HER-3S *Hermes* (BV 896)*

Artillery Support

Elite Artillery Crew (Driving 3, Gunnery 2),
 Marksman [BV 1,252]
 Veteran Artillery Crew (Driving 4, Gunnery 2),
 Marksman [BV 1,108]
 Veteran Artillery Crew (Driving 4, Gunnery 2),
 Thor Artillery Vehicle [BV 979]
 Elite Artillery Crew (Driving 3, Gunnery 2),
 Chaparral [BV 1,478]

Infantry Support

Jump SRM Platoon (Gunnery 3, Anti-'Mech 4) [BV 109]
 Jump SRM Platoon (Gunnery 4, Anti-'Mech 4) [BV 91]
 Jump SRM Platoon (Gunnery 4, Anti-'Mech 4) [BV 91]

*These specific variants were not available during the Star League; they are used here to ensure players can run this scenario with just the sheets in this book.

Deployment

The attacker enters the left edge of the playing area during the Movement Phase of Turn 1.

If both players agree, the attacker may deploy the Artillery Support group vehicles (as well as any of the Infantry Support and up to two 'Mechs) off the playing area (see *Rolling Maps and Attacking Off-Board Artillery Directly*, p. 9).

DEFENDER

The defending force consists of the shattered remains of the cadet's battalion.

Apply the following pre-existing damage before set-up (in all cases, roll for critical hits, but not Motive System damage, as normal):

- **20-35 ton units, roll 1D6.** Apply this many 2-point Damage Value groupings using the front column of the Hit Location Table; re-roll any results that would cripple or destroy the unit.
- **40-55 ton units, roll 2D6.** Apply this many 3-point Damage Value groupings using the front column of the Hit Location Table; re-roll any results that would cripple or destroy the unit.
- **60-76 ton units, roll 3D6.** Apply this many 4-point Damage Value groupings using the front column of the Hit Location Table; re-roll any results that would cripple or destroy the unit.
- **80 to 100 ton units, roll 4D6.** Apply this many 5-point Damage Value groupings using the front column of the hit location table; re-roll any results that would cripple or destroy the unit.

Ad-Hoc Command Lance (Reinforced)

Veteran MechWarrior (Piloting 4, Gunnery 3),
 FLS-8K *Flashman* [BV 2,455]
 Veteran MechWarrior (Piloting 3, Gunnery 3),
 GLT-3N *Guillotine* [BV 2,212]
 Elite MechWarrior (Piloting 2, Gunnery 3),
 WVE-5N *Wyvern* [BV 1,830]
 Elite MechWarrior (Piloting 2, Gunnery 2),
 EXT-4D *Exterminator* [BV 2,715]
 Veteran MechWarrior (Piloting 3, Gunnery 3),
 BL-6-KNT *Black Knight* (BV 2,420)

Ad-Hoc Fire Support Lance (Vehicle)

Veteran Vehicle Crew (Driving 4, Gunnery 3), Rhino [BV 2,019]
 Veteran Vehicle Crew (Driving 3, Gunnery 3), Fury [BV 1,847]
 Elite Vehicle Crew (Driving 2, Gunnery 3), Demon [BV 1,838]
 Regular Vehicle Crew (Driving 4, Gunnery 4), Burke [BV 937]

Ad-Hoc Recon Lance

Veteran MechWarrior (Piloting 4, Gunnery 3),
 MON-66 *Mongoose* [BV 1,046]
 Elite MechWarrior (Piloting 3, Gunnery 2),
 MCY-99 *Mercury* [BV 1,067]
 Veteran MechWarrior (Piloting 3, Gunnery 3),
 THE-N *Thorn* (BV 852)
 Veteran MechWarrior (Piloting 3, Gunnery 4),
 HSR-200-D *Hussar* (BV 827)

Ad-Hoc Recon Lance (Vehicle)

Veteran Vehicle Crew (Piloting 3, Gunnery 3), Cyrano [BV 716]
Veteran Vehicle Crew (Piloting 3, Gunnery 4), Lightning [BV 663]
Elite Vehicle Crew (Piloting 3, Gunnery 2), Kanga [BV 1,369]
Veteran Vehicle Crew (Piloting 4, Gunnery 3), Zephyr [BV 1,248]

Deployment

The defender deploys anywhere in the five right-most columns on the right map prior to the start of play.

SPECIAL RULES

The following additional rules are in effect.

Artillery Quick-Start Rules

The Artillery Quick-Start Rules are in use for this scenario (see p. 9). Prior to the defender's deployment, the attacking player may select 5 hexes on the right map for pre-plotted artillery strikes (see p. 10).

Fire

The Fire rules are in use for this scenario (see p. 3).

Wind

Shifting winds (p. 8) rules are in effect for the entire scenario.

VICTORY CONDITIONS

Victory Points are awarded as shown on the Victory Points Table. The side with the highest total at the end of the game wins.

VICTORY POINTS TABLE

Condition	Points Awarded
Opposing Unit Crippled	+Unit BV x 0.5
Opposing Unit Destroyed	+Unit BV x 2
Friendly Unit Crippled	- Unit BV x 0.5
Friendly Unit Destroyed	- Unit BV



BATTLETECH

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: GABRIEL

Movement Points: Tonnage: 5
 Cruising: 13 Tech Base: Inner Sphere
 Flank: 20 Star League
 Movement Type: Hover
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Medium Laser	T	5 [DE]	—	3	6	9

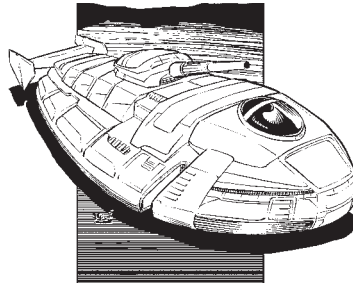
BV: 198

CREW DATA

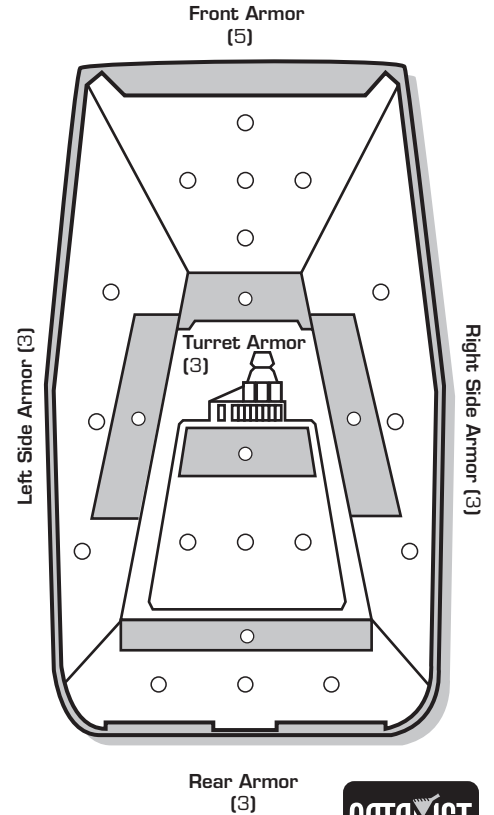
Crew: 1
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit ☐ +1 Driver Hit ☐ +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
 Sensor Hits ☐ +1 ☐ +2 ☐ +3 ☐ 0
 Motive System Hits ☐ +1 ☐ +2 ☐ +3
 Stabilizers
 Front ☐ Left ☐ Right ☐
 Rear ☐ Turret ☐



ARMOR DIAGRAM



Rear Armor (3)



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BATTLETECH

V.T.O.L. VEHICLE RECORD SHEET

VEHICLE DATA

Type: RIPPER

Movement Points: Tonnage: 10
 Cruising: 12 Tech Base: Inner Sphere
 Flank: 18 Star League
 Movement Type: VTOL
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Medium Laser	F	5 [DE]	—	3	6	9

Infantry Bay (1 Ton)

CREW DATA

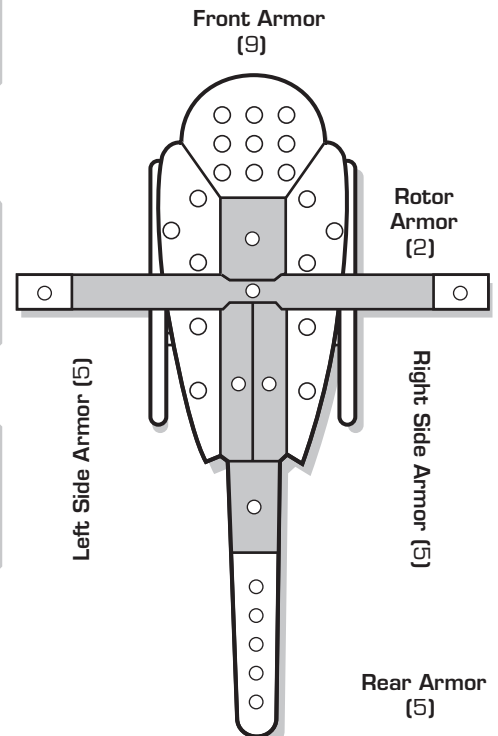
Crew: 1
 Gunnery Skill: _____ Driving Skill: _____
 Co-Pilot Hit ☐ +1 Pilot Hit ☐ +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Flight Stabilizer* ☐ +3 Engine Hit ☐
 Sensor Hits ☐ +1 ☐ +2 ☐ +3 ☐ 0
 Stabilizers
 Front ☐ Left ☐ Right ☐ Rear ☐
 *Move at Cruising speed only



ARMOR DIAGRAM



Rear Armor (5)



VTOL ELEVATION TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Elevation																				

BV: 345

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BATTLETECH

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: BEAGLE

Movement Points: Tonnage: 15
 Cruising: 12 Tech Base: Inner Sphere
 Flank: 18 Star League
 Movement Type: Hover
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Medium Laser	T	5 [DE]	—	3	6	9
1	Small Laser	F	3 [DE]	—	1	2	3
1	Beagle Active Probe	T	[E]	—	—	—	4

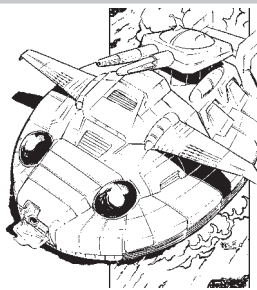
BV: 335

CREW DATA

Crew: 1
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit ☐ +1 Driver Hit ☐ +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

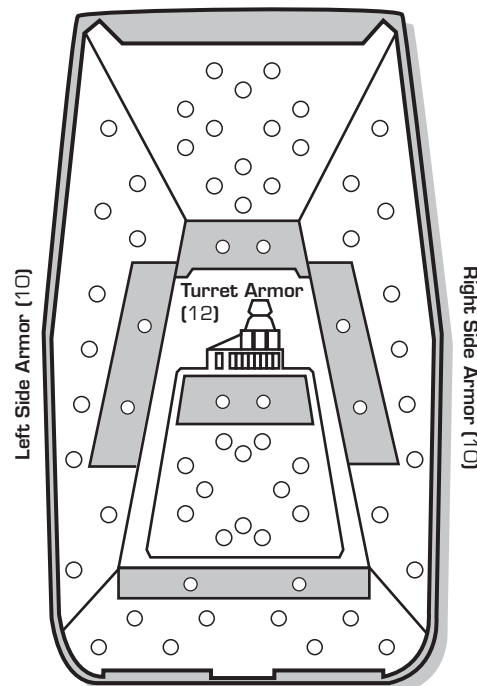
CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
 Sensor Hits ☐ +1 ☐ +2 ☐ +3 ☐ D
 Motive System Hits ☐ +1 ☐ +2 ☐ +3
 Stabilizers
 Front ☐ Left ☐ Right ☐
 Rear ☐ Turret ☐



ARMOR DIAGRAM

Front Armor
(13)



Rear Armor
(8)



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BATTLETECH

WHEELED VEHICLE RECORD SHEET

VEHICLE DATA

Type: ROTUNDA

Movement Points: Tonnage: 20
 Cruising: 9 Tech Base: Inner Sphere
 Flank: 14 Star League
 Movement Type: Wheeled
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Large Laser	F	8 [DE]	—	5	10	15
1	SRM 2	F	2/Msl. [M,C,S]	—	3	6	9

Ammo: (SRM) 50

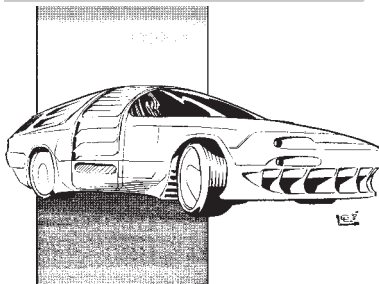
BV: 400

CREW DATA

Crew: 2
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit ☐ +1 Driver Hit ☐ +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

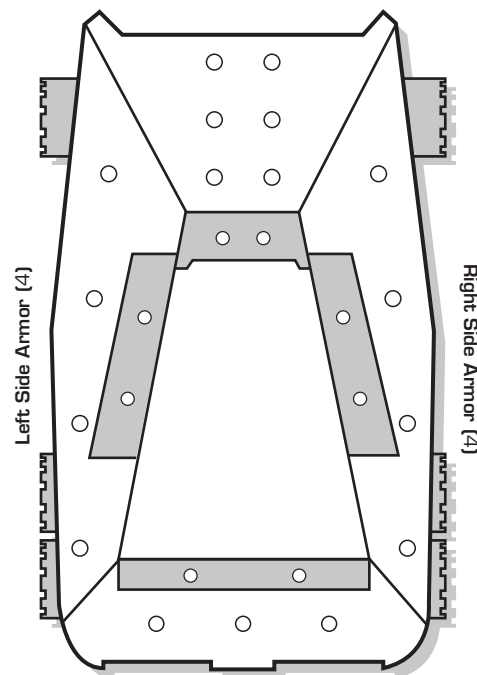
CRITICAL DAMAGE

Engine Hit ☐
 Sensor Hits ☐ +1 ☐ +2 ☐ +3 ☐ D
 Motive System Hits ☐ +1 ☐ +2 ☐ +3
 Stabilizers
 Front ☐ Left ☐ Right ☐
 Rear ☐



ARMOR DIAGRAM

Front Armor
(6)



Rear Armor
(3)



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BATTLETECH

V.T.O.L. VEHICLE RECORD SHEET

VEHICLE DATA

Type: NIGHTSHADE

Movement Points: Tonnage: 25
 Cruising: 12 Tech Base: Inner Sphere
 Flank: 18 Jihad
 Movement Type: VTOL
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Light PPC	F	5 [DE]	3	6	12	18
1	Guardian ECM	B	[E]	—	—	—	6
1	C ³ i Computer	B	[E]	—	—	—	—

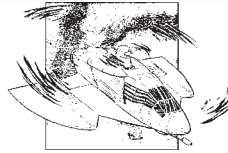
BV: 471

CREW DATA

Crew: 2
 Gunnery Skill: _____ Driving Skill: _____
 Co-Pilot Hit ☐ +1 Pilot Hit ☐ +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Flight Stabilizer* ☐ +3 Engine Hit ☐
 Sensor Hits ☐ +1 ☐ +2 ☐ +3 ☐ 0
 Stabilizers
 Front ☐ Left ☐ Right ☐ Rear ☐
 *Move at Cruising speed only

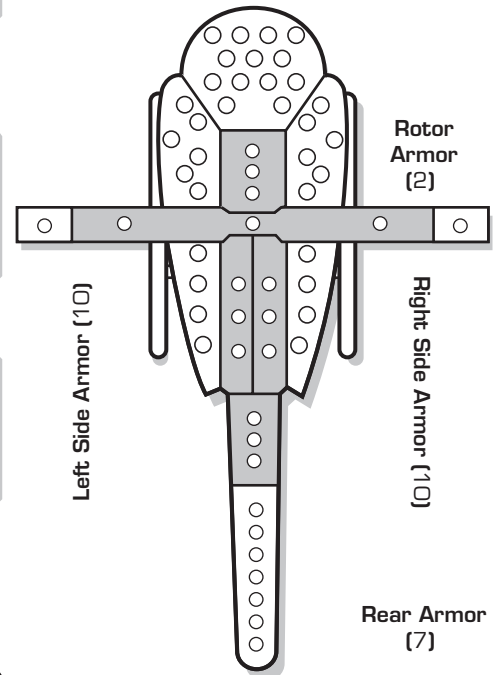


VTOL ELEVATION TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Elevation																				

ARMOR DIAGRAM

Front Armor (13)



Rotor Armor (2)

Left Side Armor (10)

Right Side Armor (10)

Rear Armor (7)



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BATTLETECH

V.T.O.L. VEHICLE RECORD SHEET

VEHICLE DATA

Type: CYRANO

Movement Points: Tonnage: 30
 Cruising: 12 Tech Base: Inner Sphere
 Flank: 18 Star League
 Movement Type: VTOL
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Large Laser	F	8 [DE]	—	5	10	15
1	Beagle Active Probe	F	[E]	—	—	—	4

BV: 459

CREW DATA

Crew: 2
 Gunnery Skill: _____ Driving Skill: _____
 Co-Pilot Hit ☐ +1 Pilot Hit ☐ +2
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Flight Stabilizer* ☐ +3 Engine Hit ☐
 Sensor Hits ☐ +1 ☐ +2 ☐ +3 ☐ 0
 Stabilizers
 Front ☐ Left ☐ Right ☐ Rear ☐
 *Move at Cruising speed only

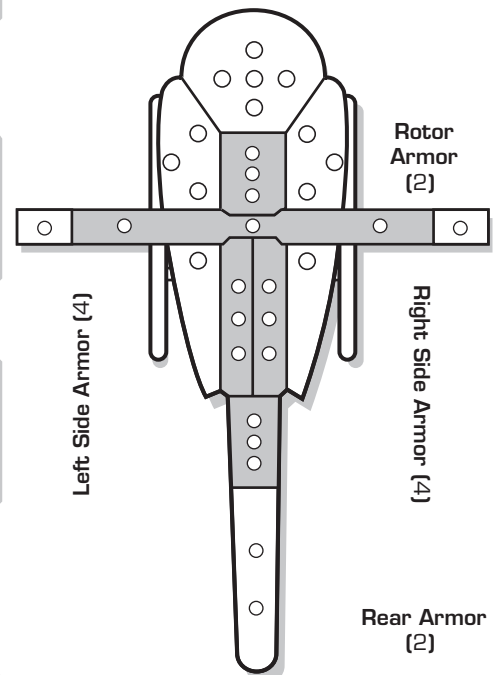


VTOL ELEVATION TRACK

Turn	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Elevation																				

ARMOR DIAGRAM

Front Armor (5)



Rotor Armor (2)

Left Side Armor (4)

Right Side Armor (4)

Rear Armor (2)



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BATTLETECH

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: **LIGHTNING**

Movement Points: **Tonnage: 35**
 Cruising: 11 Tech Base: Inner Sphere
 Flank: 17 Star League
 Movement Type: Hover
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Med. Pulse Laser	F	6 [P]	—	2	4	6
1	SRM 4 [OS]	RS	2/Msl. [M,C,S,OS]	—	3	6	9
1	SRM 4 [OS]	LS	2/Msl. [M,C,S,OS]	—	3	6	9

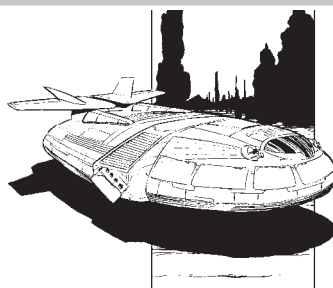
BV: 510

CREW DATA

Crew: 3
 Gunnery Skill: Driving Skill:
 Commander Hit ☐+1 Driver Hit ☐+2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

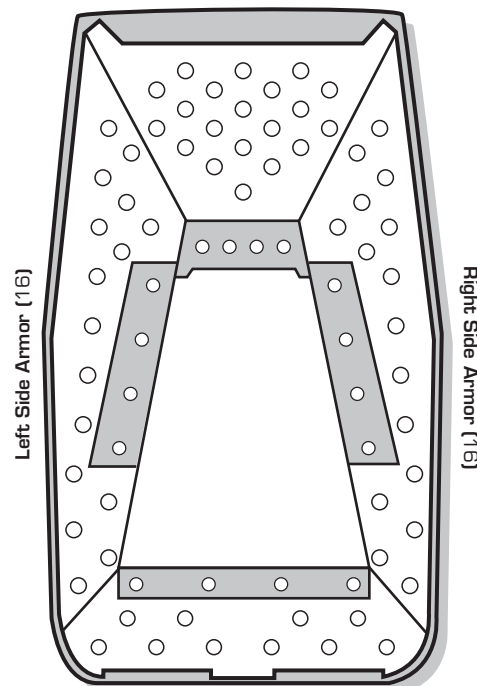
CRITICAL DAMAGE

Sensor Hits ☐+1 ☐+2 ☐+3 ☐D
 Motive System Hits ☐+1 ☐+2 ☐+3
 Stabilizers
 Front ☐ Left ☐ Right ☐
 Rear ☐



ARMOR DIAGRAM

Front Armor
(20)



Rear Armor
(10)



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BATTLETECH

HOVER VEHICLE RECORD SHEET

VEHICLE DATA

Type: **ZEPHYR**

Movement Points: **Tonnage: 40**
 Cruising: 9 Tech Base: Inner Sphere
 Flank: 14 Star League
 Movement Type: Hover
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
3	Medium Laser	T	5 [DE]	—	3	6	9
1	TAG	T	[E]	—	5	9	15
1	SRM 6	F	2/Msl. [M,C,S]	—	3	6	9
1	Small Laser	R	3 [DE]	—	1	2	3
1	Guardian ECM Suite	B	[E]	—	—	—	6

Ammo: [SRM 6] 30

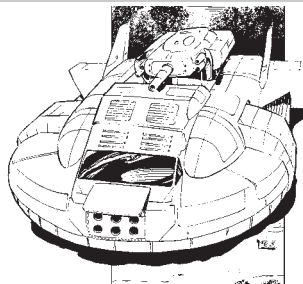
BV: 904

CREW DATA

Crew: 3
 Gunnery Skill: Driving Skill:
 Commander Hit ☐+1 Driver Hit ☐+2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

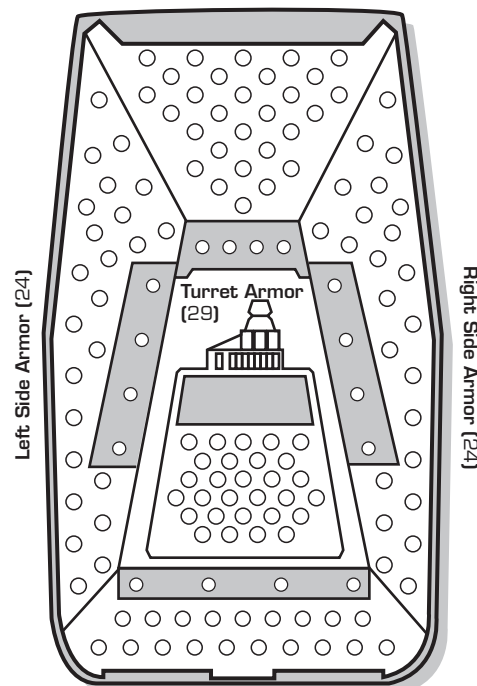
CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
 Sensor Hits ☐+1 ☐+2 ☐+3 ☐D
 Motive System Hits ☐+1 ☐+2 ☐+3
 Stabilizers
 Front ☐ Left ☐ Right ☐
 Rear ☐ Turret ☐



ARMOR DIAGRAM

Front Armor
(29)



Rear Armor
(19)



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BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: CHAPARRAL

Movement Points: Tonnage: 50
 Cruising: 4 Tech Base: Inner Sphere
 Flank: 6 Star League
 Movement Type: Tracked
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RS	5 [DE]	—	3	6	9
1	Medium Laser	LS	5 [DE]	—	3	6	9
1	SRM 6	R	2/Msl. [M,C,S]	—	3	6	9
1	Arrow IV System	F	20/10 [AE,S,F]	—	8	Maps	

Ammo: [SRM 6] 15 [Arrow IV] 15

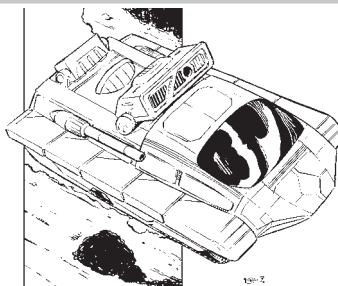
BV: 812

CREW DATA

Crew: 4
 Gunnery Skill: ___ Driving Skill: ___
 Commander Hit ☐+1 Driver Hit ☐+2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

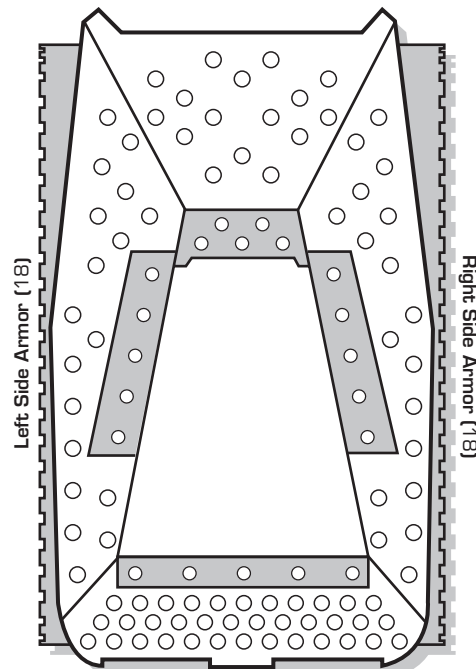
CRITICAL DAMAGE

Engine Hit ☐
 Sensor Hits ☐+1 ☐+2 ☐+3 ☐D
 Motive System Hits ☐+1 ☐+2 ☐+3
 Stabilizers
 Front ☐ Left ☐ Right ☐
 Rear ☐



ARMOR DIAGRAM

Front Armor
(16)



Rear Armor
(36)



BATTLETECH

WHEELED VEHICLE RECORD SHEET

VEHICLE DATA

Type: THOR ARTILLERY VEHICLE

Movement Points: Tonnage: 55
 Cruising: 5 Tech Base: Inner Sphere
 Flank: 8 Star League
 Movement Type: Wheeled
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Thumper Arty.	F	15/5 [AE,S,F]	—	21	Maps	
2	Medium Laser	T	5 [DE]	—	3	6	9

Ammo [CASE]: [Thumper] 40

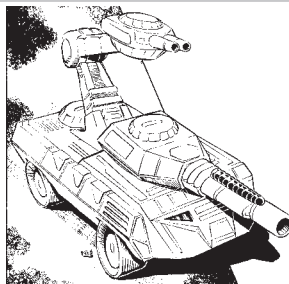
BV: 608

CREW DATA

Crew: 4
 Gunnery Skill: ___ Driving Skill: ___
 Commander Hit ☐+1 Driver Hit ☐+2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

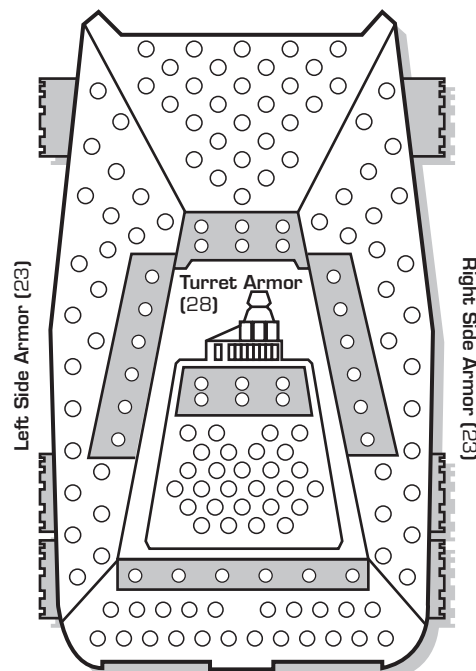
CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
 Sensor Hits ☐+1 ☐+2 ☐+3 ☐D
 Motive System Hits ☐+1 ☐+2 ☐+3
 Stabilizers
 Front ☐ Left ☐ Right ☐
 Rear ☐ Turret ☐



ARMOR DIAGRAM

Front Armor
(29)



Rear Armor
(22)



BATTLETECH

WHEELED VEHICLE RECORD SHEET

VEHICLE DATA

Type: DEMON

Movement Points: Tonnage: 60
 Cruising: 4 Tech Base: Inner Sphere
 Flank: 6 Star League
 Movement Type: Wheeled
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	T	15 [DB,X]	2	7	15	22
1	Medium Laser	RS	5 [DE]	—	3	6	9
1	Medium Laser	LS	5 [DE]	—	3	6	9
1	SRM 6	F	2/Msl. [M,C,S]	—	3	6	9

Ammo (CASE): (Gauss) 16 (SRM 6) 30

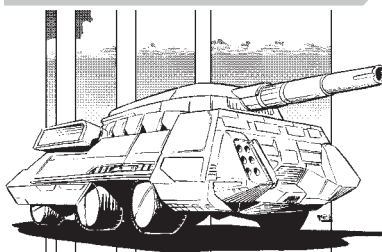
BV: 1,094

CREW DATA

Crew: 4
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit ☐ +1 Driver Hit ☐ +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

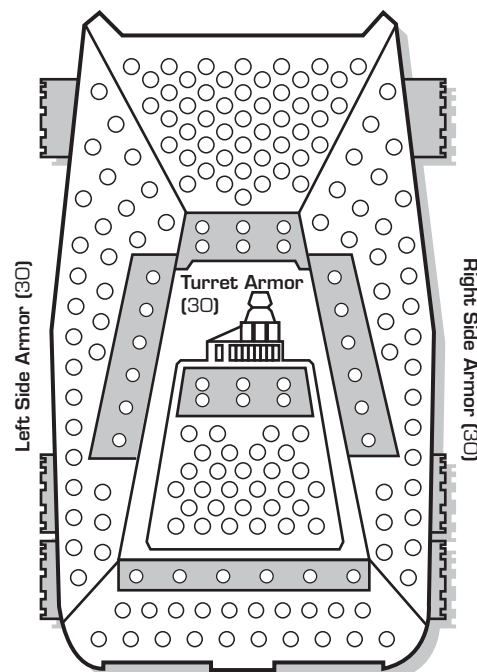
CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
 Sensor Hits ☐ +1 +2 +3 D
 Motive System Hits ☐ +1 +2 +3
 Stabilizers
 Front ☐ Left ☐ Right ☐
 Rear ☐ Turret ☐



ARMOR DIAGRAM

Front Armor (50)



Rear Armor (20)



BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: MARKSMAN

Movement Points: Tonnage: 65
 Cruising: 4 Tech Base: Inner Sphere
 Flank: 6 Star League
 Movement Type: Tracked
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Sniper Arty.	F	20/10 [AE,S,F]	—	18	Maps	
1	Large Laser	T	8 [DE]	—	5	10	15

Ammo: (Sniper) 20

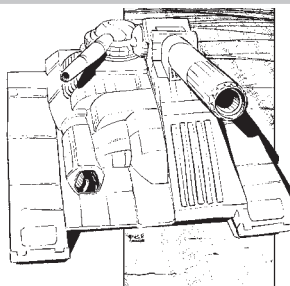
BV: 688

CREW DATA

Crew: 5
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit ☐ +1 Driver Hit ☐ +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

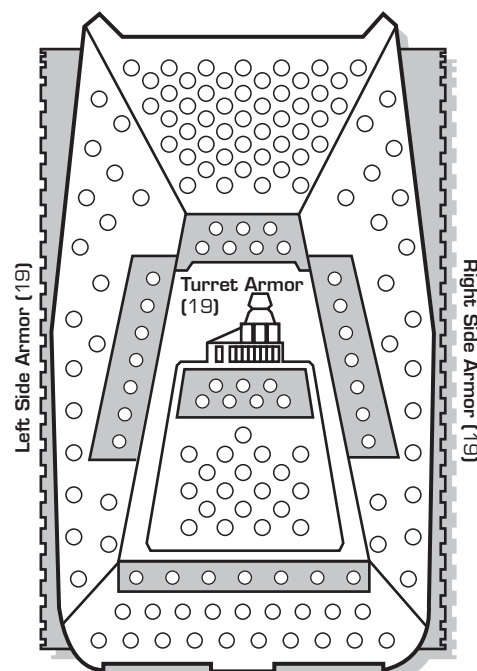
CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
 Sensor Hits ☐ +1 +2 +3 D
 Motive System Hits ☐ +1 +2 +3
 Stabilizers
 Front ☐ Left ☐ Right ☐
 Rear ☐ Turret ☐



ARMOR DIAGRAM

Front Armor (49)



Rear Armor (19)



BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: MAGI

Movement Points:

Cruising: 5

Flank: 8

Tonnage: 70

Tech Base: Inner Sphere
Star League

Movement Type: Tracked

Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Medium Laser	F	5 [DE]	—	3	6	9
1	Medium Laser	RS	5 [DE]	—	3	6	9
1	Medium Laser	LS	5 [DE]	—	3	6	9
2	Machine Gun	F	2 [DB, AI]	—	1	2	3

Ammo (CASE): (MG) 200

BV: 798

CREW DATA

Crew: 5

Gunnery Skill: _____ Driving Skill: _____

Commander Hit ☐ +1
Modifier to all Skill rolls

Driver Hit ☐ +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

Engine Hit ☐

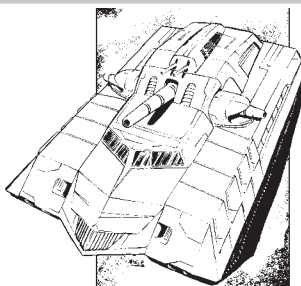
Sensor Hits ☐ +1 ☐ +2 ☐ +3 ☐ D

Motive System Hits ☐ +1 ☐ +2 ☐ +3

Stabilizers

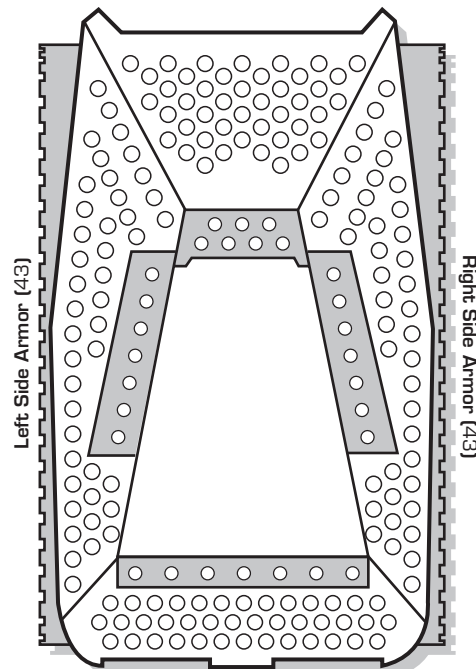
Front ☐ Left ☐ Right ☐

Rear ☐



ARMOR DIAGRAM

Front Armor
(44)



Rear Armor
(40)



BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: BURKE

Movement Points:

Cruising: 2

Flank: 3

Tonnage: 75

Tech Base: Inner Sphere
Star League

Movement Type: Tracked

Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
3	PPC	T	10 [DE]	3	6	12	18
1	LRM 10	F	1/Msl. [M,C,S]	6	7	14	21

