BATTLETECH™

BATTLE OF TUKAYYID



CATALYST game labs

SUPPLEMENTAL

INTRODUCTION

Battle of Tukayyid Supplemental expands upon the options found the *Battle of Tukayyid* campaign book in the following manner:

Expanded Region Terrain Tables: The Terrain Tables found in *Battle of Tukayyid* consist of the modern mapsheets currently available for purchase. However, there are dozens of older maps many players have in their collection, in addition to new *MapPack* products coming soon. This section provides Expanded Terrain Tables to replace those found in *Battle of Tukayyid*, allowing players to use the full range of all mapsheets ever published for *BattleTech*.

'Mech Availability and Random Assignment Tables: As with the Terrain Tables, the 'Mech Availability and Random Assignment Tables in *Battle of Tukayyid* consist of the 'Mechs available as part of the *Clan Invasion* Kickstarter campaign. However, historically, many other 'Mechs appeared on Tukayyid. These tables allow players a wider breadth of designs to choose from when building their Tukayyid forces; however, record sheets for the full range of 'Mechs included in these expanded tables are not included in this supplemental.

Strategic BattleForce: The Battle of Tukayyid was the largest conflict of the Clan Invasion. Typical *BattleTech* games only cover small, though often strategically important, missions amid the larger battles. With the *Strategic BattleForce* rules found in *Interstellar Operations*, players can fight those larger battles. This section includes the rules, maps and Formation Record Sheets to play out one large-scale game for each Clan Campaign on Tukayyid. Finally, rules are provided so players can create their own sheets and campaigns.

Strategic BattleForce Record Sheets: All the Formation Record Sheets needed to play through the seven *Strategic BattleForce* scenarios above, along with blank ComStar and Clan sheets for players to create their own units.

Battlefield Support: Combined Arms: A Battlefield Support: Combined Arms worksheet makes those rules, found in *Battle of Tukayyid*, easier to use (see p. 27).

Record Sheets: Over 200 record sheets covering every 'Mech listed on the Availability and Random Assignment Tables in *Battle of Tukayyid*.

Strategic BattleForce Mapsheets: The seven large-scale maps included in this .zip file can be printed out by players for their own use.

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For more information about Tukayyid and the people who lived and died there, please see: *Era Report: 3052*, the *Blood of Kerensky* trilogy, particularly *Lost Destiny*, the novel *Falcon Guard*, and the *ComStar*, *Jade Falcon* and *Wolf* sourcebooks.

This campaign is intended as a companion to the *BattleTech: Clan Invasion* boxed set and many of the miniatures which comprised the *BattleTech:* Clan Invasion Kickstarter, as well as *MapPack: Grasslands* and *MapPack: Battle of Tukayyid*. The majority of this campaign should be playable with those products. The *BattleMech Manual*, *Technical Readout: Clan Invasion* and *Record Sheets: Clan Invasion* may also be useful. The *Total Warfare* rulebook is recommended for players seeking the full rules for infantry, combat vehicles and aerospace units beyond the Battlefield Support rules included here. This campaign may also be played with the *Alpha Strike* ruleset, as found in *Alpha Strike Commander's Edition*.

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EXPANDED REGION TERRAIN TABLES

The Terrain Tables found in *Battle of Tukayyid* consist of the modern mapsheets currently available for purchase. However, there are dozens of older maps many players have in their collection, in addition to new *MapPack* products coming soon.

Players seeking to use these mapsheet products—including older mapsheets currently on their shelves—in their Tukayyid campaigns may simply replace a roll on a Terrain Table found in *Battle of Tukayyid* with the corresponding table in this section; players should re-roll any mapsheet they do not have available.

Each table name includes a page reference to its corresponding table within *Battle of Tukayyid*.

Abbreviations: MP = MapPack, MS = Map Set, MSC = Map Set Compilation, BB = *Beginner Box*, AGOAC = *A Game of Armored Combat*, and CI = *Clan Invasion*.

RACICE DELTA TERRAIN TABLE
(CLAN SMOKE JAGUAR P. 47)

2D6	Map
2	Large Lakes #1 (MS4, MSC1)
3	Scattered Woods (MS2, MSC1)
4	Wide River (MS6), MSC2)
5	Streams (MP: Grassland)
6	River Delta/Drainage Basin #1 (MS4, MSC1)
7	River CommCenter (MP: Grasslands)
8	River Delta/Drainage Basin #2 (MS4, MSC1)
9	Lakes (MP: Grasslands)
10	The Jungle (MP: Solaris VII)
11	Archipelago #1 (MS7)
12	Archipelago #2 (MS7)

DINJU MOUNTAINS TERRAIN TABLE
(CLAN SMOKE JAGUAR P. 48)

2D6	Map
2	Mountain Lake (MS2, MSC1)
3	Desert Hills (MS2, MSC)
4	Desert Mountain #1 (MS3, MSC1)
5	Desert Mountain #2 (MS3, MSC1)
6	Desert Sinkhole #1 (MS3, MSC1)
7	Deep Canyon #1 (MS5, MSC2)
8	Deep Canyon #2 (MS3, MSC2)
9	Box Canyon (MS6, MSC2)
10	Desert #3 (AGOAC)
11	Hilltops #2 (CI)
12	Mines #1 (MP: Desert)

TAMO MOUNTAINS TERRAIN TABLE
(CLAN SMOKE JAGUAR P. 49)

2D6	Map
2	Mountain Lake (MS2, MSC1)
3	Desert Hills (MS2, MSC1)
4	Desert Mountain #1 (MS3, MSC1)
5	Desert Mountain #2 (MS3, MSC1)
6	Barren Lands #1 (CI)
7	Barren Lands #2 (CI)
8	Desert #2 (AGOAC)
9	Box Canyon (MS6, MSC2)
10	Military Base #1 (MS7)
11	Military Base #2 (MS7)
12	Box Canyon (MS6, MSC2)

KOZICE VALLEY TERRAIN TABLE
(CLAN DIAMOND SHARK P. 61)

2D6	Map
2	Deployment Zone #1 (MP: Tukayyid)
3	Scattered Woods (MS2, MSC1)
4	Scattered Woods (MS2, MSC1)
5	Open Terrain #1 (MS5, MSC1)
6	River Delta/Drainage Basin #2 (MS4, MSC1)
7	Kozice Valley #1 (MP: Tukayyid)
8	Kozice Valley #2 (MP: Tukayyid)
9	River Valley (MS2, MSC1)
10	Open Terrain #1 (BB)
11	Open Terrain #2 (MP: Grasslands)
12	Open Terrain #3 (MP: Grasslands)

EXPANDED REGION TERRAIN TABLES

KOZICE PRIME TERRAIN TABLE
(CLAN DIAMOND SHARK P. 62)

2D6	Map
2	Grassland #1 (BB)
3	Woodland (MP: Grasslands)
4	Rolling Hills #2 (MP: Grasslands, CI)
5	Grassland #2 (AGOAC)
6	Grassland #3 (AGOAC)
7	Streams (MP: Grasslands)
8	CityTech (MS2, MSC1)
9	City Street Grid/Park #1 (MS4, MSC1)
10	River Valley (MS2, MSC1)
11	City (Suburbs) (MS6, MSC2)
12	Woodland (MS6, MSC2)

URCUNAT TERRAIN TABLE
(CLAN DIAMOND SHARK P. 63)

2D6	Map
2	Rolling Hills #1 (MP: Grasslands)
3	Rolling Hills #2 (MP: Grasslands, CI)
4	Streams (MP: Grasslands)
5	Scattered Woods (MP: Grasslands)
6	Hilltops #1 (CI)
7	Hilltops #2 (CI)
8	River Valley (MS2, MSC1)
9	Lake Area (MS2, MSC1)
10	CityTech (MS2, MSC1)
11	City Hills/Residential #1 (MS3, MSC1)
12	Large Lakes #2 (MS4, MSC1)

SPANAC TERRAIN TABLE
(CLAN GHOST BEAR P. 75)

2D6	Map
2	Military Base #1 (MS7)
3	City (Skyscraper) (MS6)
4	City (Suburbs) (MS6)
5	City (Residential) (MS6)
6	Coast #1 (MS7)
7	Coast #2 (MS7)
8	Desert #2 (AGOAC)
9	Foothills #1 (MP: Grasslands)
10	Foothills #2 (MP: Grasslands)
11	Hilltops #1 (CI)
12	Military Base #2 (MS7)

LUK TERRAIN TABLE
(CLAN GHOST BEAR P. 76)

2D6	Map
2	City (Residential) (MS6)
3	Woodland (MS6)
4	City (Suburbs) (MS6)
5	City (Suburbs) (MS6)
6	BattleForce 2 (MS6)
7	Mountain Lake (MS2)
8	Woodland (MP: Grasslands)
9	Grassland #2 (AGOAC)*
10	Grassland #3 (AGOAC)*
11	Rolling Hills #3 (MP: Grasslands)
12	Lakes (MP: Grasslands)

*Suburb of Luk, see the *Out in the 'Burbs* optional rule, page 77, *BoT*.

EXPANDED REGION TERRAIN TABLES

HOLTH FOREST TERRAIN TABLE
(CLAN GHOST BEAR P. 77)

2D6	Map
2	Woodland (MS6)
3	Heavy Forest #1 (MS4)
4	Heavy Forest #2 (MS4)
5	Scattered Woods (MS2)
6	Holth Forest #1 (MP: Tukayyid)
7	Holth Forest #2 (MP: Tukayyid)
8	Woodland (MS6)
9	Rolling Hills #1 (MP: Grasslands)
10	Woodland (MP: Grasslands)
11	Rolling Hills #2 (MP: Grasslands, CI)
12	Streams (MP: Grasslands)

NESTLIE RIVER DELTA TERRAIN TABLE
(CLAN STEEL VIPER P. 89)

2D6	Map
2	Scattered Woods (MS2, MSC1)
3	River Delta/Drainage Basin #1 (MSC1)
4	River Delta/Drainage Basin #2 (MSC1)
5	Streams (MP: Grasslands)
6	Lakes (MP: Grasslands)
7	Racice Delta #1 (MP: Tukayyid)
8	Racice Delta #2 (MP: Tukayyid)
9	Grassland #1 (BB)
10	Grassland #2 (AGOAC)
11	Lake Area (MS2, MSC1)
12	Large Lakes #2 (MS4, MSC1)

DEVIL'S BATH TERRAIN TABLE
(CLAN STEEL VIPER P. 90)

2D6	Map
2	Box Canyon (MS6, MSC2)
3	Barren Lands #1 (CI)
4	Barren Lands #2 (CI)
5	Oasis (MP: Desert)
6	Desert #3 (AGOAC)
7	Devil's Bath (MP: Tukayyid)
8	Devil's Bath (MP: Tukayyid)
9	Deep Canyon #1 (MS5, MSC2)
10	Deep Canyon #2 (MS5, MSC2)
11	Badlands #1 (MP: Desert)
12	Badlands #2 (MP: Desert)

KOZICE RANCH TERRAIN TABLE
(CLAN STEEL VIPER P. 91)

2D6	Map
2	Rolling Hills #1 (MP: Grasslands)
3	Rolling Hills #2 (MP: Grasslands)
4	Open Terrain #1 (MS5, MSC2)
5	Open Terrain #2 (MP: Grasslands)
6	Grassland #1 (BB)
7	City Ruins (MS2, MSC1)
8	BattleTech (MS2, MSC1)
9	River Valley (MS2, MSC1)
10	Mountain Lake (MS2, MSC1)
11	Scattered Woods (MS2, MSC1)
12	Streams (MP: Grasslands)

EXPANDED REGION TERRAIN TABLES

KELLY SPRINGS TERRAIN TABLE
(CLAN STEEL VIPER P. 92)

2D6	Map
2	City Hills/Residential #1 (MS3)
3	City Hills/Residential #2 (MS3)
4	CityTech (MS2, MSC1)
5	Large Mountain #1 (MS5)
6	Large Mountain #2 (MS5)
7	Desert #3 (AGOAC)
8	Hilltops #1 (CI)
9	Hilltops #2 (CI)
10	Forward Base (MP: Grasslands)
11	Foothills #1 (MP: Grasslands)
12	Foothills #2 (MP: Grasslands)

NORTH LOSIIJE TERRAIN TABLE
(CLAN NOVA CAT P. 105)

2D6	Map
2	Scattered Woods (MS2, MSC1)
3	Rolling Hills #1 (MS2, MSC1)
4	Wide River (MS6, MSC2)
5	Grassland #2 (AGOAC)
6	Grassland #3 (AGOAC)
7	Lake Losiije #1 (MP: Tukayyid)
8	Lake Losiije #2 (MP: Tukayyid)
9	Open Terrain #2 (MP: Grasslands)
10	Open Terrain #3 (MP: Grasslands)
11	Box Canyon (MS6, MSC2)
12	Barren Lands #1 (CI)

SOUTHWEST LOSIIJE TERRAIN TABLE
(CLAN NOVA CAT P. 106)

2D6	Map
2	Barren Lands #1 (CI)
3	Grassland #2 (AGOAC)
4	CityTech (MS2, MSC1)
5	Lake Losiije #1 (MP: Tukayyid)
6	Lake Losiije #2 (MP: Tukayyid)
7	Open Terrain #2 (MP: Grasslands)
8	Mines #1 (MP: Desert)
9	Mines #2 (MP: Desert)
10	Box Canyon (MS6, MSC2)
11	Badlands #2 (MP: Desert)
12	Badlands #1 (MP: Desert)

SOUTHEAST LOSIIJE TERRAIN TABLE
(CLAN NOVA CAT P. 107)

2D6	Map
2	Barren Lands #1 (CI)
3	Barren Lands #2 (CI)
4	Lakes (MP: Grasslands)
5	Rolling Hills #1 (MP: Grasslands)
6	Lake Losiije #1 (MP: Tukayyid)
7	Lake Losiije #2 (MP: Tukayyid)
8	Washout #1 (MP: Desert)
9	Washout #2 (MP: Desert)
10	Desert Sinkhole #1 (MS3, MSC1)
11	Oasis (MP: Desert)
12	Rolling Hills #2 (CI)

EXPANDED REGION TERRAIN TABLES

SOUTHERN PREZNO PLAINS TERRAIN TABLE
(CLAN JADE FALCON P. 121)

2D6	Map
2	Streams (MP: Grasslands)
3	Foothills #1 (CI)
4	Deployment Zone #1 (MP: Tukayyid)
5	Deployment Zone #2 (MP: Tukayyid)
6	Grasslands #3 (AGOAC)
7	Grasslands #1 (BB)
8	Grasslands #2 (AGOAC)
9	Open Terrain #1 (MS5, MSC1)
10	Open Terrain #2 (MP: Grasslands)
11	Open Terrain #3 (MP: Grasslands)
12	Woodland (MP: Grasslands)

PREZNO RIVER TERRAIN TABLE
(CLAN JADE FALCON P. 122)

2D6	Map
2	Grasslands #2 (AGOAC)
3	Grasslands #3 (AGOAC)
4	Rolling Hills #2 (MP: Grasslands, CI)
5	Robyn's Crossing #1 (MP: Tukayyid)
6	Robyn's Crossing #2 (MP: Tukayyid)
7	Streams (MP: Grasslands)
8	Open Terrain #1 (MS5, MSC1)
9	Open Terrain #2 (MP: Grasslands)
10	Open Terrain #3 (MP: Grasslands)
11	River CommCenter (MP: Grasslands)
12	Forward Base (MP: Grasslands)

OLALLA TERRAIN TABLE
(CLAN JADE FALCON P. 123)

2D6	Map
2	Foothills #1 (MP: Grasslands)
3	Foothills #2 (MP: Grasslands)
4	Rollings Hills #1 (MP: Grasslands)
5	Rollings Hills #2 (MP: Grasslands, CI)
6	Hilltops #1 (CI)
7	Hilltops #2 (CI)
8	City Hills/Residential #1 (MS3, MSC1)
9	Open Terrain #2 (MP: Grasslands)
10	Open Terrain #3 (MP: Grasslands)
11	CityTech (MS2, MSC1)
12	Forward Base (MP: Grasslands)

HUMPTULIPS TERRAIN TABLE
(CLAN JADE FALCON P. 124)

2D6	Map
2	Grasslands #1 (BB)
3	River Valley (MS2, MSC1)
4	Rolling Hills #1 (MP: Grasslands)
5	Grasslands #2 (AGOAC)
6	Grasslands #3 (AGOAC)
7	Open Terrain #2 (MP: Grasslands)
8	Woodland (MP: Grasslands)
9	Rolling Hills #2 (MP: Grasslands, CI)
10	City Street Grid/Park #1 (MS4, MSC1)
11	City Street Grid/Park #2 (MS4, MSC1)
12	CityTech (MS2, MSC1)

EXPANDED REGION TERRAIN TABLES

NEW PANNONIAN PLAINS TERRAIN TABLE
(CLAN WOLF P. 137)

2D6	Map
2	Woodland (MP: Grasslands)
3	Streams (MP: Grasslands)
4	Rolling Hills #4 (MP: Grasslands)
5	Hilltops #1 (CI)
6	Hilltops #2 (CI)
7	Rolling Hills #2 (MP: Grasslands, CI)
8	Grasslands #2 (AGOAC)
9	Grasslands #3 (AGOAC)
10	Open Terrain #1 (MP: Grasslands)
11	Open Terrain #2 (MP: Grasslands)
12	Lake Area (MS2, MSC1)

GOLIJA PALISADES TERRAIN TABLE
(CLAN WOLF P. 138)

2D6	Map
2	Desert #3 (AGOAC)
3	Barren Lands #1 (CI)
4	Barren Lands #2 (CI)
5	Rolling Hills #3 (MP: Grasslands)
6	Foothills #1 (MP: Grasslands)
7	Foothills #2 (MP: Grasslands)
8	Rolling Hills #2 (MP: Grasslands, CI)
9	Rolling Hills #1 (MP: Grasslands)
10	Lakes (MP: Grasslands)
11	Grasslands #2 (AGOAC)
12	CityTech (MS2, MSC1)

POZORISTU MOUNTAINS TERRAIN TABLE
(CLAN WOLF P. 139)

2D6	Map
2	Large Mountain #1 (MS5, MSC1)
3	Large Mountain #2 (MS5, MSC1)
4	Desert Mountain #1 (MS3, MSC1)
5	Desert Mountain #2 (MS3, MSC1)
6	Pozoristu Mountains #1 (MP: Tukayyid)
7	Pozoristu Mountains #2 (MP: Tukayyid)
8	Desert #2 (AGOAC)
9	Streams (MP: Grasslands)
10	River Valley (MS2, MSC1)
11	Desert Hills (MS3, MSC1)
12	Deep Canyon #1 (MS5, MSC1)

EXPANDED 'MECH AVAILABILITY & RANDOM ASSIGNMENT TABLES

As with the Terrain Tables, the 'Mech Availability and Random Assignment Tables in *Battle of Tukayyid* consist of the 'Mechs available as part of the *Clan Invasion* crowd funding campaign. However, historically, many other 'Mechs appeared on Tukayyid.