Ammo: (LRM 10) 12

BV: 815

CREW DATA

Crew: 5

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 ☐

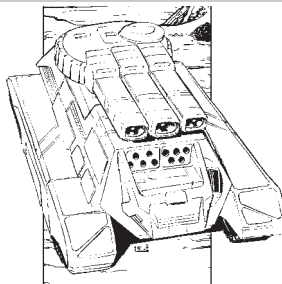
Sensor Hits ☐ +1 ☐ +2 ☐ +3 ☐ D

Motive System Hits ☐ +1 ☐ +2 ☐ +3

Stabilizers

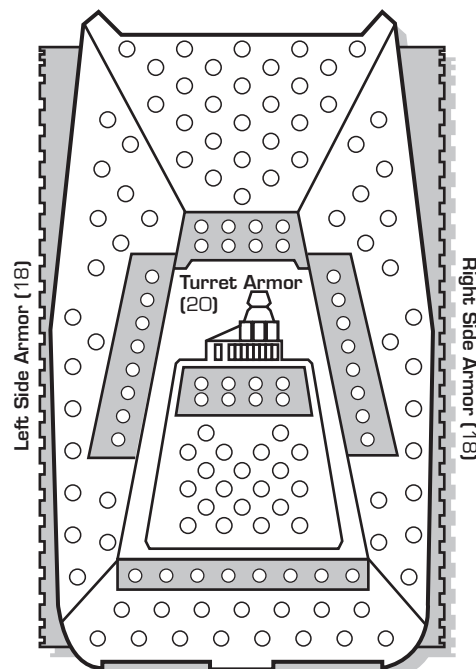
Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



ARMOR DIAGRAM

Front Armor
(27)



Rear Armor
(15)



BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: FURY

Movement Points: Tonnage: 80
 Cruising: 4 Tech Base: Inner Sphere
 Flank: 6 Star League
 Movement Type: Tracked
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	T	15 [DB,X]	2	7	15	22

Infantry Bay (1 Ton)

Ammo: [Gauss] 16

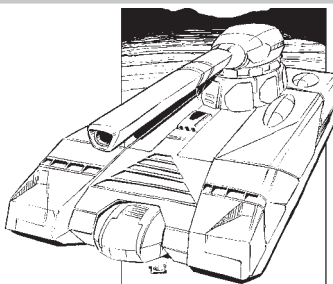
BV: 1,184

CREW DATA

Crew: 6
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit ☐ +1 Driver Hit ☐ +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

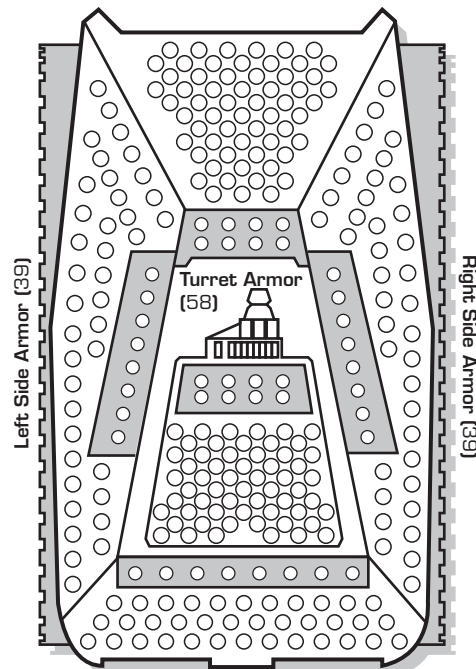
CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
 Sensor Hits ☐ +1 +2 +3 D
 Motive System Hits ☐ +1 +2 +3
 Stabilizers
 Front ☐ Left ☐ Right ☐
 Rear ☐ Turret ☐



ARMOR DIAGRAM

Front Armor (60)



Rear Armor (36)



BATTLETECH

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: RHINO

Movement Points: Tonnage: 80
 Cruising: 3 Tech Base: Inner Sphere
 Flank: 5 Star League
 Movement Type: Tracked
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	LRM 20	T	1/Msl. [M,C,S]	6	7	14	21
2	Medium Laser	T	5 [DE]	—	3	6	9
1	LRM 10	F	1/Msl. [M,C,S]	6	7	14	21

Ammo: [LRM 20] 18

[LRM 10] 12

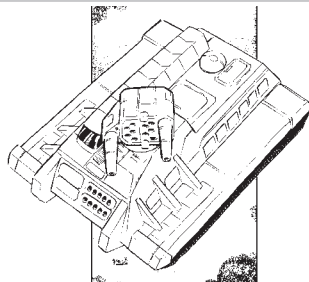
BV: 1,463

CREW DATA

Crew: 6
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit ☐ +1 Driver Hit ☐ +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

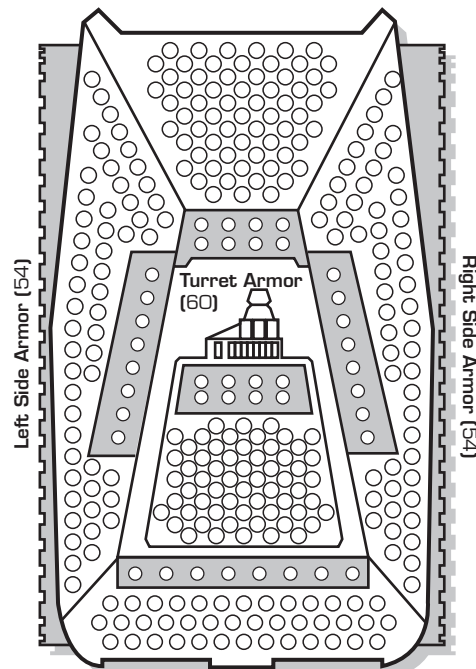
CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
 Sensor Hits ☐ +1 +2 +3 D
 Motive System Hits ☐ +1 +2 +3
 Stabilizers
 Front ☐ Left ☐ Right ☐
 Rear ☐ Turret ☐



ARMOR DIAGRAM

Front Armor (64)



Rear Armor (40)



BATTLETECH

ARMOR DIAGRAM

TRACKED VEHICLE RECORD SHEET

VEHICLE DATA

Type: PUMA ASSAULT TANK

Movement Points: **Tonnage:** 95
 Cruising: 3 **Tech Base:** Inner Sphere
 Flank: 5 Star League
 Movement Type: Tracked
 Engine Type: Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	LRM 20	RS	1/Msl. [M,C,S]	3	7	14	21
1	LRM 20	LS	1/Msl. [M,C,S]	3	7	14	21
1	PPC	T	10 [DE]	3	6	12	18
2	Medium Laser	F	5 [DE]	—	3	6	9
1	SRM 4	F	2/Msl. [M,C,S]	—	3	6	9
1	Flamer (Vehicle)	R	2 [DE,H,AI]	—	1	2	3
1	Small Laer	R	3 [DE]	—	1	2	3

Ammo: (LRM 20) 12 (SRM 4) 25 (Flamer) 20

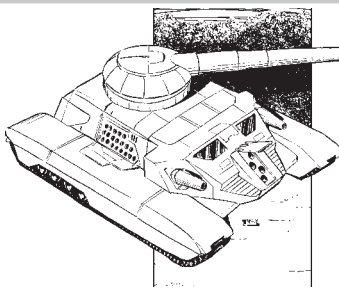
BV: 1,353

CREW DATA

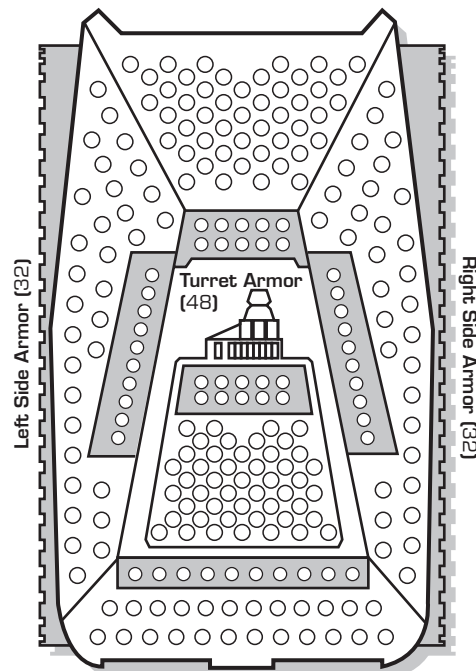
Crew: 7
 Gunnery Skill: Driving Skill:
 Commander Hit +1 Driver Hit +2
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐
 Sensor Hits +1 +2 +3 D
 Motive System Hits +1 +2 +3
 Stabilizers
 Front ☐ Left ☐ Right ☐
 Rear ☐ Turret ☐



Front Armor
(48)



Rear Armor
(24)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	FRONT	REAR	SIDES
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	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

'MECH RECORD SHEET

MECH DATA

Type: **DASHER PRIME**

Movement Points: **Tonnage: 20**
 Walking: 10 **Tech Base: Clan**
 Running: 15 [20] **Succession**
 Jumping: 0 **Wars**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

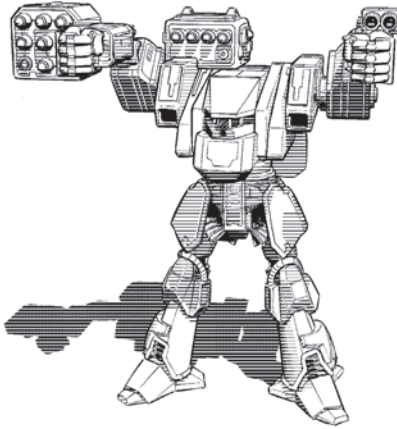
Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead

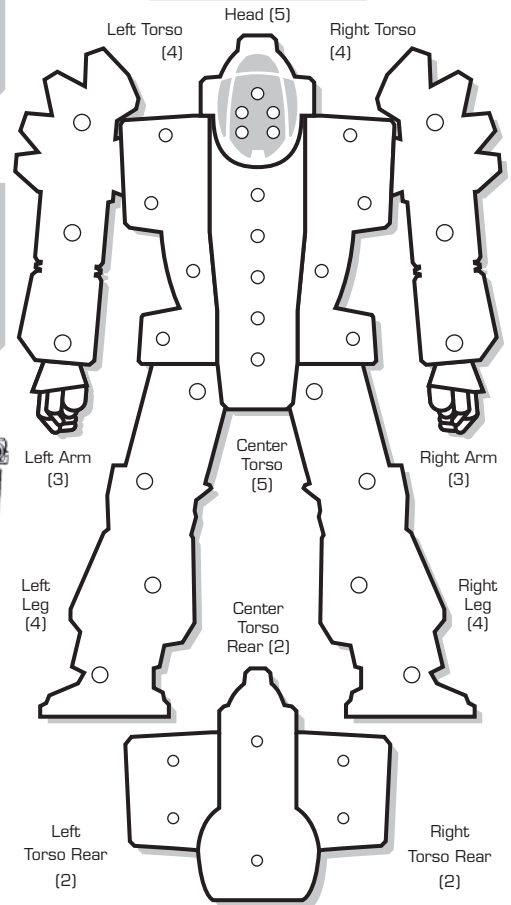
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	RA	4	2/Msl	—	3	6	9
				(M,C,S)				
2	ER Medium Laser	LA	5	7 (DE)	—	5	10	15
1	SRM 4	RT	3	2/Msl	—	3	6	9
				(M,C,S)				

BV: 871



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

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

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

Left Leg

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

Head

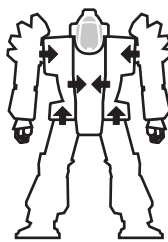
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 6
- Ammo (SRM 6) 15

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

Right Torso (CASE)

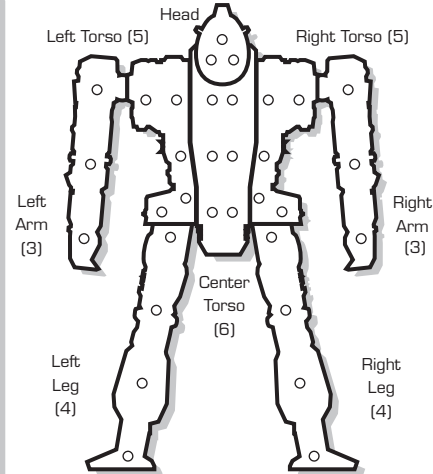
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- SRM 4
- Ammo (SRM 4) 25

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: FLE-17 FLEA

Movement Points:

Walking: 6

Running: 9 [12]

Jumping: 0

Tonnage: 20

Tech Base: Inner Sphere

Clan Invasion

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

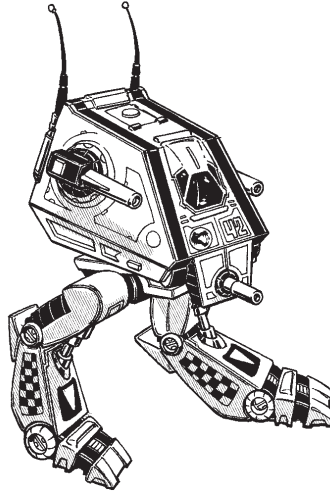
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

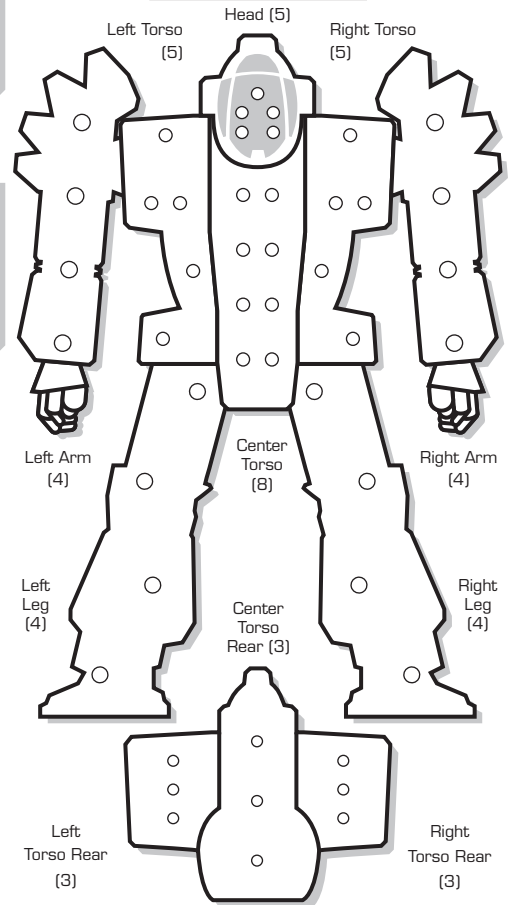
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Med. Pulse Laser	RA	4	6 [P]	—	2	4	6
1	Med. Pulse Laser	LA	4	6 [P]	—	2	4	6
1	Small Laser	RT(R)	1	3 [DE]	—	1	2	3
1	Small Laser	LT(R)	1	3 [DE]	—	1	2	3
1	Flamer	CT	3	2	—	1	2	3

[DE,H,AI]

BV: 510



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Medium Pulse Laser
- Roll Again
- Roll Again
- Roll Again

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

Left Torso

- Heat Sink
- Small Laser (R)
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

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

Left Leg

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

Head

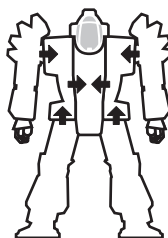
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Flamer
- MASC

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Medium Pulse Laser
- Roll Again
- Roll Again
- Roll Again

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

Right Torso

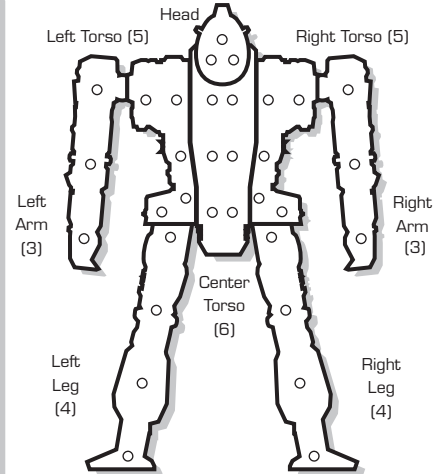
- Heat Sink
- Small Laser (R)
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 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

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: HNT-171 HORNET

Movement Points: Tonnage: 20
 Walking: 5 Tech Base: Inner Sphere
 Running: 8 Clan Invasion
 Jumping: 3

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	LRM 5	RT	2	1/Msl	6	7	14	21
				[M,C,S]				
1	Anti-Missile System	H	1	[PD]	—	0	0	0

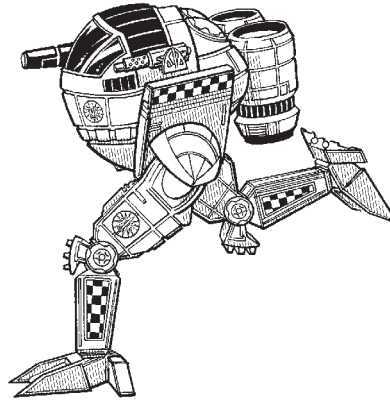
BV: 535

WARRIOR DATA

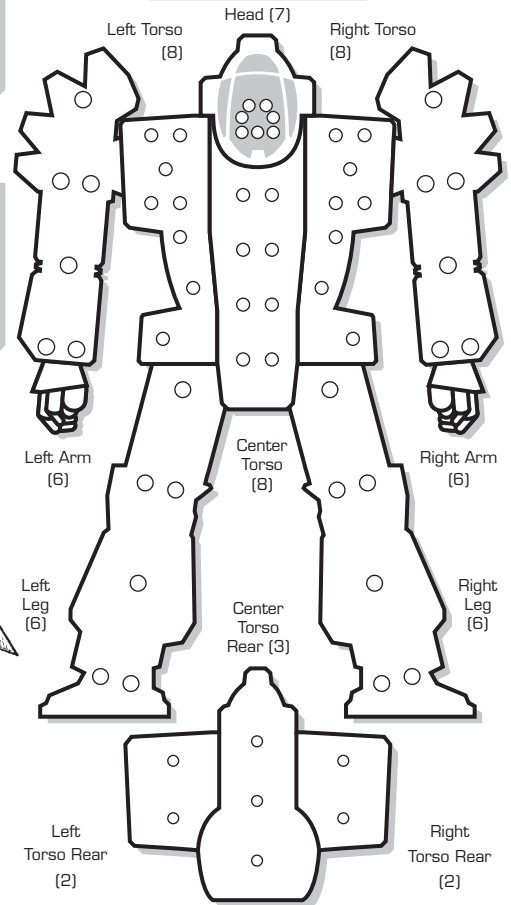
Name: _____

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

- Shoulder
- Upper Arm Actuator
- 1-3 Ferro-Fibrous
- 4 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous

- 1 Ferro-Fibrous
- 2 Ferro-Fibrous
- 3 Ferro-Fibrous
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Left Torso

- Heat Sink
- Jump Jet
- 1-3 Ammo (LRM 5) 24
- 4 Ammo (LRM 5) 24
- 5 Ammo (AMS) 12
- 6 CASE

- 1 Endo Steel
- 2 Endo Steel
- 3 Endo Steel
- 4 Endo Steel
- 5 Endo Steel
- 6 Endo Steel

Left Leg

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

Head

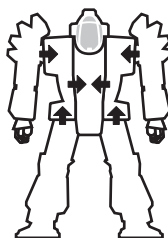
- Life Support
- Sensors
- Cockpit
- Anti-Missile System
- 5 Sensors
- 6 Life Support

Center Torso

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

- 1 Gyro
- 2 Fusion Engine
- 3 Fusion Engine
- 4-6 4 Fusion Engine
- 5 Jump Jet
- 6 Endo Steel

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 3 Medium Laser
- 4 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Ferro-Fibrous

- 1 Ferro-Fibrous
- 2 Ferro-Fibrous
- 3 Ferro-Fibrous
- 4-6 4 Ferro-Fibrous
- 5 Roll Again
- 6 Roll Again

Right Torso

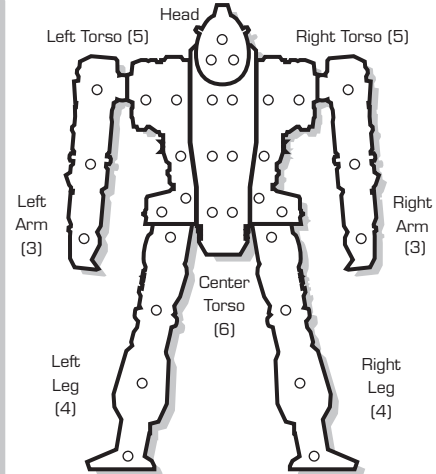
- Heat Sink
- Jump Jet
- 1-3 3 LRM 5
- 4 Endo Steel
- 5 Endo Steel
- 6 Endo Steel

- 1 Endo Steel
- 2 Endo Steel
- 3 Endo Steel
- 4 Endo Steel
- 5 Endo Steel
- 6 Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: COM-5S COMMANDO

Movement Points: Tonnage: 25
Walking: 6 Tech Base: Inner Sphere
Running: 9 Clan Invasion
Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 2	RA	2	2/Msl (M,C)	—	3	6	9
1	Medium Laser	LA	3	5 (DE)	—	3	6	9
1	SRM 6	LT	4	2/Msl (M,C,S)	—	3	6	9

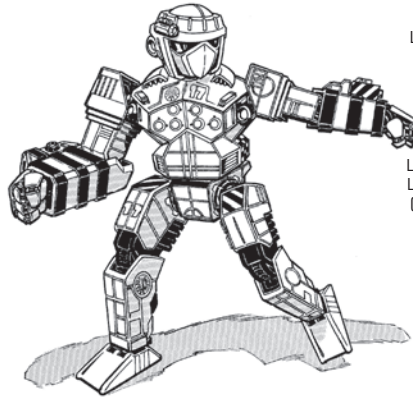
BV: 557

WARRIOR DATA

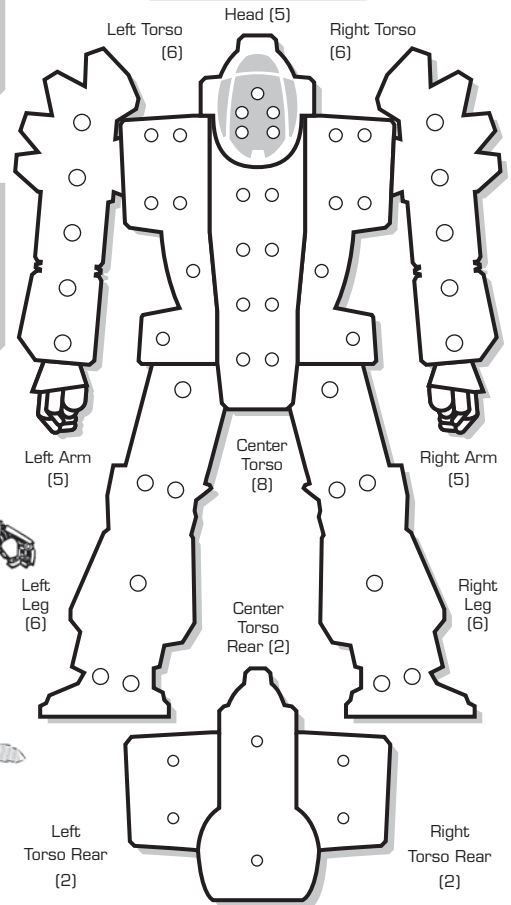
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- SRM 6
- SRM 6
- Artemis IV FC
- Endo Steel
- Endo Steel
- Endo Steel

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

Left Leg

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

Head

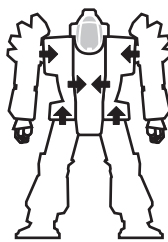
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Streak SRM 2
- Ferro-Fibrous

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

Right Torso

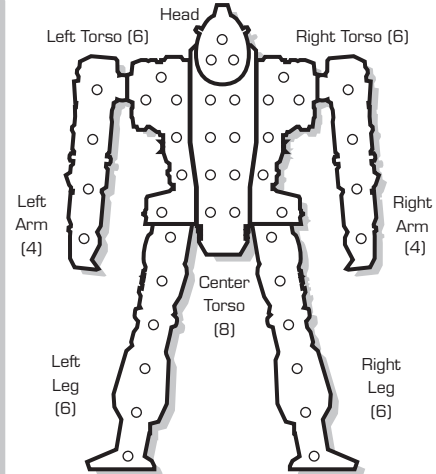
- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- Ammo (Streak SRM 2) 50
- CASE
- Endo Steel
- Endo Steel

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 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

BATTLETECH™

'MECH RECORD SHEET

MECH DATA

Type: KOSHI PRIME

Movement Points: Tonnage: 25
 Walking: 7 Tech Base: Clan
 Running: 11 Succession
 Jumping: 6 Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 4	RA	3	2/Msl (M,C)	—	4	8	12
2	Machine Gun	RA	0	2 (DB,AI)	—	1	2	3
1	LRM 10	LA	4	1/Msl (M,C,S)	—	7	14	21
1	Active Probe	HD	0	(E)	—	—	—	5

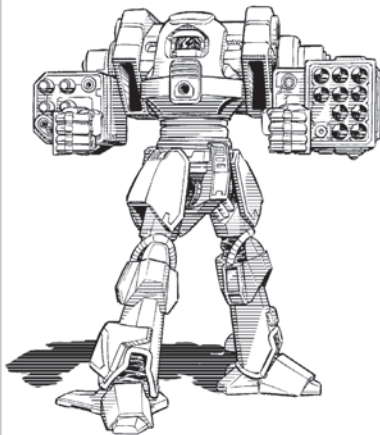
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WARRIOR DATA

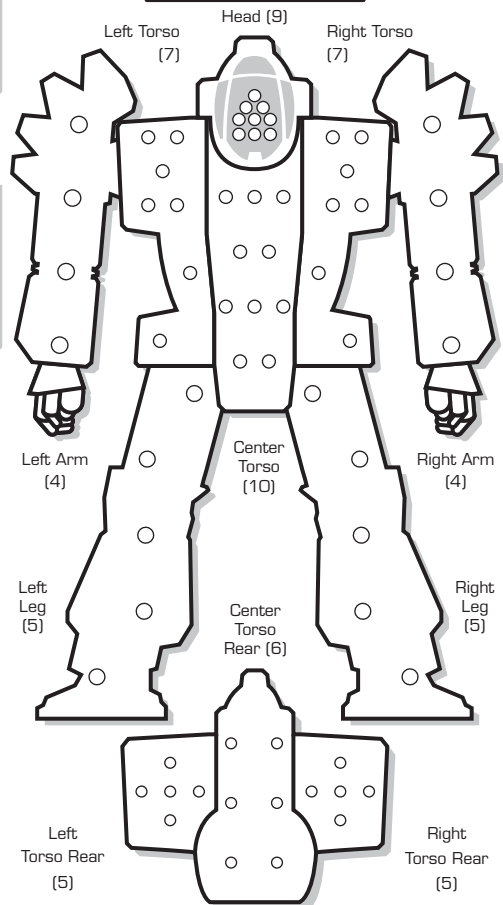
Name: _____

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 (CASE)

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

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

Left Torso

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

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

Left Leg

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

Head

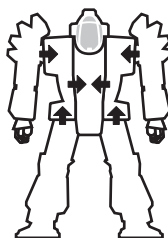
- Life Support
- Sensors
- Cockpit
- Active Probe
- Sensors
- Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Streak SRM 4
- Machine Gun

- Machine Gun
- Ammo (MG) 200
- Ammo (Streak SRM 4) 25
- Endo Steel
- Ferro-Fibrous
- Roll Again

Right Torso

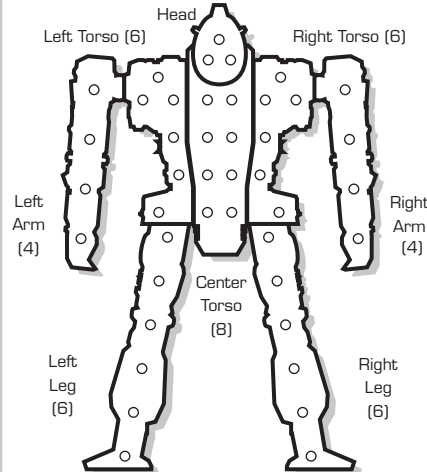
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: MCY-99 MERCURY

Movement Points: Tonnage: 20
 Walking: 8 Tech Base: Inner Sphere
 Running: 12 [16] Star League
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Small Laser	CT	1	3 [DE]	—	1	2	3
1	Small Laser	HD	1	3 [DE]	—	1	2	3

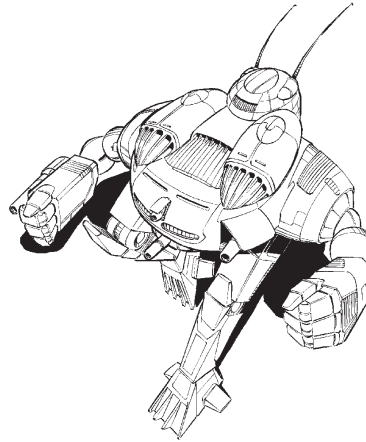
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WARRIOR DATA

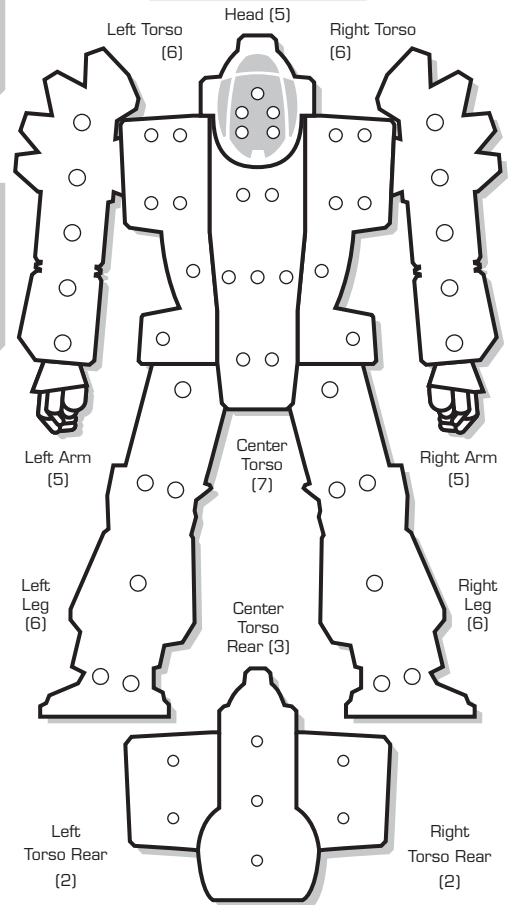
Name: _____

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

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

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

Left Torso

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

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

Left Leg

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

Head

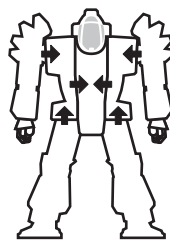
- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Small Laser
- MASC

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



Damage Transfer Diagram

Right Arm

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

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

Right Torso

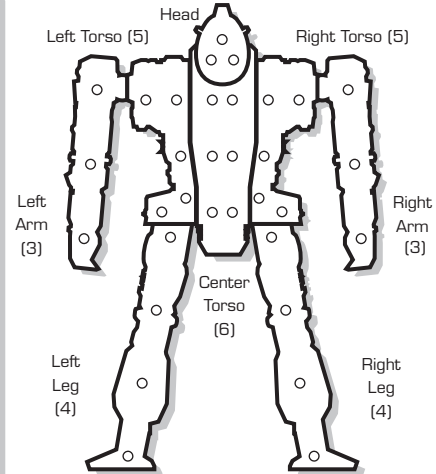
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: **THE-N THORN**

Movement Points: **Tonnage: 20**
 Walking: 6 **Tech Base: Inner Sphere**
 Running: 9 **Star League**
 Jumping: 0

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

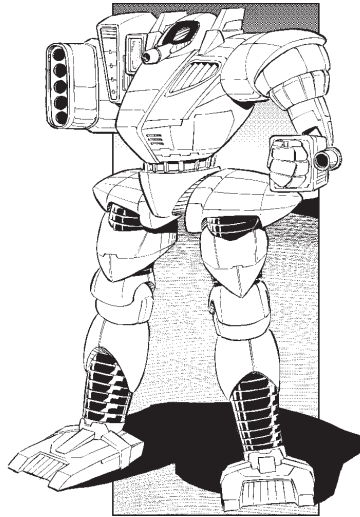
Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead

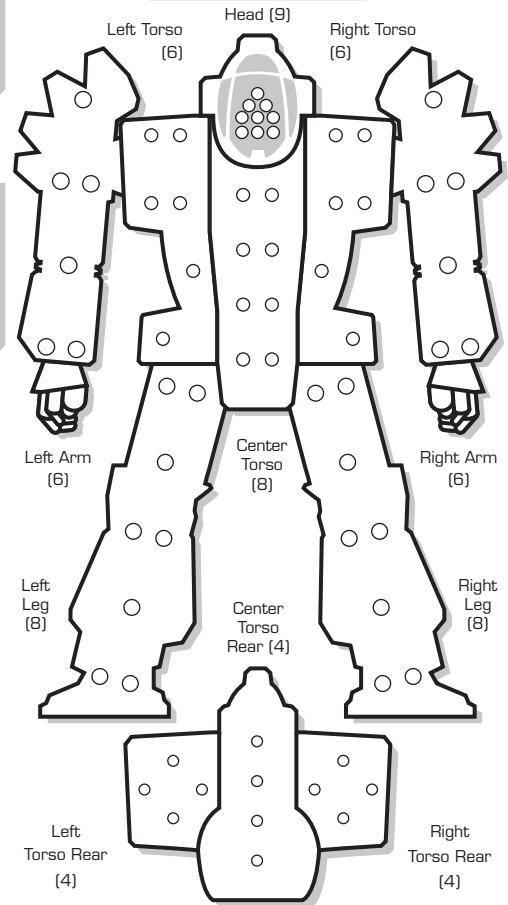
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	RA	2	1/[Msl]	6	7	14	21
[M,C,S]								
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Laser	HD	3	5 [DE]	—	3	6	9

BV: 546



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Laser
 - Roll Again

- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Torso

- 1-3
- Heat Sink
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel

- 4-6
- Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Leg

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

Head

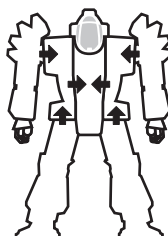
- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

Center Torso

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

- 4-6
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Roll Again
 - Roll Again

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



Damage Transfer Diagram

Right Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - LRM 5
 - Roll Again
 - Roll Again
 - Roll Again

- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Torso

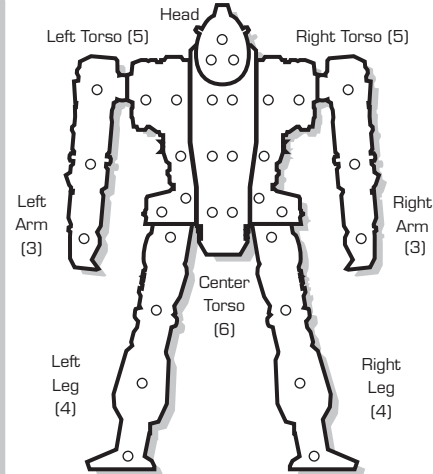
- 1-3
- Heat Sink
 - Ammo (LRM 5) 24
 - CASE
 - Endo Steel
 - Endo Steel
 - Endo Steel

- 4-6
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **MON-66 MONGOOSE**

Movement Points: **Tonnage: 25**
 Walking: 8 **Tech Base: Inner Sphere**
 Running: 12 **Star League**
 Jumping: 0

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

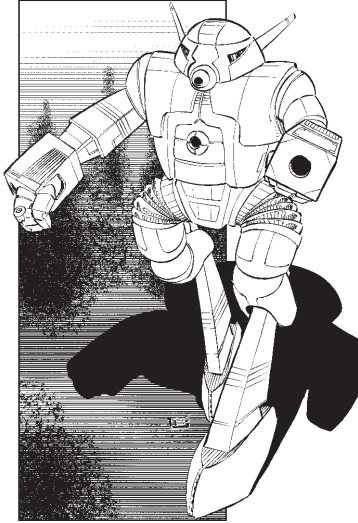
Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead

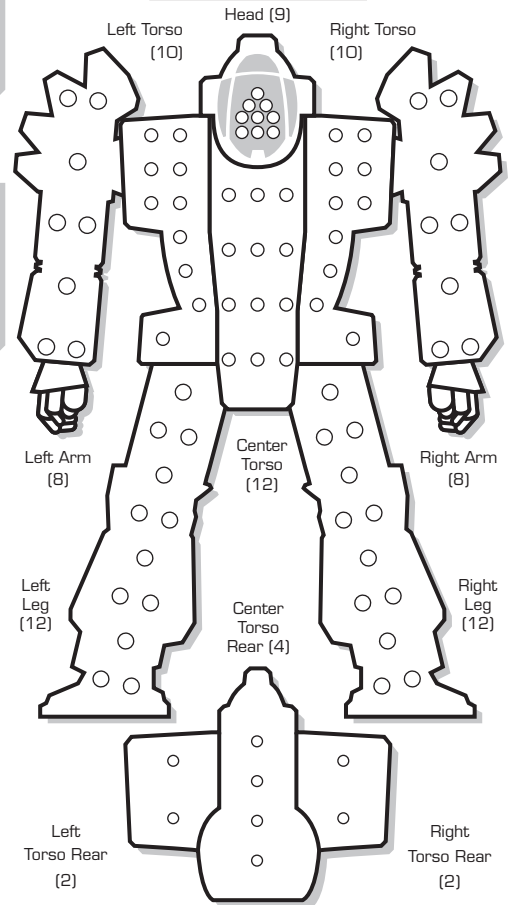
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Beagle Active Probe	LT	—	[E]	—	—	—	4
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Small Laser	HD	1	3 [DE]	—	1	2	3

BV: 758



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- Beagle Active Probe
- Beagle Active Probe
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

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

Left Leg

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

Head

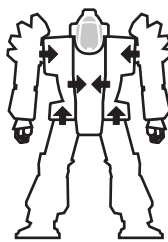
- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

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

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

Right Torso

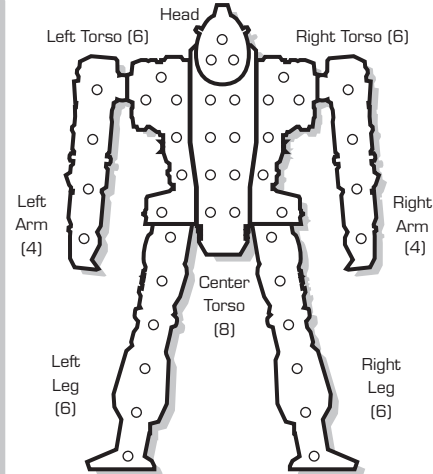
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 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

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: FLC-4P FALCON

Movement Points: Tonnage: 30
 Walking: 6 Tech Base: Inner Sphere
 Running: 9 Clan Invasion
 Jumping: 5

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Med. Pulse Laser	RA	4	6 [P]	—	2	4	6
1	Small Laser	RA	1	3 [DE]	—	1	2	3
1	Small Laser	LA	1	3 [DE]	—	1	2	3
1	Anti-Missile System	LT	1	[PD]	—	0	0	0

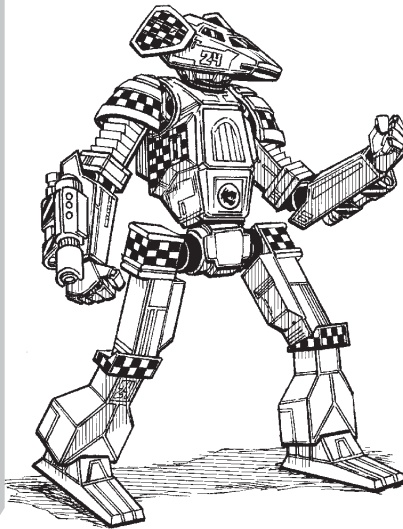
BV: 649

WARRIOR DATA

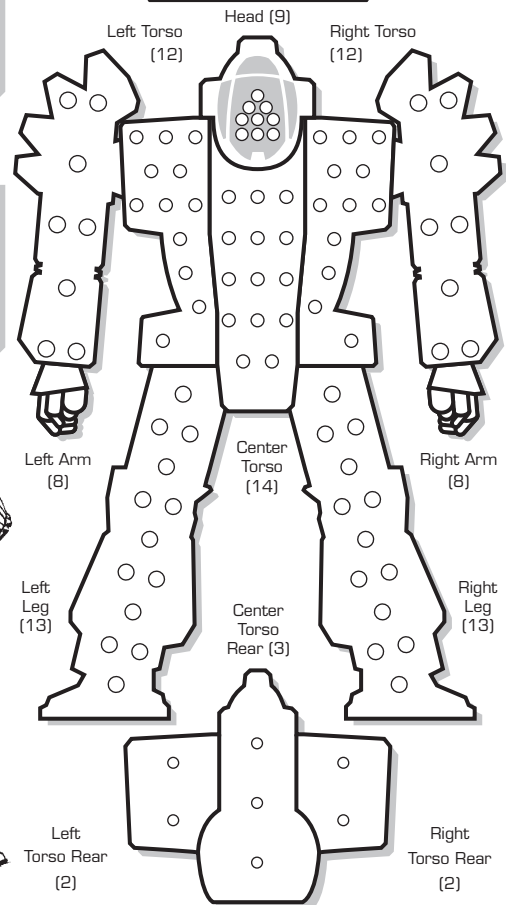
Name: _____

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

- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Torso

- 1-3
- Jump Jet
 - Jump Jet
 - Anti-Missile System
 - Roll Again
 - Roll Again
 - Roll Again

- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Leg

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

Head

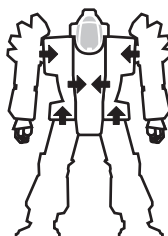
- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

Center Torso

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

- 4-6
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Jump Jet
 - Roll Again

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



Damage Transfer Diagram

Right Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Pulse Laser
 - Small Laser

- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Torso

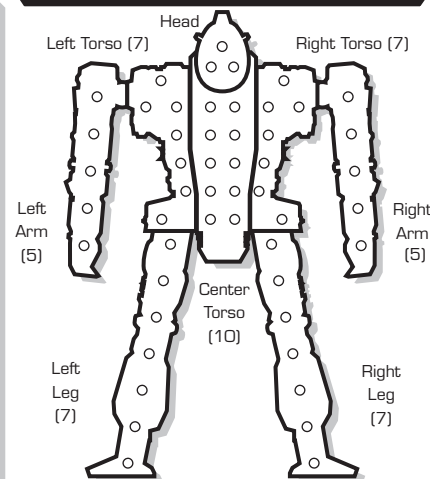
- 1-3
- Jump Jet
 - Jump Jet
 - Ammo (AMS) 12
 - Roll Again
 - Roll Again
 - Roll Again

- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12 Single
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: FFL-4B FIREFLY

Movement Points: Tonnage: 30
 Walking: 5 Tech Base: Inner Sphere
 Running: 8 Succession
 Jumping: 4 Wars

WARRIOR DATA

Name: _____

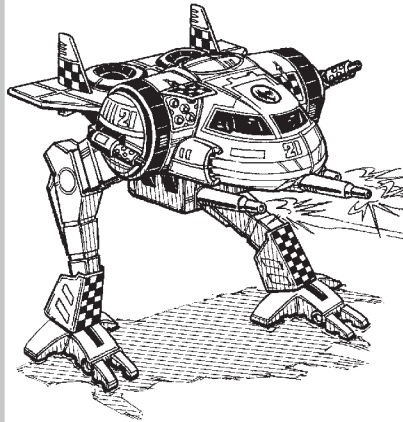
Gunnery Skill: _____ Piloting Skill: _____

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

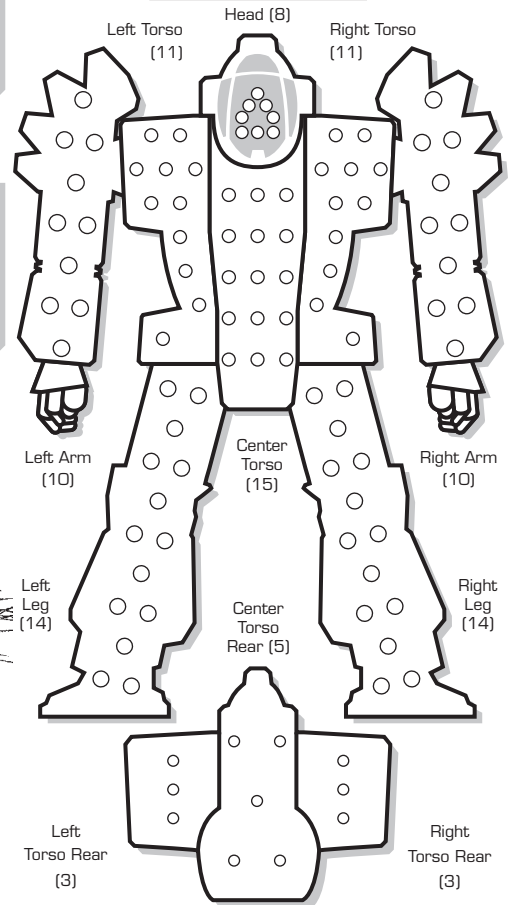
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Anti-Missile System	LA	1	[PD]	—	0	0	0
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	LRM 5	RT	2	1/Msl	6	7	14	21
				[M,C,S]				
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	CT	3	5 [DE]	—	3	6	9

BV: 870



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Anti-Missile System
- Roll Again
- Roll Again
- Roll Again

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

Left Torso

- Heat Sink
- Heat Sink
- 1-3 Medium Laser
- Ammo (LRM 5) 24
- Ammo (AMS) 12
- CASE

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

Left Leg

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

Head

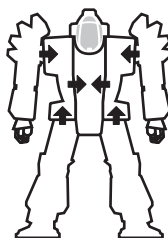
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Medium Laser
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Right Torso

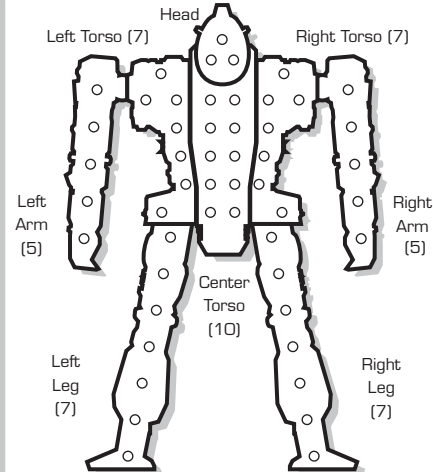
- Heat Sink
- Heat Sink
- 1-3 Medium Laser
- LRM 5
- Roll Again
- Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 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

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: JVN-10P JAVELIN

Movement Points: Tonnage: 30
Walking: 6 Tech Base: Inner Sphere
Running: 9 Clan Invasion
Jumping: 6

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	RT	4	2/Msl	—	3	6	9
				[M,C,S]				
2	Streak SRM 2	LT	2	2/Msl	—	3	6	9
				[M,C]				

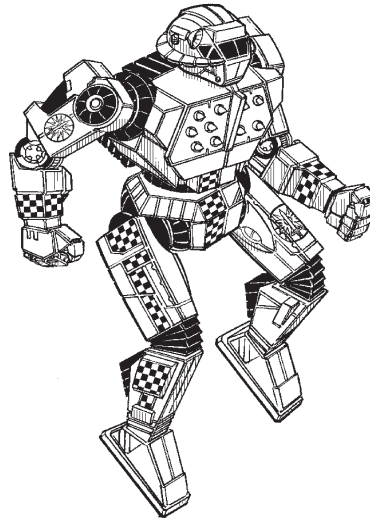
BV: 590

WARRIOR DATA

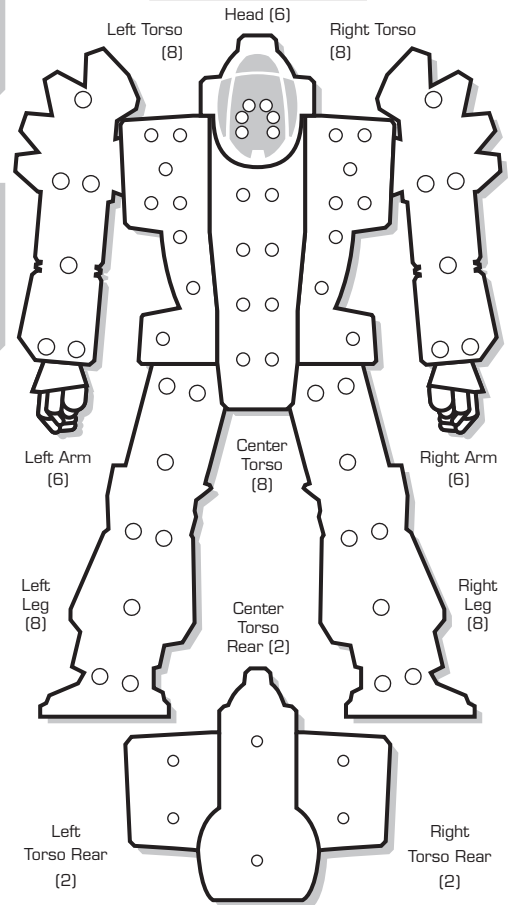
Name: _____

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

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

1-3

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

4-6

Left Torso

- Heat Sink
- Streak SRM 2
- Streak SRM 2
- Ammo (Streak SRM 2) 20
- Roll Again
- Roll Again

1-3

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

4-6

Left Leg

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

Head

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

1-3

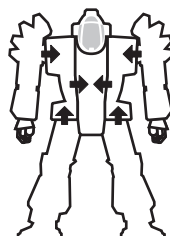
Center Torso

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

4-6

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

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



Damage Transfer Diagram

Right Arm

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

1-3

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

4-6

Right Torso

- Heat Sink
- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- Roll Again
- Roll Again

1-3

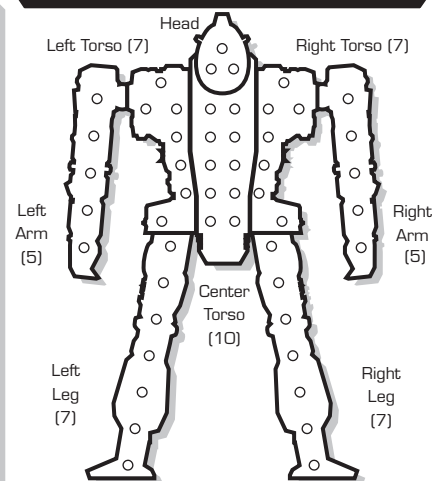
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: HER-3S HERMES

Movement Points: Tonnage: 30
Walking: 9 Tech Base: Inner Sphere
Running: 14 [18] Star League
Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Beagle Active Probe	RT	—	[E]	—	—	—	4

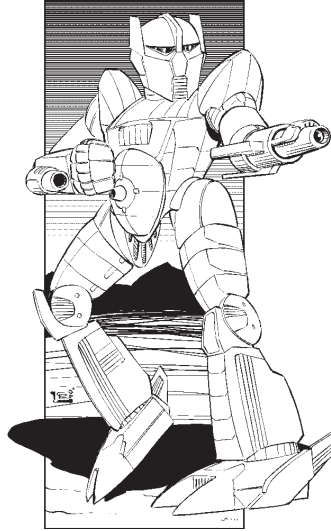
BV: 649

WARRIOR DATA

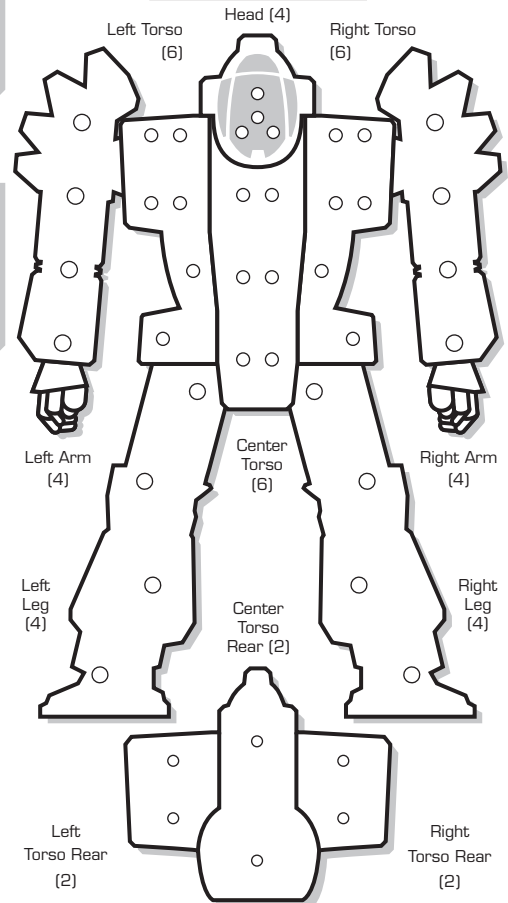
Name: _____

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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Left Torso

- MASC
- MASC
- 1-3 Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

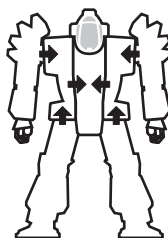
- Life Support
- Sensors
- Cockpit
- Roll Again
5. Sensors
- Life Support

Center Torso

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

- Gyro
- 4-6 Fusion Engine
- Fusion Engine
- Roll Again
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- Medium Laser
- Ferro-Fibrous

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

Right Torso

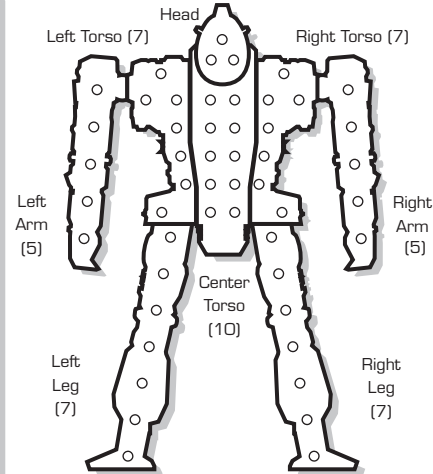
- Beagle Active Probe
- Beagle Active Probe
- 1-3 Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Roll Again
- Roll Again
- Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 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

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: HSR-200-D HUSSAR

Movement Points: Tonnage: 30
 Walking: 9 Tech Base: Inner Sphere
 Running: 14 Star League
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	CT	12	8 [DE]	—	7	14	19

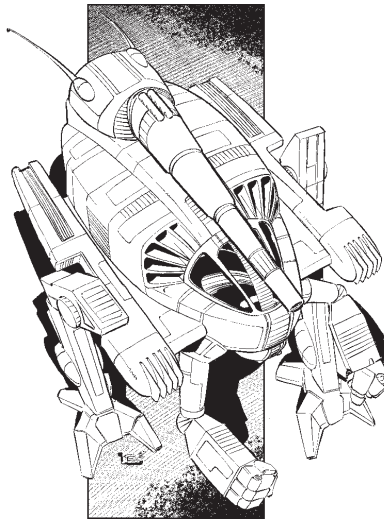
BV: 636

WARRIOR DATA

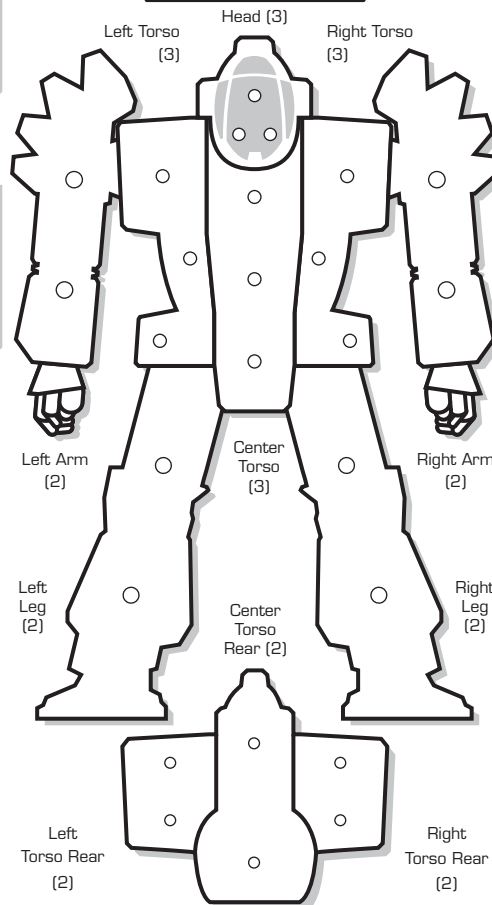
Name: _____

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

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

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

Left Torso

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

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

Left Leg

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

Head

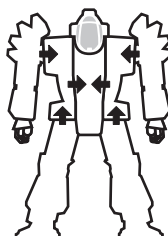
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

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

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

Right Torso

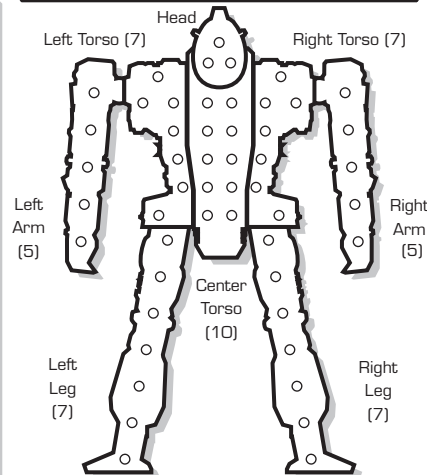
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: SDR-7M SPIDER

Movement Points: Tonnage: 30
Walking: 8 Tech Base: Inner Sphere
Running: 12 Clan Invasion
Jumping: 8

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Med. Pulse Laser	CT	4	6 (P)	—	2	4	6

BV: 625

WARRIOR DATA

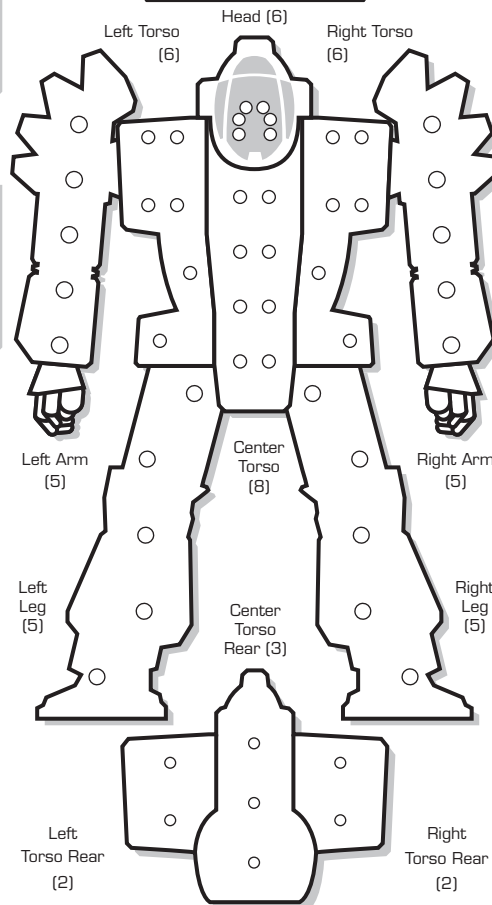
Name: _____

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

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

1-3

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

4-6

Left Torso

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

1-3

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

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

4-6

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

Right Arm

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

1-3

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

4-6

Right Torso

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

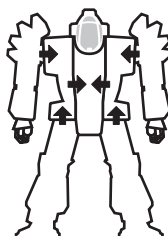
1-3

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

4-6

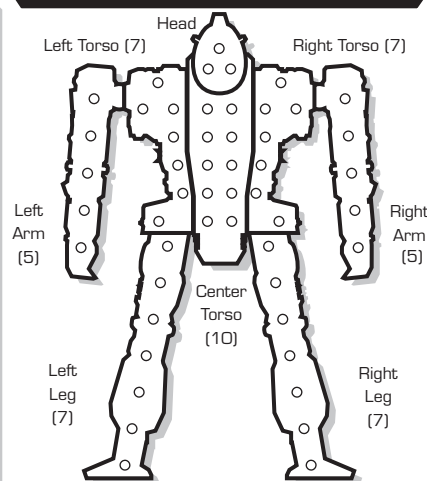
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Sinks: 10 Single



Heat Scale

Overflow

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

BATTLETECH™

'MECH RECORD SHEET

MECH DATA

Type: ULLER PRIME

Movement Points: Tonnage: 30
 Walking: 6 Tech Base: Clan
 Running: 9 Succession
 Jumping: 0 Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 4	RA	3	2/Msl (M,C)	—	4	8	12
1	LB 5-X AC	RA	1	5 (DB,C,S,F)	3	8	15	24
1	ER Large Laser	LA	12	10 (DE)	—	8	15	25
1	Small Pulse Laser	LA	2	3 (DE,P)	—	2	4	6

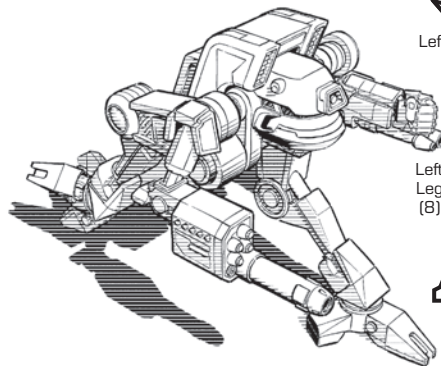
BV: 1,088

WARRIOR DATA

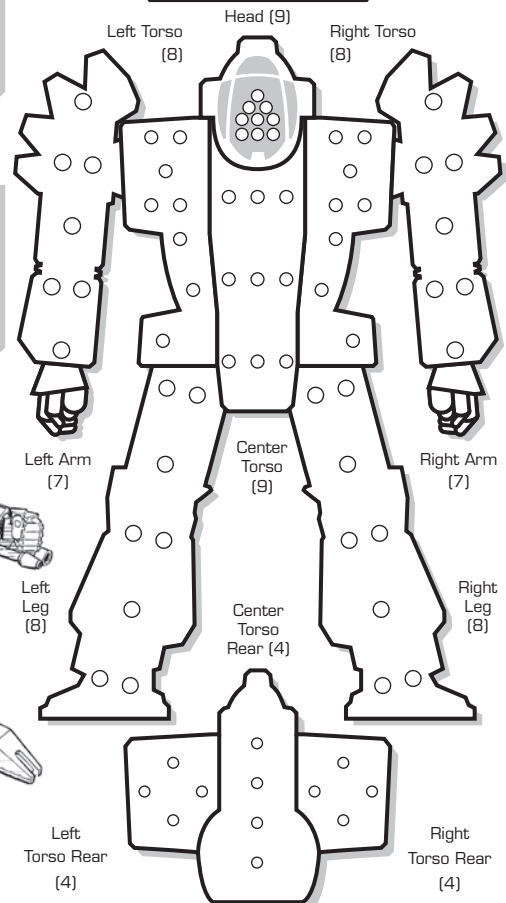
Name: _____

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

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

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

Left Torso

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

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

Left Leg

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

Head

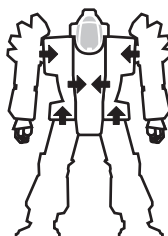
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC

- Streak SRM 4
- Ammo (Streak SRM 4) 25
- Ammo (LB 5-X) 20
- Endo Steel
- Ferro-Fibrous
- Roll Again

Right Torso

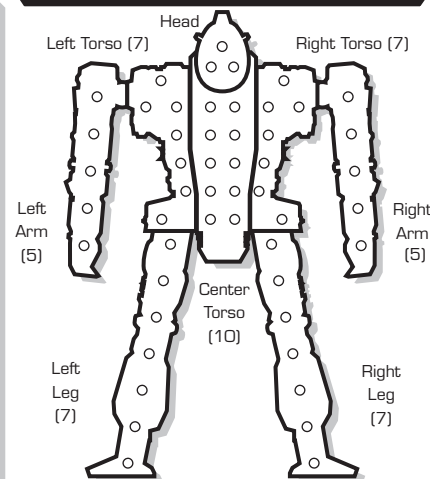
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: UM-R63 URBANMECH

Movement Points: Tonnage: 30
 Walking: 2 Tech Base: Inner Sphere
 Running: 3 Clan Invasion
 Jumping: 2

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10	—	6	12	18
[DB,C/F/S]								
1	Small Laser	LA	1	3 [DE]	—	1	2	3
1	Small Pulse Laser	LT	2	3 [P]	—	1	2	3

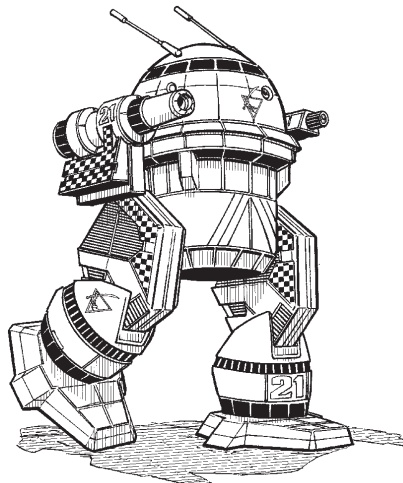
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WARRIOR DATA

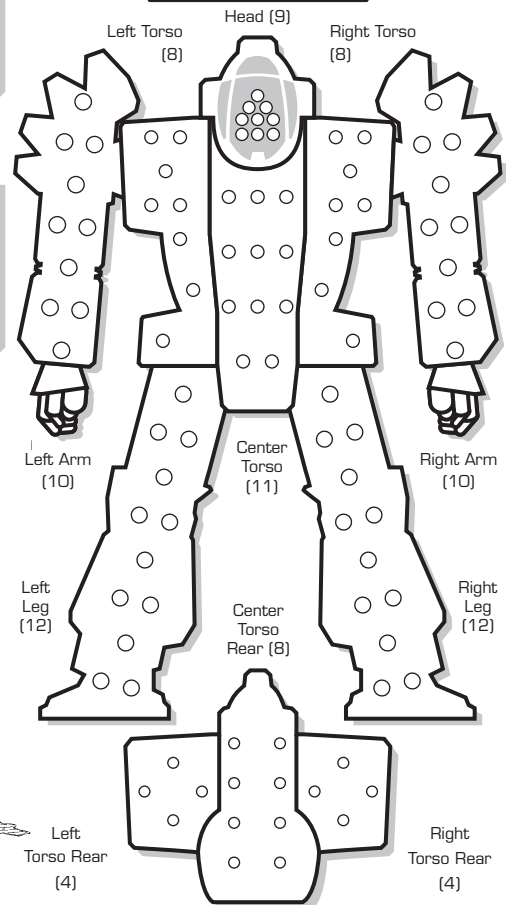
Name: _____

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

- Shoulder
- Upper Arm Actuator
- Small Laser
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

Left Torso

- Heat Sink
- Heat Sink
- Small Pulse Laser
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

Left Leg

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

Head

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

Center Torso

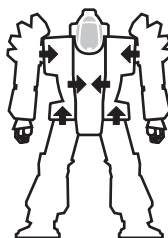
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

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

4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

- LB 10-X AC
- LB 10-X AC
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- Heat Sink
- Heat Sink
- Ammo (LB 10-X) 10
- Roll Again
- Roll Again
- Roll Again

1-3

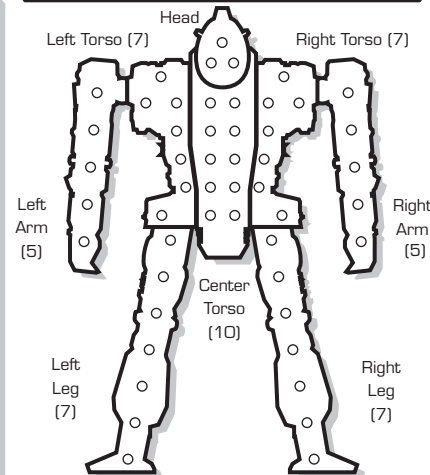
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: FS9-S FIRESTARTER

Movement Points: Tonnage: 35
 Walking: 6 Tech Base: Inner Sphere
 Running: 9 Clan Invasion
 Jumping: 6

WARRIOR DATA

Name: _____

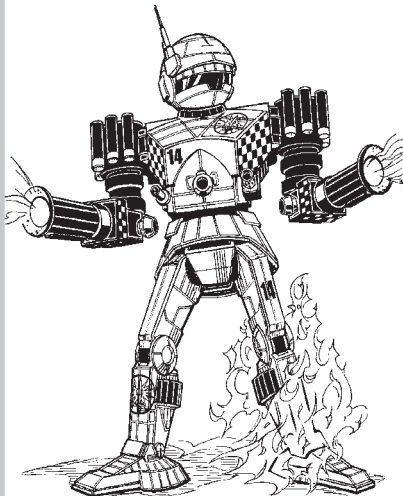
Gunnery Skill: _____ Piloting Skill: _____

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

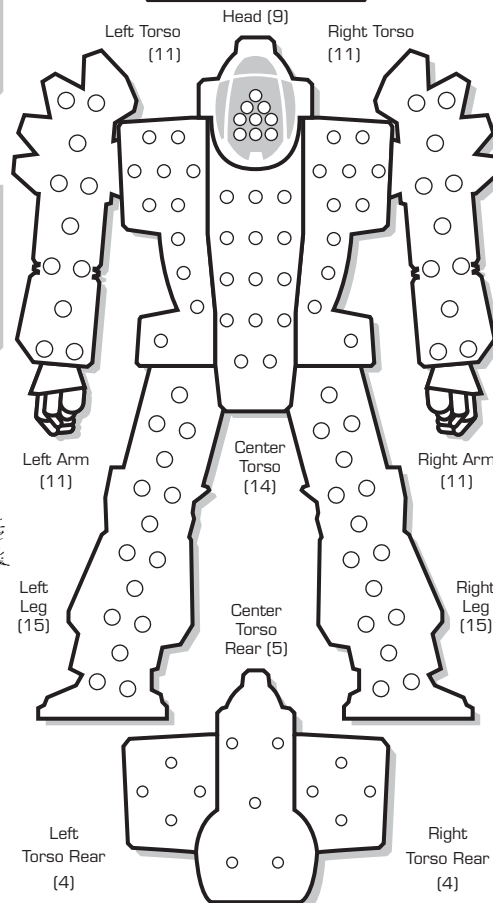
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	RA	3	2	—	1	2	3
				[DE,H,AI]				
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Flamer	LA	3	2	—	1	2	3
				[DE,H,AI]				
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Small Laser	RT	1	3 [DE]	—	1	2	3
1	Anti-Missile System	LT	1	[PD]	—	0	0	0
1	Beagle Active Probe	LT	—	[E]	—	—	—	4
1	Flamer	CT(R)	3	2	—	1	2	3
				[DE,H,AI]				
1	Flamer	CT	3	2	—	1	2	3
				[DE,H,AI]				

BV: 754



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Laser
- Flamer
- Endo Steel

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

Left Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Anti-Missile System
- Ammo (AMS) 12
- Beagle Active Probe

- Beagle Active Probe
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Leg

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

Head

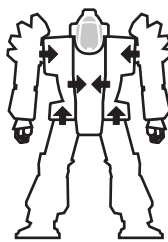
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Flamer
- Flamer (R)

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Laser
- Flamer
- Roll Again

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

Right Torso

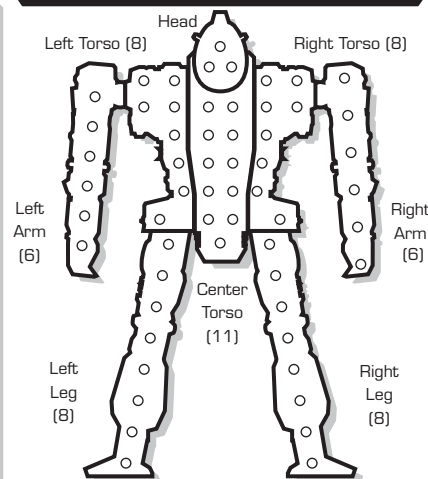
- Jump Jet
- Jump Jet
- Jump Jet
- Small Laser
- Endo Steel
- Endo Steel

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: JR7-K JENNER

Movement Points: Tonnage: 35
 Walking: 7 Tech Base: Inner Sphere
 Running: 11 Succession
 Jumping: 5 Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RA	3	5 (DE)	—	3	6	9
2	Medium Laser	LA	3	5 (DE)	—	3	6	9
1	SRM 4	CT	3	2/Msl	—	3	6	9

(M,C,S)