Players seeking expanded options for 'Mechs to take part in their Tukayyid campaign may simply replace a choice from an Availability list or a roll on a Random Assignment table in *Battle of Tukayyid* with the corresponding list or table in this section. Each section below includes a page reference to its corresponding table in the *Battle of Tukayyid* campaign book.

To field all of the 'Mechs listed below, players will need to have access to additional record sheets beyond those found in this supplemental. (Each list's name includes a page reference to its corresponding table within that campaign book.)

CLAN FRONT-LINE

Available OmniMechs (Clans in parenthesis have exclusive access)

LIGHT 'MECHS (P. 28)

- *Fire Moth* Prime, A, B, C, D
- *Fire Falcon* Prime, A, B, C, D (Jade Falcon)
- *Mist Lynx* Prime, A, B, C, D
- *Arctic Cheetah* Prime, A, B, C, D
- *Kit Fox* Prime, A, B, C, D, S
- *Adder* Prime, A, B, C, D, TC (TC: Diamond Shark)

1D6	Assault Star*	Battle Star
1	N/A	Adder Prime [35]
2	N/A	Arctic Cheetah Prime [30]
3	N/A	Adder B [35]
4	N/A	Fire Moth B [20]
5	N/A	Kit Fox Prime [30]
6	N/A	Mist Lynx B [25]

1D6	Fire Star	Striker Star†
1	Adder A [35]	Fire Moth A [20]
2	Adder Prime [35]	Mist Lynx C [25]
3	Mist Lynx A [25]	Kit Fox C [30]
4	Kit Fox A [30]	Kit Fox B [30]
5	Adder Prime [35]	Arctic Cheetah A [30]
6	Fire Moth C [20]	Mist Lynx Prime [25]

MEDIUM 'MECHS (P. 28)

- *Viper* Prime, A, B, C, D
- *Phantom* Prime, A, B, C, D (Wolf)
- *Battle Cobra* Prime, A, B (Diamond Shark, Jade Falcon, Nova Cat, Steel Viper)
- *Ice Ferret* Prime, A, B, C, D
- *Grendel* Prime, A, B, C, D (Diamond Shark, Smoke Jaguar)
- *Shadow Cat* Prime, A, B, TC (Nova Cat, Smoke Jaguar)
- *Nova* Prime, A, B, C, D, S
- *Huntsman* Prime, A, B, C (Nova Cat, Smoke Jaguar)
- *Black Lanner* Prime, A, B, C, D (Jade Falcon)
- *Stormcrow* Prime, A, B, C, D, TC
- *Stooping Hawk* Prime, A, B, C (Ghost Bear)

1D6	Assault Star	Battle Star
1	Nova Prime [50]	Stormcrow A [55]
2	Nova S [50]	Ice Ferret Prime [45]
3	Stormcrow B [55]	Nova A [50]
4	Stormcrow Prime [55]	Viper D [40]
5	Ice Ferret Prime [45]	Stormcrow Prime [55]
6	Viper C [40]	Nova Prime [50]

1D6	Fire Star	Striker Star
1	Battle Cobra B [40]	Nova B [50]
2	Viper B [40]	Viper Prime [40]
3	Ice Ferret C [45]	Stormcrow Prime [55]
4	Nova C [50]	Viper A [40]
5	Stormcrow D [55]	Ice Ferret A [45]
6	Stormcrow Prime [55]	Battle Cobra Prime [40]

* Light 'Mechs cannot be placed in an Assault Star.

† A Striker Star may either have light 'Mechs (standard Striker Star) or assault 'Mechs (Heavy Striker Star), but cannot mix the two in a single Star.

HEAVY 'MECHS (P. 29)

- *Mad Dog* Prime, A, B, C, S (S: Ghost Bear)
- *Ebon Jaguar* Prime, A, B, C
- *Crossbow* Prime, A, B (Jade Falcon, Smoke Jaguar, Steel Viper)
- *Linebacker* Prime, A, B, C, D (Wolf)
- *Hellbringer* Prime, A, B, M (M: Jade Falcon)
- *Summoner* Prime, A, B, C, D, M
- *Timber Wolf* Prime, A, B, C, D, S, TC (TC: Wolf)
- *Night Gyr* Prime, A, B, C, D (Jade Falcon)

1D6	Assault Star	Battle Star
1	Summoner C [70]	Hellbringer B [65]
2	Mad Dog D [60]	Timber Wolf Prime [75]
3	Summoner D [70]	Summoner A [70]
4	Timber Wolf S [75]	Summoner B [70]
5	Timber Wolf D [75]	Mad Dog Prime [60]
6	Crossbow A [65]	Timber Wolf B [75]

1D6	Fire Star	Striker Star
1	Hellbringer A [65]	Mad Dog B [60]
2	Mad Dog Prime [60]	Hellbringer Prime [65]
3	Summoner Prime [70]	Timber Wolf A [75]
4	Mad Dog C [60]	Timber Wolf Prime [75]
5	Timber Wolf C [75]	Mad Dog A [60]
6	Summoner M [70]	Hellbringer C [65]

ASSAULT 'MECHS (P. 29)

- *Gargoyle* Prime, A, B, C, D
- *Naga* Prime, A, B, C, D
- *Warhawk* Prime, A, B, C
- *Kingfisher* Prime, A, B, C, D
- *Executioner* Prime, A, B, C, D, TC (TC: Ghost Bear, Wolf)
- *Turkina* Prime, A, B, C (Jade Falcon)
- *Dire Wolf* Prime, A, B, S, W

1D6	Assault Star	Battle Star
1	Dire Wolf Prime [100]	Executioner A [95]
2	Warhawk A [85]	Gargoyle A [80]
3	Gargoyle C [80]	Warhawk B [85]
4	Executioner D [95]	Warhawk D [85]
5	Dire Wolf S [100]	Kingfisher Prime [90]
6	Warhawk Prime [85]	Executioner Prime [95]

1D6	Fire Star	Striker Star†
1	Dire Wolf A [100]	Executioner B [95]
2	Warhawk Prime [85]	Gargoyle Prime [80]
3	Gargoyle B [80]	Gargoyle D [80]
4	Naga Prime [80]	Executioner C [95]
5	Warhawk C [85]	Executioner Prime [95]
6	Dire Wolf B [100]	Gargoyle A [80]

CLAN SECOND-LINE

Available BattleMechs (Clans in parenthesis have exclusive access)

LIGHT 'MECHS (P. 29)

- *Howler* (Jade Falcon)
- *Piranha*
- *Icestorm* (Wolf)
- *Locust IIC*, 2, 3 (2: Jade Falcon, 3: Smoke Jaguar)
- *Locust C*
- *Firefly C*
- Incubus, 2, 3
- *Jenner IIC*, 2, 3 (2, 3: Nova Cat)
- *Horned Owl*, 2
- HSR-200-D *Hussar*
- THE-N *Thorn*
- LCT-1Vb *Locust*
- STG-3Gb *Stinger*
- TLN-5W *Talon*
- MON-66 *Mongoose*
- NTK-2Q *Night Hawk*
- OTT-7Jb *Ostscout*

1D6	Assault Star*	Battle Star
1	N/A	Horned Owl [35]
2	N/A	Horned Owl 2 [35]
3	N/A	Jenner IIC 2 [35]
4	N/A	Horned Owl [35]
5	N/A	Piranha [20]
6	N/A	Incubus [30]

1D6	Fire Star	Striker Star†
1	Horned Owl [35]	Horned Owl [35]
2	Incubus [30]	Incubus [30]
3	Locust IIC 3 [25]	Jenner IIC [35]
4	Incubus 2 [30]	Locust IIC [25]
5	TLN-5W Talon [35]	Firefly C [30]
6	THE-N Thorn [20]	Piranha [20]

* Light 'Mechs cannot be placed in an Assault Star.

† A Striker Star may either have light 'Mechs (standard Striker Star) or assault 'Mechs (Heavy Striker Star), but cannot mix the two in a single Star.

MEDIUM 'MECHS (P. 30)

- *Clint IIC*
- *Griffin IIC*, 2
- *Great Wyrm*
- *Shadow Hawk IIC*, 2 (2: Ghost Bear)
- *Shadow Hawk C*
- *Wyvern IIC*
- *Conjurer*
- *Hunchback IIC*
- *Vapor Eagle*, 2
- KTO-19 *Kintaro*
- KTO-19b *Kintaro*
- CRB-27 *Crab*
- CRB-27b *Crab*
- GRF-2N *Griffin*
- WVE-5Nb *Wyvern*
- HOP-4Bb *Hoplite*
- HOP-4Cb *Hoplite*
- LNX-9Q *Lynx*
- SHD-2Hb *Shadow Hawk*

1D6	Assault Star*	Battle Star
1	Hunchback IIC [50]	Great Wyrm [45]
2	Hunchback IIC [50]	Wyvern IIC [45]
3	Shadow Hawk IIC [45]	Shadow Hawk IIC [45]
4	Conjurer [50]	Vapor Eagle [55]
5	Shadow Hawk IIC [45]	Shadow Hawk IIC [45]
6	Griffin IIC 2 [40]	Griffin IIC [40]

1D6	Fire Star	Striker Star†
1	Clint IIC [40]	Vapor Eagle [55]
2	Conjurer [50]	Conjurer [50]
3	Vapor Eagle [55]	Shadow Hawk IIC [45]
4	Shadow Hawk IIC 2 [45]	Shadow Hawk IIC [45]
5	Great Wyrm [45]	Shadow Hawk C [55]
6	Griffin IIC [40]	Griffin IIC [40]

HEAVY 'MECHS

- *Hellbringer* Prime
- *Champion C*
- *Glass Spider*, 2 (2: Wolf)
- *Matador* (Jade Falcon, Steel Viper)
- *Thresher*, 2 (Diamond Shark)
- *Rifleman IIC*, 2
- *Rifleman C*
- *Bowman* (Diamond Shark)
- *Grizzly* (Ghost Bear)
- *Guillotine IIC*
- *Orion IIC* (Wolf)
- *Black Python*, 2 (Steel Viper)
- *Marauder C*
- *Archer C*
- *Thunderbolt C*
- *Warhammer C*
- LNC-01-25 *Lancelot*
- FLS-7K *Flashman*
- BL-6-KNT *Black Knight*
- OSR-2Cb *Ostroc*
- BMB-12D *Bombardier*
- CRD-2R *Crusader*
- TDR-5Sb *Thunderbolt*
- ARC-2Rb *Archer*
- EXC-B2 *Excalibur*
- EXC-B2b *Excalibur*
- WHM-6Rb *Warhammer*
- MAD-2R *Marauder*

1D6	Assault Star*	Battle Star
1	Guillotine IIC [70]	Guillotine IIC [70]
2	Thunderbolt C [65]	Rifleman IIC [65]
3	Warhammer C [70]	Thunderbolt C [65]
4	BL-6-KNT Black Knight [75]	Warhammer C [70]
5	Marauder C [60]	Marauder C [75]
6	Summoner Prime [70]	Archer C [70]

1D6	Fire Star	Striker Star†
1	Rifleman C [60]	LNC-01-25 Lancelot [60]
2	Rifleman IIC [65]	FLS-7K Flashman [75]
3	Glass Spider [60]	Champion C [60]
4	Warhammer C [70]	LNC-01-25 Lancelot [60]
5	Marauder C [75]	FLS-7K Flashman [75]
6	Archer C [70]	Champion C [60]

* Light 'Mechs cannot be placed in an Assault Star.
† A Striker Star may either have light 'Mechs (standard Striker Star) or assault 'Mechs (Heavy Striker Star), but cannot mix the two in a single Star.

ASSAULT 'MECHS

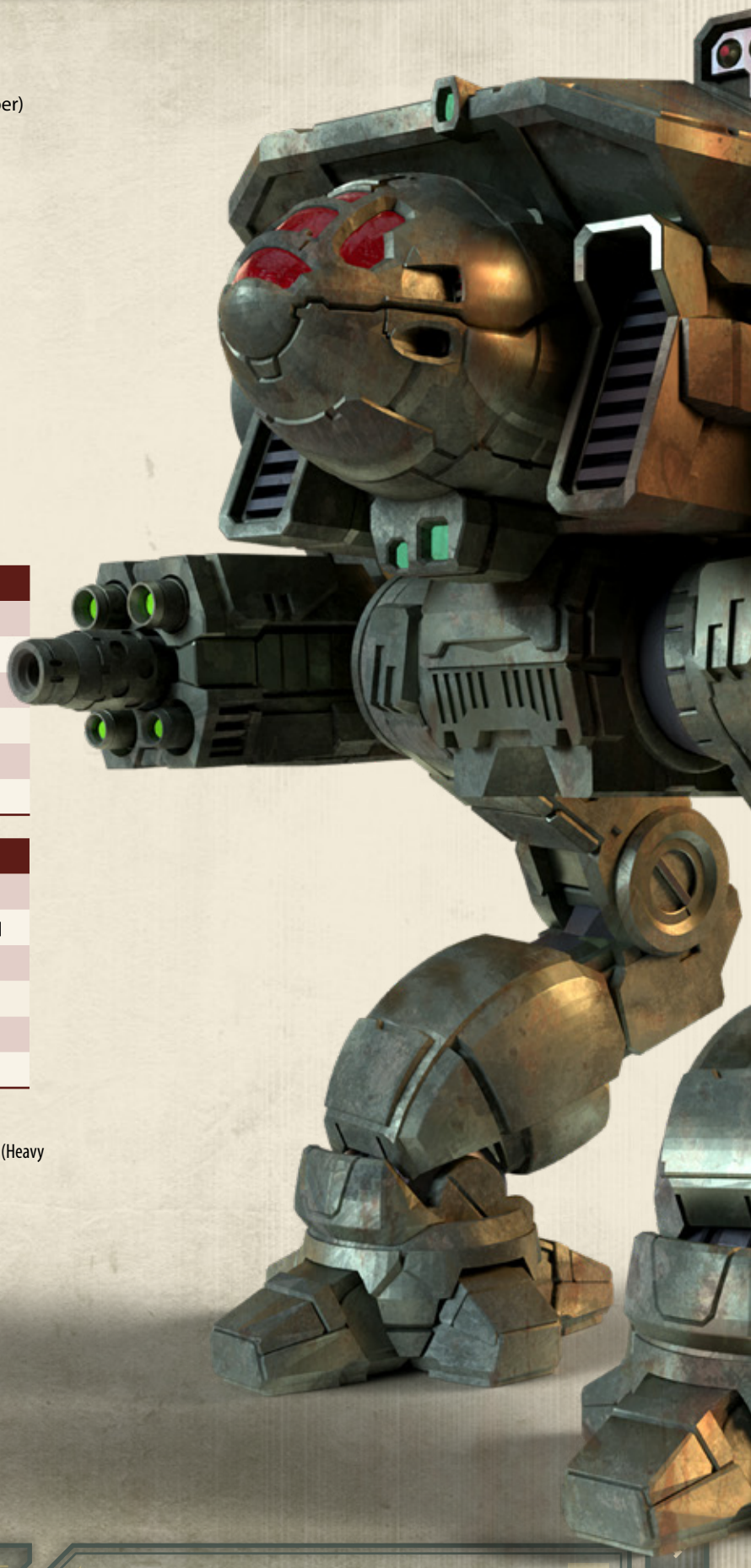
- *Gargoyle* Prime
- *Executioner* Prime
- *Phoenix Hawk IIC*, 2 (2: Diamond Shark, Nova Cat, Steel Viper)
- *Warhammer IIC*, 2
- *Marauder IIC*, 8
- *Highlander IIC*
- *Supernova* (Nova Cat, Wolf, Ghost Bear)
- *Stone Rhino*, 4, 5, 6
- *Kodiak*
- *Bane*
- *Atlas C*
- *Victor C*
- THG-11Eb *Thug*
- BLR-1Gb *BattleMaster*
- CRK-5003-1 *Crockett*
- STK-3Fb *Stalker*
- EMP-6A *Emperor*
- HGN-732b *Highlander*
- AS7-D-H *Atlas II*
- KGC-000b *King Crab*

1D6	Assault Star*	Battle Star
1	Stone Rhino [100]	Stone Rhino [100]
2	Atlas C [100]	Highlander IIC [90]
3	Warhammer IIC [80]	Marauder IIC [85]
4	Bane [100]	Warhammer IIC [80]
5	Highlander IIC [90]	Kodiak [100]
6	Marauder IIC [85]	Atlas C [100]

1D6	Fire Star	Striker Star†
1	Bane [100]	Phoenix Hawk IIC [80]
2	Highlander IIC [90]	Phoenix Hawk IIC 2 [80]
3	Phoenix Hawk IIC [80]	Executioner Prime [95]
4	Warhammer IIC [80]	Phoenix Hawk IIC [80]
5	Stone Rhino [100]	Gargoyle Prime [80]
6	Bane [100]	Victor C [80]

* Light 'Mechs cannot be placed in an Assault Star.

† A Striker Star may either have light 'Mechs (standard Striker Star) or assault 'Mechs (Heavy Striker Star), but cannot mix the two in a single Star.



COMSTAR

Available BattleMechs

LIGHT 'MECHS (P. 32)

- MCY-97 *Mercury*
- MCY-99 *Mercury*
- THE-N *Thorn*
- THE-N1 *Thorn*
- MON-66 *Mongoose*
- FFL-4C *Firefly*
- HER-1S *Hermes*
- HSR-200-D *Hussar*
- HSR-400-D *Hussar*
- UM-R60 *UrbanMech*
- UM-R63 *UrbanMech*
- SDR-9K *Venom*
- LCT-1V *Locust*
- STG-3R *Stinger*
- WSP-1A *Wasp*
- SDR-5V *Spider*
- FS9-H *Firestarter*
- FS9-M *Firestarter*
- OTT-7J *Ostscout*
- OTT-7K *Ostscout*
- PNT-8Z *Panther*
- VLK-QA *Valkyrie*

1D6	Assault Level II*	Battle Level II
1	N/A	PNT-8Z Panther [35]
2	N/A	WSP-1A Wasp [20]
3	N/A	MCY-97 Mercury [20]
4	N/A	STG-3R Stinger [20]
5	N/A	UM-R63 UrbanMech [30]
6	N/A	UM-R63 UrbanMech [30]

1D6	Fire Level II	Striker Level II†
1	PNT-8Z Panther [35]	HSR-200-D Hussar [30]
2	VLK-QA Valkyrie [30]	HSR-400-D Hussar [30]
3	PNT-8Z Panther [35]	MON-66 Mongoose [25]
4	UM-R63 UrbanMech [30]	LCT-1V Locust [20]
5	THE-N Thorn [20]	MCY-99 Mercury [20]
6	THE-N Thorn [20]	MCY-97 Mercury [20]

* Light 'Mechs cannot be placed in an Assault Level II.

† A Striker Level II may either have light 'Mechs (standard Striker Level II) or assault 'Mechs (Heavy Striker Level II), but cannot mix the two in a single Level II.

‡ These 'Mechs are rare; only one rare 'Mech of any kind may be included per Level II. For example, if a *MAD-1R* Marauder is randomly generated for a Level II, neither a second *MAD-1R* Marauder nor a *BL-6b-KNT* Black Knight (nor any other rare 'Mech) may be included in that Level II. If a second rare 'Mech is randomly generated, re-roll on the same table.

MEDIUM 'MECHS (P. 32)

- ASN-21 *Assassin*
- ASN-23 *Assassin*
- CLNT-2-3T *Clint*
- CLNT-2-3U *Clint*
- CN9-A *Centurion*
- STN-3L *Sentinel*
- WTH-1 *Whitworth*
- WTH-2 *Whitworth*
- BJ-1 *Blackjack*
- BJ-2 *Blackjack*
- WVE-5N *Wyvern*
- WVE-9N *Wyvern*
- CN9-A *Centurion*
- CRB-27 *Crab*
- HBK-4G *Hunchback*
- HBK-5M *Hunchback*
- KTO-19 *Kintaro*
- CDA-2A *Cicada*
- DV-6M *Dervish*
- PXH-1 *Phoenix Hawk*
- PXH-1bC *Phoenix Hawk*
- PXH-3M *Phoenix Hawk*‡
- SCP-1N *Scorpion*
- SCP-1O *Scorpion*
- SHD-2H *Shadow Hawk*
- SHD-2Ht *Shadow Hawk*
- SHD-2Hb *Shadow Hawk*‡
- GRF-1N *Griffin*
- GRF-2N *Griffin*‡
- WVR-6R *Wolverine*
- WVR-7M *Wolverine*‡

1D6	Assault Level II	Battle Level II
1	HBK-5M Hunchback [50]	CRB-27 Crab [50]
2	SHD-2Ht Shadow Hawk [55]	STN-3L Sentinel [40]
3	WVR-7M Wolverine [55]	WVE-9N Wyvern [45]
4	KTO-19 Kintaro [55]	CRB-27 Crab [50]
5	STN-3L Sentinel [40]	PXH-1bc Phoenix Hawk [45]
6	CRB-27 Crab [50]	SHD-2Ht Shadow Hawk [55]

1D6	Fire Level II	Striker Level II†
1	SHD-2H Shadow Hawk [55]	PXH-1 Phoenix Hawk [45]
2	STN-3L Sentinel [40]	PXH-1bC Phoenix Hawk [45]
3	WTH-2 Whitworth [40]	STN-3L Sentinel [40]
4	BJ-2 Blackjack [45]	WVR-6R Wolverine [55]
5	GRF-1N Griffin [55]	CRB-27 Crab [50]
6	TBT-7M Trebuchet [50]	CRB-27 Crab [50]

HEAVY 'MECHS (P. 33)

- CHP-1N *Champion*
- CHP-3N *Champion*
- LNC25-01 *Lancelot*
- LNC25-05 *Lancelot*
- OTL-4D *Ostsol*
- OTL-5M *Ostsol*
- BMB-12D *Bombardier*
- CPLT-C1 *Catapult*
- CPLT-C3 *Catapult*
- CPLT-C1b *Catapult*‡
- EXT-4D *Exterminator*
- CES-3R *Caesar*
- EXC-B2 *Excalibur*
- ST-8A *Shootist*‡
- WHM-6R *Warhammer*
- WHM-7M *Warhammer*
- WHM-7CS *Warhammer*
- BL-6-KNT *Black Knight*
- BL-6b-KNT *Black Knight*‡
- BL-9-KNT *Black Knight*
- FLS-8K *Flashman*
- MAD-1R *Marauder*‡
- MAD-3R *Marauder*
- MAD-5CS *Marauder*
- MAD-5M *Marauder*
- OSR-2C *Ostroc*
- OSR-2D *Ostroc*
- RFL-3N *Rifleman*
- RFL-5CS *Rifleman*
- TDR-7M *Thunderbolt*
- TDR-5S *Thunderbolt*
- ON1-K *Orion*
- ON1-M *Orion*
- ARC-2R *Archer*
- ARC-5CS *Archer*

1D6	Assault Level II	Battle Level II
1	FLS-8K Flashman [70]	WHM-7M Warhammer [70]
2	TDR-7M Thunderbolt [65]	TDR-5S Thunderbolt [65]
3	ON1-M Orion [75]	BL-6-KNT Black Knight [75]
4	ST-8A Shootist [70]	MAD-5M Marauder [75]
5	BL-9-KNT Black Knight [75]	WHM-7CS Warhammer [70]
6	BL-6-KNT Black Knight [75]	EXC-B2 Excalibur [70]

1D6	Fire Level II	Striker Level II
1	ARC-2R Archer [70]	LNC25-01 Lancelot [60]
2	ARC-5CS Archer [70]	FLS-8K Flashman [75]
3	BMD-12D Bombardier [65]	OSR-2D Ostroc [60]
4	WHM-7CS Warhammer [70]	LNC25-05 Lancelot [60]
5	MAD-5CS Marauder [75]	EXT-4D Exterminator [65]
6	RFL-3N Rifleman [60]	RFL-5CS Rifleman [60]

ASSAULT 'MECHS (P. 33)

- SPT-N2 *Spartan*
- THG-11E *Thug*
- BLR-1G *BattleMaster*
- BLR-2C *BattleMaster*‡
- BLR-3M *BattleMaster*
- CRK-5003-1 *Crockett*
- HGN-732 *Highlander*
- NSR-9J *Nightstar*
- AS7-D *Atlas*
- AS7-K *Atlas*
- KGC-000 *King Crab*
- PLG-3Z *Pillager*‡
- TDK-7X *Thunder Hawk*‡
- AWS-8Q *Awesome*
- CGR-1A1 *Charger*
- GOL-1H *Goliath*
- VTR-9B *Victor*
- STK-3F *Stalker*
- STK-5M *Stalker*
- BNC-3E *Banshee*
- KGC-001 *King Crab*
- CP 10-Z *Cyclops*
- CP 11-A *Cyclops*

1D6	Assault Level II	Battle Level II
1	AS7-D Atlas [100]	KGC-001 King Crab [100]
2	CP-11-A Cyclops [90]	CRK-5003-1 Crockett [85]
3	KGC-000 King Crab [100]	THG-11E Thug [80]
4	STK-5M Stalker [85]	SPT-N2 Spartan [80]
5	CRK-5003-1 Crockett [85]	CP-11-A Cyclops [90]
6	HGN-732 Highlander [90]	STK-3F Stalker [85]

1D6	Fire Level II	Striker Level II†
1	HGN-732 Highlander [90]	VTR-9B Victor [80]
2	AWS-8Q Awesome [80]	BLR-3M BattleMaster [85]
3	THG-11E Thug [80]	BNC-3E Banshee [95]
4	CP-11-A Cyclops [90]	HGN-732 Highlander [90]
5	AS7-K Atlas [100]	VTR-9B Victor [80]
6	STK-5M Stalker [85]	CP-11-A Cyclops [90]

* Light 'Mechs cannot be placed in an Assault Level II.

† A Striker Level II may either have light 'Mechs (standard Striker Level II) or assault 'Mechs (Heavy Striker Level II), but cannot mix the two in a single Level II.

‡ These 'Mechs are rare; only one rare 'Mech of any kind may be included per Level II. For example, if a MAD-1R Marauder is randomly generated for a Level II, neither a second MAD-1R Marauder nor a BL-6b-KNT Black Knight (nor any other rare 'Mech) may be included in that Level II. If a second rare 'Mech is randomly generated, re-roll on the same table.

STRATEGIC BATTLES

The Battle of Tukayyid was the largest conflict of the Clan Invasion. Typical *BattleTech* games only cover small, though often strategically important, missions amid the larger battles. With the *Strategic BattleForce* rules found in *Interstellar Operations*, players can fight those larger battles.

A CHANGE OF SCALE

In a typical *BattleTech* game, a single playing piece represents a 'Mech, combat vehicle, one infantry squad, and so on. In *Strategic BattleForce*, each playing piece is a Formation of a Trinary (fifteen BattleMechs) or pair of Level IIs (twelve BattleMechs). Attacks are received, and damage applied, to Units (Stars of five BattleMechs, or Level IIs of six BattleMechs).

The scale of play is similarly adjusted on *Strategic BattleForce* mapsheets; rather than 30 meters per hex in *BattleTech*, one hex in *Strategic BattleForce* represents 500 meters, or half a kilometer.



Strategic BattleForce rules are found in *Interstellar Operations* (see *Strategic BattleForce,* p. 230, *IO*). The following clarifications to those rules apply to the scenarios and maps described in this section.

Stacking: *Strategic BattleForce* allows a single friendly BattleMech Formation to be in the same hex as a single friendly infantry Formation (see *Stacking*, p. 234, *IO*). This rule is applicable to most Clan forces, in which a Unit is either a Trinary or Binary of BattleMechs or a Trinary or Binary of Elementals. However, ComStar often employs a more mixed composition of Units. To account for this, a Formation listed as having mixed (MX) Unit types may stack in the same hex as a friendly mixed or infantry Formation.

Water: *Strategic BattleForce* allows for water hexes to be either wider (7 to 12 *BattleTech* hexes wide) or narrower (2 to 6 *BattleTech* hexes wide) (see *Water*, p. 236, *IO*). On the included maps, any hex labeled with "Depth" is a wider water hex (7 or more *BattleTech* hexes wide), and any hex labeled "River" is a narrower water hex (2 to 6 *BattleTech* hexes wide). In both cases, the number following the label is the depth of the water in levels.

SCENARIOS

The scenarios below present a single pivotal battle within each Clan Campaign on Tukayyid, adapted for *Strategic BattleForce* play. Each entry lists the maps, special rules and objectives for that scenario, as well as pre-created forces listed on the *Strategic BattleForce* rosters (see p. 30).

Formation Counts: Several scenarios use the number of Formations destroyed during play as an objective or tie-breaker. Clan 'Mech or mixed Formations each count as two Formations destroyed. All other Formations, such as Clan Infantry or Aerospace Formations, or any ComStar Formations, count as one Formation each for objective and tie-breaker purposes.

Building Scenarios: Players may wish to create their own *Strategic BattleForce* scenarios based on the Clan Campaigns in the *Battle of Tukayyid* campaign book, while fielding other combatants. The *Building Custom Rosters* section (see p. 26) has a list of standard Stars and Level IIs that can be used to quickly create rosters for other combatants.

DINJU PASS

Having won their landing site battle with the Fiftieth Division, Clan Smoke Jaguar gave the Jaguar Grenadiers the honor of leading the way through Dinju Pass, the clearest route to their objective, the mining city of Dinju Heights. But the pass was an ambush prepared by ComStar; the 299th Division lay waiting in hidden positions on either side of the pass, ready to destroy the Jaguars as they passed below them.

GAME SETUP

Use the Dinju Pass *Strategic BattleForce* map.

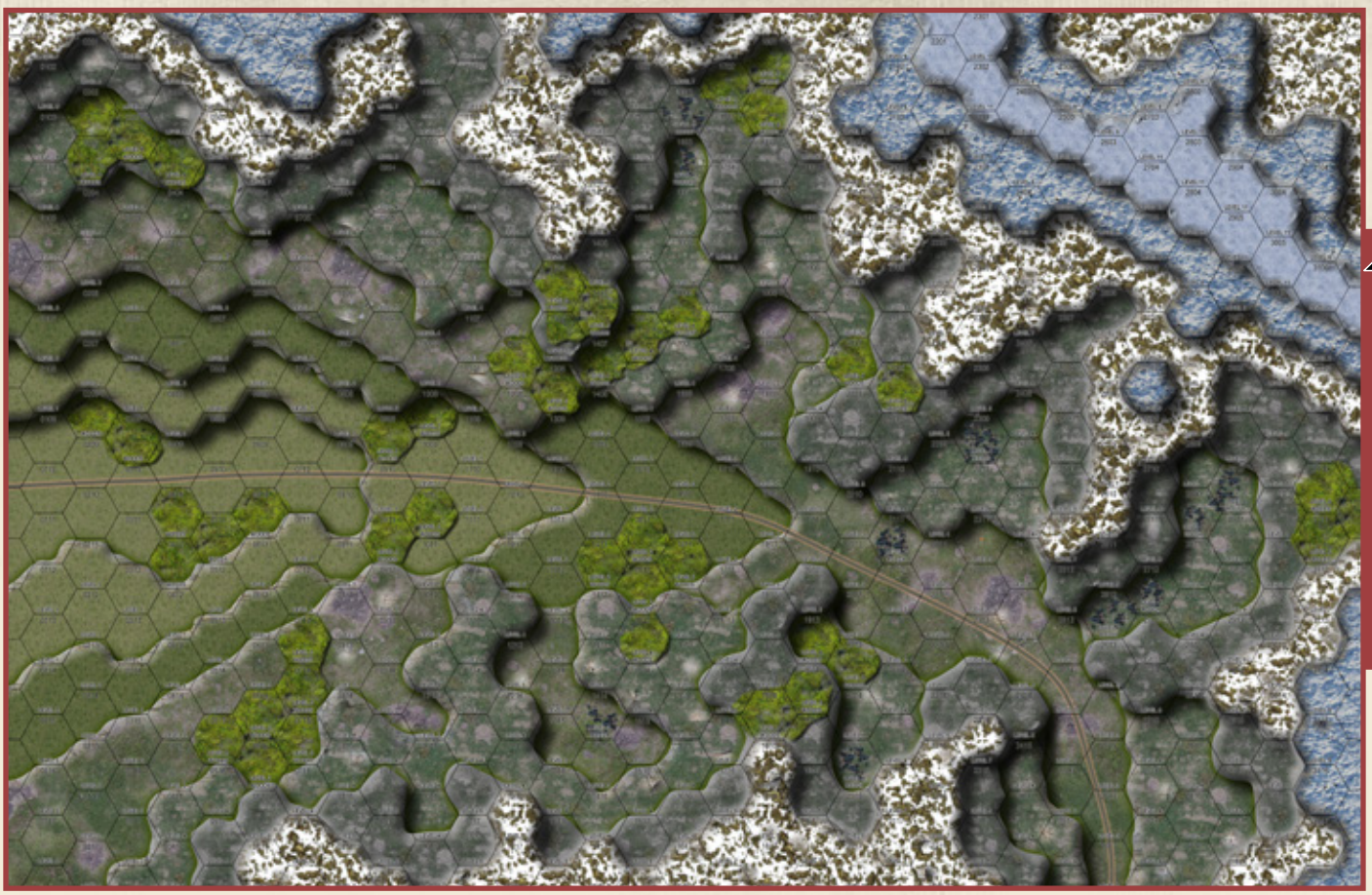
ATTACKER

The attacker consists of Clan Smoke Jaguar's Alpha Galaxy, Jaguar Grenadiers (pp. 51-53).

Jaguar Grenadiers
Trinary Command
Trinary Assault
Trinary Battle Alpha
Trinary Battle Bravo
Trinary Striker
Binary Elemental

Deployment

The Attacker places their units within 6 hexes of the western edge of the mapsheet and within 3 hexes of the road. The western edge is the Attacker's home edge.



DEFENDER

The Defender consists of ComStar's Fifth Army, 299th Division (pp. 42-44).

299th Division

Alpha III, Alpha-Beta IIs
Alpha III, Gamma-Delta IIs
Alpha III, Epsilon-Zeta IIs
Beta III, Alpha-Beta IIs
Beta III, Gamma-Delta IIs
Beta III, Epsilon-Zeta IIs
Gamma III, Alpha-Beta IIs
Gamma III, Gamma-Delta IIs
Gamma III, Epsilon-Zeta IIs
Delta III, Alpha-Beta IIs
Delta III, Gamma-Delta IIs
Delta III, Epsilon-Zeta IIs
Epsilon III, Alpha-Beta IIs
Epsilon III, Gamma-Delta IIs
Epsilon III, Epsilon-Zeta IIs
Zeta III, Alpha-Beta IIs
Zeta III, Gamma-Delta IIs
Zeta III, Epsilon-Zeta IIs

Deployment

The 299th Division is held off-map as Hidden Formations (see below). The southern edge of the mapsheet, within 3 hexes of the road hex, is the Defender's home edge.

OBJECTIVES

Attacker: The Attacker must exit at least 50% of their Formations off the Defender's home edge.

Defender: The Defender must destroy at least 50% of the Attacker's Formations.

VICTORY CONDITIONS

The scenario ends after the End Phase of Turn 12. If the Attacker has not completed their objective by the end of turn 12, the Defender wins the scenario.

SPECIAL RULES

The following special rules apply to this scenario.

HIDDEN FORMATIONS

The 299th Division is placed as Hidden Formations (see p. 284, *IO*). On the Force Sheet for the 299th Division, next to each Unit (pair of Level IIs) note the hex in which the Unit is Hidden.

All Defender Formations must be placed in the eastern half of the map. Only two Formations may be placed within one hex of the road. All other Formations must be more than one hex away from the road.

KOZICE VALLEY

The Diamond Sharks finally secured their landing zone, and the 222nd Assault Cluster led the way into the Kozice Valley. Following the river, the Diamond Sharks hoped to quickly gain the roads crossing the valley that led to each of their objectives. First, they had to navigate the gorges of the northern Kozice.

As the Diamond Sharks became bogged down in the valley, ComStar attempted quick strikes to cut the enemy's supply lines.

GAME SETUP

Use the Kozice Valley *Strategic BattleForce* map.

ATTACKER

The Attacker consists of Clan Diamond Shark's Gamma Galaxy, 222nd Assault Cluster (pp. 53-54).