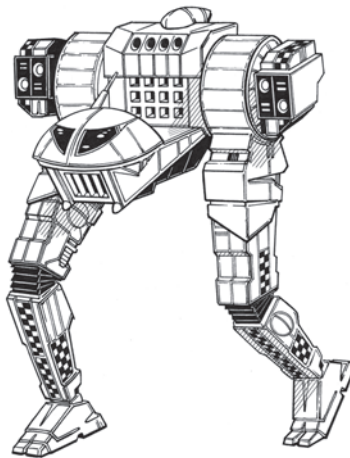
BV: 889

WARRIOR DATA

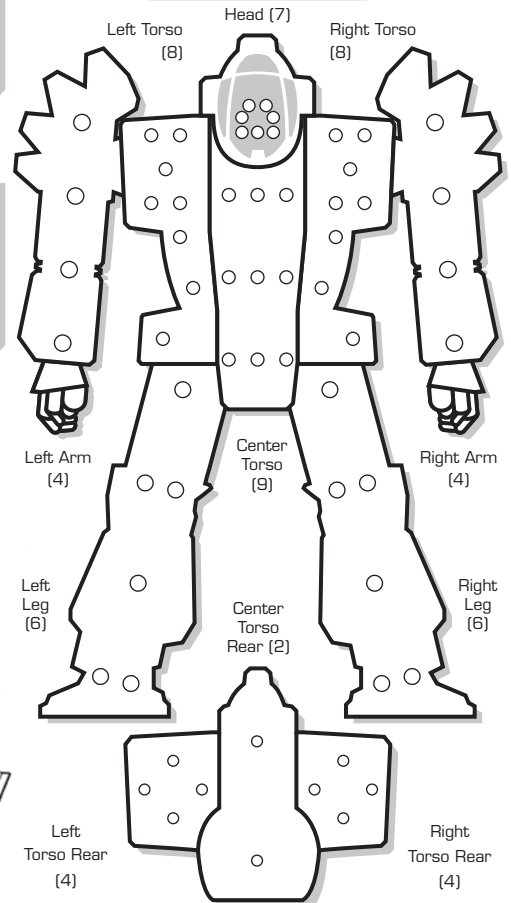
Name: _____

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

- Shoulder
- Upper Arm Actuator
- 1-3 Medium Laser
- Medium Laser
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

- Jump Jet
- Jump Jet
- 1-3 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

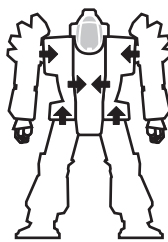
- Life Support
- Sensors
- Cockpit
- Heat Sink
5. Sensors
- Life Support

Center Torso

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

- Gyro
- 4-6 Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- SRM 4

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Medium Laser
- Medium Laser
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Torso

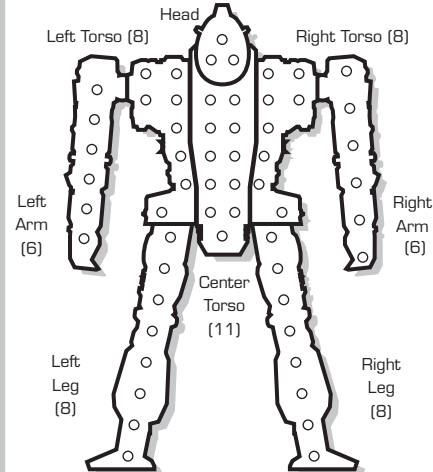
- Jump Jet
- Jump Jet
- 1-3 Ammo (SRM 4) 25
- CASE
- Ferro-Fibrous
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: WLF-2 WOLFHOUND

Movement Points: Tonnage: 35
 Walking: 6 Tech Base: Inner Sphere
 Running: 9 Clan Invasion
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RT	12	8 [DE]	—	7	14	19
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	CT(R)	3	5 [DE]	—	3	6	9
1	Medium Laser	CT	3	5 [DE]	—	3	6	9

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

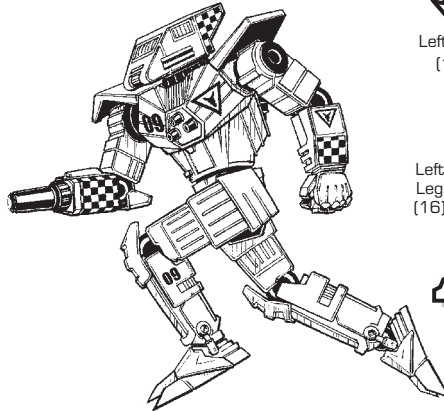
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WARRIOR DATA

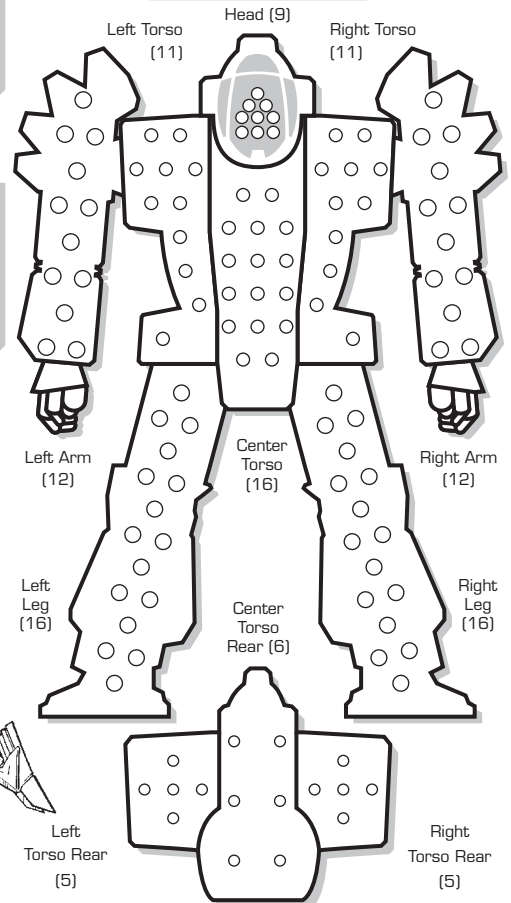
Name: _____

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

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

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

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Medium Laser
- Roll Again
- Roll Again

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

Left Leg

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

Head

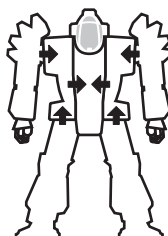
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Medium Laser
- Medium Laser (R)
- Medium Laser (R)

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



Damage Transfer Diagram

Right Arm

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

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

Right Torso

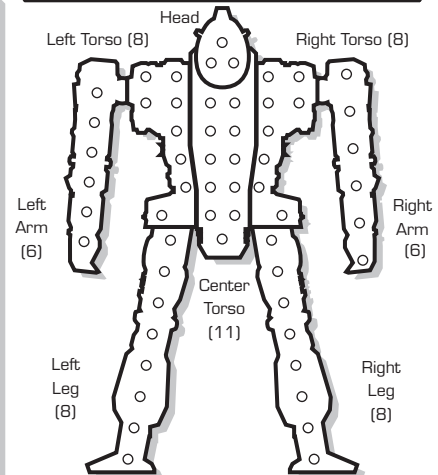
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Medium Laser
- Roll Again
- Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: ASN-23 ASSASSIN

Movement Points: Tonnage: 40
 Walking: 7 Tech Base: Inner Sphere
 Running: 11 Clan Invasion
 Jumping: 7

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Med. Pulse Laser	RA	4	6 (P)	—	2	4	6
1	LRM 5	RT	2	1/Msl	6	7	14	21
				w/Artemis IV FCS	(M,C,S)			

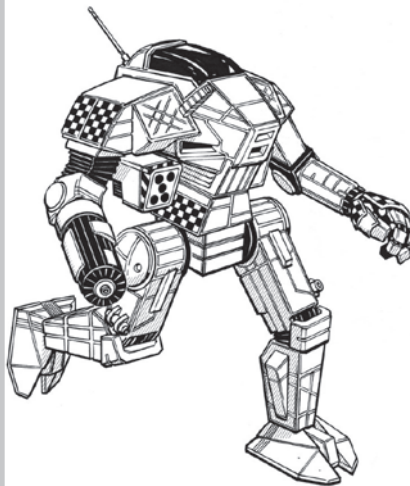
BV: 740

WARRIOR DATA

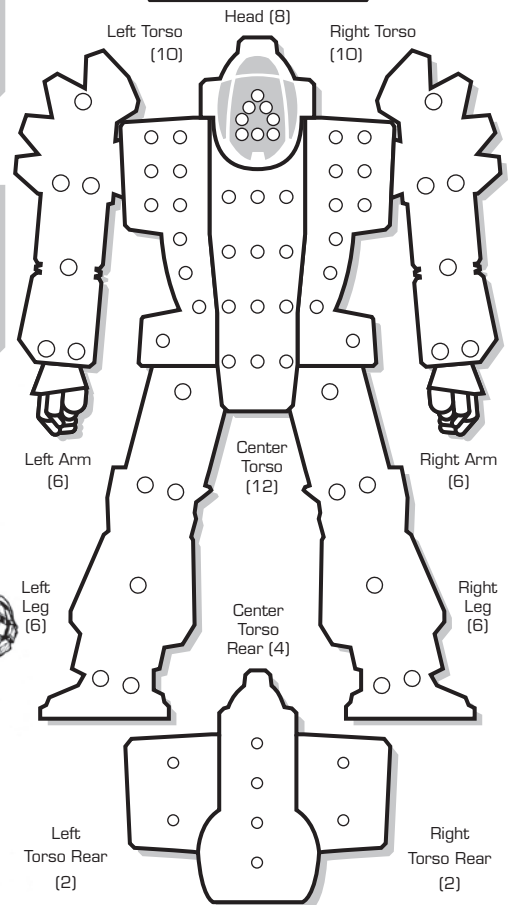
Name: _____

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

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

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

Left Torso

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

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

Left Leg

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

Head

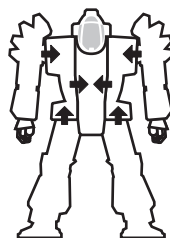
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

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

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

Right Torso

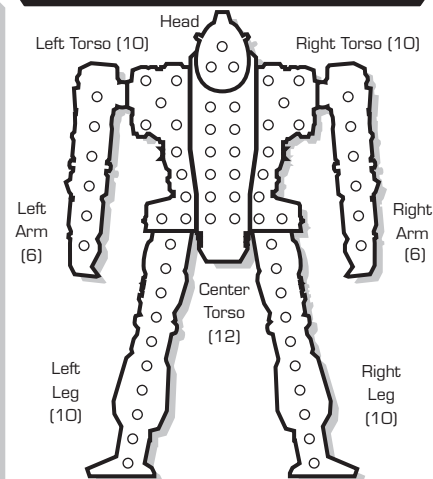
- Jump Jet
- Jump Jet
- Jump Jet
- LRM 5
- Artemis IV FCS
- Ammo (LRM 5 Artemis) 24

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Sinks: 10 Single



Heat Scale

Overflow

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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: CDA-3M CICADA

Movement Points: Tonnage: 40
 Walking: 8 Tech Base: Inner Sphere
 Running: 12 Clan Invasion
 Jumping: 0

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

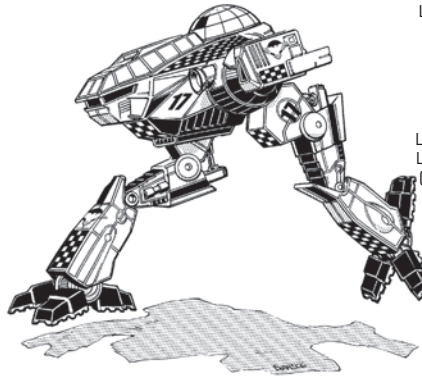
Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead

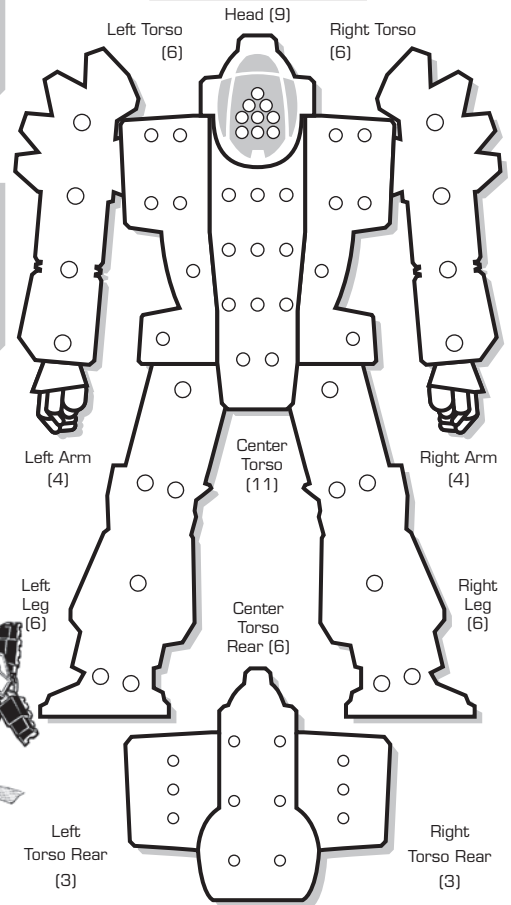
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RT	3	5 (DE)	—	3	6	9
1	Medium Laser	RT	3	5 (DE)	—	3	6	9
1	Ultra AC/5	LT	1/Sht	5/Sht	2	6	13	20
				(DB,R/C)				
1	Small Pulse Laser	CT	2	3 (P)	—	1	2	3

BV: 812



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5

- Ultra AC/5
- Ultra AC/5
- Medium Laser
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

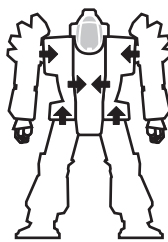
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Small Pulse Laser
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Right Torso

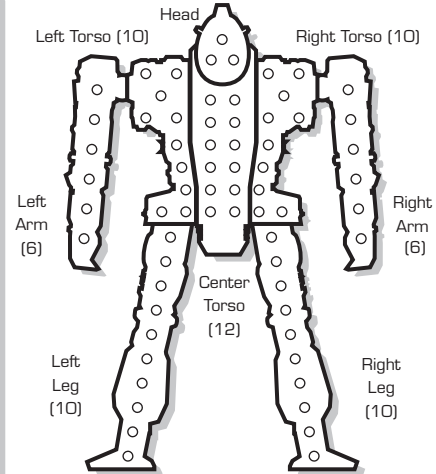
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Ammo (Ultra AC/5) 20
- CASE

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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

BATTLETECH™

'MECH RECORD SHEET

MECH DATA

Type: CLNT-2-3U CLINT

Movement Points: Tonnage: 40
 Walking: 6 Tech Base: Inner Sphere
 Running: 9 Clan Invasion
 Jumping: 6

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10 (DE)	—	7	14	23
1	Med. Pulse Laser	LT	4	6 (P)	—	2	4	6
1	Med. Pulse Laser	LT	4	6 (P)	—	2	4	6

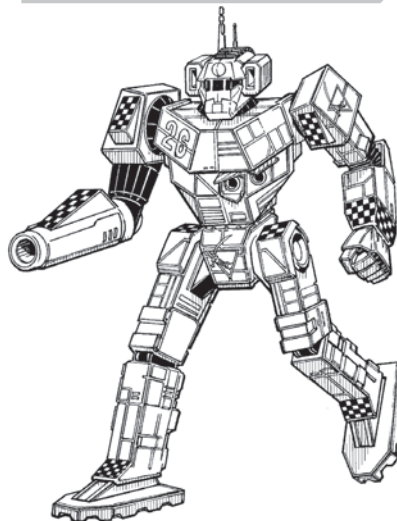
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WARRIOR DATA

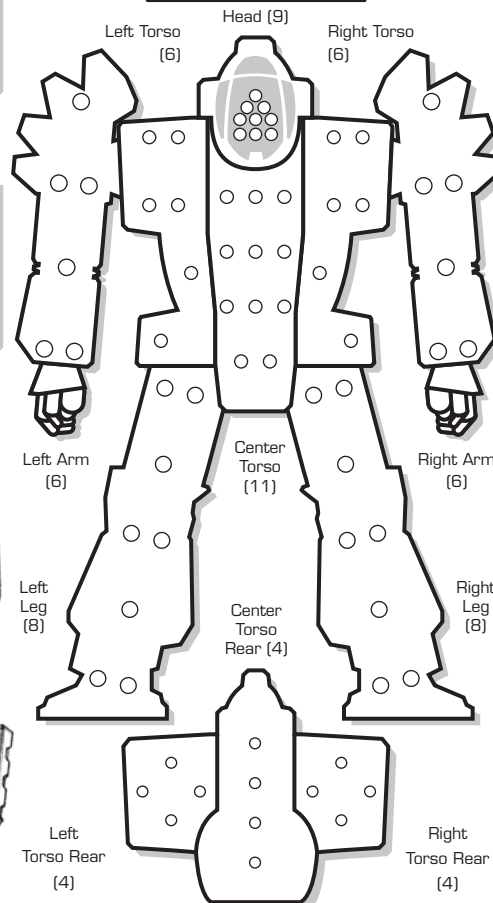
Name: _____

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

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

1-3

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

4-6

Left Torso

- Jump Jet
- Medium Pulse Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

Left Leg

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

Head

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

Right Arm

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

1-3

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

4-6

Right Torso

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

1-3

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

4-6

Right Leg

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

Center Torso

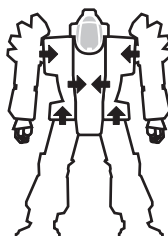
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Medium Pulse Laser
- Roll Again

4-6

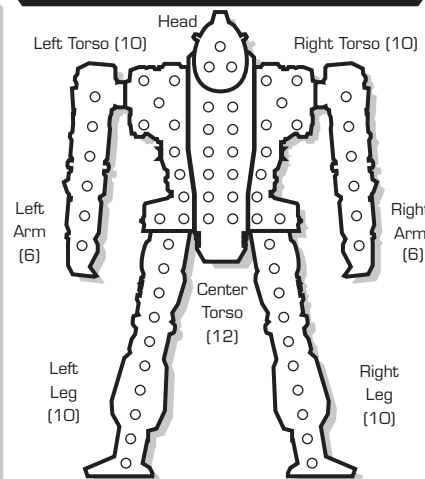
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Heat Level*	Effects	Heat Sinks: 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	

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: **DRAGONFLY PRIME**

Movement Points: **Tonnage:** 40
Walking: 8 **Tech Base:** Clan
Running: 12 **Succession**
Jumping: 8 **Wars**

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Med. Pulse Laser	RA	4	7 (P)	—	4	8	12
1	SRM 4	LA	3	2/Msl	—	3	6	9
				(M,C,S)				
2	Machine Gun	RT	0	2	—	1	2	3
				(DB,AI)				
1	Anti-Missile System	LT	2	(DB,PD)	—	0	0	0

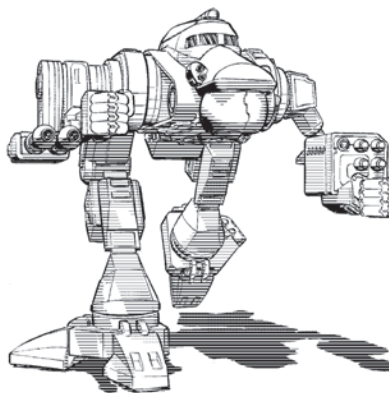
BV: 1,450

WARRIOR DATA

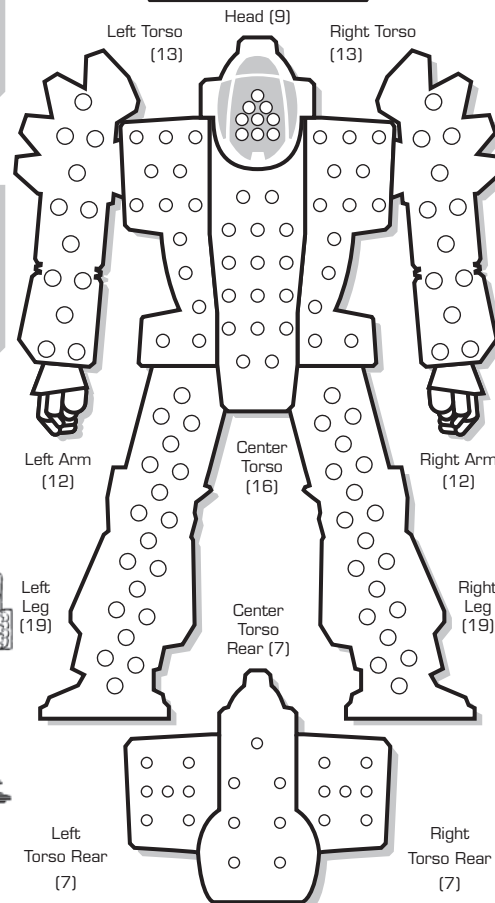
Name: _____

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)

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

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

Left Torso (CASE)

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

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

Left Leg

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

Head

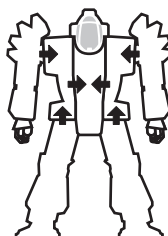
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

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

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

Right Torso (CASE)

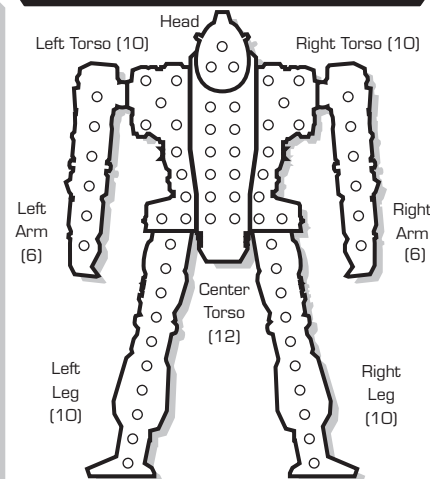
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Machine Gun
- Machine Gun

- Ammo (MG) 100
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: HER-5S HERMES II

Movement Points: Tonnage: 40
 Walking: 6 Tech Base: Inner Sphere
 Running: 9 Clan Invasion
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Med. Pulse Laser	RA	4	6 (P)	—	2	4	6
1	Flamer	LA	3	2	—	1	2	3
(DE,H,AI)								
1	Ultra AC/5	RT 1/Sht	5/Sht	2	6	13	20	
(DB,R/C)								

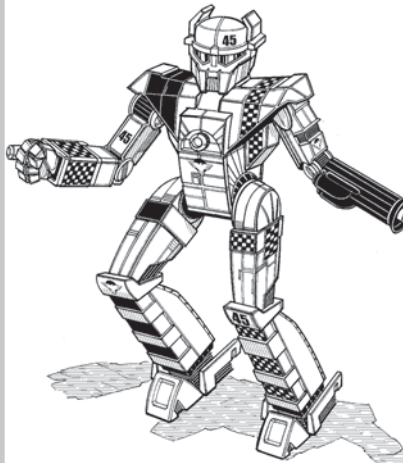
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WARRIOR DATA

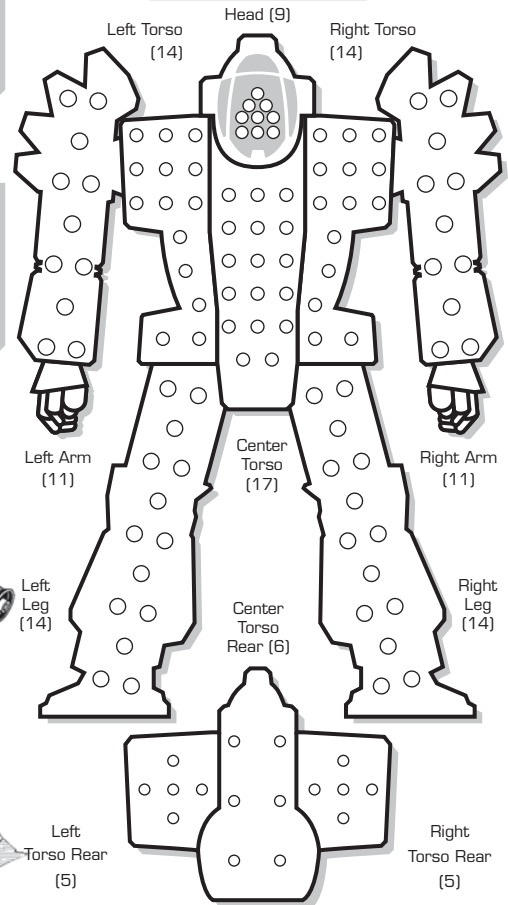
Name: _____

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

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

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

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ammo (Ultra AC/5) 20
- Roll Again
- Roll Again

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

Left Leg

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

Head

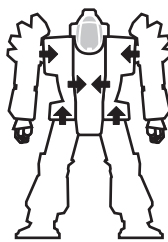
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

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

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

Right Torso

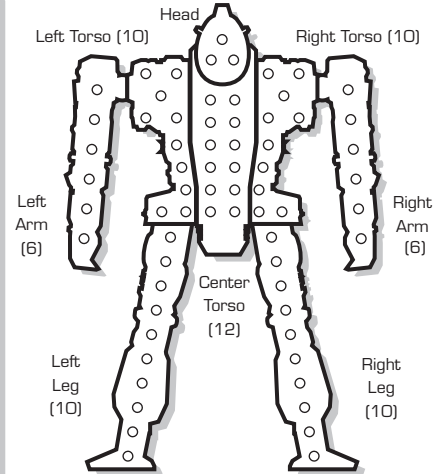
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: STN-3L SENTINEL

Movement Points: Tonnage: 40
Walking: 6 Tech Base: Inner Sphere
Running: 9 Star League
Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	LA 1/Sht	5/Sht	2	6	13	20	
[DE,R/C]								
1	Small Laser	RT	1	3 [DE]	—	1	2	3
1	Streak SRM 2	RT	2	2/Msl	—	3	6	9
[M,C]								

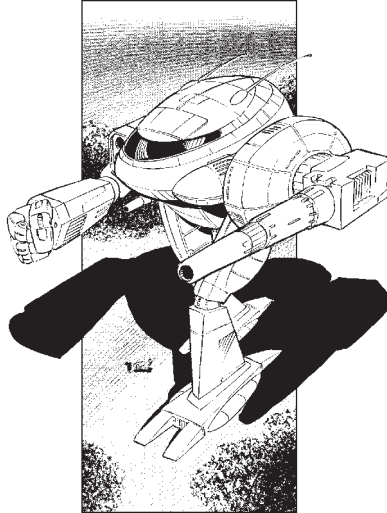
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WARRIOR DATA

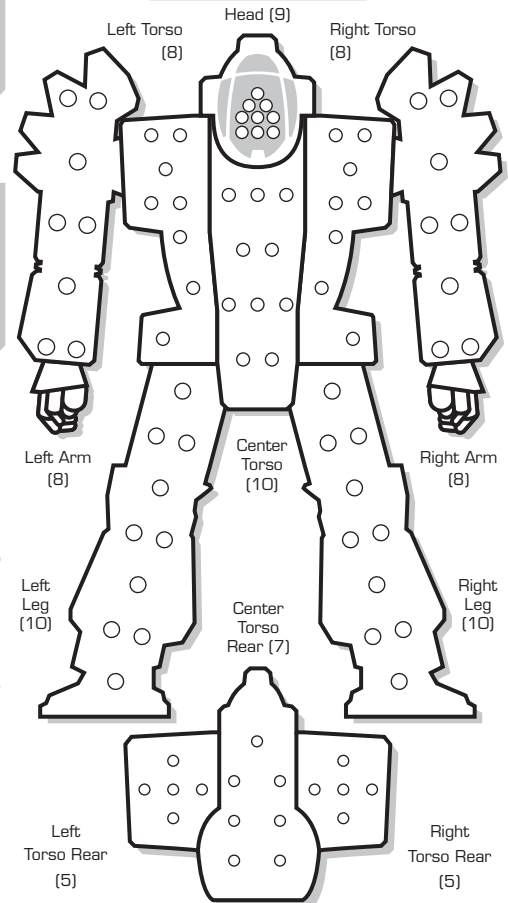
Name: _____

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

- Shoulder
- Upper Arm Actuator
- 1-3 Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5

- Ultra AC/5
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Heat Sink
- Ammo (Ultra AC/5) 20
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Left Leg

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

Head

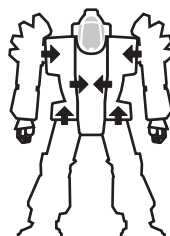
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Roll Again
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

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

Right Torso

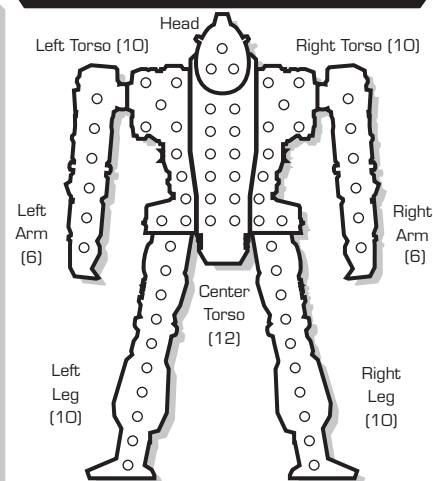
- Small Laser
- Streak SRM 2
- 1-3 Ammo (Streak SRM 2) 50
- Roll Again
- Roll Again
- Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: WHT-2 WHITWORTH

Movement Points: Tonnage: 40
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 Clan Invasion
 Jumping: 4

WARRIOR DATA

Name: _____

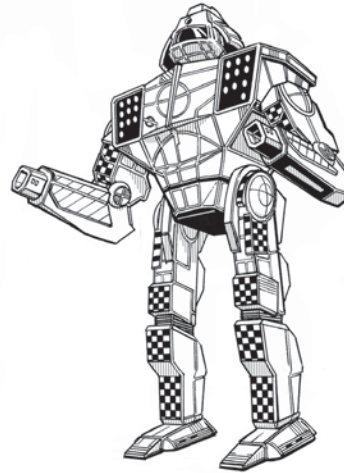
Gunnery Skill: _____ Piloting Skill: _____

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

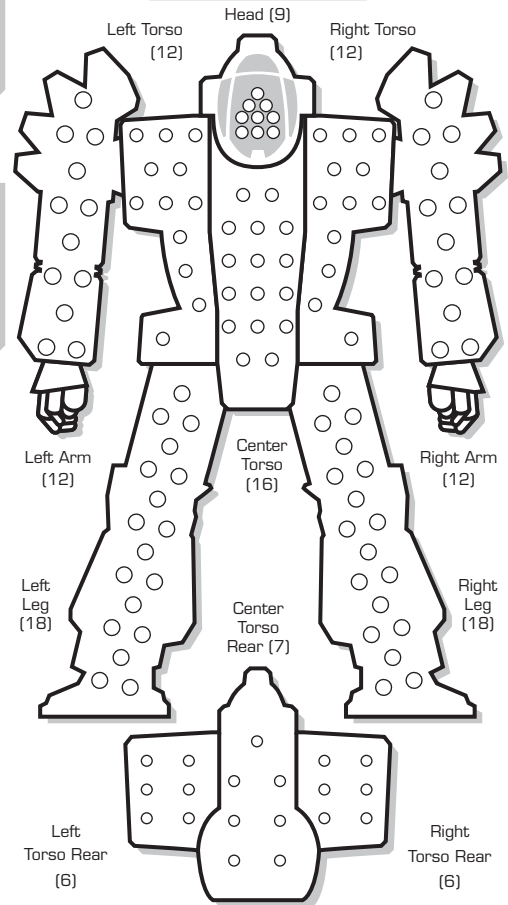
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	RT	4	1/Msl	6	7	14	21
	w/Artemis IV FCS			(M,C,S)				
1	LRM 10	LT	4	1/Msl	6	7	14	21
	w/Artemis IV FCS			(M,C,S)				
1	Medium Laser	H	3	5 (DE)	—	3	6	9

BV: 936



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- Jump Jet
- Jump Jet
- LRM 10
- LRM 10
- Artemis IV FCS
- Ammo (LRM 10 Artemis) 12

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

Left Leg

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

Head

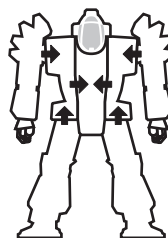
- Life Support
- Sensors
- Cockpit
- Medium Laser
- Sensors
- Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

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

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

Right Torso

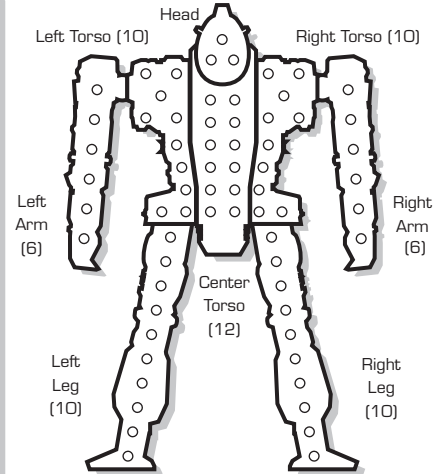
- Jump Jet
- Jump Jet
- LRM 10
- LRM 10
- Artemis IV FCS
- Ammo (LRM 10 Artemis) 12

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: FENRIS PRIME

Movement Points: Tonnage: 45
Walking: 8 Tech Base: Clan
Running: 12 Succession
Jumping: 0 Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 2	RA	2	2/Msl (M,C)	—	4	8	12
1	ER PPC	LA	15	15 (DE)	—	7	14	23
1	ER Small Laser	LA	2	5 (DE)	—	2	4	6
1	Active Probe	CT	0	(E)	—	—	—	5

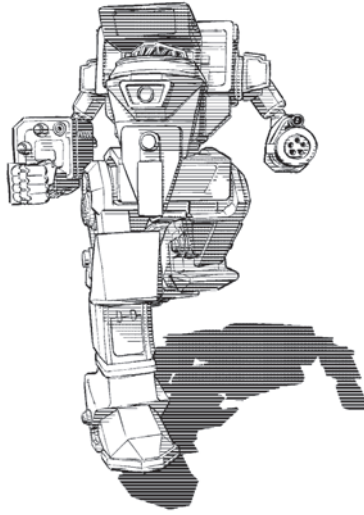
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WARRIOR DATA

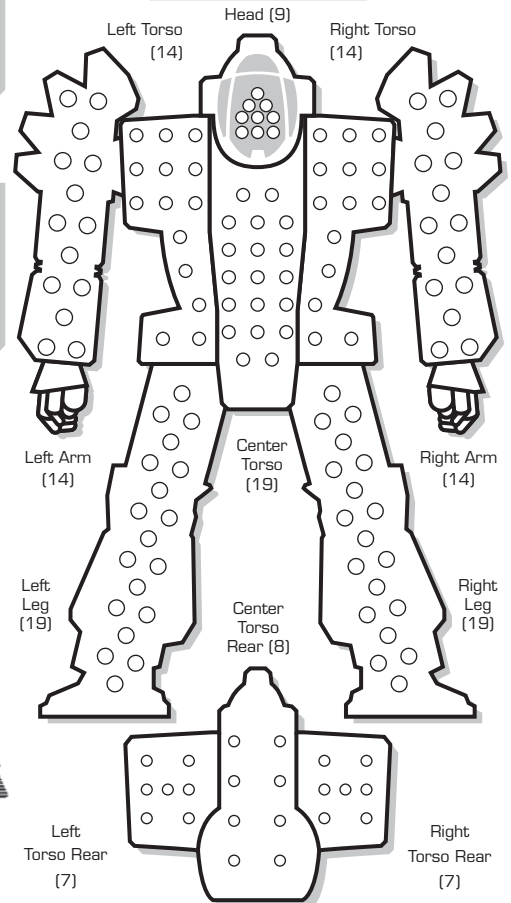
Name: _____

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

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- ER Small Laser
- Ferro-Fibrous

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

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

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

Left Leg

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

Head

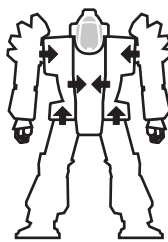
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Streak SRM 2
- Ammo (Streak SRM 2) 50