222nd Assault Cluster

Supernova Alpha, Assault 'Mech
Supernova Alpha, Elemental
Supernova Bravo, Assault 'Mech
Supernova Bravo, Elemental
Heavy 'Mech Trinary
Heavy 'Mech Trinary
Aerospace Binary

Deployment

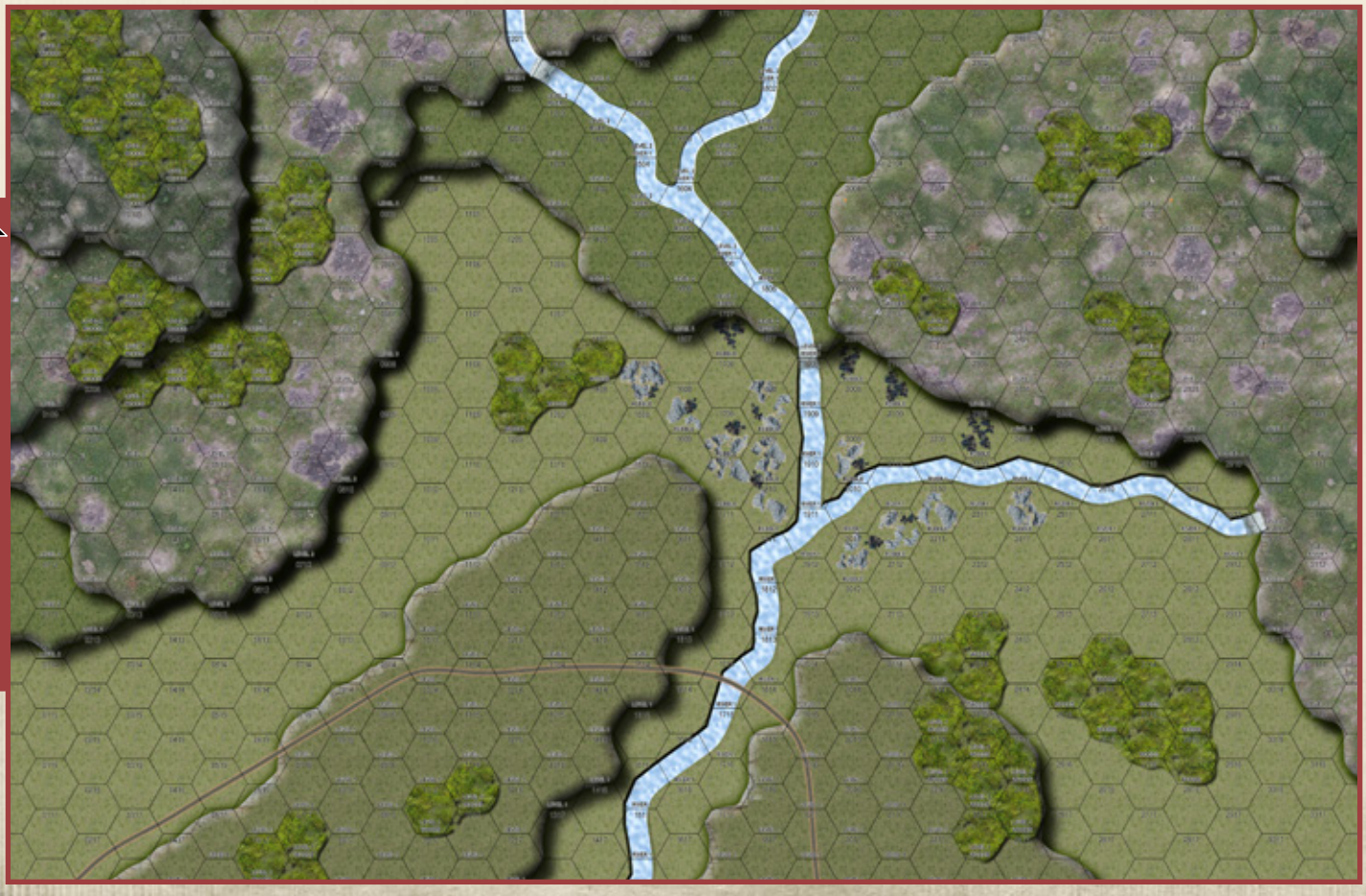
The Attacker Formations are placed first and may be placed anywhere on the Level 3 terrain in the northeast quarter of the map, north and east of the rivers. The Attacker's home edge is the northern edge of the mapsheet, within 12 hexes of the northeast corner.

DEFENDER

The Defender consists of ComStar's Eighth Army, Eighty-fifth Division (pp. 36-38).

Eighty-fifth Division

Alpha III, Alpha-Beta IIs
Alpha III, Gamma-Delta IIs
Alpha III, Epsilon-Zeta IIs
Beta III, Alpha-Beta IIs
Beta III, Gamma-Delta IIs
Beta III, Epsilon-Zeta IIs
Gamma III, Alpha-Beta IIs
Gamma III, Gamma-Delta IIs
Gamma III, Epsilon-Zeta IIs
Delta III, Alpha-Beta IIs
Delta III, Gamma-Delta IIs
Delta III, Epsilon-Zeta IIs
Epsilon III, Alpha-Beta IIs
Epsilon III, Gamma-Delta IIs
Epsilon III, Epsilon-Zeta IIs
Zeta III, Alpha-Beta IIs
Zeta III, Gamma-Delta IIs
Zeta III, Epsilon-Zeta IIs



Deployment

The Defender's Formations are placed last and may be placed anywhere within 6 hexes of their home edge. Two Formations may be placed within 12 hexes of their home edge, but these Formations must be west of the river. The Defender's home edge is the southern edge of the mapsheet.

OBJECTIVES

Attacker: The Attacker must destroy the enemy on their way to taking the southern roads.

Defender: The Defender places two objective counters adjacent to each other in the Attacker's deployment area (the Level 3 terrain in the northeast quarter of the map, north and east of the rivers). These are supply depots for the Diamond Sharks. If one or more of the Defender's Units occupies the same hex as an objective counter at the end of a turn, flip the counter over. If one or more of the Attacker's Units occupies the same hex as a flipped objective counter at the end of a turn, flip the counter back over to its original side.

VICTORY CONDITIONS

If the Diamond Sharks destroy at least 33% of the Defender's Formations and have at least four Formations on road hexes following the End Phase of any turn, the Attacker wins.

If both objective counters are flipped to the Defender's control as described above, following the End Phase of any turn up to the end of Turn 10, the Defender wins.

If neither of the above conditions are met, the scenario ends after the End Phase of Turn 12, and the side that has destroyed the most enemy Formations is the victor.

HOLTH FOREST

ComStar set fire to the Holth Forest in an attempt to drive back the Ghost Bears. The Seventh Bear Guards refused to fall back and instead engaged the Com Guards within the raging fires.

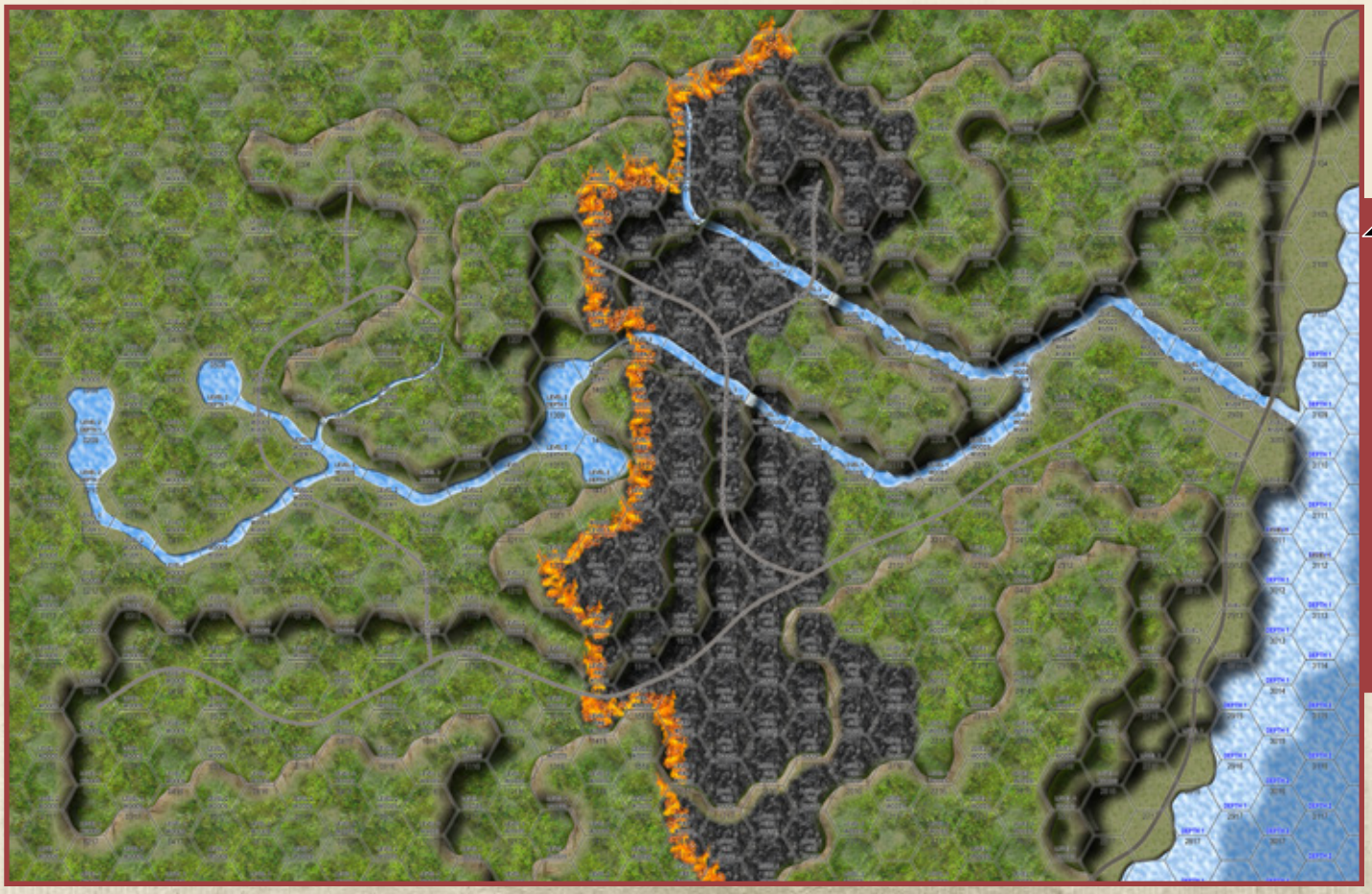
GAME SETUP

Use Holth Forest *Strategic BattleForce* map.

ATTACKER

The attacker consists of Clan Ghost Bear's Beta Galaxy, Seventh Bear Guards (pp. 55-56).

Seventh Bear Guards
Supernova Heavy 'Mech
Supernova Elemental
Heavy 'Mech Trinary
Heavy 'Mech Trinary
Heavy 'Mech Trinary
Aerospace Binary



Deployment

The Attacker places their units within 12 hexes of the western edge of the mapsheet. The Attacker's home edge is the western edge.

DEFENDER

The Defender consists of ComStar's First Army, Twelfth Division (pp. 33-35).

Twelfth Division

Alpha III, Alpha-Beta IIs
Alpha III, Gamma-Delta IIs
Alpha III, Epsilon-Zeta IIs
Beta III, Alpha-Beta IIs
Beta III, Gamma-Delta IIs
Beta III, Epsilon-Zeta IIs
Gamma III, Alpha-Beta IIs
Gamma III, Gamma-Delta IIs
Gamma III, Epsilon-Zeta IIs
Delta III, Alpha-Beta IIs
Delta III, Gamma-Delta IIs
Delta III, Epsilon-Zeta IIs
Epsilon III, Alpha-Beta IIs
Epsilon III, Gamma-Delta IIs
Epsilon III, Epsilon-Zeta IIs
Zeta III, Alpha-Beta IIs
Zeta III, Gamma-Delta IIs
Zeta III, Epsilon-Zeta IIs

Deployment

The Defender places their units within 12 hexes of the eastern edge of the mapsheet. The Defender's home edge is the eastern edge and any part of the northern and southern edges of the mapsheet within two hexes of the coastal highway.

OBJECTIVES

Attacker and Defender: Destroy or force to withdraw at least 50% of the enemy Formations (see *Forced Withdrawal*, p. 242, *IO*).

VICTORY CONDITIONS

If the objective above is met following the End Phase of any turn, the scenario ends. If not, the scenario ends following the End Phase of Turn 12, and the side that has destroyed the most enemy Formations is the victor.

SPECIAL RULES

The following special rules apply to this scenario.

FIRE

At the start of play, fires are present in the hexes marked on the map. Beginning with the Initiative Phase of Turn 2, the fires spread 1 hex to the west.

Formations moving through fire hexes pay 1 additional Move. Attacks into or through fire hexes are obscured by Smoke. 'Mech Units occupying fire hexes are reduced to half their damage values (round up) for all attacks due to the additional heat they sustain from the fire. Non-'Mech Units in fire hexes or moving through fire hexes take 1 damage per turn.

DEVIL'S BATH

Clan Steel Viper entered the Devil's Bath, the mud and stone towers providing a multitude of hiding places for the forces of ComStar's Sixth Division. The Vipers could not leave a large ComStar force between their objectives and their supply lines, so they attempted to clear the Devil's Bath of the stubborn Sixth.

GAME SETUP

Use Devil's Bath *Strategic BattleForce* map.

ATTACKER

The attacker consists of Clan Steel Viper's Alpha Galaxy, First Viper Guards (pp. 59-60).

First Viper Guards

Command Nova
Assault Trinary
Supernova Binary Alpha
Supernova Binary Bravo
Heavy 'Mech Binary

Deployment

The First Viper Guards are placed first, anywhere within 3 hexes of the southern edge of the mapsheet. The Attacker's home edge is the southern edge.

DEFENDER

The Defender consists of ComStar's Sixth Army, Sixth Division (pp. 30-32).

Sixth Division

Alpha III, Alpha-Beta IIs
Alpha III, Gamma-Delta IIs
Alpha III, Epsilon-Zeta IIs
Beta III, Alpha-Beta IIs
Beta III, Gamma-Delta IIs
Beta III, Epsilon-Zeta IIs
Gamma III, Alpha-Beta IIs
Gamma III, Gamma-Delta IIs
Gamma III, Epsilon-Zeta IIs
Delta III, Alpha-Beta IIs
Delta III, Gamma-Delta IIs
Delta III, Epsilon-Zeta IIs
Epsilon III, Alpha-Beta IIs
Epsilon III, Gamma-Delta IIs
Epsilon III, Epsilon-Zeta IIs
Zeta III, Alpha-Beta IIs
Zeta III, Gamma-Delta IIs
Zeta III, Epsilon-Zeta IIs

Deployment

The Sixth Division Formations may be placed anywhere on the mapsheet farther than 6 hexes away from the southern edge. Up to half the Defender's Formations may be placed as Hidden Formations. The Defender's home edge is the northern edge.



OBJECTIVES

Attacker and Defender: Destroy or force to withdraw at least 50% of the enemy Formations (see *Forced Withdrawal*, p. 242, *IO*).

VICTORY CONDITIONS

If the objective above is met following the End Phase of any turn, the scenario ends. If not, the scenario ends following the End Phase of Turn 12, and the side that has destroyed the most enemy Formations is the victor.

SPECIAL RULES

The following special rules apply to this scenario.

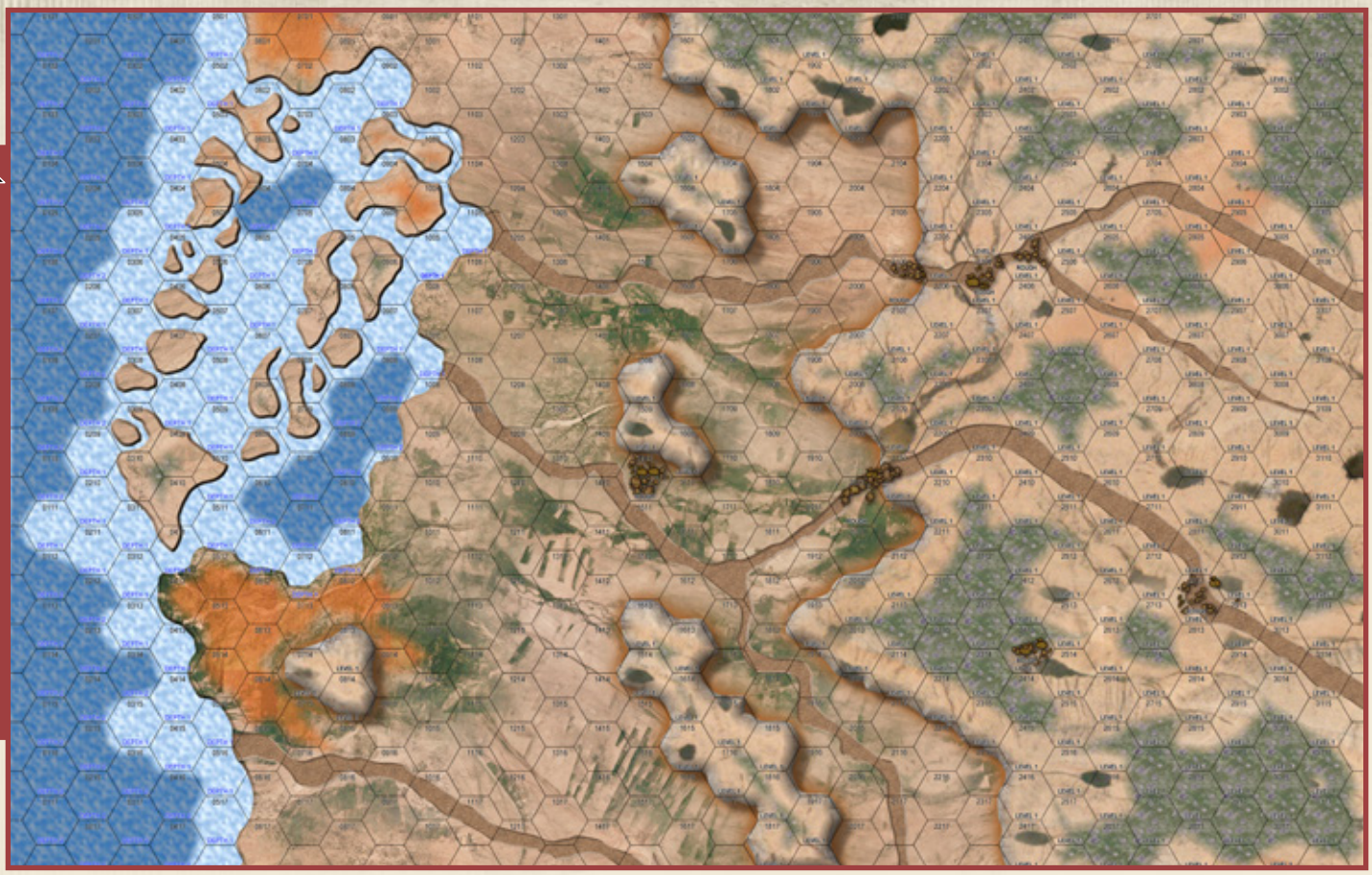
HIDDEN UNITS

Up to half of the Sixth Division may be placed as Hidden Formations (see p. 284, *IO*). On the Force Sheet for the 299th Division, next to each Unit (pair of Level IIs) note the hex in which the Unit is Hidden.

MUD AND GEYSERS

Formations moving through mud hexes pay 1 additional Move, and the hex also has a chance of containing an erupting Geyser. After all units have completed movement, the Defender may select one mud hex which may contain an erupting geyser. The Defender rolls 1d6; on a result of 4 or higher, the geyser in that hex has erupted, dealing 1 damage to all Formations in that hex. Additionally, add a +1 target number modifier to all attacks by or targeting Formations in that hex.





LAKE LOSIIJE

The Tukayyid campaign took far longer than the Nova Cats planned; their *touman* ran low on supplies, and they faced the imminent prospect of retreat. To reverse the trend, Clan Nova Cat needed more supplies.

ComStar had placed a hidden supply depot next to Lake Losiije. Clan Nova Cat secretly maneuvered the Forty-fourth Nova Cat Cavaliers under the lake, and as ComStar's 224th Division returned for resupply, they struck.

GAME SETUP

Use Lake Losiije *Strategic BattleForce* map.

ATTACKER

The attacker consists of Clan Nova Cat's Beta Galaxy, Forty-fourth Nova Cat Cavaliers (pp. 57-58).

Forty-fourth Nova Cat Cavaliers

Supernova Heavy 'Mech
Supernova Elemental
Command Trinary
Assault Trinary
Striker Trinary
Aerospace Binary

Deployment

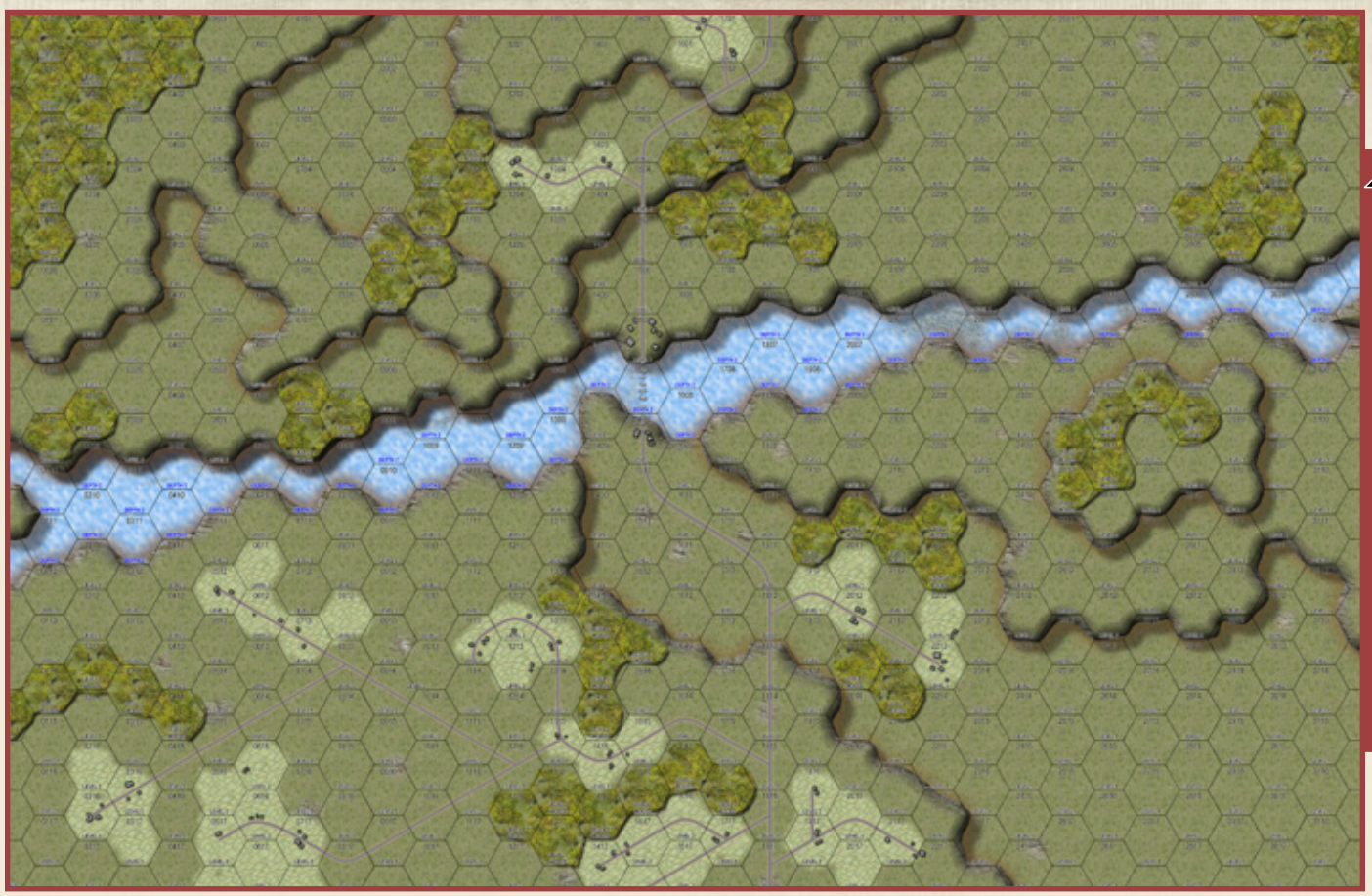
The Attacker places their units within 2 hexes of the edge of the lake, in water hexes. The northern edge of the mapsheet is the Attacker's home edge. The Attacker's Formations are not placed until after all of the Defender's Formations have been deployed.

DEFENDER

The Defender consists of ComStar's Seventh Army, 244th Division (pp. 39-41).

244th Division

Alpha III, Alpha-Beta IIs
Alpha III, Gamma-Delta IIs
Alpha III, Epsilon-Zeta IIs
Beta III, Alpha-Beta IIs
Beta III, Gamma-Delta IIs
Beta III, Epsilon-Zeta IIs
Gamma III, Alpha-Beta IIs
Gamma III, Gamma-Delta IIs
Gamma III, Epsilon-Zeta IIs
Delta III, Alpha-Beta IIs
Delta III, Gamma-Delta IIs
Delta III, Epsilon-Zeta IIs
Epsilon III, Alpha-Beta IIs
Epsilon III, Gamma-Delta IIs
Epsilon III, Epsilon-Zeta IIs
Zeta III, Alpha-Beta IIs
Zeta III, Gamma-Delta IIs
Zeta III, Epsilon-Zeta IIs



Deployment

Place two objective counters on the map as supply depots. Each counter must be placed within 10 hexes of a lake hex and in the southern half of the mapsheet. The ComStar player must place half of their units within 5 hexes of a supply depot hex. The remaining units must be placed at least 10 hexes from any supply depot hex and in the northern half of the mapsheet. The southern edge is the Defender's home edge.

OBJECTIVES

Attacker and Defender: If one or more of the Attacker's Units occupies a supply depot hex following the End Phase of any turn, flip the counter. If one or more of the Defender's Units occupies a supply depot hex with a flipped counter following the End Phase of any turn, flip the counter back to its original side.

VICTORY CONDITIONS

If both supply depot counters are flipped to the Attacker's control as described above, following the End Phase of any turn up to the end of Turn 10, the Attacker wins. Otherwise, the Defender wins.

SPECIAL RULES

The following special rules apply to this scenario.

AMBUSH

The Attacker automatically wins Initiative on the first two turns. The Defender has a +2 target number modifier to all attacks during Turn 1.

ROBYN'S CROSSING

Having landed in the relative safety of the southern Prezno Plain, the Jade Falcons had to find a way to cross the raging Prezno River at Robyn's Crossing, a massive bridge over the Prezno leading north toward Olalla.But ComStar rigged the bridge with explosives, destroying the Twelfth Falcon Regulars as they fought their way across. The Jade Falcons struggled to build a replacement as ComStar's 388th Division fired on any engineers that made their way to the crossing. The Falcons had to clear the other bank so their engineers could do their work.

GAME SETUP

Use Prezno River *Strategic BattleForce* map.

ATTACKER

The attacker consists of Clan Jade Falcon's Jade Falcon Galaxy, Falcon Guards (pp. 61-62).

Falcon Guards

Trinary Alpha
Trinary Bravo
Trinary Charlie
Trinary Delta
Trinary Echo

Deployment

The Attacker may place their Formations anywhere south of the Prezno River. The Attacker's Formations are placed first. The Attackers' home edge is the southern edge of the mapsheet.

DEFENDER

The Defender consists of ComStar's Eleventh Army, 388th Division (pp. 48-50).

388th Division

Alpha III, Alpha-Beta IIs
Alpha III, Gamma-Delta IIs
Alpha III, Epsilon-Zeta IIs
Beta III, Alpha-Beta IIs
Beta III, Gamma-Delta IIs
Beta III, Epsilon-Zeta IIs
Gamma III, Alpha-Beta IIs
Gamma III, Gamma-Delta IIs
Gamma III, Epsilon-Zeta IIs
Delta III, Alpha-Beta IIs
Delta III, Gamma-Delta IIs
Delta III, Epsilon-Zeta IIs
Epsilon III, Alpha-Beta IIs
Epsilon III, Gamma-Delta IIs
Epsilon III, Epsilon-Zeta IIs
Zeta III, Alpha-Beta IIs
Zeta III, Gamma-Delta IIs
Zeta III, Epsilon-Zeta IIs

Deployment

The 388th Division's Formations must be placed north of the Prezno River. The 388th's Aero Level III is providing air cover against Falcon aerospace fighters and is not used in this scenario. The Defender's home edge is the northern edge of the mapsheet.

OBJECTIVES

The Jade Falcons must clear the north bank near the crossing long enough for engineers to build a bridge (see *Engineers*, below).

VICTORY CONDITIONS

If the condition above is met following the End Phase of any turn, the scenario ends. If not, the scenario ends following the End Phase of Turn 12 and the Defender wins.



SPECIAL RULES

The following special rules apply to this scenario.

'MECH CROSSING

The Prezno River water hexes are initially uncrossable. The Attacker may create a 'Mech Crossing by sacrificing a Star as follows:

If one of the Attacker's Formation ends its Movement adjacent to a water hex, and that water hex is adjacent to ground hexes on each side, the Attacker may roll a die to determine if this water hex is suitable for a crossing. Roll 2d6; on a result of 8 or higher the Attacker may destroy a BattleMech (BM) Star from that Formation. This turns that water hex into a 'Mech Crossing.

Only Formations with at least 1 Jump may cross at a 'Mech Crossing. Moving into or out of the 'Mech Crossing hex requires the Formation's full movement for that turn, and only one Formation can be occupy the 'Mech Crossing hex at any time.

PREZNO RIVER

Other than the 'Mech Crossing hex, the Prezno River cannot be crossed. Formations can enter the river hex but may not move into a hex on the other side of the river. Formations can attack enemy Formations in the same hex, but cannot engage (see *Determine Range*, p. 239, *IO*).

ENGINEERS

If there are no ComStar Formations within 2 hexes of the 'Mech Crossing hex after the End Phase of any turn, the Attacker receives one Engineer counter. If there is a ComStar Formation within 1 hex of the crossing, the Attacker loses one Engineer counter (if they have any). If the Attacker holds four Engineer counters, the bridge is completed and the Attacker wins.

BLOODY BASIN PASS

The encirclement of Skupo forced ComStar to quickly withdraw from the city, as Clan Wolf rushed to keep the Com Guards on their back foot. ComStar attempted to hold the Bloody Basin Pass long enough to build a more lasting defensive line, while the Thirteenth Wolf Guards were sent to overrun it.

GAME SETUP

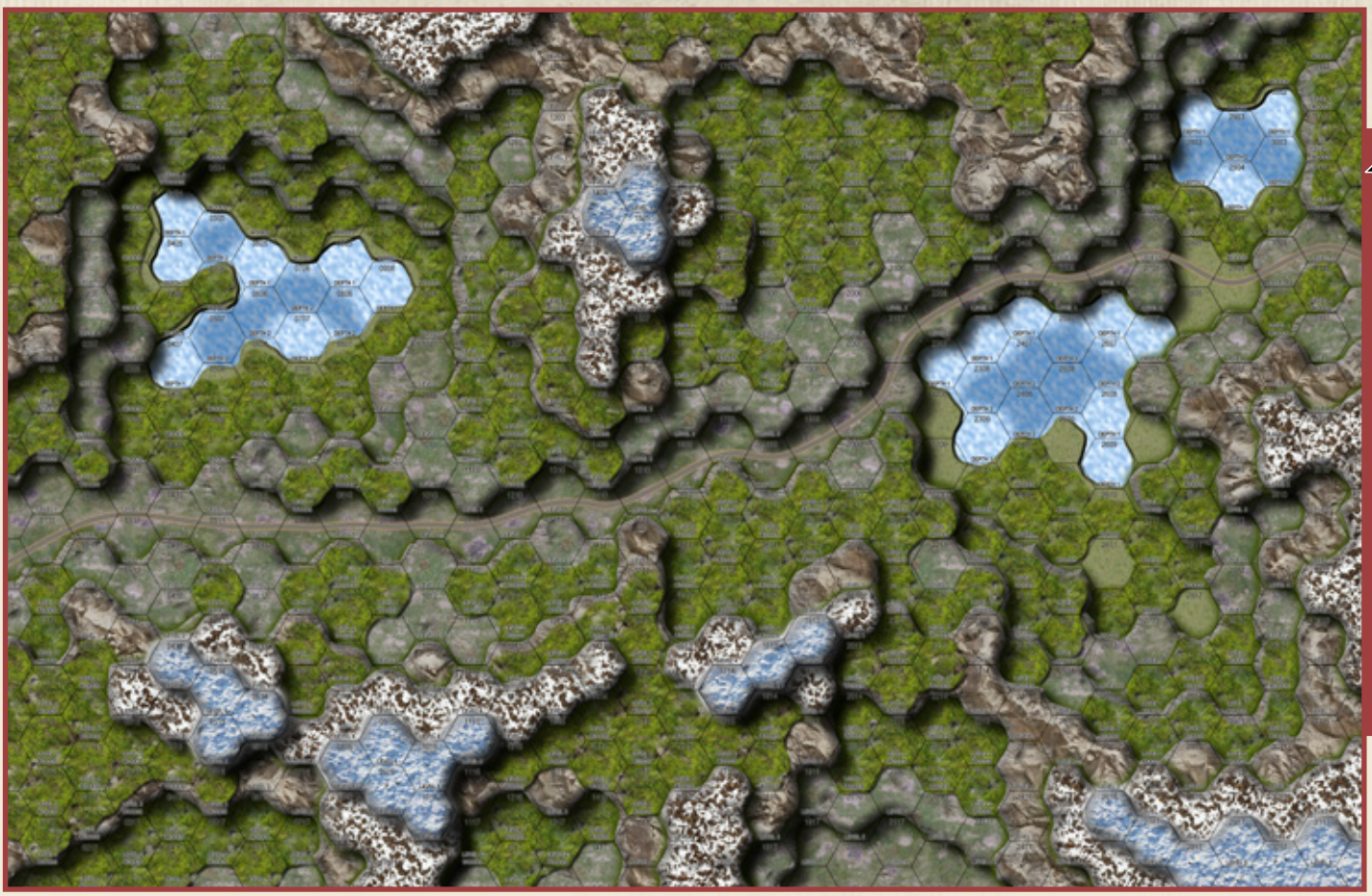
Use Bloody Basin Pass *Strategic BattleForce* map.

ATTACKER

The attacker consists of Clan Wolf's Alpha Galaxy, Thirteenth Wolf Guards (pp. 63-64).

Thirteenth Wolf Guards

Trinary Alpha
Trinary Bravo
Trinary Charlie
Trinary Delta
Battle Armor Trinary
Aerospace Binary



Deployment

The Attacker's Formations are placed within 5 hexes of the western edge of the mapsheet, after all of the Defender's Formations have been placed. The Attacker's home edge is the western edge.

DEFENDER

The attacker consists of ComStar's Ninth Army, 366th Division (pp. 45-47).

366th Division

Alpha III, Alpha-Beta IIs
Alpha III, Gamma-Delta IIs
Alpha III, Epsilon-Zeta IIs
Beta III, Alpha-Beta IIs
Beta III, Gamma-Delta IIs
Beta III, Epsilon-Zeta IIs
Gamma III, Alpha-Beta IIs
Gamma III, Gamma-Delta IIs
Gamma III, Epsilon-Zeta IIs
Delta III, Alpha-Beta IIs
Delta III, Gamma-Delta IIs
Delta III, Epsilon-Zeta IIs
Epsilon III, Alpha-Beta IIs
Epsilon III, Gamma-Delta IIs
Epsilon III, Epsilon-Zeta IIs
Zeta III, Alpha-Beta IIs
Zeta III, Gamma-Delta IIs
Zeta III, Epsilon-Zeta IIs

Deployment

The Defender's Formations are placed first, anywhere in the eastern half of the map. The Defender's home edge is the eastern edge.

OBJECTIVES

Attacker and Defender: Destroy or force to withdraw at least 50% of the enemy Formations (see *Forced Withdrawal*, p. 242, *IO*).

VICTORY CONDITIONS

If the condition above is met following the End Phase of any turn, the scenario ends. If not, the scenario ends following the End Phase of Turn 12, and the side that has destroyed the most enemy Formations is the victor.

BUILDING CUSTOM ROSTERS

The following list of Stars and Level IIs can be used to create custom forces for *Strategic BattleForce* battles.

COMSTAR

To build a ComStar Division, also known as a Level IV, pairs of Level IIs must be collected into *Strategic BattleForce* Formations (IIIa, IIIb, IIIc). ComStar does not actually use this organizational scheme, but it is used here to meet the *Strategic BattleForce* standards for a Formation size and how many Units can deploy in an area. Three of these ComStar *Strategic BattleForce* Formations (IIIa, IIIb, IIIc) together make up a single Level III. Six of those Level IIIs make up a Division.

- Each ComStar Division has a varying number of Infantry, Tank, and BattleMech Formations, as well as a set amount of Aerospace Formations.
- A Division consists of 6 Aerospace Level IIs and 30 other Level IIs as determined by consulting the Unit Composition by Designation Table (see p. 25, *BOT*) and identifying the Division's designator.

Once a ComStar player has selected their Level IIs, they may assign up to two Level IIs to a single *Strategic BattleForce* Formation. The *Strategic BattleForce* Formation shares a single unit type and movement. If all Level IIs in the *Strategic BattleForce* Formation are of the same type, then the *Strategic BattleForce* Formation shares that type. Otherwise, the Formation type is Mixed (MX). The Formation's Movement value is the average Move of the component Level IIs. The Movement type is the most restrictive (see p. 326, *IO*).

EXAMPLE

Frank decides to field a force from the Ninth Division of the Seventh Army that fought against Clan Nova Cat. From the Nova Cat Campaign (see p. 103, *Battle of Tukayyid*), he sees that the Ninth Division has a force composition of Mu. Looking at the Unit Composition by Designation table, Frank sees that he will have 16 BattleMech, 5 Tank, and 9 Infantry Level IIs to choose from.