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

Right Torso

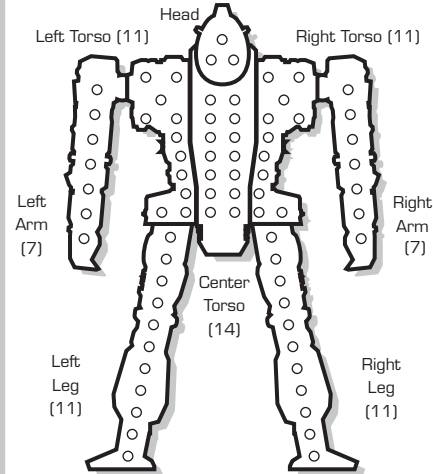
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12 (24) Double
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: HCT-5S HATCHETMAN

Movement Points: Tonnage: 45
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 Clan Invasion
 Jumping: 4

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Med. Pulse Laser	RA	4	6 [P]	—	2	4	6
1	Med. Pulse Laser	LA	4	6 [P]	—	2	4	6
1	LB 10-X AC	RT	2	10	—	6	12	18
[DB,C/F/S]								
1	Med. Pulse Laser	LT	4	6 [P]	—	2	4	6
1	Hatchet	RA	—	9	—	—	—	—

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

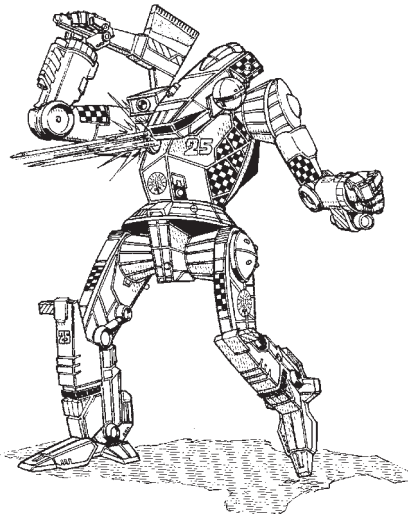
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WARRIOR DATA

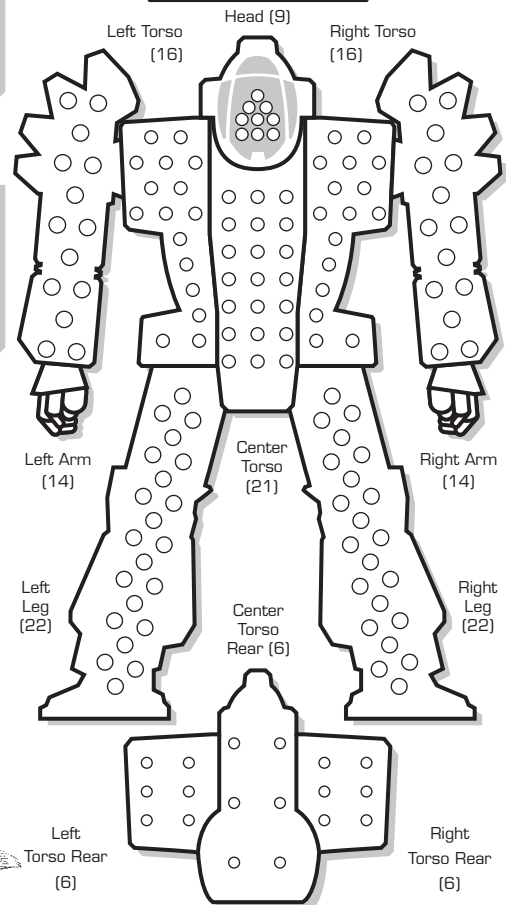
Name: _____

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

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

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

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Heat Sink
- Medium Pulse Laser
- Ferro-Fibrous

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

Left Leg

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

Head

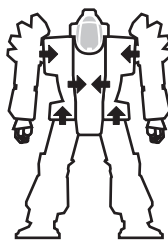
- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ferro-Fibrous
- Roll Again

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



Damage Transfer Diagram

Right Arm

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

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

Right Torso

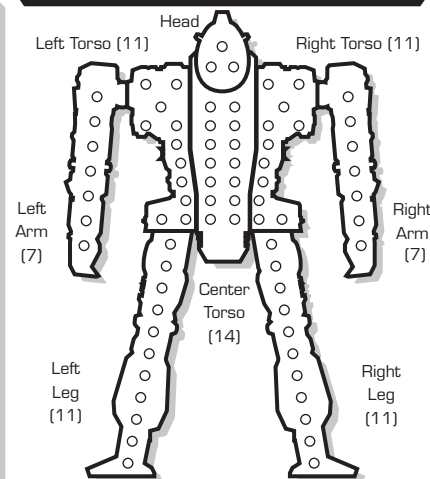
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Heat Sink
- LB 10-X AC
- LB 10-X AC

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Ammo (LB 10-X AC) 10
- CASE

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 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

BATTLETECH™

'MECH RECORD SHEET

MECH DATA

Type: VND-3L VINDICATOR

Movement Points: Tonnage: 45
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 Clan Invasion
 Jumping: 4

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10 (DE)	—	7	14	23
1	LRM 5	LT	2	1/Msl	6	7	14	21
				(M,C,S)				
1	Med. Pulse Laser	HD	4	6 (P)	—	2	4	6

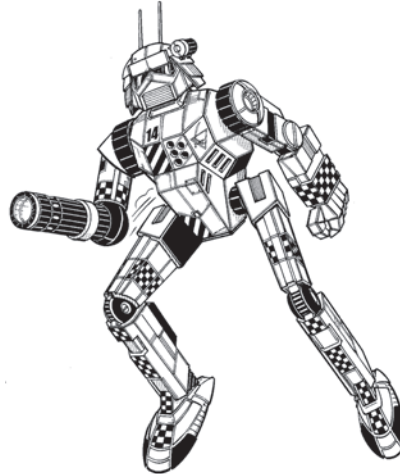
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WARRIOR DATA

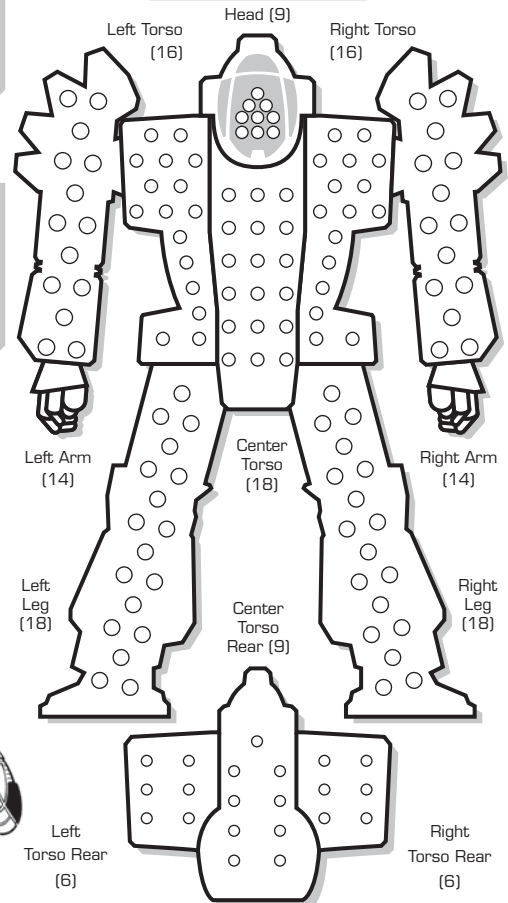
Name: _____

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

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

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

Left Torso

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

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LRM 5
- Roll Again
- Roll Again

Left Leg

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

Head

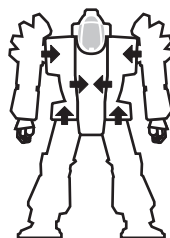
- Life Support
- Sensors
- Cockpit
- Medium Pulse Laser
- Sensors
- Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

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

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

Right Torso

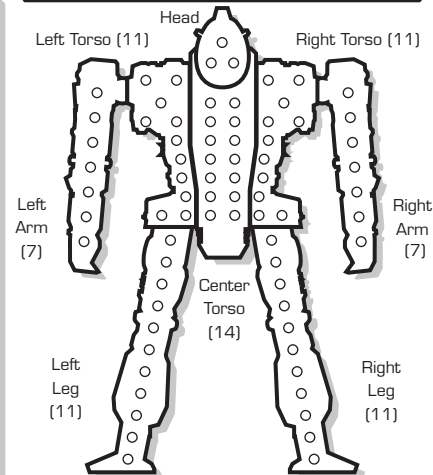
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ammo (LRM 5) 24
- CASE
- Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 (30) 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

BATTLETECH™

'MECH RECORD SHEET

MECH DATA

Type: WFT-1 WOLFTRAP

Movement Points: Tonnage: 45
 Walking: 6 Tech Base: Inner Sphere
 Running: 9 Clan Invasion
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10	—	6	12	18
[DB,C/F/S]								
2	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	LRM 10	CT	4	1/MsI	6	7	14	21
[M,C,S]								

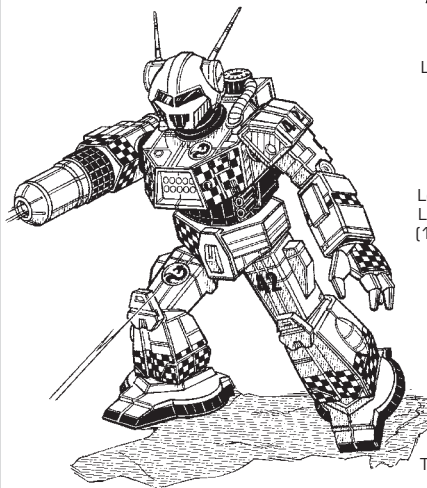
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WARRIOR DATA

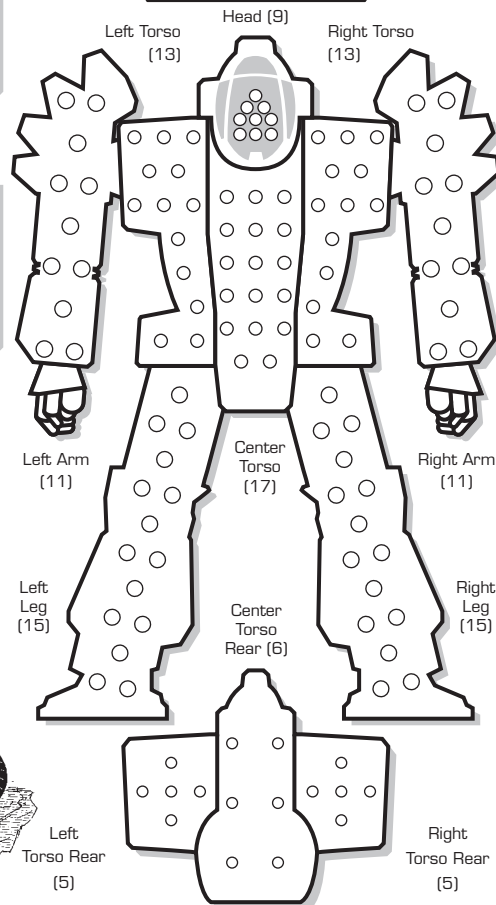
Name: _____

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

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

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

Left Torso

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

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

Left Leg

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

Head

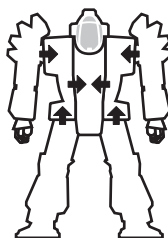
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM 10
- LRM 10

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

- LB 10-X AC
- LB 10-X AC
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

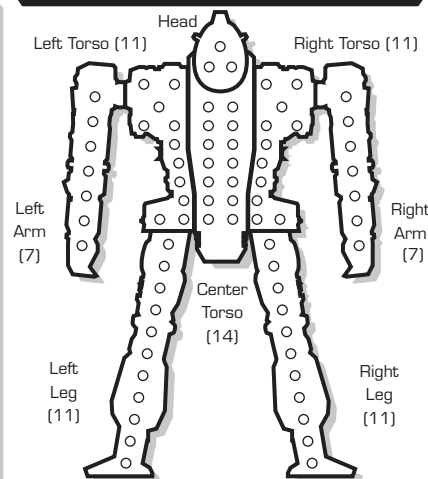
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo (LB 10-X AC) 10
- Ammo (LB 10-X AC Cluster) 10
- Ammo (LRM 10) 12

- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **BLACK HAWK PRIME**

Movement Points: Tonnage: 50
Walking: 5 Tech Base: Clan
Running: 8 Succession
Jumping: 5 Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
6	ER Medium Laser	RA	5	7 (DE)	—	5	10	15
6	ER Medium Laser	LA	5	7 (DE)	—	5	10	15

BV: 2,663

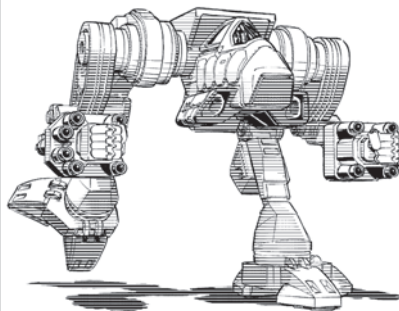
WARRIOR DATA

Name: _____

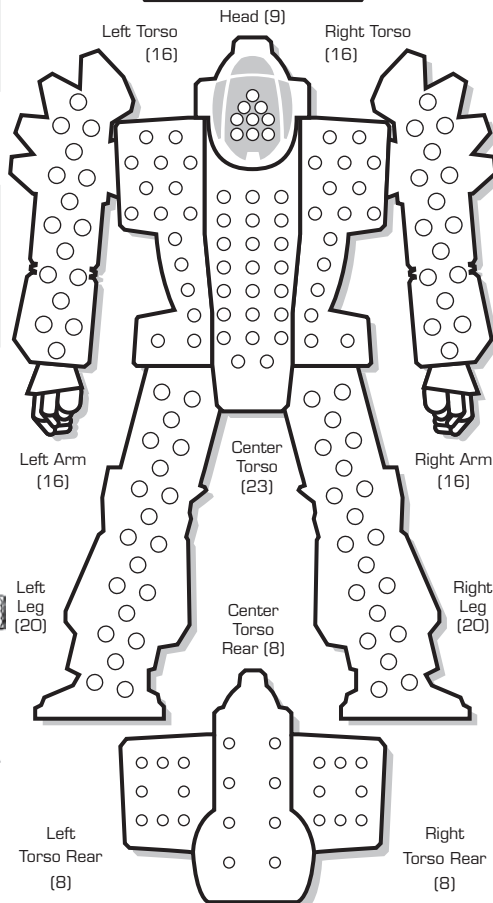
Gunnery Skill: _____ Piloting Skill: _____

Hits Taken
Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser

Left Torso

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

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

Left Leg

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

Head

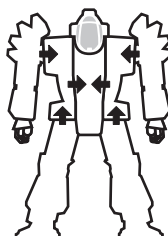
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

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

- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser
- ER Medium Laser

Right Torso

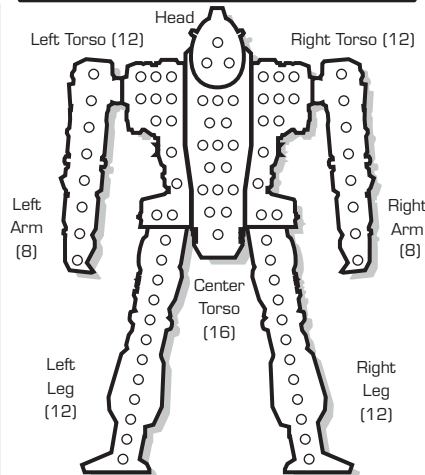
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Sinks:
18 (36)
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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: CN9-D CENTURION

Movement Points: Tonnage: 50
 Walking: 6 Tech Base: Inner Sphere
 Running: 9 Clan Invasion
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10	—	6	12	18
[DB,C/F/S]								
1	LRM 10	LT	4	1/Msl	6	7	14	21
w/Artemis IV FCS [M,C,S]								
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Medium Laser	CT (R)	3	5 [DE]	—	3	6	9

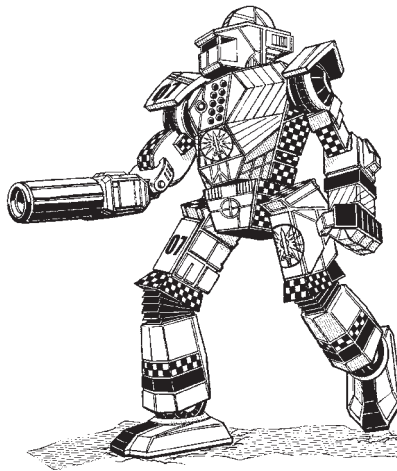
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WARRIOR DATA

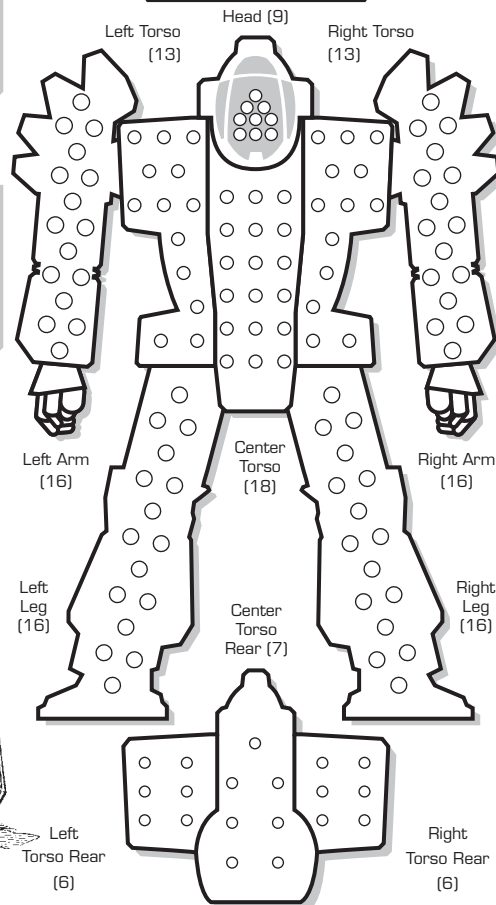
Name: _____

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

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

1-3

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

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM 10
- LRM 10
- Artemis IV FCS

1-3

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

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser
- Medium Laser (R)

4-6

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo (LB 10-X AC) 10
- Ammo (LB 10-X AC Cluster) 10
- Ammo (LRM 10 Artemis) 12

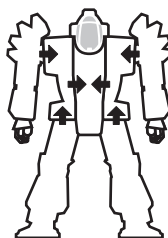
1-3

- Ammo (LRM 10 Artemis) 12
- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

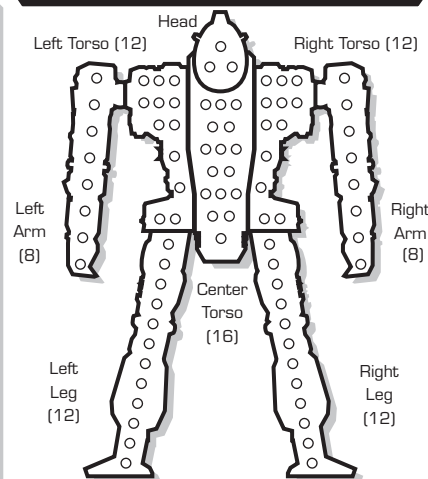
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 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

BATTLETECH™

'MECH RECORD SHEET

MECH DATA

Type: ENF-5D ENFORCER

Movement Points: Tonnage: 50
 Walking: 5 Tech Base: Inner Sphere
 Running: 8 Clan Invasion
 Jumping: 5

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10	—	6	12	18
(DB,C/F/S)								
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19
1	Small Laser	LT	1	3 [DE]	—	1	2	3

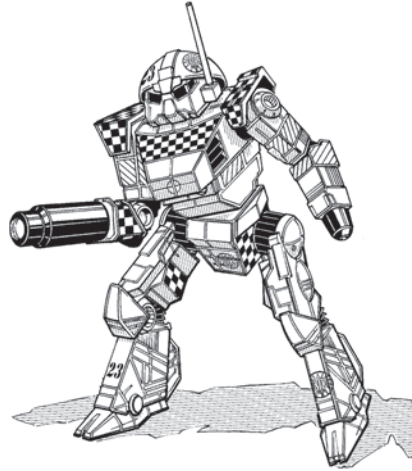
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WARRIOR DATA

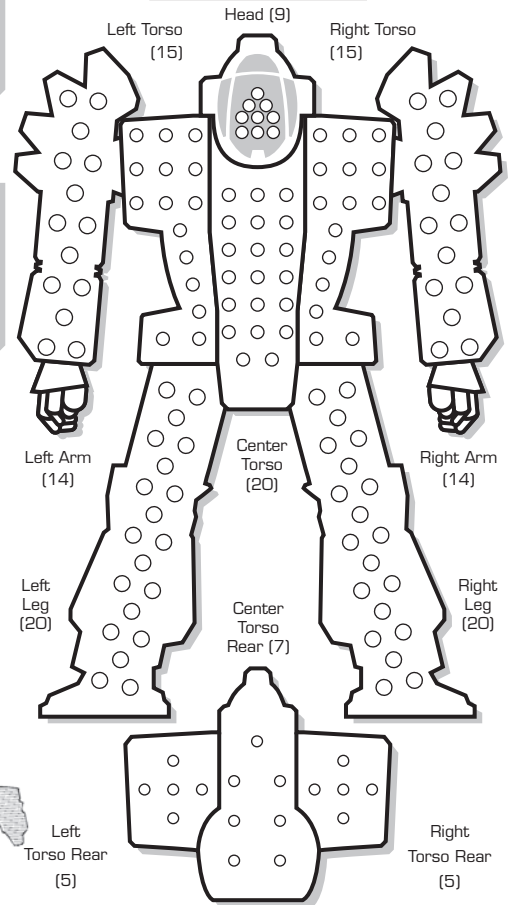
Name: _____

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

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

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

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Small Laser

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

Left Leg

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

Head

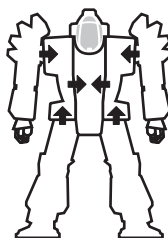
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Roll Again
- Roll Again
- Roll Again

Right Torso

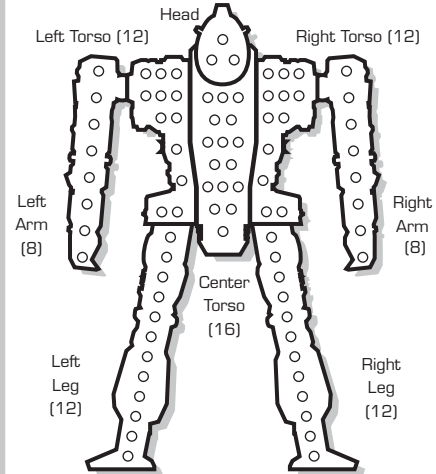
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Ammo (LB 10-X AC) 10

- Ammo (LB 10-X AC Cluster) 10
- CASE
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: TBT-7M TREBUCHET

Movement Points: Tonnage: 50
 Walking: 5 Tech Base: Inner Sphere
 Running: 8 Succession
 Jumping: 5 Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RA	3	5 (DE)	—	3	6	9
1	LRM 15	LA	5	1/Msl	6	7	14	21
				(M,C,S)				
1	Medium Laser	LA	3	5 (DE)	—	3	6	9
1	LRM 15	RT	5	1/Msl	6	7	14	21
				(M,C,S)				
1	Narc Missile Beacon	LT	0	(M,E,S)	—	3	6	9

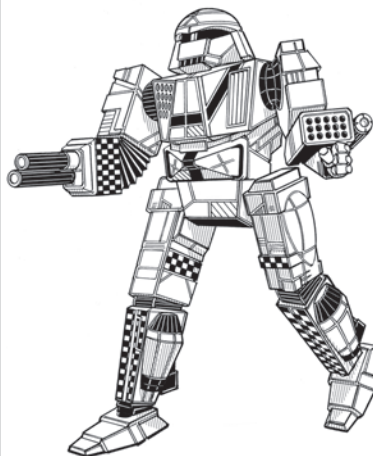
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WARRIOR DATA

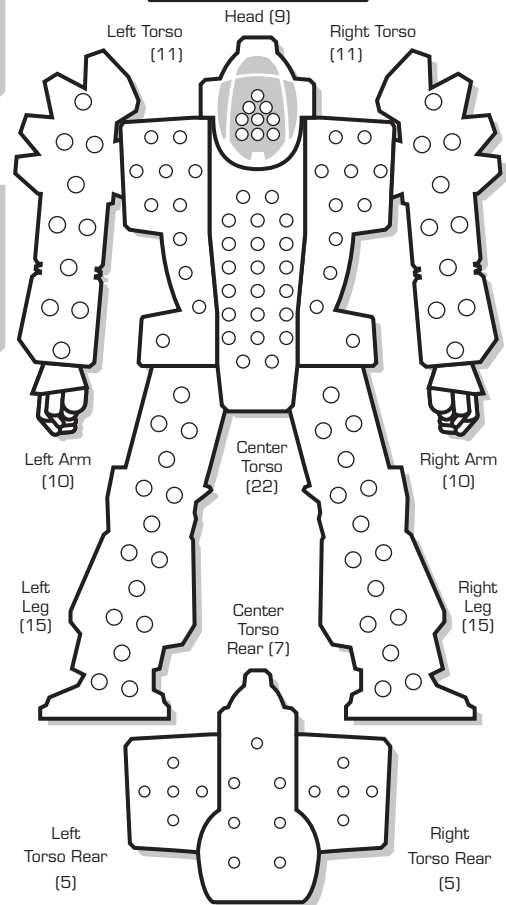
Name: _____

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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- LRM 15
- LRM 15

- LRM 15
- Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Narc Missile Beacon
- Narc Missile Beacon
- Ammo (Narc Pods) 6

- Ammo (Narc Pods) 6
- Ammo (LRM 15 Narc) 8
- CASE
- Endo Steel
- Endo Steel
- Endo Steel

Left Leg

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

Head

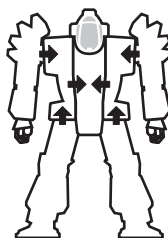
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

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

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

Right Torso

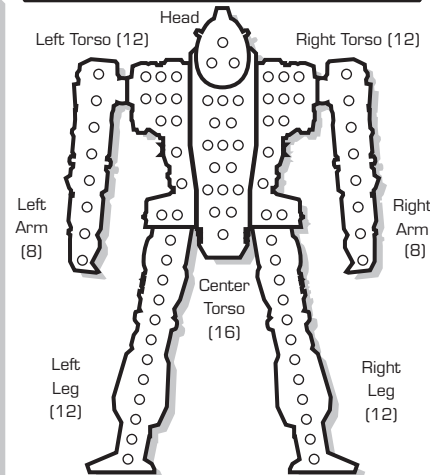
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM 15
- LRM 15
- LRM 15

- Ammo (LRM 15 Narc) 8
- CASE
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: DV-7D DERVISH

Movement Points: **Tonnage:** 55
Walking: 5 **Tech Base:** Inner Sphere
Running: 8 **Succession**
Jumping: 5 **Wars**

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

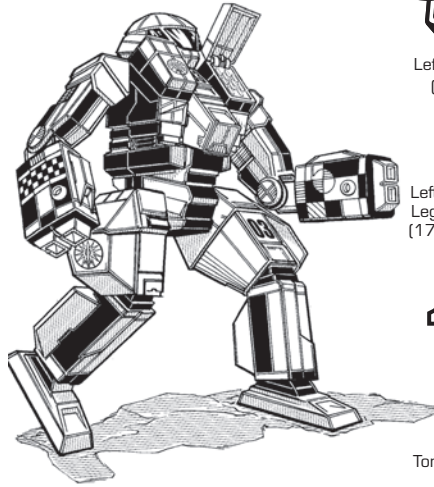
Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead

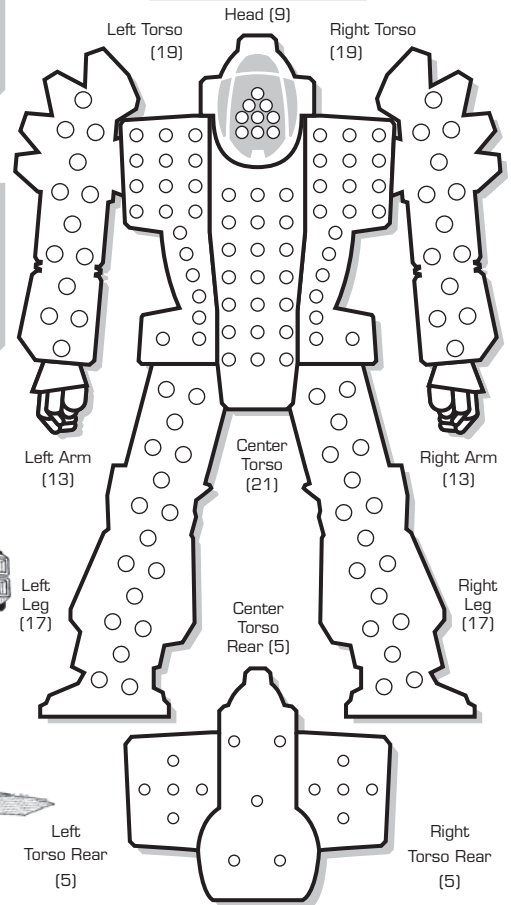
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5 (DE)	—	3	6	9
1	Streak SRM 2	RA	2	2/Msl (M,C)	—	3	6	9
1	Medium Laser	LA	3	5 (DE)	—	3	6	9
1	Streak SRM 2	LA	2	2/Msl (M,C)	—	3	6	9
1	LRM 10	RT	4	1/Msl (M,C,S)	6	7	14	21
1	LRM 10	LT	4	1/Msl (M,C,S)	6	7	14	21

BV: 1,412



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Medium Laser
 - Streak SRM 2
 - Ferro-Fibrous

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

Left Torso

- 1-3
- LRM 10
 - LRM 10
 - Ammo (LRM 10) 12
 - CASE
 - Endo Steel
 - Endo Steel

- 4-6
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again

Left Leg

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

Head

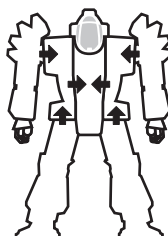
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

- 4-6
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Jump Jet
 - Endo Steel

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



Damage Transfer Diagram

Right Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Medium Laser
 - Streak SRM 2
 - Ferro-Fibrous

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

Right Torso

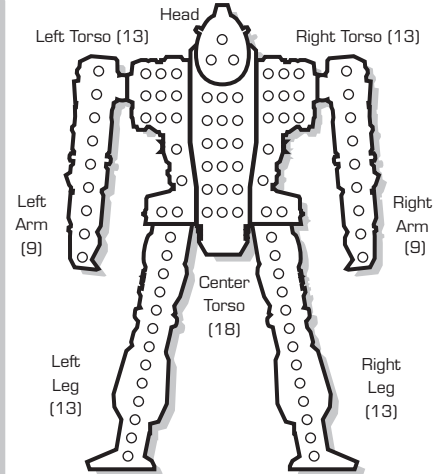
- 1-3
- LRM 10
 - LRM 10
 - Ammo (LRM 10) 12
 - Ammo (Streak SRM 2) 50
 - Ammo (Streak SRM 2) 50
 - CASE

- 4-6
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: KTO-20 KINTARO

Movement Points: Tonnage: 55
 Walking: 5 Tech Base: Inner Sphere
 Running: 8 Succession
 Jumping: 0 Wars

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

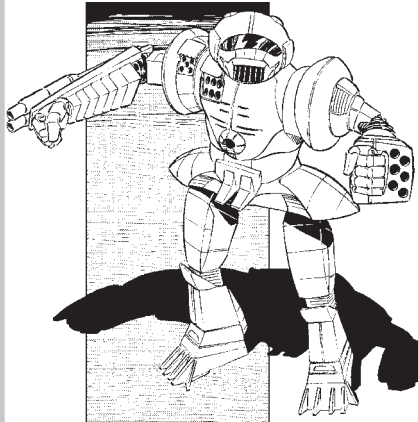
Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead

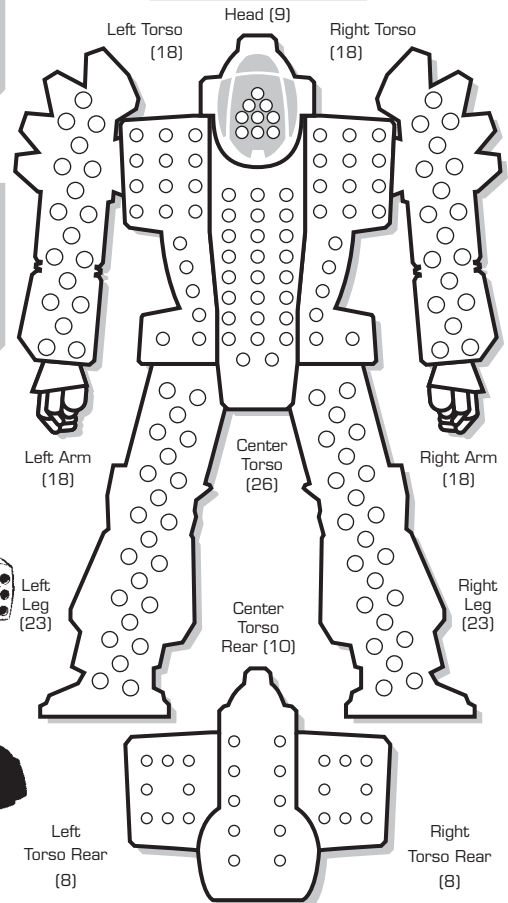
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	SRM 6	LA	4	2/Msl	—	3	6	9
				[M,C,S]				
1	LRM 5	RT	2	1/Msl	6	7	14	21
				[M,C,S]				
1	SRM 6	RT	4	2/Msl	—	3	6	9
				[M,C,S]				
1	Large Laser	CT	8	8 [DE]	—	5	10	15

BV: 1,357



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- Ammo (LRM 5) 24
- Ammo (SRM 6) 15
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

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

Left Leg

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

Head

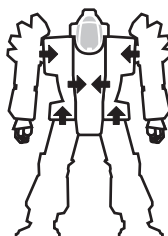
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Large Laser
- Large Laser

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



Damage Transfer Diagram

Right Arm

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

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

Right Torso

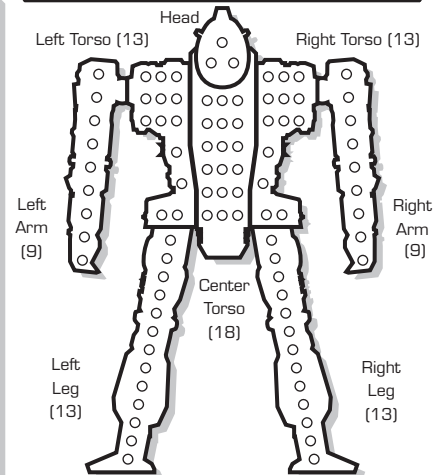
- LRM 5
- SRM 6
- SRM 6
- Ammo (SRM 6) 15
- Ferro-Fibrous
- Ferro-Fibrous

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: RYOKEN PRIME

Movement Points: Tonnage: 55
 Walking: 6 Tech Base: Clan
 Running: 9 Succession
 Jumping: 0 Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	10 (DE)	—	8	15	25
1	ER Medium Laser	RA	5	7 (DE)	—	5	10	15
1	ER Large Laser	LA	12	10 (DE)	—	8	15	25
1	ER Medium Laser	LA	5	7 (DE)	—	5	10	15
1	ER Medium Laser	HD	5	7 (DE)	—	5	10	15

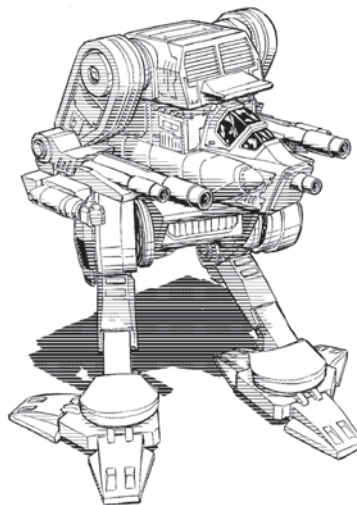
BV: 2,073

WARRIOR DATA

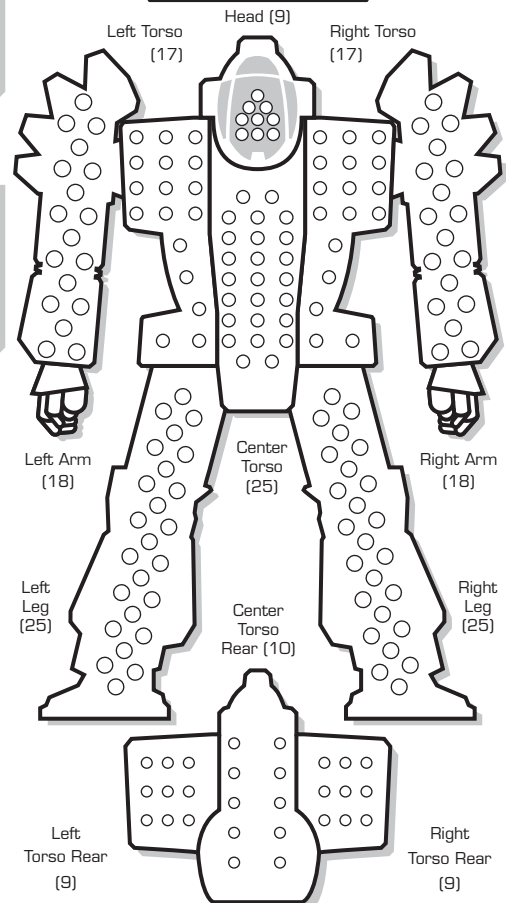
Name: _____

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

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

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Large Laser
- ER Medium Laser

Left Torso

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

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

Left Leg

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

Head

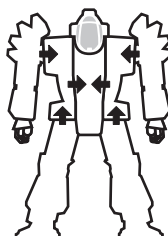
- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

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

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Large Laser
- ER Medium Laser

Right Torso

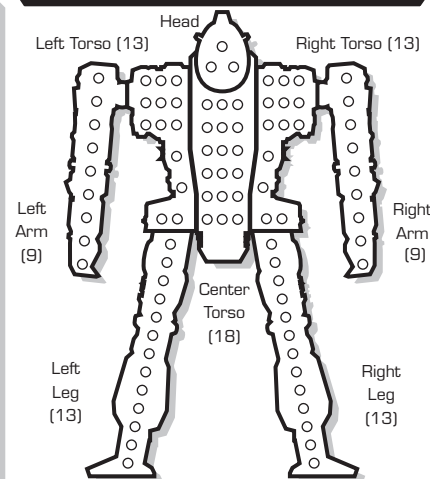
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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	○○○○○

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **CHP-1N CHAMPION**

Movement Points: **Tonnage: 60**
 Walking: 5 **Tech Base: Inner Sphere**
 Running: 8 **Star League**
 Jumping: 0

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

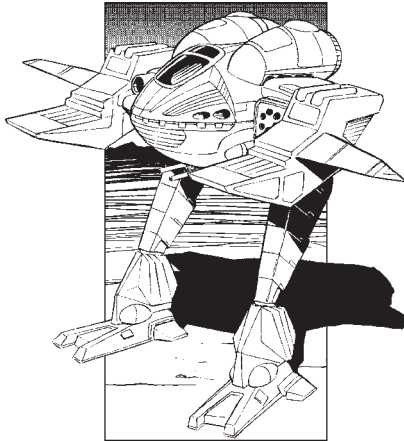
Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead

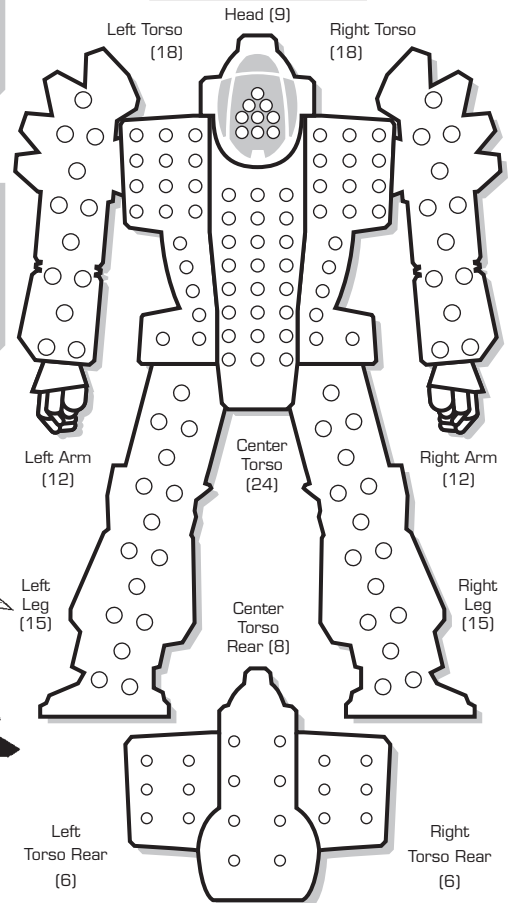
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RT	2	10	—	6	12	18
[DB,C/F/S]								
1	SRM 6	LT	4	2/Msl	—	3	6	9
w/Artemis IV FCS [M,C,S]								
2	Medium Laser	LT	3	5 [DE]	—	3	6	9
2	Small Laser	CT	1	2 [DE]	—	1	2	3

BV: 1,233



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Left Torso

- Medium Laser
- Medium Laser
- SRM 6
- SRM 6
- Artemis IV FCS
- Ammo (SRM 6 Artemis) 15

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

Left Leg

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

Head

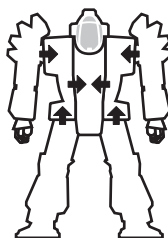
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Small Laser
- Small Laser

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Right Torso

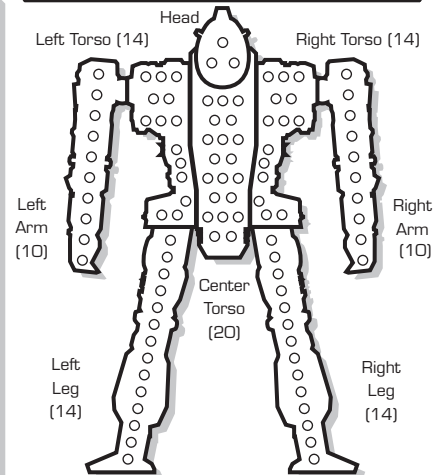
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

- Ammo (LB 10-X AC) 10
- Ammo (LB 10-X AC Cluster) 10
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 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

BATTLETECH™

'MECH RECORD SHEET

MECH DATA

Type: DRG-5K GRAND DRAGON

Movement Points: Tonnage: 60
 Walking: 6 Tech Base: Inner Sphere
 Running: 9 Clan Invasion
 Jumping: 0

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

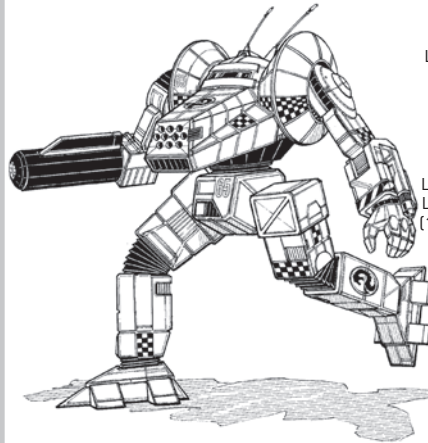
Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead

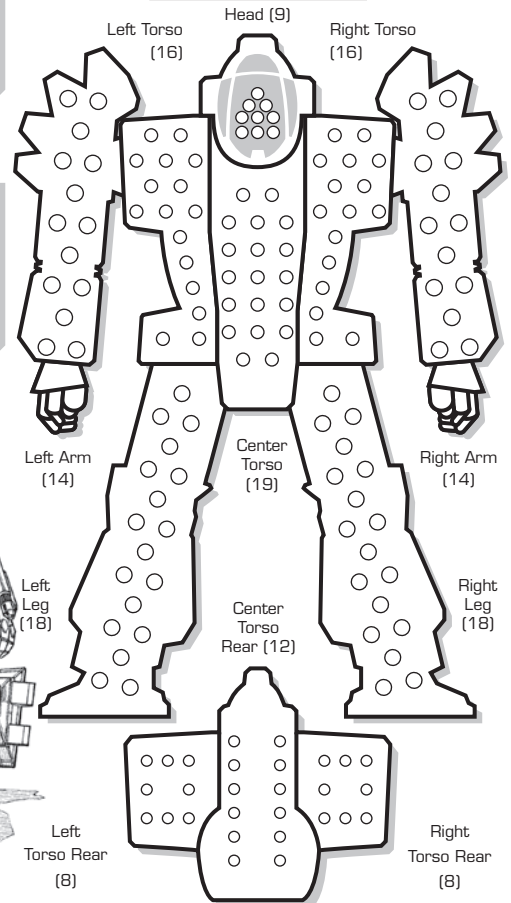
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10 (DE)	—	7	14	23
1	Medium Laser	LA	3	5 (DE)	—	3	6	9
1	Medium Laser	RT (R)	3	5 (DE)	—	3	6	9
1	Medium Laser	LT (R)	3	5 (DE)	—	3	6	9
1	LRM 10	CT	4	1/Msl	6	7	14	21
(M,C,S)								

BV: 1,356



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser (R)
- Ammo (LRM 10) 12
- Ammo (LRM 10) 12

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

Left Leg

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

Head

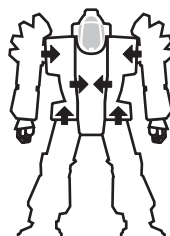
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM 10
- LRM 10

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



Damage Transfer Diagram

Right Arm

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

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

Right Torso

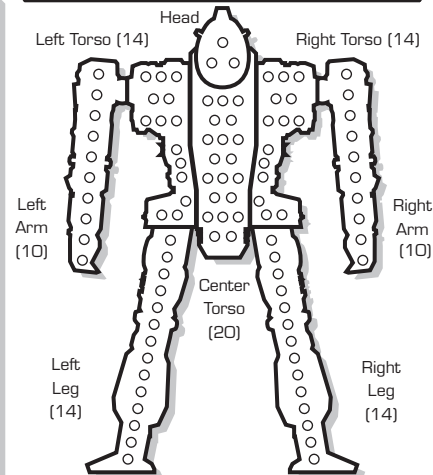
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Laser (R)
- Roll Again
- Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

BATTLETECH™

'MECH RECORD SHEET

MECH DATA

Type: LNC25-01 LANCELOT

Movement Points: Tonnage: 60
 Walking: 6 Tech Base: Inner Sphere
 Running: 9 Star League
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	PPC	RT	10	10 [DE]	3	6	12	18
1	Medium Laser	CT	3	5 [DE]	—	3	6	9

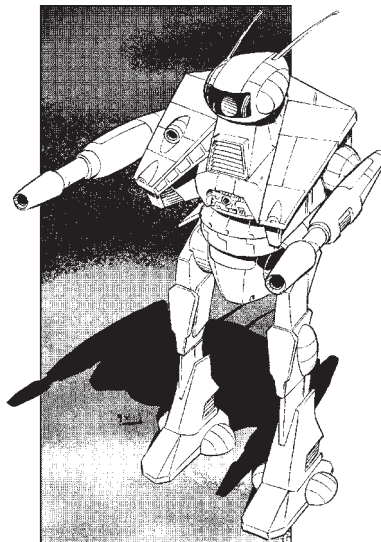
BV: 1,422

WARRIOR DATA

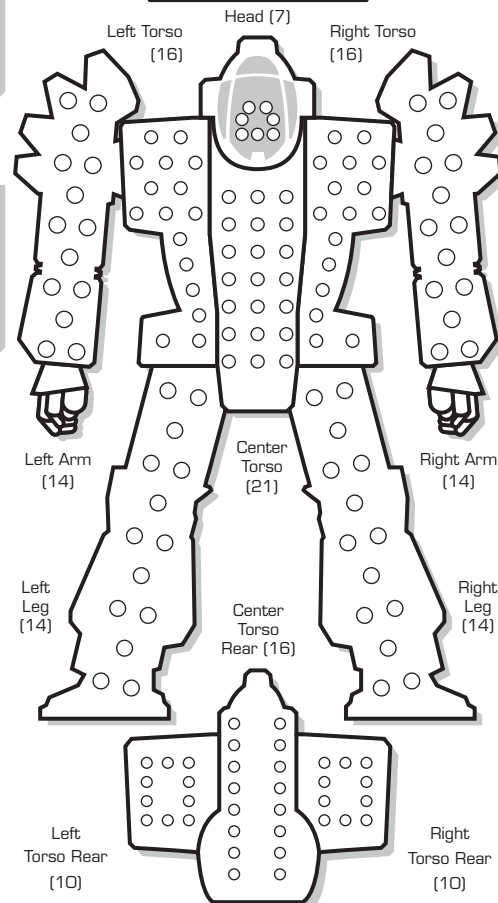
Name: _____

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

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

1-3

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

4-6

Left Torso

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

1-3

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

4-6

Left Leg

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

Head

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

Center Torso

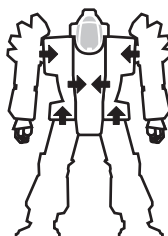
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

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

4-6

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



Damage Transfer Diagram

Right Arm

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

1-3

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

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- PPC
- PPC
- PPC

1-3

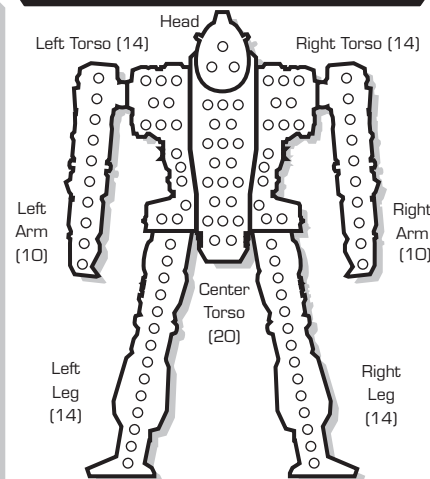
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: QKD-5M QUICKDRAW

Movement Points: Tonnage: 60
 Walking: 5 Tech Base: Inner Sphere
 Running: 8 Clan Invasion
 Jumping: 5

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

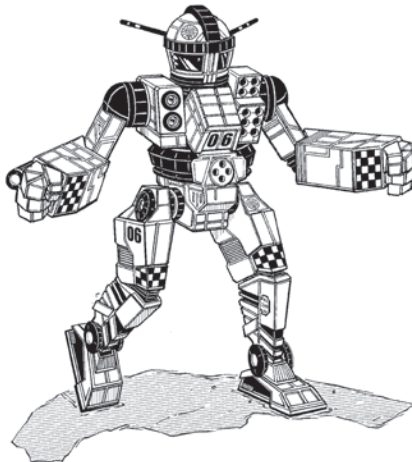
Hits Taken
 Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead

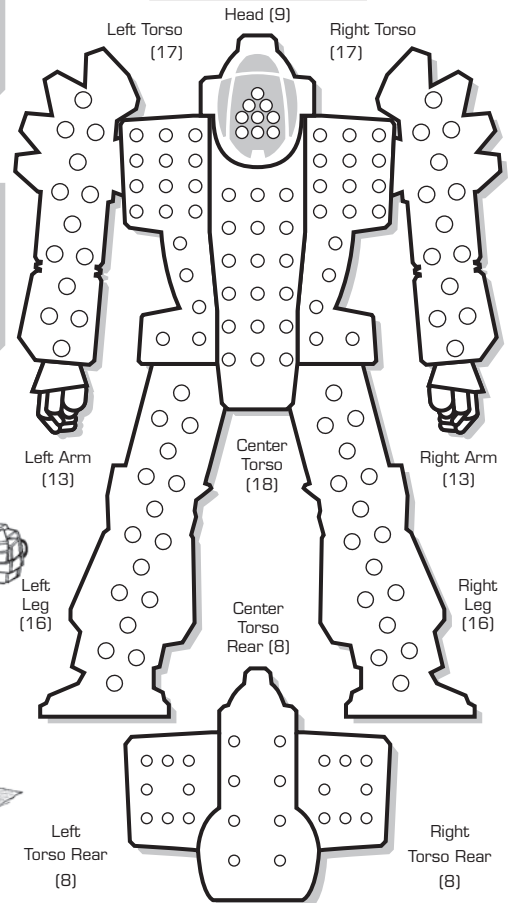
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5 (DE)	—	3	6	9
1	Medium Laser	LA	3	5 (DE)	—	3	6	9
2	Medium Laser	RT (R)	3	5 (DE)	—	3	6	9
1	LRM 10	LT	4	1/Msl	6	7	14	21
				(M,C,S)				
1	SRM 4 (OS)	CT	3	2/Msl	—	3	6	9
				(M,C,S,OS)				

BV: 1,237



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- LRM 10

- LRM 10
- Ammo (LRM 10) 12
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

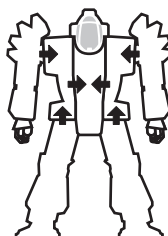
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Jump Jet
- Jump Jet
- SRM 4 (OS)

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



Damage Transfer Diagram

Right Arm

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

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

Right Torso

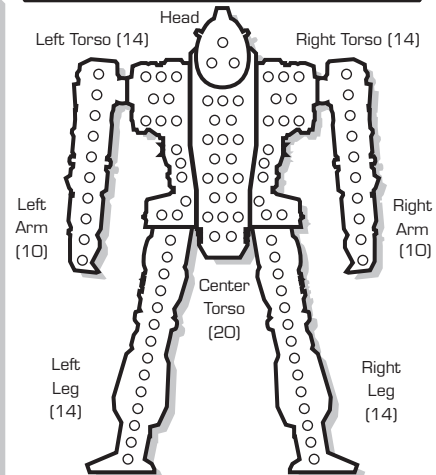
- Jump Jet
- Jump Jet
- Medium Laser (R)
- Medium Laser (R)
- Roll Again
- Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: **VULTURE PRIME**

Movement Points: **Tonnage: 60**
 Walking: 5 Tech Base: Clan
 Running: 8 Succession
 Jumping: 0 Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	10 (P)	—	6	14	20
1	Med. Pulse Laser	RA	4	7 (P)	—	4	8	12
1	Large Pulse Laser	LA	10	10 (P)	—	6	14	20
1	Med. Pulse Laser	LA	4	7 (P)	—	4	8	12
1	LRM 20	RT	6	1/Msl	—	7	14	21
				(M,C,S)				
1	LRM 20	LT	6	1/Msl	—	7	14	21
				(M,C,S)				

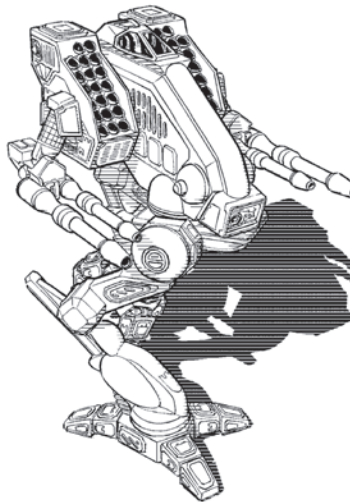
BV: 2,351

WARRIOR DATA

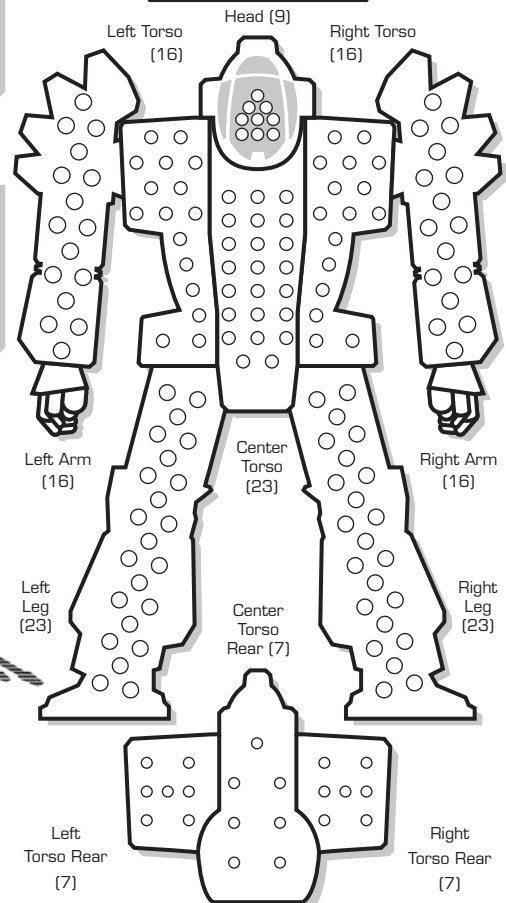
Name: _____

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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Pulse Laser
- Large Pulse Laser
- Medium Pulse Laser

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

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- 1-3 LRM 20
- LRM 20
- LRM 20
- LRM 20

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

Left Leg

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

Head

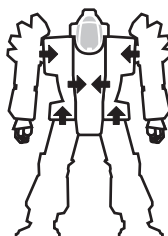
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

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

- Gyro
- 4-6 XL Fusion Engine
- XL Fusion Engine
- Roll Again
- Roll Again
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Pulse Laser
- Large Pulse Laser
- Medium Pulse Laser

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

Right Torso (CASE)

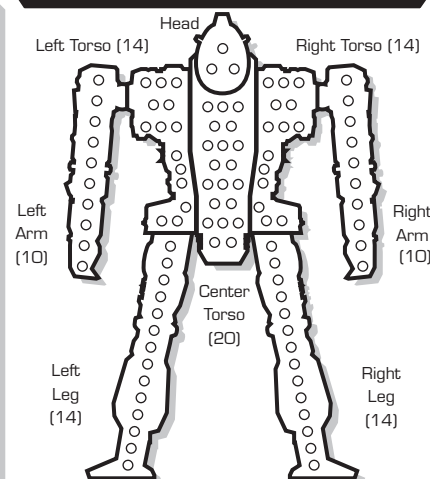
- XL Fusion Engine
- XL Fusion Engine
- 1-3 LRM 20
- LRM 20
- LRM 20
- LRM 20

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12 (24) Double
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	
25	-5 Movement Points	
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	
22	Shutdown, avoid on 8+	
20	-4 Movement Points	
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

Heat Scale

Overflow

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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: AXM-1N AXMAN

Movement Points: Tonnage: 65
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 Succession
 Jumping: 4 Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Large Pulse Laser	LA	10	9 [P]	—	3	7	10
1	Autocannon/20	RT/CT	7	20 [DB,S]	—	3	6	9
1	Hatchet	RA	—	13	—	—	—	—

Note: If playing under Advanced Rules, treat head as having a Full-Head Ejection System.

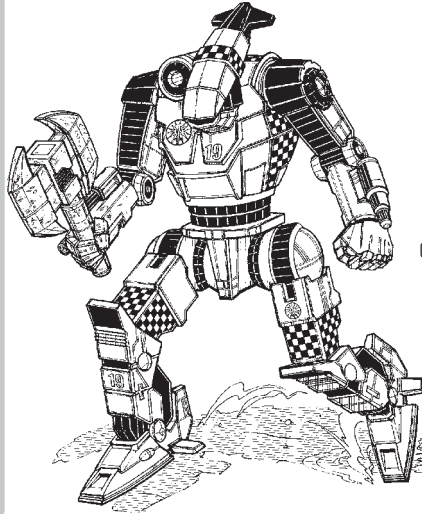
BV: 1,369

WARRIOR DATA

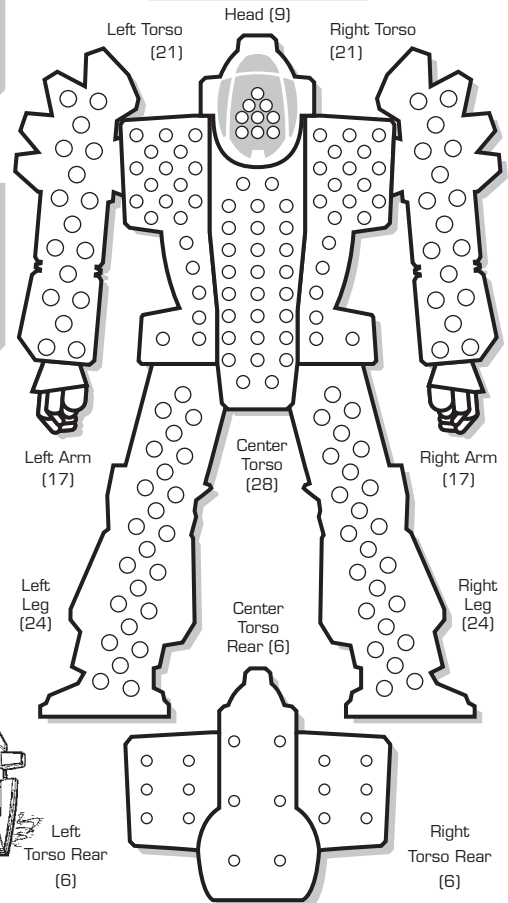
Name: _____

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

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

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

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo (AC/20) 5
- Ammo (AC/20) 5
- CASE

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

Left Leg

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

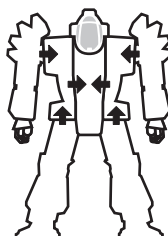
Head

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

Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Fusion Engine
- XL Fusion Engine
- Autocannon/20 (Cont)
- Autocannon/20 (Cont)

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



Damage Transfer Diagram

Right Arm

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

- Medium Laser
- Hatchet
- Hatchet
- Hatchet
- Hatchet
- Hatchet

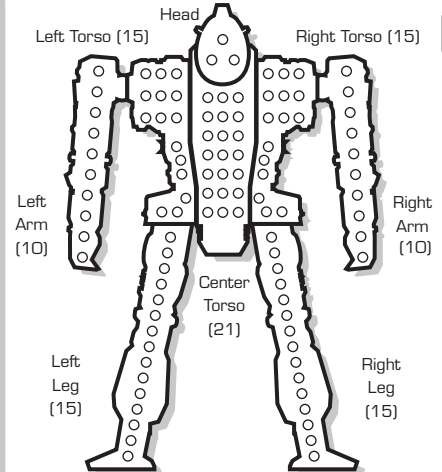
Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Ferro-Fibrous

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **BMB-12D BOMBARDIER**

Movement Points: Tonnage: 65
 Walking: 5 Tech Base: Inner Sphere
 Running: 8 Star League
 Jumping: 0

WARRIOR DATA

Name: _____

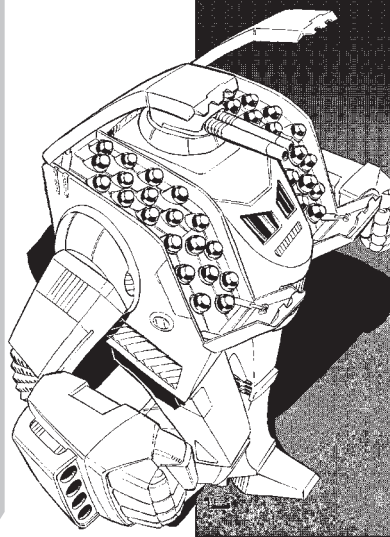
Gunnery Skill: _____ Piloting Skill: _____

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

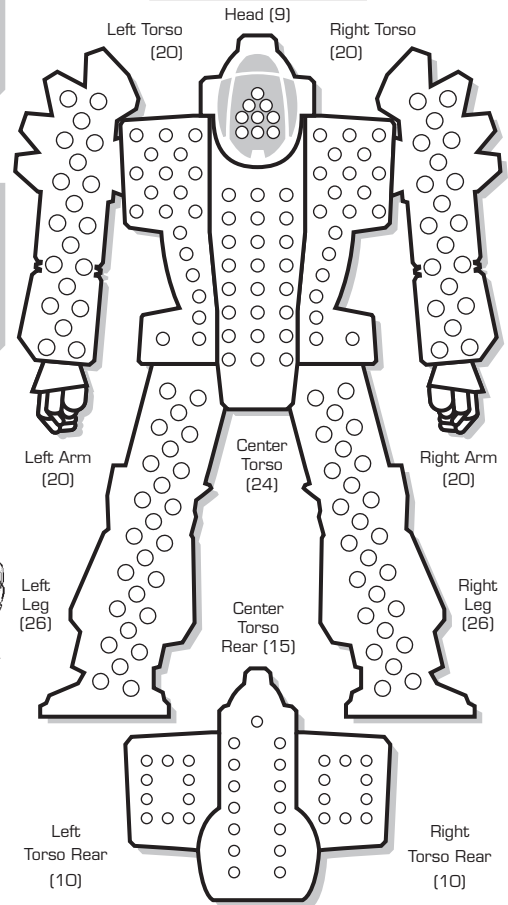
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 4	RA	3	2/Msl	—	3	6	9
				[M,C,S]				
1	LRM 20	RT	6	1/Msl	6	7	14	21
				[M,C,S]				
1	LRM 20	LT	6	1/Msl	6	7	14	21
				[M,C,S]				
1	Anti-Missile System	CT	1	[PD]	—	0	0	0

BV: 1,480



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

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

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

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM 20
- LRM 20
- LRM 20

- LRM 20
- LRM 20
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

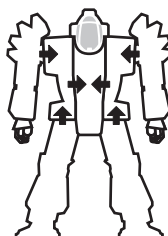
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Anti-Missile System
- Ammo (AMS) 12

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



Damage Transfer Diagram

Right Arm

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

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

Right Torso

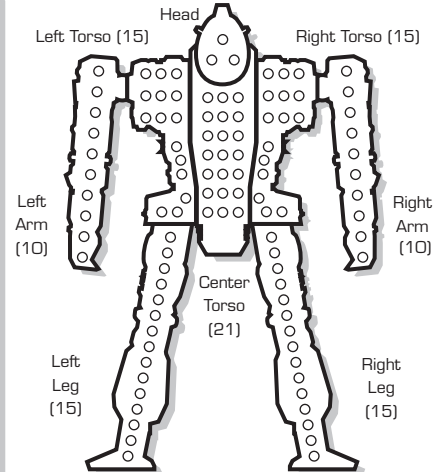
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM 20
- LRM 20
- LRM 20

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: CPTL-C3 CATAPULT

Movement Points: Tonnage: 65
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 Clan Invasion
 Jumping: 4

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Arrow IV System	RA/RT	10	20/10 (AE,F,S)	—	8	Maps	
1	Medium Laser	RT	3	5 (DE)	—	3	6	9
1	Medium Laser	LT	3	5 (DE)	—	3	6	9
2	Medium Laser	CT	3	5 (DE)	—	3	6	9

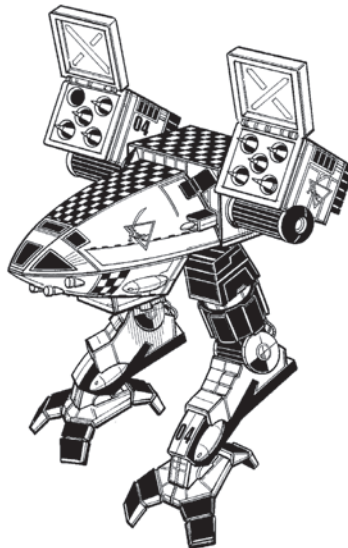
BV: 1,368

WARRIOR DATA

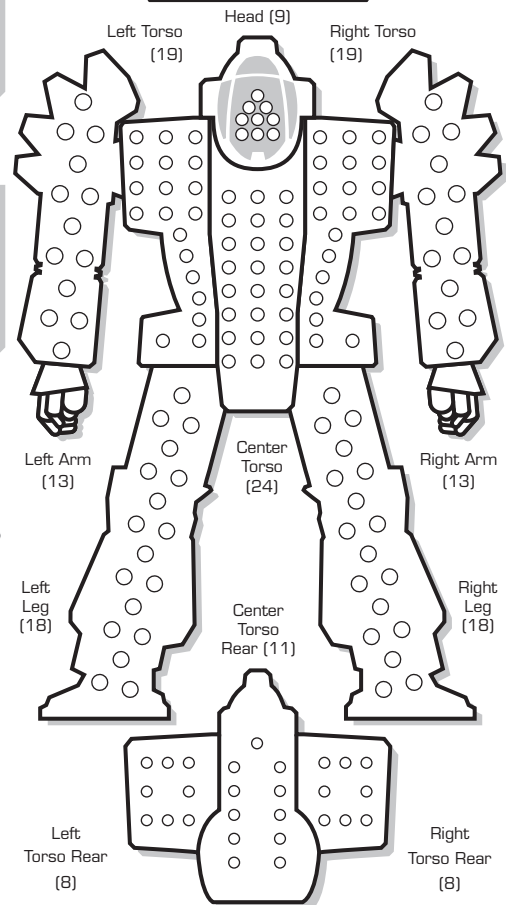
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Roll Again
- 4-6 Roll Again
- 5 Roll Again
- 6 Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- 5 Sensors
- 6 Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Arrow IV System
- 4-6 Arrow IV System
- 5 Arrow IV System
- 6 Arrow IV System

Center Torso

- 1 Roll Again
- 2 Roll Again
- 3 Roll Again
- 4-6 Roll Again
- 5 Roll Again
- 6 Roll Again

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

Left Torso

- 1 Jump Jet
- 2 Jump Jet
- 1-3 Medium Laser
- 4 Roll Again
- 5 Roll Again
- 6 Roll Again

Right Torso

- 1 Jump Jet
- 2 Jump Jet
- 1-3 Arrow IV System (Cont)
- 4 Arrow IV System (Cont)
- 5 Arrow IV System (Cont)
- 6 Arrow IV System (Cont)

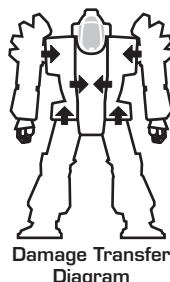
Engine Hits ○○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

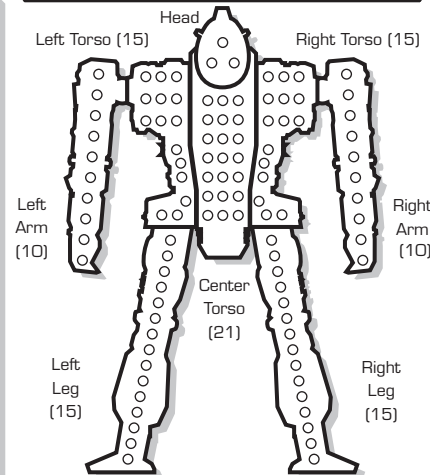
- 1 Hip
- 2 Upper Leg Actuator
- 3 Lower Leg Actuator
- 4 Foot Actuator
- 5 Heat Sink
- 6 Heat Sink

Right Leg

- 1 Hip
- 2 Upper Leg Actuator
- 3 Lower Leg Actuator
- 4 Foot Actuator
- 5 Heat Sink
- 6 Heat Sink



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 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

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: EXT-4D EXTERMINATOR

Movement Points: Tonnage: 65
 Walking: 6 Tech Base: Inner Sphere
 Running: 9 Star League
 Jumping: 6

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
2	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Anti-Missile System	RT	1	[PD]	—	0	0	0
1	LRM 10	LT	4	1/Ms	6	7	14	21
				[M,C,S]				
1	Small Laser	HD	1	3 [DE]	—	1	2	3