COMSTAR LEVEL IIS TABLE

Unit	Type	Weight	Move	TMM	Armor	S	M	L	PV	Specials
Infantry	CI	1	3T	1	6	4	4	0	26	CAR144
Recon Tank	CV	1	9T	3	9	3	3	0	21	CT10, RCN
Striker Tank	CV	2	7T	3	12	4	4	0	46	CT6
Command Tank	CV	3	5T	2	16	5	5	1	50	CT2
Fire Tank	CV	3	3T	1	16	4	6	6	45	IF3
Battle Tank	CV	3	5T	2	16	5	5	1	50	CT2
Assault Tank	CV	3	4T	1	21	6	7	3	59	IF1
Recon 'Mech	BM	1	7/1j	3	13	4	3	1	49	RCN
Striker 'Mech	BM	2	5/1j	2	16	5	5	2	57	IF1
Fire 'Mech	BM	3	4/1j	1	19	5	7	5	69	IF4
Battle 'Mech	BM	3	4/1j	1	20	7	7	2	67	IF1
Command 'Mech	BM	3	4/1j	1	20	7	7	2	67	IF1
Assault 'Mech	BM	3	4	1	25	8	8	3	78	IF1
Light ASF	AF	1	9a	3	16	4	4	2	38	BOMB2, FUEL18
Medium ASF	AF	2	6a	2	20	6	6	4	56	BOMB4, FUEL22
Heavy ASF	AF	3	6a	2	22	8	8	4	64	BOMB6, FUEL20
Light Artillery	CV	2	5w	2	15	2	2	0	46	ART-T4
Medium Artillery	CV	3	4t	1	17	2	2	0	58	ART-S6
Rocket Artillery	CV	2	4t	1	10	4	4	0	54	ART-AIS6/4
Heavy Artillery	CV	3	3t	1	12	2	0	0	84	ART-LT12, MHQ4

CLANS

To build a Clan Cluster, sets of 2 or more Stars must be collected into *Strategic BattleForce* Formations, usually Trinaries, but Binaries, Supernovas and individually attached Stars are possible as well. These rules assume that a Trinary is the default *Strategic BattleForce* Formation, but they apply equally to Binaries, Supernovas and individually attached Stars. Three to six of these Trinaries make up a Cluster.

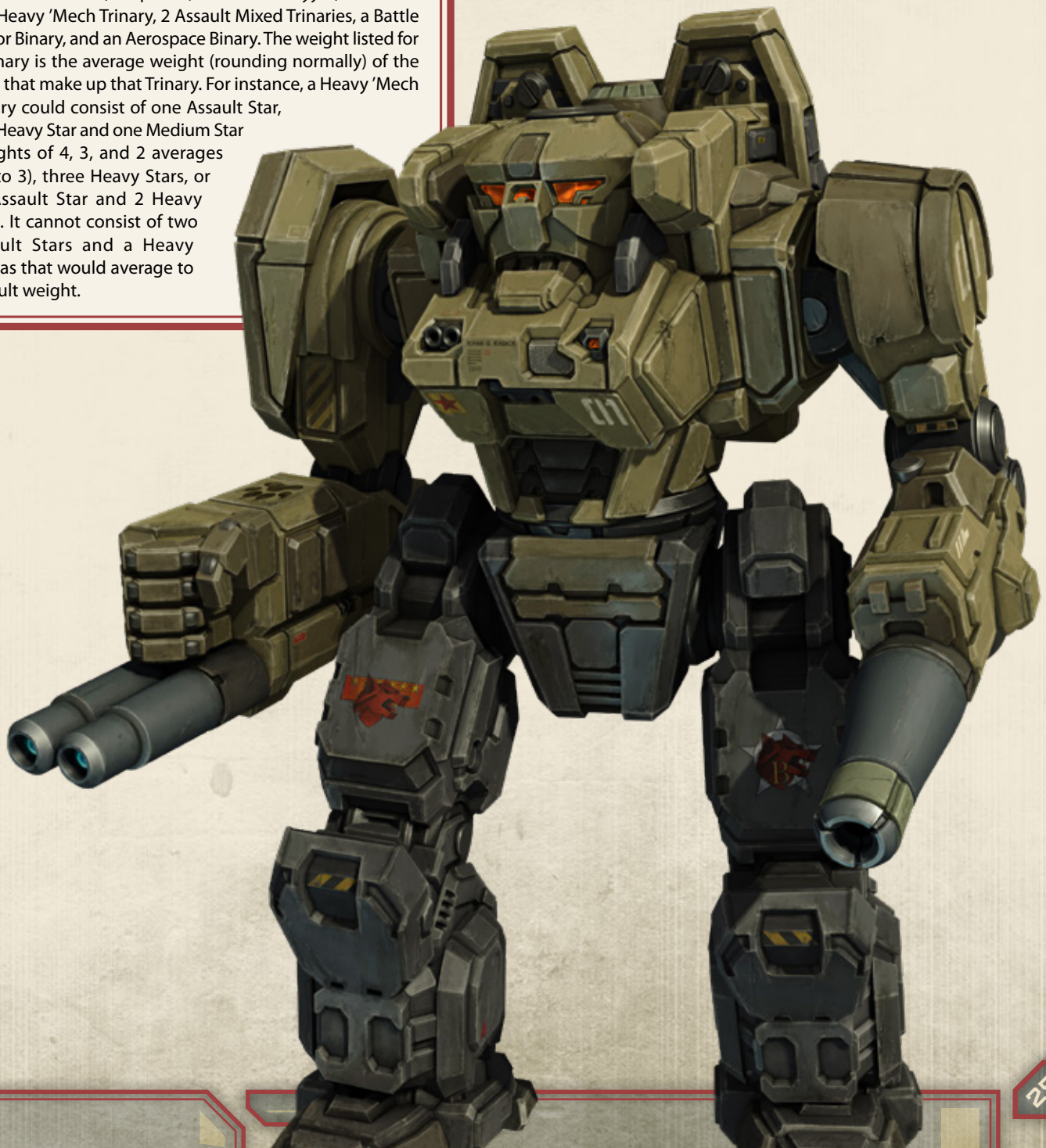
The force composition of each Cluster indicates what unit types and Formation sizes are used by that Cluster.

Supernovas are generally split in to two separate *Strategic BattleForce* Formations, the 'Mech Trinary and the Battle Armor Trinary, as this separation allows the Battle Armor Trinary to dismount and move separately. A player may choose to split the Supernova instead into two or three Novas (one 'Mech Star and one Battle Armor Star in a single *Strategic BattleForce* Formation).

The *Strategic BattleForce* Formation shares a single unit type and movement. If all Stars in the *Strategic BattleForce* Formation are of the same type, then the *Strategic BattleForce* Formation shares that type. Otherwise the unit type is Mixed (MX). The Formation's Movement value is the average Move of the component Stars. The Movement type is the most restrictive (see p. 326, *IO*).

EXAMPLE

The force composition of the 489th Assault Cluster of Clan Nova Cat (see p. 104, *Battle of Tukayyid*) is listed as a Heavy 'Mech Trinary, 2 Assault Mixed Trinaries, a Battle Armor Binary, and an Aerospace Binary. The weight listed for a Trinary is the average weight (rounding normally) of the Stars that make up that Trinary. For instance, a Heavy 'Mech Trinary could consist of one Assault Star, one Heavy Star and one Medium Star (weights of 4, 3, and 2 averages out to 3), three Heavy Stars, or an Assault Star and 2 Heavy Stars. It cannot consist of two Assault Stars and a Heavy Star, as that would average to Assault weight.



CLAN STARS TABLE

Unit	Type	Weight	Move	TMM	Armor	S	M	L	E	PV	Specials
Artillery Star	BM	4	5	2	16	3	3	0	—	87	ART-AC5/3, OMNI5
Falcon Strider Star	BA	1	3j	2	7	4	2	0	—	32	CAR25, MEC
Viper Cobra	BA	1	3j	2	7	4	2	0	—	32	CAR25, MEC
Elemental Star	BA	1	3j	2	7	4	2	0	—	32	CAR25, MEC
Falcon Talon Star	BM	4	4/1j	1	19	8	8	5	—	79	IF1, OMNI5
Falcon Beak Star	BM	3	6/1j	2	14	8	8	4	—	69	IF1, OMNI5, RCN
Falcon Command Star	BM	3	6/1j	2	14	8	8	4	—	69	IF1, OMNI5, RCN
Falcon Probe Star	BM	1	8/1j	3	9	5	5	2	—	49	IF1, OMNI5
Falcon Wing	AF	2	7a	3	20	10	10	5	2	65	BOMB3, FUEL16
Falcon Eye Star	BM	2	7/2j	3	12	6	6	2	—	60	OMNI5, RCN
Fire Star	BM	2	5/2j	2	15	6	6	6	—	63	FLK1/1/1, IF2, OMNI5
Bear Assault Star	BM	4	4/1j	1	22	9	9	7	—	82	IF1, OMNI5
Bear Battle Star	BM	3	5/1j	2	15	8	8	5	—	69	IF1, OMNI5, RCN
Bear Command Star	BM	3	5/1j	2	15	8	8	5	—	69	IF1, OMNI5, RCN
Bear Fighter Star	AF	2	7a	3	18	8	8	7	2	63	BOMB3, FUEL20
Bear Claw	BM	1	13	4	5	4	3	3	—	40	ECM, OMNI5, PRB, RCN, TAG
Bear Recon Star	BM	1	9/1j	3	8	5	5	2	—	50	OMNI5, RCN
Bear Striker Star	BM	2	7/2j	3	12	6	6	2	—	59	OMNI5, RCN
Jaguar Assault Star	BM	4	4	1	22	9	9	6	—	81	IF1, OMNI5
Jaguar Battle Star	BM	3	5/1j	2	15	8	8	4	—	71	IF1, OMNI5
Jaguar Command Star	BM	3	5/1j	2	15	8	8	4	—	71	IF1, OMNI5
Jaguar Fighter Star	AF	2	7a	3	17	8	8	7	2	58	BOMB3, FUEL20
Jaguar Recon Star	BM	1	8/2j	3	8	5	4	2	—	52	IF1, OMNI5, PRB, RCN
Jaguar Striker Star	BM	2	6/1j	2	12	6	6	3	—	62	IF1, OMNI5, PRB
Cat Assault Star	BM	4	4/1j	1	22	8	8	7	—	81	IF1, OMNI5
Cat Battle Star	BM	3	5/1j	2	16	7	7	5	—	73	IF2, OMNI5, RCN
Cat Command Star	BM	3	5/1j	2	16	7	7	5	—	73	IF2, OMNI5, RCN
Cat Fighter Star	AF	2	7a	3	20	8	8	7	3	62	BOMB3, FUEL16
Cat Recon Star	BM	1	7/1j	3	9	5	5	2	—	54	IF2, OMNI5, RCN
Cat Striker Star	BM	2	7/2j	3	12	5	5	3	—	59	IF2, OMNI5, RCN
Shark Assault Star	BM	4	4	1	20	8	8	5	—	77	IF1, OMNI5
Shark Cruiser Star	BM	3	5/3j	2	20	9	9	3	—	78	ECM, OMNI5, PRB
Shark Battle Star	BM	3	6/1j	2	15	7	8	4	—	69	IF1, OMNI5, PRB, RCN
Shark Command Star	BM	3	6/1j	2	15	7	8	4	—	69	IF1, OMNI5, PRB, RCN
Shark Fighter Star	AF	2	8a	3	18	8	8	5	2	60	BOMB3, FUEL16
Shark Recon Star	BM	1	7/2j	3	9	5	5	3	—	53	OMNI5, PRB, RCN
Shark Striker Star	BM	2	7/2j	3	12	5	6	3	—	63	OMNI5, PRB, RCN
Viper Krait	BM	4	4	1	20	8	8	5	—	77	IF1, OMNI5
Viper Boa	BM	3	6/1j	2	16	6	6	4	—	68	IF1, OMNI5
Viper Head	BM	3	6/1j	2	16	6	6	4	—	68	IF1, OMNI5
Viper Fighter Star	AF	1	8a	3	18	8	8	5	2	57	BOMB2, FUEL16
Viper Recon Star	BM	1	8/2j	3	9	5	5	2	—	52	OMNI5, RCN
Viper Mamba	BM	2	7/2j	3	12	5	5	3	—	59	OMNI5
Wolf Assault Star	BM	4	4/1j	1	20	10	9	6	—	84	IF1, OMNI5
Wolf Battle Star	BM	3	5/1j	2	16	9	8	4	—	72	IF1, OMNI5
Wolf Command Star	BM	3	5/1j	2	16	9	8	4	—	72	IF1, OMNI5
Wolf Fighter Star	AF	2	7a	3	20	10	10	5	2	65	BOMB3, FUEL16
Wolf Recon Star	BM	1	7/1j	3	9	5	5	2	—	49	OMNI5
Wolf Striker Star	BM	2	6/1j	2	11	6	6	3	—	55	OMNI5

BATTLETECH™

BATTLEFIELD SUPPORT: COMBINED ARMS WORKSHEET

CATALYST game labs

FORMATION	SUPPORT TYPE	MOVEMENT POINTS (MP)	TMM	RANGE	TARGET NUMBER	DAMAGE VALUE	DESTROY CHECK TN**	BSP COST	DAMAGE IN PHASE

**Add 1 to the roll result for every 10 full points of damage the unit took that phase.

BATTLEFIELD SUPPORT: COMBINED ARMS REFERENCE TABLE (pp. 19–21)

SUPPORT TYPE	MOVEMENT POINTS (MP)	TMM	RANGE	TARGET NUMBER	DAMAGE VALUE	DESTROY CHECK TN**	BSP COST
Combat Vehicle (VTOL)	14	+4	3/6/9	6	5	4	5
Combat Vehicle (Lt. Hover)	12	+4	3/6/9	6	5	4	4
Combat Vehicle (Md. Hover/Lt. Wheeled)	8	+3	4/8/12	6	8	5	5
Combat Vehicle (Lt. Tracked/Md. Wheeled)	6	+2	3/6/9	6	10	7	4
Combat Vehicle (Md. Tracked/Hvy. Wheeled)	4	+1	4/8/12	6	12	8	4
Combat Vehicle (Hvy. Tracked)	4	+1	5/10/15	6	14	9	5
Combat Vehicle (Asslt. Tracked)	3	+1	6/12/18	6	10×2*	10	7
Jump Infantry Platoon	2 (Jump)	+1	1/2/3	6	5×2*	7	2
Mechanized Infantry Platoon	4	+1	1/2/3	6	5×2*	7	2

* Two Damage Value groupings are applied after a hit, with each group assigned separately.
** At least 5 damage must be dealt in a phase to trigger a Destroy Check, with the exception of infantry Support units.

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STRATEGIC BATTLEFORCE
FORMATION RECORD SHEET – COMSTAR

FORMATION: | Type | Size | Move | PV | Formation Specials

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials

FORMATION: | Type | Size | Move | PV | Formation Specials

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials

FORMATION: | Type | Size | Move | PV | Formation Specials

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials

FORMATION: | Type | Size | Move | PV | Formation Specials

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials

FORMATION: | Type | Size | Move | PV | Formation Specials

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials

FORMATION: | Type | Size | Move | PV | Formation Specials

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials

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FORMATION: _____ Type: _____ Size: _____ Move: _____ PV: _____ Formation Specials: _____

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials

FORMATION: _____ Type: _____ Size: _____ Move: _____ PV: _____ Formation Specials: _____

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials

FORMATION: _____ Type: _____ Size: _____ Move: _____ PV: _____ Formation Specials: _____

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials

FORMATION: _____ Type: _____ Size: _____ Move: _____ PV: _____ Formation Specials: _____

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials

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STRATEGIC BATTLEFORCE
FORMATION RECORD SHEET – COMSTAR

FORMATION: 6th Divison, Alpha III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
BM	2	5/1j	125	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Striker 'Mech	BM	2	5	1		2	16	5	5	2		3	68	IF1
Striker 'Mech	BM	2	5	1		2	16	5	5	2		4	57	IF1

FORMATION: 6th Divison, Alpha III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
BM	3	5/1j	116	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Assault 'Mech	BM	3	4			1	25	8	8	3		5	62	IF1
Battle 'Mech	BM	3	4	1		1	20	7	7	2		5	54	IF1

FORMATION: 6th Division, Alpha III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
BM	2	6/1j	85	RCN

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Striker 'Mech	BM	2	5	1		2	16	5	5	2		5	46	IF1
Recon 'Mech	BM	1	7	1		3	13	4	3	1		5	39	RCN

FORMATION: 6th Division, Beta III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
BM	3	5/1j	113	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Battle 'Mech	BM	3	4	1		1	20	7	7	2		4	67	IF1
Striker 'Mech	BM	2	5	1		2	16	5	5	2		5	46	IF1

FORMATION: 6th Division, Beta III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
BM	2	6/1j	106	RCN

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Battle 'Mech	BM	3	4	1		2	20	7	7	2		4	67	IF1
Recon 'Mech	BM	1	7	1		3	13	4	3	1		5	39	RCN

FORMATION: 6th Division, Beta III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
BM	1	7/1j	68	RCN

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Recon 'Mech	BM	1	7	1		3	13	4	3	1		5	39	RCN
Recon 'Mech	BM	1	7	1		3	13	4	3	1		6	29	RCN

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STRATEGIC BATTLEFORCE
FORMATION RECORD SHEET – COMSTAR

FORMATION: 6th Divison, Gamma III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
BM	2	5/1j	114	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Striker 'Mech	BM	2	5	1		2	16	5	5	2		3	68	IF1
Striker 'Mech	BM	2	5	1		2	16	5	5	2		5	46	IF1

FORMATION: 6th Divison, Gamma III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
CV	2	7T	74	CT12

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Striker Tank	CV	2	7T			3	12	4	4	0		5	37	CT6
Striker Tank	CV	2	7T			3	12	4	4	0		5	37	CT6

FORMATION: 6th Division, Gamma III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
MX	2	4T	53	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Light Artillery	CV	2	5w			2	15	2	2	0		5	37	ART-T4
Infantry	CI	1	3T			1	6	4	4	0		6	16	CAR144

FORMATION: 6th Division, Delta III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
MX	1	6T	38	CT10,RCN

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Recon Tank	CV	1	9T			3	9	3	3	0		5	17	CT10,RCN
Infantry	CI	1	3T			1	6	4	4	0		5	21	CAR144

FORMATION: 6th Division, Delta III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
MX	2	6T	54	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Light Artillery	CV	2	5w			2	15	2	2	0		6	28	ART-T4
Infantry	CI	1	3T			1	6	4	4	0		4	26	CAR144