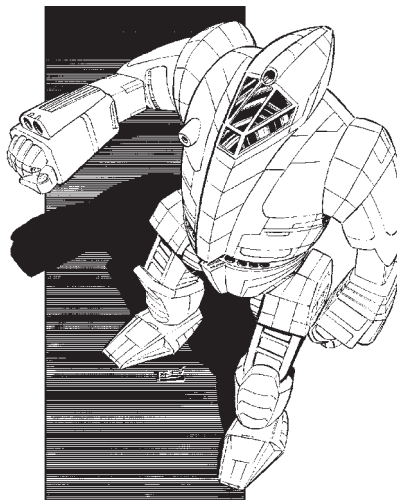
BV: 1,385

WARRIOR DATA

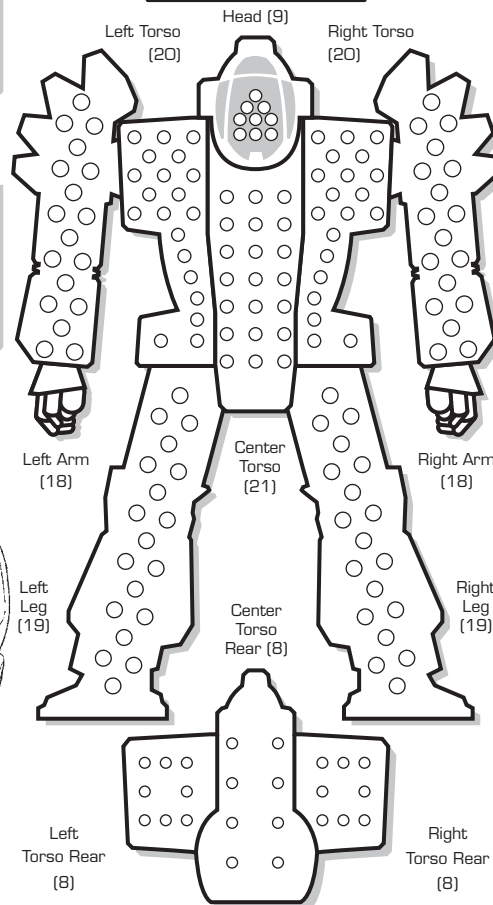
Name: _____

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

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

1-3

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

4-6

Left Torso

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

1-3

- LRM 10
- LRM 10
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

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

1-3

Center Torso

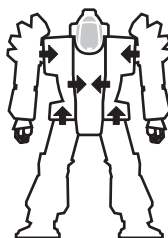
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo (LRM 10) 12
- Roll Again

4-6

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



Damage Transfer Diagram

Right Arm

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

1-3

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

4-6

Right Torso

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

1-3

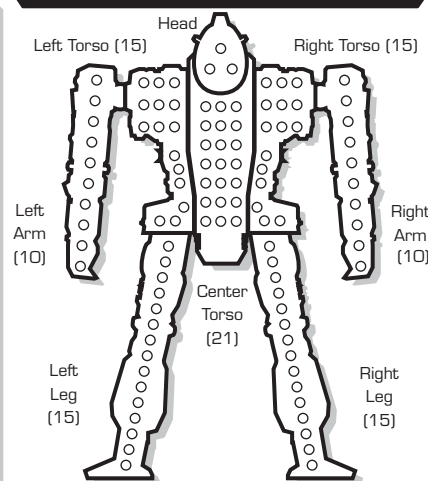
- Anti-Missile System
- Ammo (AMS) 12
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: JM6-DD JAGERMECH

Movement Points: Tonnage: 65
Walking: 4 Tech Base: Inner Sphere
Running: 6 Clan Invasion
Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	RA	1/Sht	5/Sht	2	6	13	20
				(DB,R/C)				
1	Autocannon/2	RA	1	2 (DB)	4	8	13	24
1	Ultra AC/5	LA	1/Sht	5/Sht	2	6	13	20
				(DB,R/C)				
1	Autocannon/2	LA	1	2 (DB)	4	8	13	24
1	Med. Pulse Laser	RT	4	6 (P)	—	2	4	6
1	Med. Pulse Laser	LT	4	6 (P)	—	2	4	6

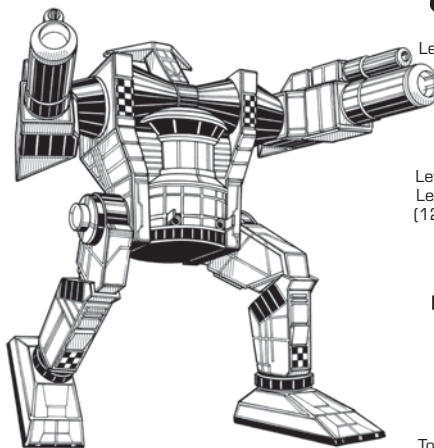
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WARRIOR DATA

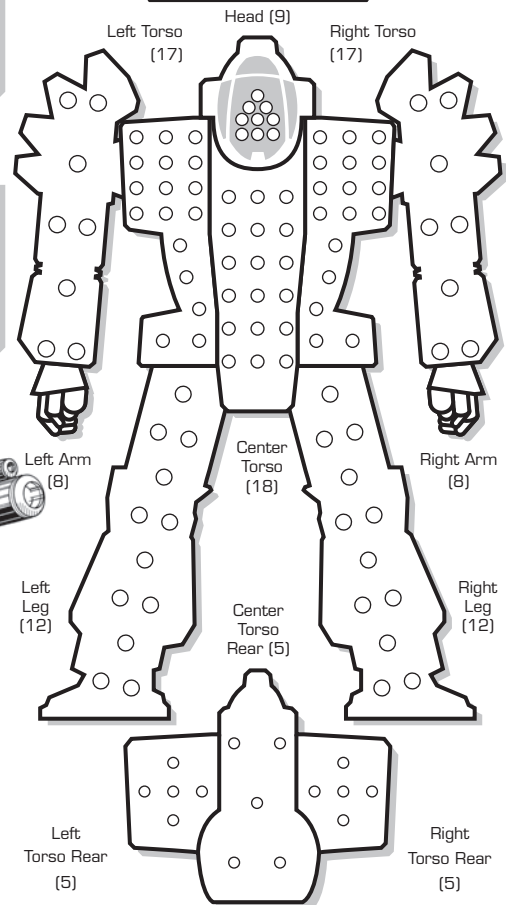
Name: _____

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

- Shoulder
- Upper Arm Actuator
- 1-3 Ultra AC/5
- 4-6 Ultra AC/5
- 5 Ultra AC/5
- 6 Ultra AC/5

- 1 Ultra AC/5
- 2 Autocannon/2
- 3 Ferro-Fibrous
- 4 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Roll Again

Left Torso

- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4 Medium Pulse Laser
- 5 Ammo (Ultra AC/5) 20
- 6 Ammo (AC/2) 45

- 1 CASE
- 2 Ferro-Fibrous
- 3 Ferro-Fibrous
- 4 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Roll Again

Left Leg

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

Head

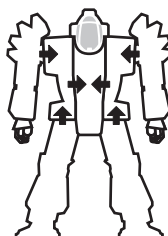
- Life Support
- Sensors
- Cockpit
- Roll Again
- 5 Sensors
- 6 Life Support

Center Torso

- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 1-3 Gyro
- 4 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 ○○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Ultra AC/5
- 4-6 Ultra AC/5
- 5 Ultra AC/5
- 6 Ultra AC/5

- 1 Ultra AC/5
- 2 Autocannon/2
- 3 Ferro-Fibrous
- 4 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Roll Again

Right Torso

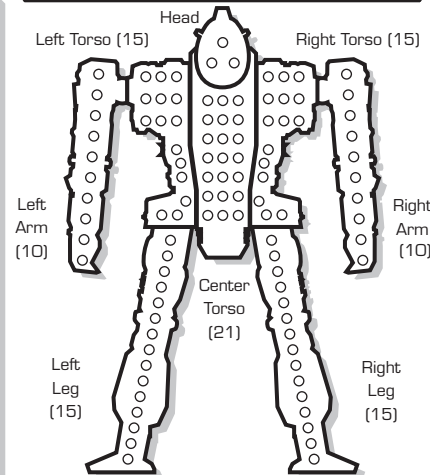
- 1 XL Fusion Engine
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4 Medium Pulse Laser
- 5 Ammo (Ultra AC/5) 20
- 6 Ammo (AC/2) 45

- 1 CASE
- 2 Ferro-Fibrous
- 3 Ferro-Fibrous
- 4 Ferro-Fibrous
- 5 Ferro-Fibrous
- 6 Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: GHR-5J GRASSHOPPER

Movement Points: Tonnage: 70
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 Clan Invasion
 Jumping: 4

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5 (DE)	—	3	6	9
1	Medium Laser	LA	3	5 (DE)	—	3	6	9
1	Anti-Missile System	RT	1	(PD)	—	0	0	0
1	ER Large Laser	CT	12	8 (DE)	—	7	17	19
1	Streak SRM 2	HD	2	2/Msl	—	3	6	9

(M,C)

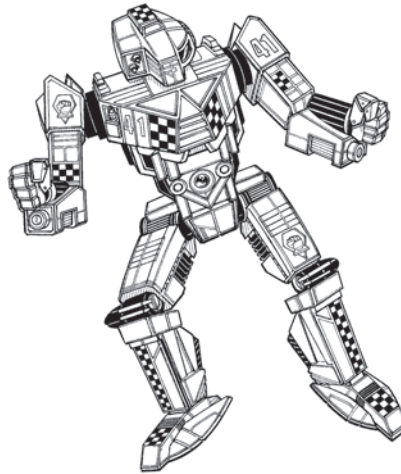
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WARRIOR DATA

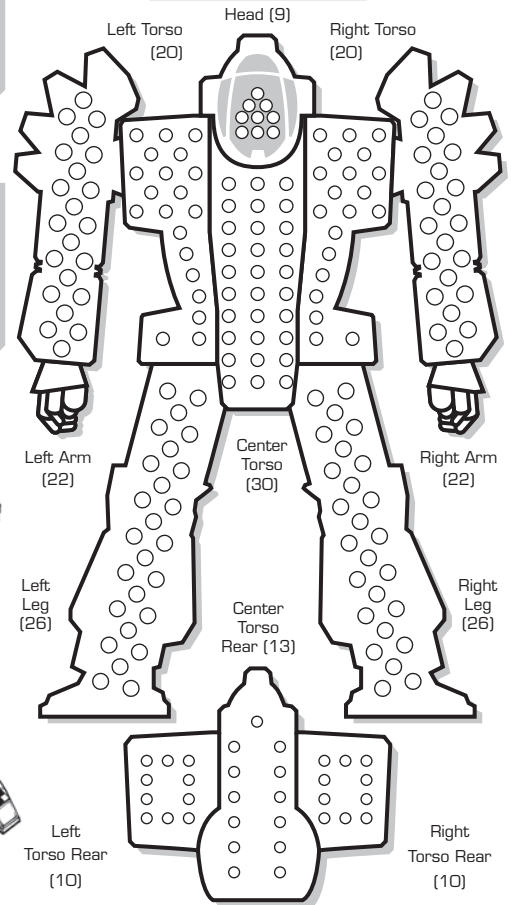
Name: _____

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

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

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

Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink

- Heat Sink
- Ammo (AMS) 12)
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

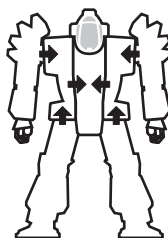
- Life Support
- Sensors
- Cockpit
- Streak SRM 2
- Sensors
- Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

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

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

Right Torso

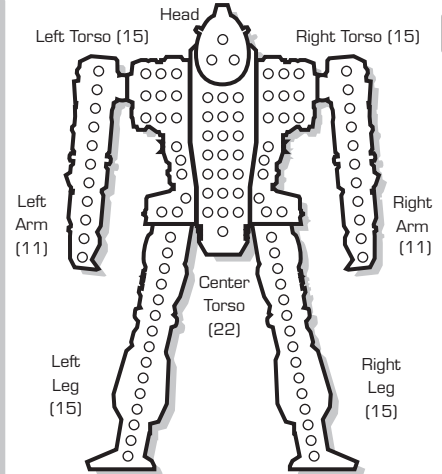
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Anti-Missile System
- Ammo (Streak SRM 2) 50

- Ammo (Streak SRM 2) 50
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 22 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

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: GLT-3N GUILLOTINE

Movement Points: Tonnage: 70
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 Star League
 Jumping: 4

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	SRM 6	CT	4	2/Mel	—	3	6	9

[M,C,S]

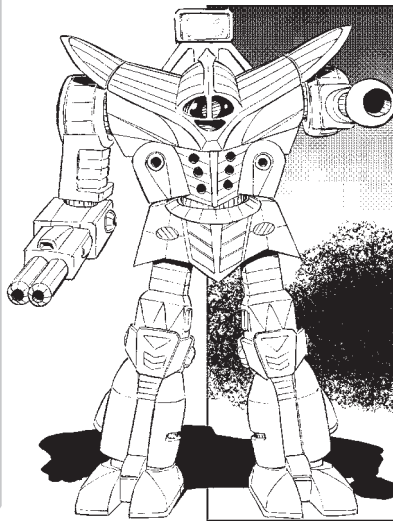
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WARRIOR DATA

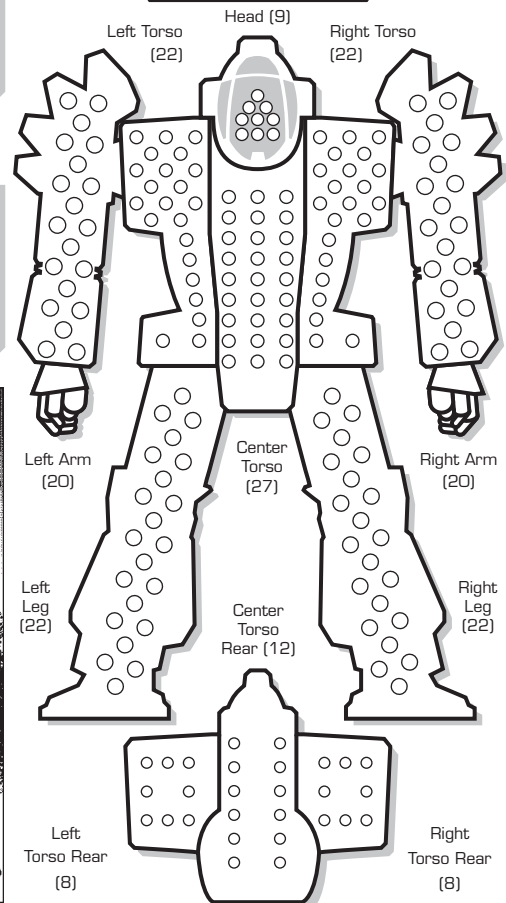
Name: _____

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

- 4-6
- Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Torso

- 1-3
- Heat Sink
 - Heat Sink
 - Heat Sink
 - Heat Sink
 - Heat Sink
 - Heat Sink

- 4-6
- Heat Sink
 - Jump Jet
 - Medium Laser
 - Endo Steel
 - Endo Steel
 - Endo Steel

Left Leg

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

Head

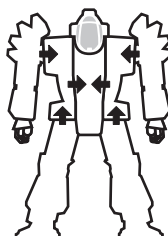
- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

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

- 4-6
- Gyro
 - Fusion Engine
 - Fusion Engine
 - SRM 6
 - SRM 6

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



Damage Transfer Diagram

Right Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Medium Laser
 - Medium Laser
 - Endo Steel

- 4-6
- Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Torso

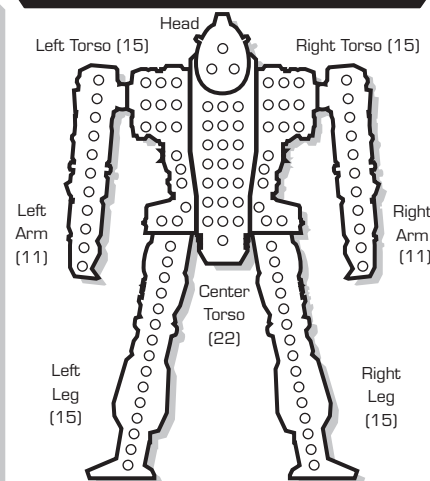
- 1-3
- Heat Sink
 - Heat Sink
 - Heat Sink
 - Heat Sink
 - Heat Sink
 - Jump Jet

- 4-6
- Medium Laser
 - Ammo (SRM 6) 15
 - CASE
 - Endo Steel
 - Endo Steel
 - Endo Steel

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 25 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

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: THOR PRIME

Movement Points: Tonnage: 70
 Walking: 5 Tech Base: Clan
 Running: 8 Succession
 Jumping: 5 Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15 (DE)	—	7	14	23
1	LB 10-X AC	LA	2	10	—	6	12	18
				(DB,C/F/S)				
1	LRM 15	LT	5	1/Msl	—	7	14	21
				(M,C,S)				

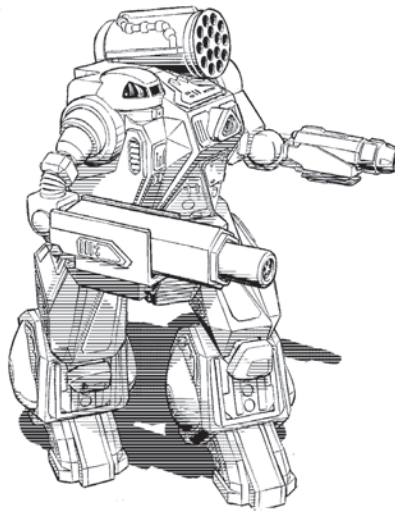
BV: 2,298

WARRIOR DATA

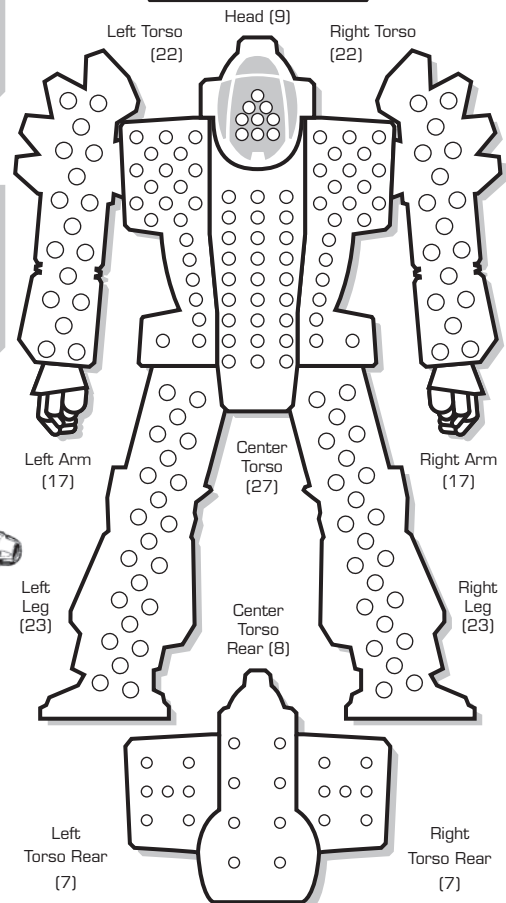
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

- LB 10-X AC
- Ammo (LB 10-X AC) 10
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- LRM 15
- LRM 15
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8

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

Left Leg

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

Head

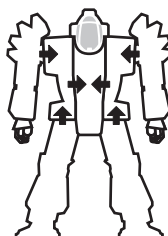
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Ferro-Fibrous
- Roll Again

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

Right Torso

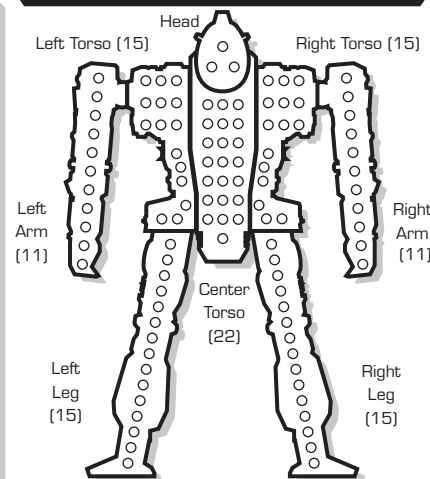
- XL Fusion Engine
- XL Fusion Engine
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (28) 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

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: FLS-8K FLASHMAN

Movement Points: Tonnage: 75
 Walking: 5 Tech Base: Inner Sphere
 Running: 8 Star League
 Jumping: 0

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

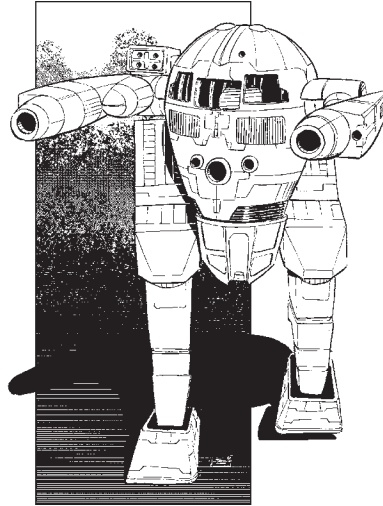
Hits Taken 1 2 3 4 5 6
 Consciousness# 3 5 7 10 11 Dead

Weapons & Equipment Inventory (hexes)

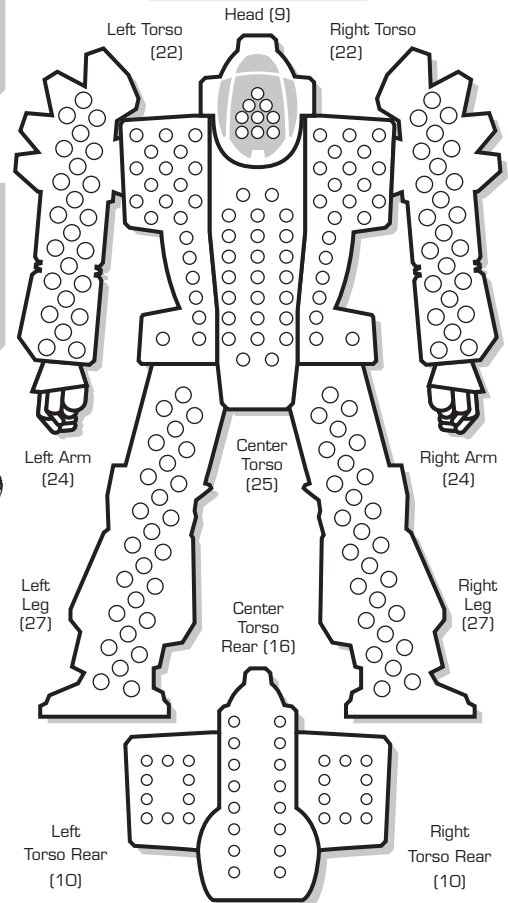
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Anti-Missile System	RT	1	[PD]	—	0	0	0
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	LT(R)	3	5 [DE]	—	3	6	9
1	Large Laser	CT	8	8 [DE]	—	5	10	15
1	Flamer	HD	3	2	—	1	2	3

[DE,H,AI]

BV: 1,779



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Laser
- Large Laser
- Medium Laser

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Medium Laser
- Medium Laser (R)
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

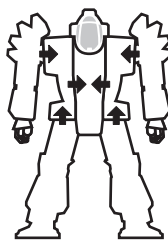
- Life Support
- Sensors
- Cockpit
- Flamer
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- 4-6 XL Fusion Engine
- Large Laser
- Large Laser

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Large Laser
- Large Laser
- Medium Laser

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Torso

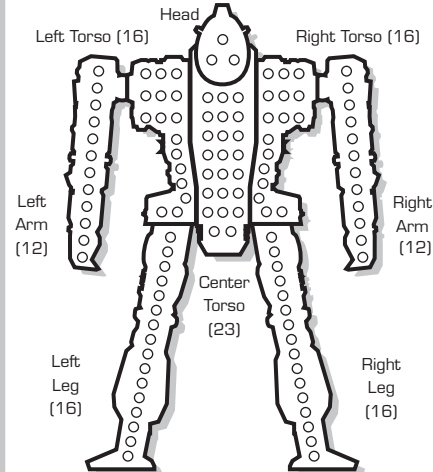
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 Medium Laser
- Anti-Missile System
- Ammo (AMS) 12

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 (30) 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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: CGR-3K CHARGER

Movement Points: Tonnage: 80
 Walking: 5 Tech Base: Inner Sphere
 Running: 8 Clan Invasion
 Jumping: 5

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Med. Pulse Laser	RA	4	6 [P]	—	2	4	6
1	Med. Pulse Laser	LA	4	6 [P]	—	2	4	6
1	LRM 20	RT	6	1/Msl	6	7	14	21
	w/Artemis IV FCS							
1	Med. Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Med. Pulse Laser	LT	4	6 [P]	—	2	4	6

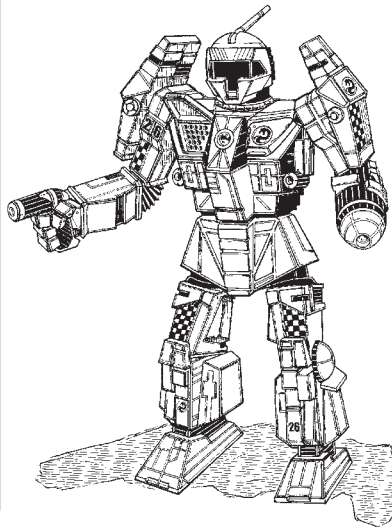
BV: 1,656

WARRIOR DATA

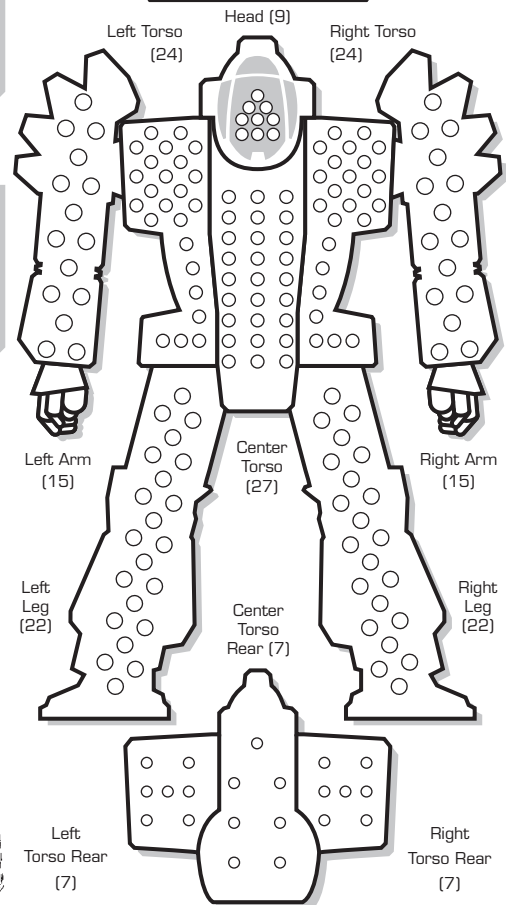
Name: _____

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

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

1-3

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

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Pulse Laser
- Ammo (LRM 20 Artemis) 6
- Ammo (LRM 20 Artemis) 6

1-3

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

4-6

Left Leg

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

Head

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

Center Torso

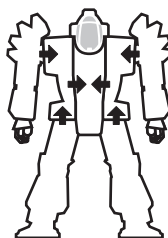
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

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

4-6

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



Damage Transfer Diagram

Right Arm

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

1-3

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

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM 20
- LRM 20
- LRM 20

1-3

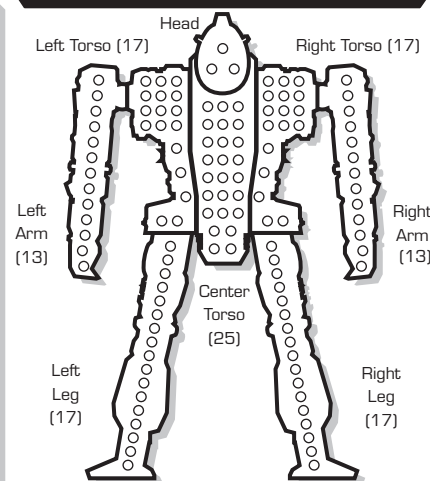
- LRM 20
- LRM 20
- Artemis IV FCS
- Medium Pulse Laser
- Roll Again
- Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: HTM-27T HATAMOTO-CHI

Movement Points: Tonnage: 80
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 Succession
 Jumping: 0 Wars

WARRIOR DATA

Name: _____

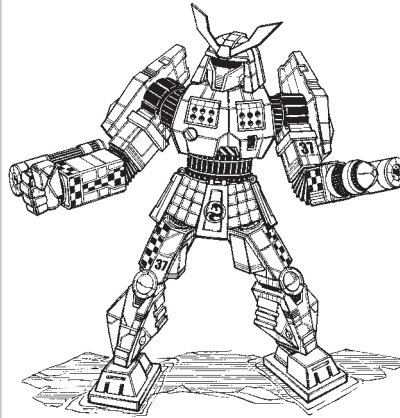
Gunnery Skill: _____ Piloting Skill: _____

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

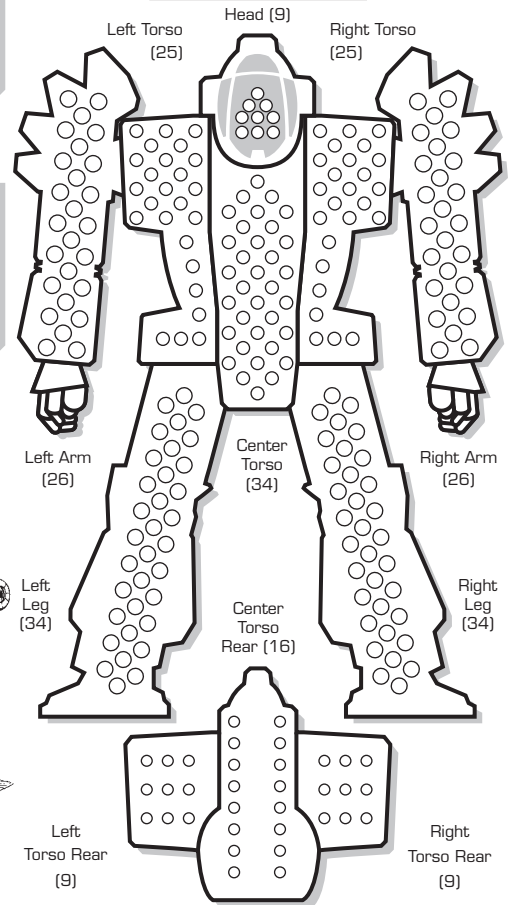
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10 [DE]	3	6	12	18
1	PPC	LA	10	10 [DE]	3	6	12	18
1	SRM 6	RT	4	2/Msl	—	3	6	9
				[M,C,S]				
1	SRM 6	LT	4	2/Msl	—	3	6	9
				[M,C,S]				

BV: 1,607



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 PPC
- PPC
- PPC

- Endo Steel
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

Left Torso

- Heat Sink
- SRM 6
- SRM 6
- 1-3 Ammo [SRM 6] 15
- CASE
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

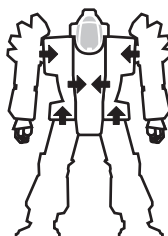
- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Hand Actuator
- PPC
- PPC

- PPC
- Endo Steel
- Endo Steel
- 4-6 Endo Steel
- Endo Steel
- Endo Steel

Right Torso

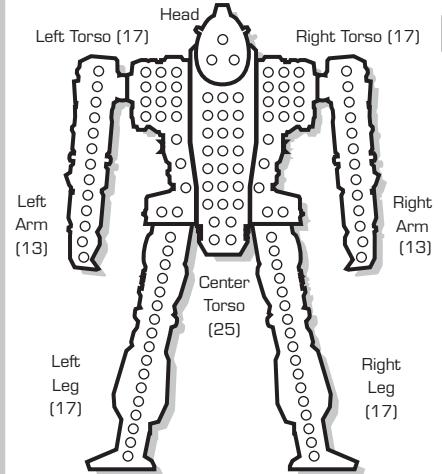
- Heat Sink
- SRM 6
- SRM 6
- 1-3 Ammo [SRM 6] 15
- CASE
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 18 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

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: VTR-9K VICTOR

Movement Points: Tonnage: 80
Walking: 4 Tech Base: Inner Sphere
Running: 6 Clan Invasion
Jumping: 4

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
2	Med. Pulse Laser	LA	4	6 [P]	—	2	4	6
1	SRM 4	LT	3	2/Msl	—	3	6	9

[M,C,S]

BV: 1,717

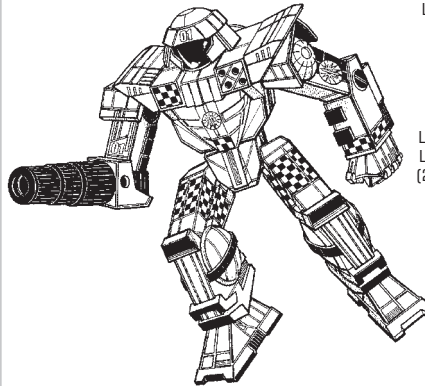
WARRIOR DATA

Name: _____

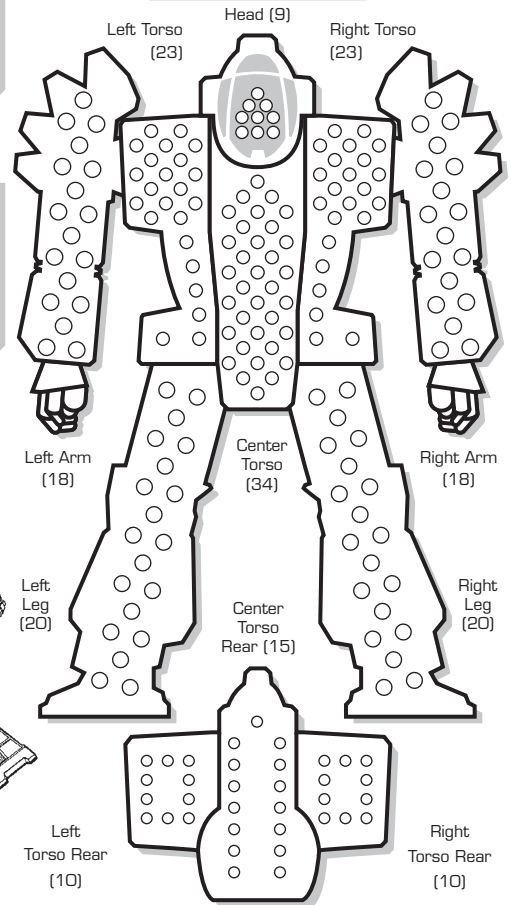
Gunnery Skill: _____ Piloting Skill: _____

Hits Taken
Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Pulse Laser
 - Medium Pulse Laser

- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Torso

- 1-3
- SRM 4
 - Ammo [SRM 4] 25
 - CASE
 - Endo Steel
 - Endo Steel
 - Endo Steel

- 4-6
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again

Left Leg

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

Head

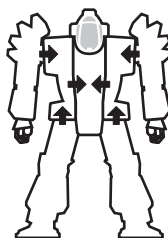
- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

Center Torso

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

- 4-6
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Jump Jet
 - Jump Jet

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



Damage Transfer Diagram

Right Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle

- 4-6
- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Roll Again
 - Roll Again

Right Torso

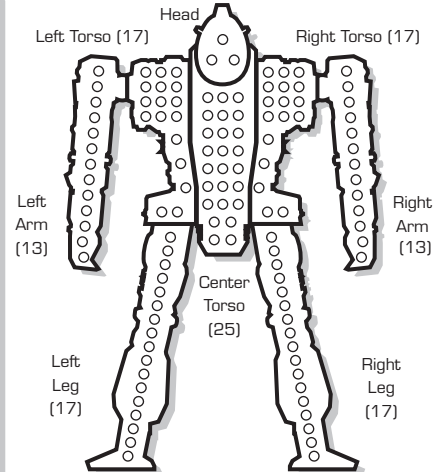
- 1-3
- Ammo [Gauss] 8
 - Ammo [Gauss] 8
 - CASE
 - Endo Steel
 - Endo Steel
 - Endo Steel

- 4-6
- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Sinks: 15
Single



Heat Scale

Overflow

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

BATTLETECH™

'MECH RECORD SHEET

MECH DATA

Type: CRK-5003-1 CROCKETT

Movement Points: Tonnage: 85
 Walking: 3 Tech Base: Inner Sphere
 Running: 5 Star League
 Jumping: 3