FORMATION: 6th Division, Delta III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
CI	1	3T	47	CAR288

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Infantry	CI	1	3T			1	6	4	4	0		4	26	CAR144
Infantry	CI	1	3T			1	6	4	4	0		5	21	CAR144

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STRATEGIC BATTLEFORCE
FORMATION RECORD SHEET – COMSTAR

FORMATION: 6th Divison, Epsilon III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
CI	1	3T	47	CAR288

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Infantry	CI	1	3T			1	6	4	4	0		4	26	CAR144
Infantry	CI	1	3T			1	6	4	4	0		5	21	CAR144

FORMATION: 6th Divison, Epsilon III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
CI	1	3T	37	CAR288

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Infantry	CI	1	3T			1	6	4	4	0		5	21	CAR144
Infantry	CI	1	3T			1	6	4	4	0		6	16	CAR144

FORMATION: 6th Division, Epsilon III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
CI	1	3T	37	CAR288

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Infantry	CI	1	3T			1	6	4	4	0		5	21	CAR144
Infantry	CI	1	3T			1	6	4	4	0		6	16	CAR144

FORMATION: 6th Division, Zeta III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
AF	3	6a	128	FUEL20

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Heavy ASF	AF	3	6a			2	22	8	8	4		4	64	BOMB6,FUEL20
Heavy ASF	AF	3	6a			2	22	8	8	4		4	64	BOMB6,FUEL20

FORMATION: 6th Division, Zeta III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
AF	2	6a	90	FUEL22

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Medium ASF	AF	2	6a			2	20	6	6	4		5	45	BOMB4,FUEL22
Medium ASF	AF	2	6a			2	20	6	6	4		6	34	BOMB4,FUEL22

FORMATION: 6th Division, Zeta III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
AF	1	9a	60	FUEL18

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Light ASF	AF	1	9a			3	16	4	4	2		5	38	BOMB2,FUEL18
Light ASF	AF	1	9a			3	16	4	4	2		6	22	BOMB2,FUEL18

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STRATEGIC BATTLEFORCE
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FORMATION: 12th Divison, Alpha III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
BM	3	5/1j	205	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Assault 'Mech	BM	3	4			1	25	8	8	3		1	126	IF1
Striker 'Mech	BM	2	5	1		2	16	5	5	2		2	79	IF1

FORMATION: 12th Divison, Alpha III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
BM	3	5/1j	148	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Battle 'Mech	BM	3	4	1		1	20	7	7	2		3	80	IF1
Striker 'Mech	BM	2	5	1		2	16	5	5	2		3	68	IF1

FORMATION: 12th Division, Alpha III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
BM	2	6/1j	116	RCN

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Striker 'Mech	BM	2	5	1		2	16	5	5	2		4	57	IF1
Recon 'Mech	BM	1	7	1		3	13	4	3	1		3	59	RCN

FORMATION: 12th Division, Beta III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
BM	2	5/1j	147	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Striker 'Mech	BM	2	5	1		2	16	5	5	2		2	79	IF1
Striker 'Mech	BM	2	5	1		2	16	5	5	2		3	68	IF1

FORMATION: 12th Division, Beta III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
BM	2	6/1j	142	RCN

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Fire 'Mech	BM	3	4	1		1	19	5	7	5		3	83	IF4
Recon 'Mech	BM	1	7	1		3	13	4	3	1		3	59	RCN

FORMATION: 12th Division, Beta III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
BM	2	6/1j	106	RCN

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Striker 'Mech	BM	2	5	1		2	16	5	5	2		4	57	IF1
Recon 'Mech	BM	1	7	1		3	13	4	3	1		4	49	RCN

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FORMATION: 12th Divison, Gamma III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
CV	3	4T	137	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Assault Tank	CV	3	4T			1	21	6	7	3		2	83	IF1
Fire Tank	CV	3	3T			1	16	4	6	6		3	54	IF3

FORMATION: 12th Divison, Gamma III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
CV	3	6T	125	CT8

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Battle Tank	CV	3	5T			2	16	5	5	1		2	70	CT2
Striker Tank	CV	2	7T			3	12	4	4	0		3	55	CT6

FORMATION: 12th Division, Gamma III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
CV	2	4T	108	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Rocket Artillery	CV	2	4T			1	10	4	4	0		4	54	ART-AIS6/4
Rocket Artillery	CV	2	4T			1	10	4	4	0		4	54	ART-AIS6/4

FORMATION: 12th Division, Delta III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
CI	1	3T	77	CAR288

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Infantry	CI	1	3T			1	6	4	4	0		1	41	CAR144
Infantry	CI	1	3T			1	6	4	4	0		2	36	CAR144

FORMATION: 12th Division, Delta III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
CI	1	3T	57	CAR288

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Infantry	CI	1	3T			1	6	4	4	0		3	31	CAR144
Infantry	CI	1	3T			1	6	4	4	0		4	26	CAR144

FORMATION: 12th Division, Delta III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
CI	1	3T	57	CAR288

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Infantry	CI	1	3T			1	6	4	4	0		3	31	CAR144
Infantry	CI	1	3T			1	6	4	4	0		4	26	CAR144

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STRATEGIC BATTLEFORCE
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FORMATION: 12th Division, Epsilon III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
CI	1	3T	67	CAR288

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Infantry	CI	1	3T			1	6	4	4	0		2	36	CAR144
Infantry	CI	1	3T			1	6	4	4	0		3	31	CAR144

FORMATION: 12th Divison, Epsilon III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
CI	1	3T	67	CAR288

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Infantry	CI	1	3T			1	6	4	4	0		2	36	CAR144
Infantry	CI	1	3T			1	6	4	4	0		3	31	CAR144

FORMATION: 12th Division, Epsilon III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
CI	1	3T	57	CAR288

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Infantry	CI	1	3T			1	6	4	4	0		3	31	CAR144
Infantry	CI	1	3T			1	6	4	4	0		4	26	CAR144

FORMATION: 12th Division, Zeta III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
AF	3	6a	167	FUEL20

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Heavy ASF	AF	3	6a			2	22	8	8	4		2	90	BOMB6,FUEL20
Heavy ASF	AF	3	6a			2	22	8	8	4		3	77	BOMB6,FUEL20

FORMATION: 12th Division, Zeta III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
AF	2	6a	134	FUEL22

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Medium ASF	AF	2	6a			2	20	6	6	4		3	67	BOMB4,FUEL22
Medium ASF	AF	2	6a			2	20	6	6	4		4	56	BOMB4,FUEL22

FORMATION: 12th Division, Zeta III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
AF	1	9a	92	FUEL18

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Light ASF	AF	1	9a			3	16	4	4	2		3	54	BOMB2,FUEL18
Light ASF	AF	1	9a			3	16	4	4	2		4	38	BOMB2,FUEL18

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STRATEGIC BATTLEFORCE
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FORMATION: 85th Divison, Alpha III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
BM	3	5/1j	149	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Battle 'Mech	BM	3	4	1		1	20	7	7	2		3	80	IF1
Fire 'Mech	BM	3	4	1		1	19	5	7	5		4	69	IF4

FORMATION: 85th Divison, Alpha III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
BM	3	5/1j	97	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Assault 'Mech	BM	3	4			1	25	8	8	3		5	62	IF1
Striker 'Mech	BM	2	5	1		2	16	5	5	2		6	35	IF1

FORMATION: 85th Division, Alpha III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
BM	2	6/1j	75	RCN

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Striker 'Mech	BM	2	5	1		2	16	5	5	2		5	46	IF1
Recon 'Mech	BM	1	7	1		3	13	4	3	1		6	29	RCN

FORMATION: 85th Division, Beta III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
BM	3	5/1j	113	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Battle 'Mech	BM	3	4	1		1	20	7	7	2		4	67	IF1
Striker 'Mech	BM	2	5	1		2	16	5	5	2		5	46	IF1

FORMATION: 85th Division, Beta III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
BM	1	6/1j	78	RCN

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Battle 'Mech	BM	2	4	1		1	20	7	7	2		4	67	IF1
Recon 'Mech	BM	1	7	1		3	13	4	3	1		5	39	RCN

FORMATION: 85th Division, Beta III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
BM	1	7/1j	78	RCN

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Recon 'Mech	BM	1	7	1		3	13	4	3	1		5	39	RCN
Recon 'Mech	BM	1	7	1		3	13	4	3	1		5	39	RCN

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STRATEGIC BATTLEFORCE
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FORMATION: 85th Divison, Gamma III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
BM	2	5/1j	114	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Striker 'Mech	BM	2	5	1		2	16	5	5	2		3	68	IF1
Striker 'Mech	BM	2	5	1		2	16	5	5	2		5	46	IF1

FORMATION: 85th Divison, Gamma III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
BM	2	5/1j	92	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Striker 'Mech	BM	2	5	1		2	16	5	5	2		5	46	IF1
Striker 'Mech	BM	2	5	1		2	16	5	5	2		5	46	IF1

FORMATION: 85th Division, Gamma III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
BM	1	7/1j	68	RCN

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Recon 'Mech	BM	1	7	1		3	13	4	3	1		5	39	RCN
Recon 'Mech	BM	1	7	1		3	13	4	3	1		6	29	RCN

FORMATION: 85th Division, Delta III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
CV	2	6T	57	CT12,RCN

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Battle Tank	CV	3	5T			2	16	5	5	1		5	40	CT2
Recon Tank	CV	1	9T			3	9	3	3	0		5	17	CT10,RCN

FORMATION: 85th Division, Delta III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
CV	3	4T	85	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Fire Tank	CV	3	3T			1	16	4	6	6		6	27	IF3
Medium Artillery	CV	3	4T			1	17	2	2	0		4	58	ART-S6

FORMATION: 85th Division, Delta III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
CI	1	3T	47	CAR288

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Infantry	CI	1	3T			1	6	4	4	0		4	26	CAR144
Infantry	CI	1	3T			1	6	4	4	0		5	21	CAR144

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STRATEGIC BATTLEFORCE
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FORMATION: 85th Divison, Epsilon III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
CI	1	3T	47	CAR288

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Infantry	CI	1	3T			1	6	4	4	0		4	26	CAR144
Infantry	CI	1	3T			1	6	4	4	0		5	21	CAR144

FORMATION: 85th Divison, Epsilon III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
CI	1	3T	37	CAR288

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Infantry	CI	1	3T			1	6	4	4	0		5	21	CAR144
Infantry	CI	1	3T			1	6	4	4	0		6	16	CAR144

FORMATION: 85th Division, Epsilon III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
CI	1	3T	37	CAR288

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Infantry	CI	1	3T			1	6	4	4	0		5	21	CAR144
Infantry	CI	1	3T			1	6	4	4	0		6	16	CAR144

FORMATION: 85th Division, Zeta III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
AF	3	6a	128	FUEL20

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Heavy ASF	AF	3	6a			2	22	8	8	4		4	64	BOMB6,FUEL20
Heavy ASF	AF	3	6a			2	22	8	8	4		4	64	BOMB6,FUEL20

FORMATION: 85th Division, Zeta III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
AF	2	8a	75	FUEL18

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Medium ASF	AF	2	6a			2	20	6	6	4		5	45	BOMB4,FUEL22
Light ASF	AF	1	9a			3	16	4	4	2		6	30	BOMB2,FUEL18

FORMATION: 85th Division, Zeta III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
AF	1	9a	60	FUEL18

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Light ASF	AF	1	9a			3	16	4	4	2		5	38	BOMB2,FUEL18
Light ASF	AF	1	9a			3	16	4	4	2		6	22	BOMB2,FUEL18

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STRATEGIC BATTLEFORCE
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FORMATION: 244th Division, Alpha III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
BM	3	5/1j	113	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Battle 'Mech	BM	3	4	1		1	20	7	7	2		4	67	IF1
Striker 'Mech	BM	2	5	1		2	16	5	5	2		5	46	IF1

FORMATION: 244th Divison, Alpha III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
BM	3	5/1j	115	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Fire 'Mech	BM	3	4	1		1	19	5	7	5		4	69	IF4
Striker 'Mech	BM	2	5	1		2	16	5	5	2		5	46	IF1

FORMATION: 244th Division, Alpha III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
BM	2	6/1j	96	RCN

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Striker 'Mech	BM	2	5	1		2	16	5	5	2		4	57	IF1
Recon 'Mech	BM	1	7	1		3	13	4	3	1		5	39	RCN

FORMATION: 244th Division, Beta III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
BM	2	5/1j	125	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Striker 'Mech	BM	2	5	1		2	16	5	5	2		3	68	IF1
Striker 'Mech	BM	2	5	1		2	16	5	5	2		4	57	IF1

FORMATION: 244th Division, Beta III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
BM	2	6/1j	129	RCN

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Battle 'Mech	BM	3	4	1		1	20	7	7	2		3	80	IF1
Recon 'Mech	BM	1	7	1		3	13	4	3	1		4	49	RCN

FORMATION: 244th Division, Beta III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
CV	2	6/1j	67	RCN

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Striker Tank	CV	2	7T			3	12	4	4	0		4	46	CT6
Recon Tank	CV	1	9T			3	9	3	3	0		4	21	CT10,RCN

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FORMATION: 244th Division, Gamma III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
CV	3	4T	105	CT2

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Battle Tank	CV	3	5T			2	16	5	5	1		3	60	CT2
Fire Tank	CV	3	3T			1	16	4	6	6		4	45	IF3

FORMATION: 244th Divison, Gamma III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
CV	2	5w	92	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Light Artillery	CV	2	5w			2	15	2	2	0		4	46	ART-T4
Light Artillery	CV	2	5w			2	15	2	2	0		4	46	ART-T4

FORMATION: 244th Division, Gamma III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
MX	1	6T	42	CT10,RCN

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Recon Tank	CV	1	9T			3	9	3	3	0		4	21	CT10,RCN
Infantry	CI	1	3T			1	6	4	4	0		5	21	CAR144

FORMATION: 244th Division, Delta III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
CI	1	3T	52	CAR288

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Infantry	CI	1	3T			1	6	4	4	0		4	26	CAR144
Infantry	CI	1	3T			1	6	4	4	0		4	26	CAR144

FORMATION: 244th Division, Delta III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
CI	1	3T	47	CAR288

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Infantry	CI	1	3T			1	6	4	4	0		5	21	CAR144
Infantry	CI	1	3T			1	6	4	4	0		4	26	CAR144

FORMATION: 244th Division, Delta III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
CI	1	3T	57	CAR288

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Infantry	CI	1	3T			1	6	4	4	0		3	31	CAR144
Infantry	CI	1	3T			1	6	4	4	0		4	26	CAR144

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FORMATION: 244th Division, Epsilon III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
CI	1	3T	57	CAR288

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Infantry	CI	1	3T			1	6	4	4	0		3	31	CAR144
Infantry	CI	1	3T			1	6	4	4	0		4	26	CAR144

FORMATION: 244th Divison, Epsilon III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
CI	1	3T	47	CAR288

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Infantry	CI	1	3T			1	6	4	4	0		4	26	CAR144
Infantry	CI	1	3T			1	6	4	4	0		5	21	CAR144

FORMATION: 244th Division, Epsilon III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
CI	1	3T	47	CAR288

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Infantry	CI	1	3T			1	6	4	4	0		4	26	CAR144
Infantry	CI	1	3T			1	6	4	4	0		5	21	CAR144

FORMATION: 244th Division, Zeta III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
AF	2	6a	123	FUEL22

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Medium ASF	AF	2	6a			2	20	6	6	4		3	67	BOMB4,FUEL22
Medium ASF	AF	2	6a			2	20	6	6	4		4	56	BOMB4,FUEL22

FORMATION: 244th Division, Zeta III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
AF	2	8a	94	FUEL18

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Medium ASF	AF	2	6a			2	20	6	6	4		4	56	BOMB4,FUEL22
Light ASF	AF	1	9a			3	16	4	4	2		5	38	BOMB2,FUEL18

FORMATION: 244th Division, Zeta III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
AF	2	8a	97	FUEL18

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Medium ASF	AF	2	6a			2	20	6	6	4		4	67	BOMB4,FUEL22
Light ASF	AF	1	9a			3	16	4	4	2		5	30	BOMB2,FUEL18

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FORMATION: 299th Division, Alpha III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
BM	3	4/1j	190	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Assault 'Mech	BM	3	4			1	25	8	8	3		2	110	IF1
Battle 'Mech	BM	3	4	1		1	20	7	7	2		3	80	IF1

FORMATION: 299th Divison, Alpha III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
BM	3	4/1j	140	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Fire 'Mech	BM	3	4	1		1	19	5	7	5		3	83	IF4
Striker 'Mech	BM	2	5	1		2	16	5	5	2		4	57	IF1

FORMATION: 299th Division, Alpha III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
BM	3	4/1j	113	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Battle 'Mech	BM	3	4	1		1	20	7	7	2		4	67	IF1
Striker 'Mech	BM	2	5	1		2	16	5	5	2		5	46	IF1

FORMATION: 299th Division, Beta III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
BM	3	4/1j	137	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Battle 'Mech	BM	3	4	1		1	20	7	7	2		3	80	IF1
Striker 'Mech	BM	2	5	1		2	16	5	5	2		4	57	IF1

FORMATION: 299th Division, Beta III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
BM	3	4/1j	135	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Battle 'Mech	BM	3	4	1		1	20	7	7	2		4	67	IF1
Striker 'Mech	BM	2	5	1		2	16	5	5	2		3	68	IF1

FORMATION: 299th Division, Beta III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
BM	2	5/1j	95	RCN

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Striker 'Mech	BM	2	5	1		2	16	5	5	2		5	46	IF1
Recon 'Mech	BM	1	7	1		3	13	4	3	1		4	49	RCN

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STRATEGIC BATTLEFORCE
FORMATION RECORD SHEET – COMSTAR

FORMATION: 299th Division, Gamma III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
BM	2	5/1j	125	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Striker 'Mech	BM	2	5	1		2	16	5	5	2		3	68	IF1
Striker 'Mech	BM	2	5	1		2	16	5	5	2		4	57	IF1

FORMATION: 299th Divison, Gamma III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
BM	2	5/1j	114	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Striker 'Mech	BM	2	5	1		2	16	5	5	2		4	57	IF1
Striker 'Mech	BM	2	5	1		2	16	5	5	2		4	57	IF1

FORMATION: 299th Division, Gamma III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
BM	1	7/1j	98	RCN

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Recon 'Mech	BM	1	7	1		3	13	4	3	1		3	59	RCN
Recon 'Mech	BM	1	7	1		3	13	4	3	1		5	39	RCN

FORMATION: 299th Division, Delta III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
BM	3	5/1j	137	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Battle 'Mech	BM	3	4	1		1	20	7	7	2		3	80	IF1
Striker 'Mech	BM	2	5	1		2	16	5	5	2		4	57	IF1