WARRIOR DATA

Name: _____

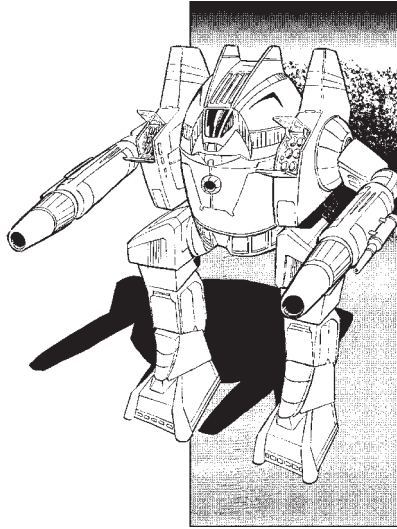
Gunnery Skill: _____ Piloting Skill: _____

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

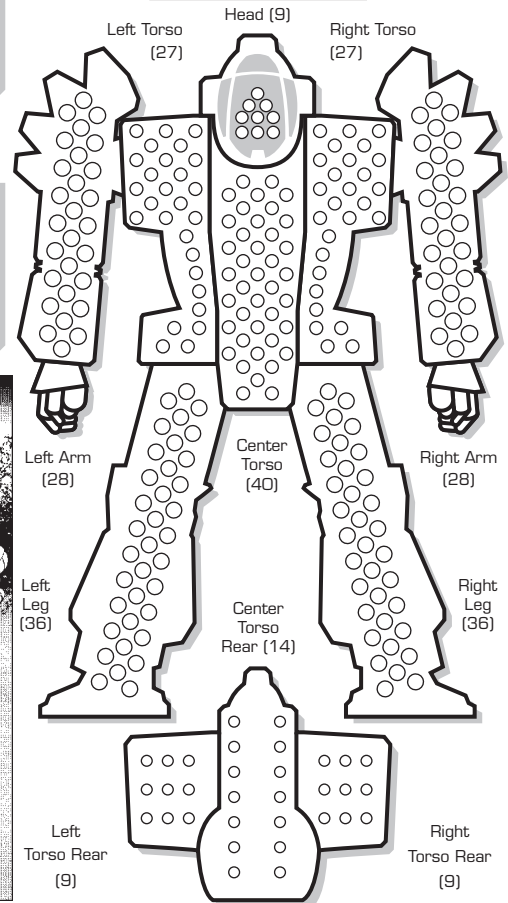
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	RA	1	3 [DE]	—	1	2	3
1	ER Leage Laser	RA	12	8 [DE]	—	7	14	19
1	Small Laser	LA	1	3 [DE]	—	1	2	3
1	ER Leage Laser	LA	12	8 [DE]	—	7	14	19
1	SRM 6	RT	4	2/Msl	—	3	6	9
				[M,C,S]				
1	SRM 6	LT	4	2/Msl	—	3	6	9
				[M,C,S]				
1	LB 10-X AC	LT	2	10	—	6	12	18
				[DB,C/F/S]				

BV: 1,923



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- 1-3 ER Large Laser
- ER Large Laser
- Small Laser
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

- 1-3 LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- 4-6 SRM 6
- SRM 6
- Ammo (LB 10-X AC) 10

Left Leg

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

Head

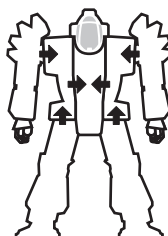
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

- 4-6 Gyro
- Fusion Engine
- Fusion Engine
- Jump Jet
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- 1-3 ER Large Laser
- ER Large Laser
- Small Laser
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Torso

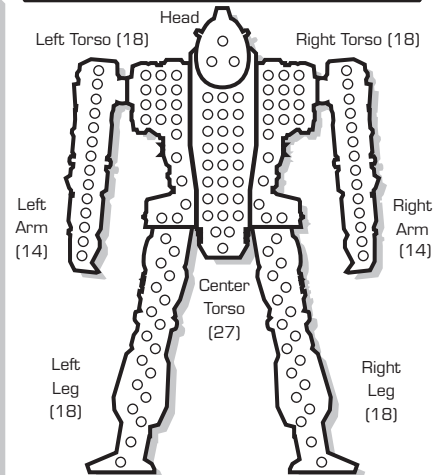
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- 1-3 SRM 6
- SRM 6
- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- Ammo (LB 10-X AC) 10
- Ammo (LB 10-X AC Cluster) 10

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 (30) 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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: MAL-1R MAULER

Movement Points: **Tonnage:** 90
Walking: 3 **Tech Base:** Inner Sphere
Running: 5 **Succession**
Jumping: 0 **Wars**

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19
1	LRM 15	RT	5	1/Msl	6	7	14	21
				[M,C,S]				
2	Autocannon/2	RT	1	2 [DB,S]	4	8	16	24
1	LRM 15	LT	5	1/Msl	6	7	14	21
				[M,C,S]				
2	Autocannon/2	LT	1	2 [DB,S]	4	8	16	24

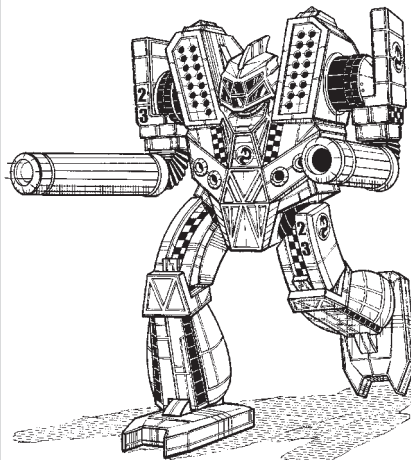
BV: 1,460

WARRIOR DATA

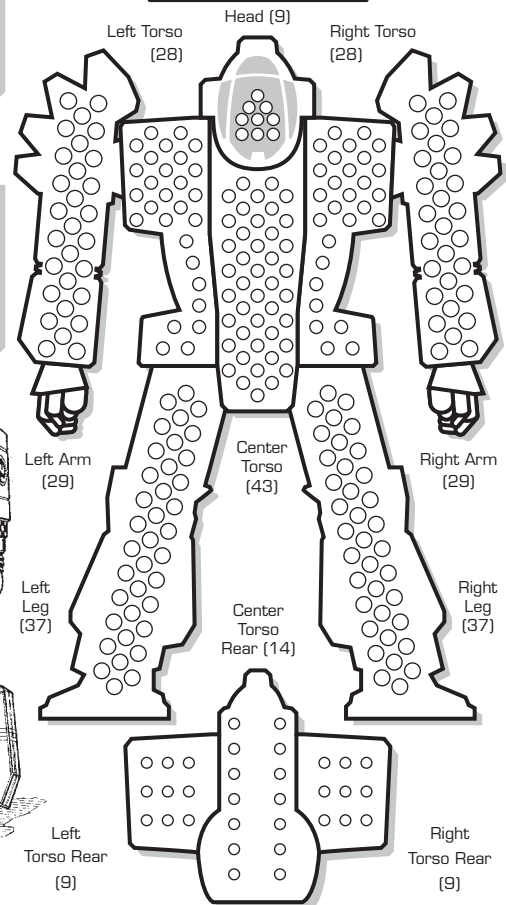
Name: _____

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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- 1-3 ER Large Laser
- ER Large Laser
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 LRM 15
- LRM 15
- LRM 15

- Autocannon/2
- Autocannon/2
- 4-6 Ammo (AC/2) 45
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- CASE

Left Leg

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

Head

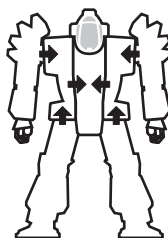
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

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

- Gyro
- 4-6 XL Fusion Engine
- XL Fusion Engine
- Ferro-Fibrous
- Ferro-Fibrous

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 ER Large Laser
- ER Large Laser
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Right Torso

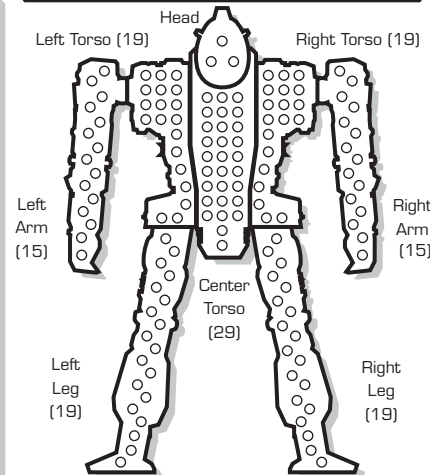
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- 1-3 LRM 15
- LRM 15
- LRM 15

- Autocannon/2
- Autocannon/2
- 4-6 Ammo (AC/2) 45
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8
- CASE

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **BNC-5S BANSHEE**

Movement Points: **Tonnage: 95**
Walking: 4 **Tech Base: Inner Sphere**
Running: 6 **Clan Invasion**
Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	RA	4	2 (M,C,S)	—	3	6	9
2	Medium Laser	LA	3	5 (DE)	—	3	6	9
2	ER PPC	RT	15	10 (DE)	—	7	14	23
1	Medium Laser	RT (R)	3	5 (DE)	—	3	6	9
1	Gauss Rifle	LT	1	15 (DB,X)	2	7	15	22
1	Medium Laser	LT (R)	3	5 (DE)	—	3	6	9
1	Small Laser	CT	1	3 (DE)	—	1	2	3
1	Small Laser	HD	1	3 (DE)	—	1	2	3

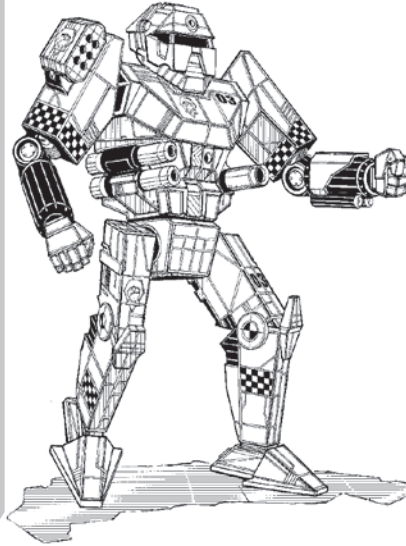
BV: 2,065

WARRIOR DATA

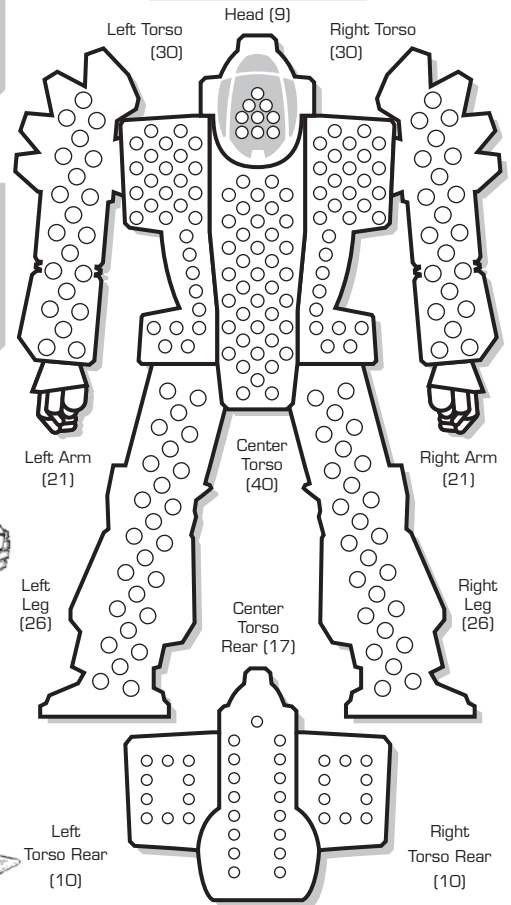
Name: _____

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

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

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

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Medium Laser (R)
- Ammo (Gauss) 8

Left Leg

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

Head

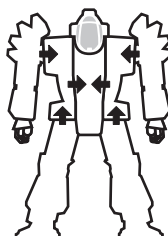
- Life Support
- Sensors
- Cockpit
- Small Laser
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Small Laser
- Roll Again

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



Damage Transfer Diagram

Right Arm

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

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

Right Torso

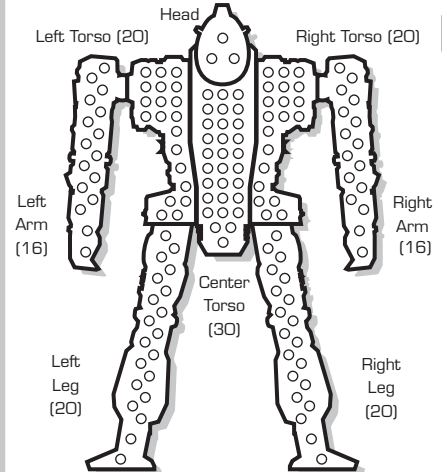
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER PPC
- ER PPC
- ER PPC

- ER PPC
- ER PPC
- ER PPC
- Medium Laser (R)
- Roll Again
- Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 (28) 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

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: **GLADIATOR PRIME**

Movement Points: Tonnage: 95
Walking: 4 Tech Base: Clan
Running: 6 [8] Succession
Jumping: 4 Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	RA	12	10 (DE)	—	8	15	25
1	Gauss Rifle	LA	1	15 (DB,X)	2	7	15	22
2	Machine Gun	RT	0	2 (DB,AI)	—	1	2	3

BV: 2,619

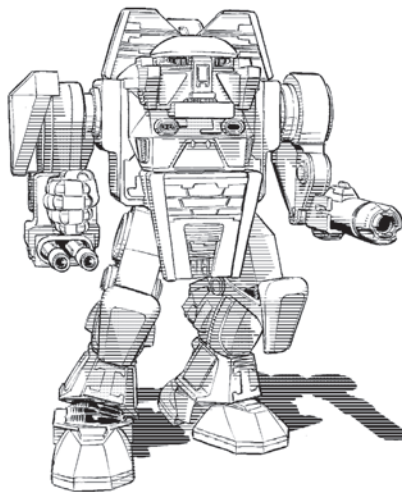
WARRIOR DATA

Name: _____

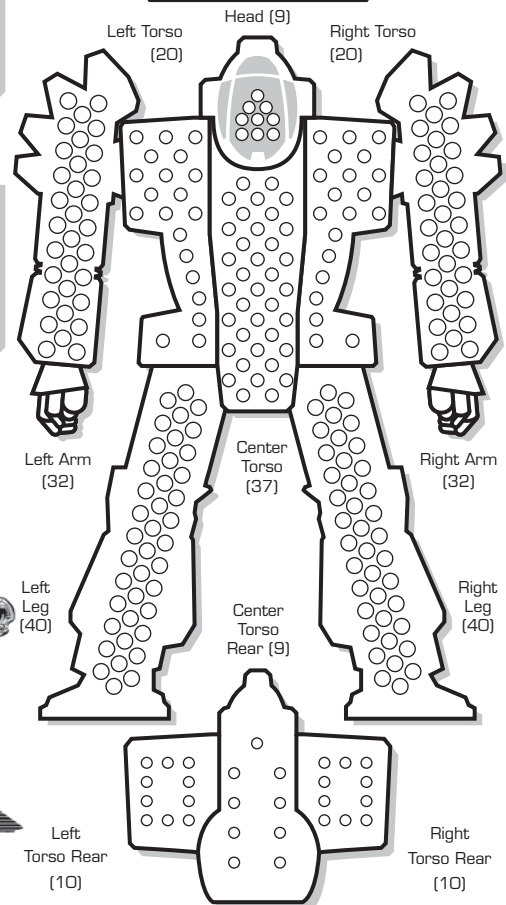
Gunnery Skill: _____ Piloting Skill: _____

Hits Taken
Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Gauss Rifle
 - Gauss Rifle

- 4-6
- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Ferro-Fibrous
 - Roll Again

Left Torso

- 1-3
- XL Fusion Engine
 - XL Fusion Engine
 - Ammo (Gauss) 8
 - Ammo (Gauss) 8
 - MASC
 - MASC

- 4-6
- MASC
 - MASC
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Leg

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

Head

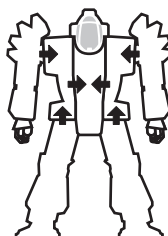
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

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

- 4-6
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Ferro-Fibrous
 - Ferro-Fibrous

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



Damage Transfer Diagram

Right Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink

- 4-6
- Double Heat Sink
 - Double Heat Sink
 - ER Large Laser
 - ER Large Laser
 - Ferro-Fibrous
 - Roll Again

Right Torso (CASE)

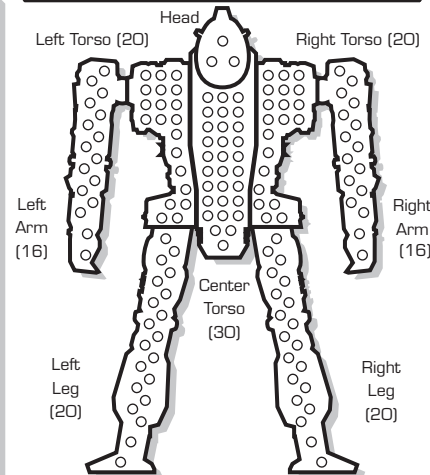
- 1-3
- XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Machine Gun
 - Machine Gun

- 4-6
- Ammoo (MG) 200
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Sinks:
19 (38)
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

BATTLETECH™

'MECH RECORD SHEET

MECH DATA

Type: Daishi Prime

Movement Points: Tonnage: 100
Walking: 3 Tech Base: Clan
Running: 5 Succession
Jumping: 0 Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	RA	12	10 (DE)	—	8	15	25
2	Med. Pulse Laser	RA	4	7 (P)	—	4	8	12
1	Ultra AC/5	RA	1/Sht	5/Sht	—	7	14	21
(DB,R/C)								
2	ER Large Laser	LA	12	10 (DE)	—	8	15	25
2	Med. Pulse Laser	LA	4	7 (P)	—	4	8	12
1	Ultra AC/5	LA	1/Sht	5/Sht	—	7	14	21
(DB,R/C)								
1	LRM 10	LT	4	1/Msl	—	7	14	21
(M,C,S)								

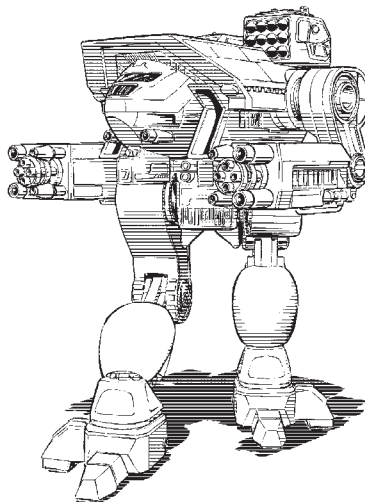
BV: 2,712

WARRIOR DATA

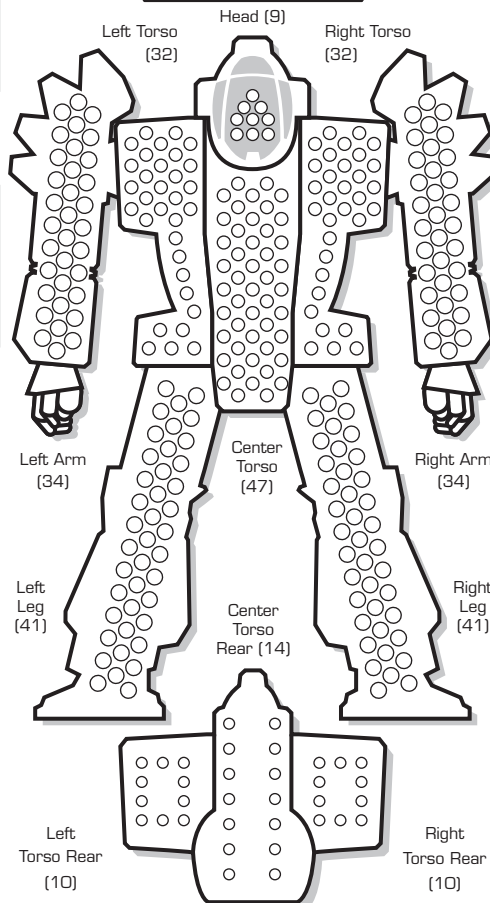
Name: _____

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)

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

1-3

- Ultra AC/5
- Medium Pulse Laser
- Medium Pulse Laser
- Ammo (Ultra AC/5) 20
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

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

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- LRM 10
- Ammo (LRM 10) 12

4-6

Left Leg

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

Head

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

Center Torso

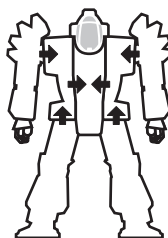
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

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

4-6

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



Damage Transfer Diagram

Right Arm (CASE)

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

1-3

- Ultra AC/5
- Medium Pulse Laser
- Medium Pulse Laser
- Ammo (Ultra AC/5) 20
- Roll Again
- Roll Again

4-6

Right Torso

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

1-3

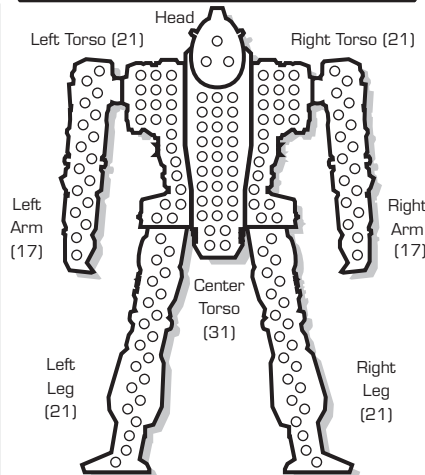
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Roll Again
- Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 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	○○○○

Heat Scale

Overflow

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

BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: KGC-000 KING CRAB

Movement Points: Tonnage: 100
Walking: 3 Tech Base: Inner Sphere
Running: 5 Star League
Jumping: 0

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

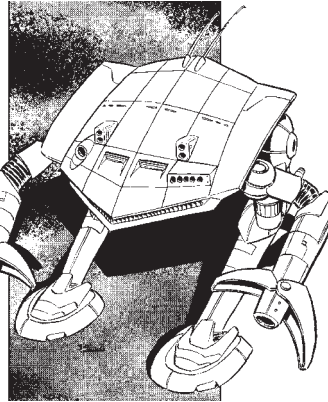
Hits Taken
Consciousness#

1	2	3	4	5	6
3	5	7	10	11	Dead

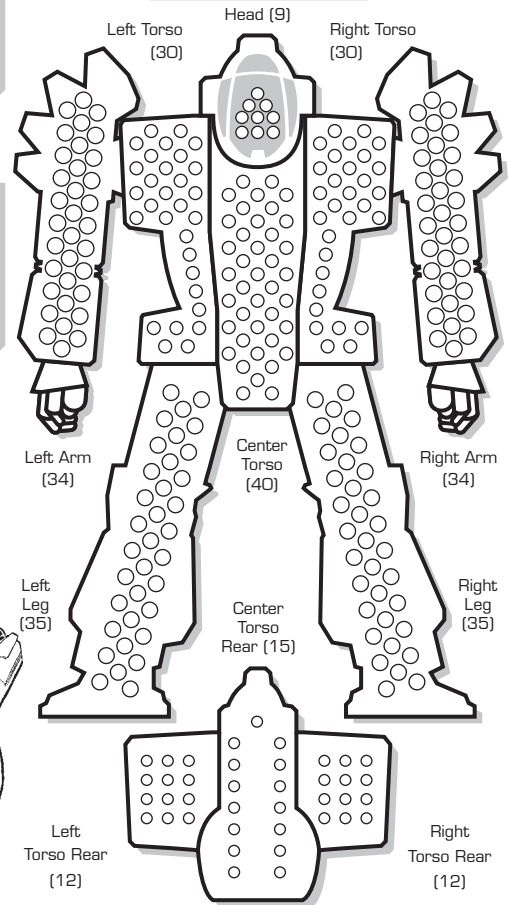
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Autocannon/20	RA/RT	7	20 [DB,S]	—	3	6	9
1	Autocannon/20	LA/LT	7	20 [DB,S]	—	3	6	9
1	Large Laser	RT	8	8 [DE]	—	5	8	15
1	LRM 15	LT	5	1/Ms	6	7	14	21
[M,C,S]								

BV: 2,221



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Autocannon/20
- Autocannon/20

- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20

Left Torso

- Autocannon/20 (Cont)
- Autocannon/20 (Cont)
- LRM 15
- LRM 15
- LRM 15
- Ammo (LRM 15) 8

- Ammo (AC/20) 5
- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Leg

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

Head

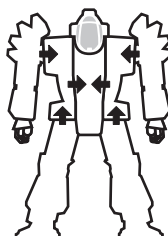
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Heat Sink
- Ferro-Fibrous

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Autocannon/20
- Autocannon/20

- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20
- Autocannon/20

Right Torso

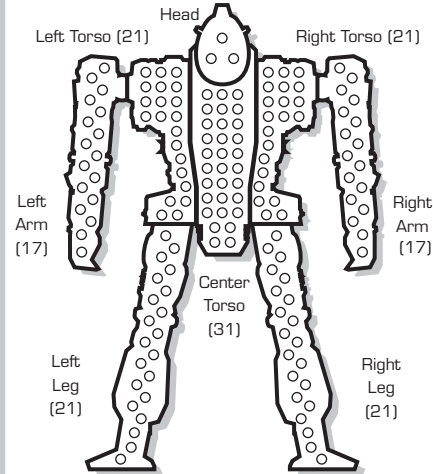
- Autocannon/20 (Cont)
- Autocannon/20 (Cont)
- Large Laser
- Large Laser
- Ammo (AC/20) 5
- CASE

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 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

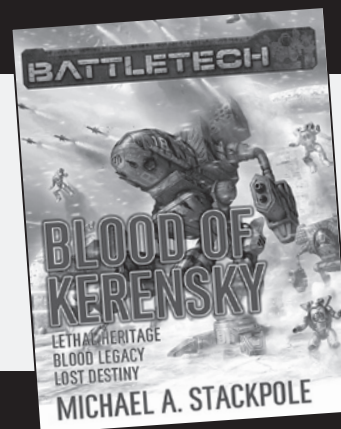
Blood of Kerensky Omnibus

From beyond the Periphery comes a threat. A military force of unknown origin. Their power, speed, and ferocity are unparalleled. Some of the finest warriors and ablest units have challenged them and failed. No force in the Inner Sphere has faced them and won. An alien juggernaut whose sole reason for being is battle. A race that selectively breeds itself for combat.

Humanity's only hope is an alliance of mortal enemies: The Federated Commonwealth and the Draconis Combine, interstellar empires at war for 300 years, must now stand side by side or face certain destruction.

The Clans explode into the *BattleTech* universe through the seminal *Blood of Kerensky* Trilogy Omnibus (*Lethal Heritage*, *Blood Legacy*, *Lost Destiny*).

Purchase the ebook of the entire omnibus for just \$9.99 today at www.battlecorps.com/catalog!



Era Report: 3052

Era Report: 3052 describes the state of the Inner Sphere and the Clans at a pivotal period in BattleTech history: the early years of the Clan Invasion. Presented as a general overview of the period, rather than a focused report on a single conflict, this book includes descriptions of every major Inner Sphere and Clan faction. Notable personalities, military forces, and an overview of the technological capabilities of the Inner Sphere and Clan powers of this critical era in history are also provided, along with special advanced-level rules for campaigns set in this era, whether played using the *Total Warfare* core rules or those found in *A Time of War: The BattleTech RPG*.

Stock Number: 35220

THE FUTURE OF YOUR BATTLES

BattleTech is a fun game of exciting tactics and thrilling moments of victory and defeat. However, the fiction surrounding *BattleTech* (such as the "story fiction" of the *Blood of Kerensky* Omnibus or the "sourcebook fiction" of *Era Report: 3052*, as shown above) breathes vibrant life into the universe, populating it with fantastic heroes and villains. And taking those dynamic characters and bringing them to your table-top will drastically increase your enjoyment of any game. Moving miniatures around the board is one thing. Taking those miniatures and embedding living, breathing characters into the cockpits of the metal titans storming alien worlds raises the stakes of any game to a whole new level.

The following bio is taken from *Era Report: 3052* and describes one of the most legendary characters of the entire Clan Invasion: Kai Allard-Liao. Read the bio below, then use the two noted special piloting abilities, along with the CN9-YLW2 *Centurion* (*Yen-lo-wang*)—Kai's personal 'Mech—record sheet on the following page in any of your games!



KAI ALLARD-LIAO

Title: Heir-Designate of the St. Ives Compact
Born: 3030 (20 in 3050)

Son of Justin Allard and Candace Liao of the St. Ives Compact, Kai Allard-Liao is close friend and confidant to Victor Steiner-Davion. While still in his early twenties Kai quickly gained a reputation as a MechWarrior without peer. He collaborated with Victor Steiner-Davion to develop a plan of attack for the F-C's first victory against the Clans on Twycross. In that battle, Kai singlehandedly engineered the destruction of the elite and dreaded Falcon Guards Cluster.

His reputation grew on Outreach, where the leaders of the Inner Sphere met to address the Clan situation. Kai bested all but one of his opponents, Jaime Wolf, in a Clan-style battle. Wolf wanted to honor Kai with the gift of a Clan 'Mech, but the young man turned down the offer, preferring to pilot the 'Mech of his father, Justin: the famous Yen-Lo-Wang. Kai's biggest sacrifice came on Alyina, where he let himself be marooned while allowing Victor to escape the clutches of the Falcons once again. In a strange twist of fate, Kai later aided his captors in defeating the ComStar forces on the world during Operation Scorpion.

Kai's near-peerless skills in a 'Mech were often tempered with his lack of confidence in his abilities. He also bore heavy guilt for those who perished under his command. After Kai returned from Alyina many noted some of those hindrances seemed gone.

The death of Kai's father Justin weighed heavy on the young man, and he viewed his time piloting Yen-Lo-Wang with an even greater sense of honor and responsibility. This may have led to Kai following the footsteps of his father and going to the 'Mech arenas of Solaris VII.

SPECIAL PILOTING ABILITIES

The following Special Piloting Abilities (PSA) are just a sampling of the myriad abilities that can be found in *A Time of War: The BattleTech RPG*.

Marksman

The Marksman Ability enables a MechWarrior, ProtoMech pilot, fighter pilot or vehicular crew gunner to potentially hit any desired location on a target. A pilot or gunner with the Marksman SPA can make a special Aimed Shot attack as if using a targeting computer (see p. 143, *TW*). The pilot's unit must remain stationary and make no physical attacks during the round in which he uses this ability. In addition, only one of the unit's weapons may be used; no other weapon may be fired in the same turn.

The Marksman Ability may be combined with a targeting computer; if the warrior's unit is equipped with such an item and they are active when this ability is used, the Aimed Shot attack receives a –2 to-hit modifier.

Maneuvering Ace

MechWarriors and crews with the Maneuvering Ace Ability are especially good at executing quick turns and maneuvering in tight confines. Bipedal 'Mech units and VTOL units at Cruising speed whose pilots possess this ability can perform the lateral shift maneuver normally available only to four-legged 'Mechs (see p. 50, *TW*), while four-legged 'Mechs can perform the same action for 1 less MP than usual. Vehicles crews receive a –1 modifier on any Piloting Skill Rolls required if the vehicle fails to fulfill the requirements for a turn mode (see p. 25, *TO*), while aerospace units reduce the Thrust Point costs for any special maneuvers by 1.

In addition to the above, all units piloted by a maneuvering ace receive a –1 modifier for any Piloting Skill Rolls needed to avoid skidding, sideslipping or (in the case of aerospace units) out-of-control effects.



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BATTLETECH

'MECH RECORD SHEET

MECH DATA

Type: CN9-YLW2 CENTURION (YEN-LO-WANG)

Movement Points: Tonnage: 50
 Walking: 4 [5] Tech Base: Inner Sphere
 Running: 6 [8] Clan Invasion
 Jumping: 0

WARRIOR DATA

Name: Kai Allard-Liao

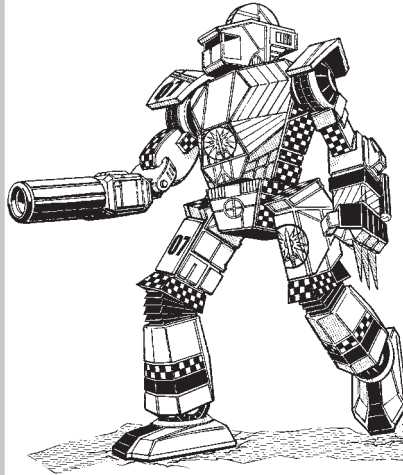
Gunnery Skill: 1 Piloting Skill: 2

Hits Taken
 Consciousness#

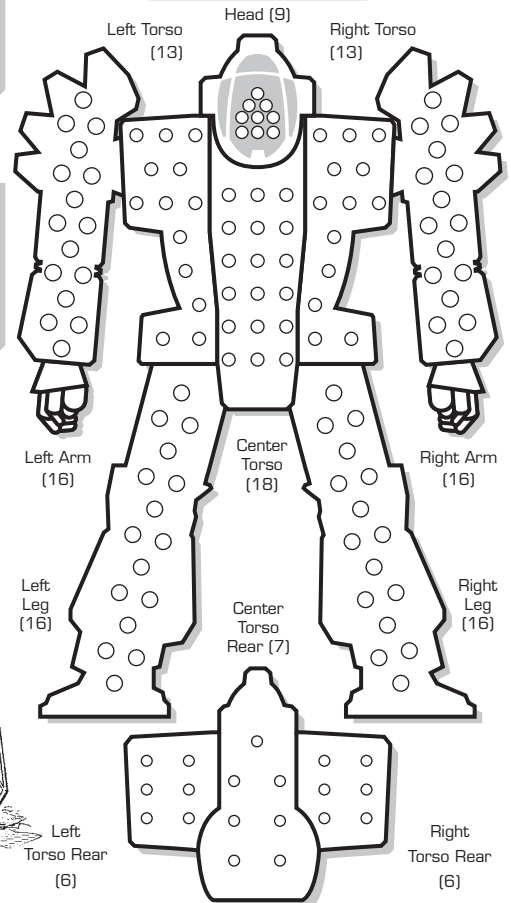
1	2	3	4	5	6
3	5	7	10	11	Dead

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
2	Med. Pulse Laser	LA	4	6 [P]	—	2	4	6
1	Med. Pulse Laser	CT(R)	4	6 [P]	—	2	4	6
1	Hatchet	LA	0	10	—	—	—	—



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Hatchet
 - Hatchet

- 4-6
- Hatchet
 - Hatchet
 - Medium Pulse Laser
 - Medium Pulse Laser
 - Triple Strength Myomer
 - Roll Again

Left Torso

- 1-3
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Heat Sink
 - Triple Strength Myomer
 - Roll Again

- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple Strength Myomer
- Roll Again

Head

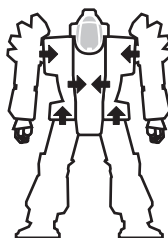
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

- 4-6
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Heat Sink
 - Medium Pulse Laser (R)

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



Damage Transfer Diagram

Right Arm

- 1-3
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle

- 4-6
- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Triple Strength Myomer
 - Roll Again

Right Torso

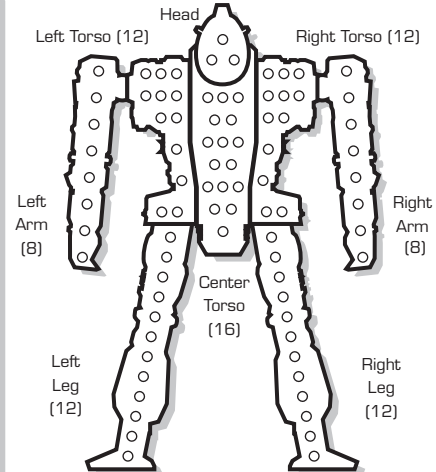
- 1-3
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Ammo (Gauss) 8
 - Ammo (Gauss) 8
 - Triple Strength Myomer

- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple Strength Myomer
- Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 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

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 six 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 (3067, CURRENT)

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 (3132+)

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, on-line 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.