FORMATION: 299th Division, Delta III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
BM	2	5/1j	103	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Striker 'Mech	BM	2	5	1		2	16	5	5	2		4	57	IF1
Striker 'Mech	BM	2	5	1		2	16	5	5	2		5	46	IF1

FORMATION: 299th Division, Delta III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
BM	2	6/1j	118	RCN

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Fire 'Mech	BM	3	4	1		1	19	5	7	5		4	69	IF4
Recon 'Mech	BM	1	7	1		3	13	4	3	1		4	49	RCN

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STRATEGIC BATTLEFORCE
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FORMATION: 299th Division, Epsilon III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
BM	3	4/1j	161	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Battle 'Mech	BM	3	4	1		1	20	7	7	2		2	93	IF1
Striker 'Mech	BM	2	5	1		2	16	5	5	2		3	68	IF1

FORMATION: 299th Divison, Epsilon III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
MX	2	4T	76	CT2

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Battle Tank	CV	3	5T			2	16	5	5	1		4	50	CT2
Infantry	CI	1	3T			1	6	4	4	0		4	26	CAR144

FORMATION: 299th Division, Epsilon III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
CI	1	3T	57	CAR288

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Infantry	CI	1	3T			1	6	4	4	0		3	31	CAR144
Infantry	CI	1	3T			1	6	4	4	0		4	26	CAR144

FORMATION: 299th Division, Zeta III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
AF	3	6a	133	FUEL20

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Heavy ASF	AF	3	6a			2	22	8	8	4		3	77	BOMB6,FUEL20
Medium ASF	AF	2	6a			2	20	6	6	4		4	56	BOMB4,FUEL22

FORMATION: 299th Division, Zeta III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
AF	2	8a	110	FUEL18

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Heavy ASF	AF	3	6a			2	22	8	8	4		4	64	BOMB6,FUEL20
Light ASF	AF	1	9a			3	16	4	4	2		4	46	BOMB2,FUEL18

FORMATION: 299th Division, Zeta III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
AF	1	9a	92	FUEL18

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Light ASF	AF	1	9a			3	16	4	4	2		3	54	BOMB2,FUEL18
Light ASF	AF	1	9a			3	16	4	4	2		4	38	BOMB2,FUEL18

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STRATEGIC BATTLEFORCE
FORMATION RECORD SHEET – COMSTAR

FORMATION: 366th Divison, Alpha III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
BM	3	4	172	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Assault 'Mech	BM	3	4			1	25	8	8	3		3	94	IF1
Assault 'Mech	BM	3	4			1	25	8	8	3		4	78	IF1

FORMATION: 366th Divison, Alpha III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
BM	3	4/1j	122	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Battle 'Mech	BM	3	4	1		1	20	7	7	2		4	67	IF1
Fire 'Mech	BM	3	4	1		1	19	5	7	5		5	55	IF4

FORMATION: 366th Division, Alpha III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
BM	2	6/1j	103	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Striker 'Mech	BM	2	5	1		2	16	5	5	2		4	57	IF1
Striker 'Mech	BM	2	5	1		2	16	5	5	2		5	46	IF1

FORMATION: 366th Division, Beta III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
BM	3	5/1j	137	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Battle 'Mech	BM	3	4	1		1	20	7	7	2		3	80	IF1
Striker 'Mech	BM	2	5	1		2	16	5	5	2		4	57	IF1

FORMATION: 366th Division, Beta III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
CV	3	5T	100	CT4

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Battle Tank	CV	3	5T			2	16	5	5	1		4	50	CT2
Battle Tank	CV	3	5T			2	16	5	5	1		4	50	CT2

FORMATION: 366th Division, Beta III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
CV	2	7T	83	CT12

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Striker Tank	CV	2	7T			3	12	4	4	0		4	46	CT6
Striker Tank	CV	2	7T			3	12	4	4	0		5	37	CT6

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STRATEGIC BATTLEFORCE
FORMATION RECORD SHEET – COMSTAR

FORMATION: 366th Divison, Gamma III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
MX	2	3T	71	CT12

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Fire Tank	CV	3	3T			1	16	4	6	6		4	45	IF3
Infantry	CI	1	3T			1	6	4	4	0		4	26	CAR144

FORMATION: 366th Divison, Gamma III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
CV	3	4T	169	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Medium Artillery	CV	3	4T			1	17	2	2	0		4	58	ART-S6
Heavy Artillery	CV	3	3T			1	12	2	0	0		3	101	ART-LT12,MHQ4

FORMATION: 366th Division, Gamma III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
CI	1	3T	47	CAR288

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Infantry	CI	1	3			1	6	4	4	0		4	26	CAR144
Infantry	CI	1	3			1	6	4	4	0		5	21	CAR144

FORMATION: 366th Division, Delta III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
CI	1	3T	47	CAR288

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Infantry	CI	1	3T			1	6	4	4	0		4	26	CAR144
Infantry	CI	1	3T			1	6	4	4	0		5	21	CAR144

FORMATION: 366th Division, Delta III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
CI	1	3T	47	CAR288

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Infantry	CI	1	3T			1	6	4	4	0		5	21	CAR144
Infantry	CI	1	3T			1	6	4	4	0		4	26	CAR144

FORMATION: 366th Division, Delta III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
CI	1	3T	52	CAR288

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Infantry	CI	1	3T			1	6	4	4	0		4	26	CAR144
Infantry	CI	1	3T			1	6	4	4	0		4	26	CAR144

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STRATEGIC BATTLEFORCE
FORMATION RECORD SHEET – COMSTAR

FORMATION: 366th Divison, Epsilon III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
CI	1	3T	52	CAR288

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Infantry	CI	1	3T			1	6	4	4	0		4	26	CAR144
Infantry	CI	1	3T			1	6	4	4	0		4	26	CAR144

FORMATION: 366th Divison, Epsilon III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
CI	1	3T	47	CAR288

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Infantry	CI	1	3T			1	6	4	4	0		4	26	CAR144
Infantry	CI	1	3T			1	6	4	4	0		5	21	CAR144

FORMATION: 366th Division, Epsilon III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
CI	1	3T	47	CAR288

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Infantry	CI	1	3			1	6	4	4	0		4	26	CAR144
Infantry	CI	1	3			1	6	4	4	0		5	21	CAR144

FORMATION: 366th Division, Zeta III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
AF	2	6a	123	FUEL22

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Medium ASF	AF	2	6a			2	20	6	6	4		3	67	BOMB4,FUEL22
Medium ASF	AF	2	6a			2	20	6	6	4		4	56	BOMB4,FUEL22

FORMATION: 366th Division, Zeta III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
AF	2	6a	112	FUEL22

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Medium ASF	AF	2	6a			2	20	6	6	4		4	56	BOMB4,FUEL22
Medium ASF	AF	2	6a			2	20	6	6	4		4	56	BOMB4,FUEL22

FORMATION: 366th Division, Zeta III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
AF	1	9a	76	FUEL18

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Light ASF	AF	1	9a			3	16	4	4	2		4	46	BOMB2,FUEL18
Light ASF	AF	1	9a			3	16	4	4	2		5	30	BOMB2,FUEL18

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STRATEGIC BATTLEFORCE
FORMATION RECORD SHEET – COMSTAR

FORMATION: 388th Divison, Alpha III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
BM	3	4	161	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Command 'Mech	BM	3	4	1		1	20	7	7	2		4	67	IF1
Assault 'Mech	BM	3	4			1	25	8	8	3		3	94	IF1

FORMATION: 388th Divison, Alpha III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
BM	3	4/1j	113	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Battle 'Mech	BM	3	4	1		1	20	7	7	2		4	67	IF1
Striker 'Mech	BM	2	5	1		2	16	5	5	2		5	46	IF1

FORMATION: 388th Division, Alpha III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
BM	2	6/1j	96	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Striker 'Mech	BM	2	5	1		2	16	5	5	2		4	57	IF1
Recon 'Mech	BM	1	7	1		3	13	4	3	1		5	39	RCN

FORMATION: 388th Division, Beta III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
BM	3	5/1j	100	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Battle 'Mech	BM	3	4	1		1	20	7	7	2		5	54	IF1
Striker 'Mech	BM	2	5	1		2	16	5	5	2		5	46	IF1

FORMATION: 388th Division, Beta III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
BM	2	6/1j	74	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Recon 'Mech	BM	1	7	1		3	13	4	3	1		5	39	RCN
Striker 'Mech	BM	2	5	1		2	16	5	5	2		6	35	IF1

FORMATION: 388th Division, Beta III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
BM	2	5/1j	92	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Striker 'Mech	BM	2	5	1		2	16	5	5	2		5	46	IF1
Striker 'Mech	BM	2	5	1		2	16	5	5	2		5	46	IF1

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STRATEGIC BATTLEFORCE
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FORMATION: 388th Division, Gamma III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
BM	3	4	132	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Assault 'Mech	BM	3	4			1	25	8	8	3		4	78	IF1
Command 'Mech	BM	3	4	1		1	20	7	7	2		5	54	IF1

FORMATION: 388th Division, Gamma III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
BM	3	4/1j	108	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Battle 'Mech	BM	3	4	1		1	20	7	7	2		5	46	IF1
Battle 'Mech	BM	3	4	1		1	20	7	7	2		5	46	IF1

FORMATION: 388th Division, Gamma III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
BM	1	7/1j	68	RCN

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Recon 'Mech	BM	1	7	1		3	13	4	3	1		5	39	RCN
Recon 'Mech	BM	1	7	1		3	13	4	3	1		6	26	RCN

FORMATION: 388th Division, Delta III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
BM	2	5/1j	103	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Striker 'Mech	BM	2	5	1		2	16	5	5	2		4	57	IF1
Striker 'Mech	BM	2	5	1		2	16	5	5	2		5	46	IF1

FORMATION: 388th Division, Delta III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
BM	2	6/1j	76	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Battle 'Mech	BM	3	4	1		1	20	7	7	2		5	54	IF1
Recon 'Mech	BM	1	7	1		3	13	4	3	1		5	39	RCN

FORMATION: 388th Division, Delta III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
MX	2	6W	76	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Recon 'Mech	BM	1	7	1		3	13	4	3	1		5	39	RCN
Light Artillery	CV	2	5w			2	15	2	2	0		5	37	ART-T4

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STRATEGIC BATTLEFORCE
FORMATION RECORD SHEET – COMSTAR

FORMATION: 388th Division, Epsiolon III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
MX	3	5T	81	CT2

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Battle Tank	CV	3	5T			2	16	5	5	1		5	40	CT2
Battle 'Mech	BM	3	4	1		1	20	7	7	2		6	41	IF1

FORMATION: 388th Division, Epsilon III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
MX	2	4T	67	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Striker 'Mech	BM	2	5	1		2	16	5	5	2		5	46	IF1
Infantry	CI	1	3T			1	6	4	4	0		5	21	CAR144

FORMATION: 388th Division, Epsilon III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
CI	1	3T	47	CAR288

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Infantry	CI	1	3T			1	6	4	4	0		4	26	CAR144
Infantry	CI	1	3T			1	6	4	4	0		5	21	CAR144

FORMATION: 388th Division, Zeta III, Alpha-Beta IIs

Type	Size	Move	PV	Formation Specials
AF	2	6a	112	FUEL22

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Medium ASF	AF	2	6a			2	20	6	6	4		3	67	BOMB4,FUEL22
Medium ASF	AF	2	6a			2	20	6	6	4		5	45	BOMB4,FUEL22

FORMATION: 388th Division, Zeta III, Gamma-Delta IIs

Type	Size	Move	PV	Formation Specials
AF	2	6a	101	FUEL22

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Medium ASF	AF	2	6a			2	20	6	6	4		4	56	BOMB4,FUEL22
Medium ASF	AF	2	6a			2	20	6	6	4		6	45	BOMB4,FUEL22

FORMATION: 388th Division, Zeta III, Epsilon-Zeta IIs

Type	Size	Move	PV	Formation Specials
AF	1	9a	76	FUEL18

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Light ASF	AF	1	9a			3	16	4	4	2		5	38	BOMB2,FUEL18
Light ASF	AF	1	9a			3	16	4	4	2		5	38	BOMB2,FUEL18

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STRATEGIC BATTLEFORCE
FORMATION RECORD SHEET – CLAN

FORMATION: Jaguar Grenadiers, Trinary Command

Type	Size	Move	PV	Formation Specials
BM	3	5	369	OMNI15

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Jaguar Command Star	BM	3	5	1		2	15	8	8	4		0	127	IF1,OMNI5
Jaguar Assault Star	BM	4	4			1	22	9	9	6		1	129	IF1,OMNI5
Jaguar Battle Star	BM	3	5	1		2	15	8	8	4		1	113	IF1,OMNI5

FORMATION: Jaguar Grenadiers, Trinary Assault

Type	Size	Move	PV	Formation Specials
BM	4	4	387	OMNI15

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Jaguar Assault Star	BM	4	4			1	22	9	9	6		0	145	IF1,OMNI5
Jaguar Assault Star	BM	4	4			1	22	9	9	6		1	129	IF1,OMNI5
Jaguar Battle Star	BM	3	5	1		2	15	8	8	4		1	113	IF1,OMNI5

FORMATION: Jaguar Grenadiers, Trinary Battle Alpha

Type	Size	Move	PV	Formation Specials
BM	3	5/1j	325	OMNI15

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Jaguar Battle Star	BM	3	5	1		2	15	8	8	4		1	113	IF1,OMNI5
Jaguar Battle Star	BM	3	5	1		2	15	8	8	4		1	113	IF1,OMNI5
Jaguar Battle Star	BM	3	5	1		2	15	8	8	4		2	99	IF1,OMNI5

FORMATION: Jaguar Grenadiers, Trinary Battle Bravo

Type	Size	Move	PV	Formation Specials
BM	3	5/1j	328	OMNI15,PRB

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Jaguar Assault Star	BM	4	4			1	22	9	9	6		1	129	IF1,OMNI5
Jaguar Battle Star	BM	3	5	1		2	15	8	8	4		1	113	IF1,OMNI5
Jaguar Striker Star	BM	2	6	1		2	12	6	6	3		2	86	IF1,OMNI5,PRB

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FORMATION:

	Type	Size	Move	PV	Formation Specials
Jaguar Grenadiers, Trinary Striker	BM	2	6/1j	283	OMNI15,PRB

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Jaguar Striker Star	BM	2	6	1		2	12	6	6	3		1	98	IF1,OMNI5,PRB
Jaguar Battle Star	BM	3	5	1		2	15	8	8	4		2	99	IF1,OMNI5
Jaguar Striker Star	BM	2	6	1		2	12	6	6	3		2	86	IF1,OMNI5,PRB

FORMATION:

	Type	Size	Move	PV	Formation Specials
Jaguar Grenadiers, Binary Elemental	BA	1	3j	94	CAR50,MEC10

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Elemental Star	BA	1	3	3		2	7	4	2	0		1	50	CAR25,MEC
Elemental Star	BA	1	3	3		2	7	4	2	0		2	44	CAR25,MEC

FORMATION:

	Type	Size	Move	PV	Formation Specials

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials

FORMATION:

	Type	Size	Move	PV	Formation Specials

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials

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STRATEGIC BATTLEFORCE
FORMATION RECORD SHEET – CLAN

FORMATION: 222nd Assault Cluster, Supernova Alpha, Assault 'Mech

Type	Size	Move	PV	Formation Specials
BM	4	5/1j	326	OMNI15

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Shark Assault Star	BM	4	4			1	20	8	8	5		1	122	IF1,OMNI5
Shark Assault Star	BM	4	4			1	20	8	8	5		2	107	IF1,OMNI5
Shark Battle Star	BM	3	6	1		2	15	7	8	4		2	97	IF1,OMNI5,PRB,RCN

FORMATION: 222nd Assault Cluster, Supernova Alpha, Elemental

Type	Size	Move	PV	Formation Specials
BA	1	3j	138	CAR75,MEC15

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Elemental Star	BA	1	3	3		2	7	4	2	0		1	50	CAR25,MEC
Elemental Star	BA	1	3	3		2	7	4	2	0		2	44	CAR25,MEC
Elemental Star	BA	1	3	3		2	7	4	2	0		2	44	CAR25,MEC

FORMATION: 222nd Assault Cluster, Supernova Bravo, Assault 'Mech

Type	Size	Move	PV	Formation Specials
BM	3	5/1j	329	OMNI15,PRB

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Shark Assault Star	BM	4	4			1	20	8	8	5		1	122	IF1,OMNI5
Shark Cruiser Star	BM	3	5	3		2	20	9	9	3		2	110	ECM,OMNI5,PRB
Shark Battle Star	BM	3	6	1		2	15	7	8	4		2	97	IF1,OMNI5,PRB,RCN

FORMATION: 222nd Assault Cluster, Supernova Bravo, Elemental

Type	Size	Move	PV	Formation Specials
BA	1	3j	138	CAR75,MEC15

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Elemental Star	BA	1	3	3		2	7	4	2	0		1	50	CAR25,MEC
Elemental Star	BA	1	3	3		2	7	4	2	0		1	50	CAR25,MEC
Elemental Star	BA	1	3	3		2	7	4	2	0		2	44	CAR25,MEC

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STRATEGIC BATTLEFORCE
FORMATION RECORD SHEET – CLAN

FORMATION:

	Type	Size	Move	PV	Formation Specials
222nd Assault Cluster, Heavy 'Mech Trinary	BM	3	5/2j	312	OMNI15,PRB,RCN

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Shark Cruiser Star	BM	3	5	3		2	20	9	9	3		1	126	ECM,OMNI15,PRB
Shark Battle Star	BM	3	6	1		2	15	7	8	4		2	97	IF1,OMNI5,PRB,RCN
Shark Striker Star	BM	2	7	2		3	12	5	6	3		2	89	OMNI5,PRB,RCN

FORMATION:

	Type	Size	Move	PV	Formation Specials
222nd Assault Cluster, Heavy 'Mech Trinary	BM	3	5/2j	310	OMNI15,PRB,RCN

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Shark Battle Star	BM	3	6	1		2	15	7	8	4		1	111	IF1,OMNI5,PRB,RCN
Shark Cruiser Star	BM	3	5	3		2	20	9	9	3		2	110	ECM,OMNI5,PRB
Shark Striker Star	BM	2	7	2		3	12	5	6	3		2	89	OMNI5,PRB,RCN

FORMATION:

	Type	Size	Move	PV	Formation Specials
222nd Assault Cluster, Aerospace Binary	AF	2	8a	180	FUEL16

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Shark Fighter Star	AF	2	8a			3	18	8	8	5	2	1	96	BOMB3,FUEL16
Shark Fighter Star	AF	2	8a			3	18	8	8	5	2	2	84	BOMB3,FUEL16

FORMATION:

	Type	Size	Move	PV	Formation Specials

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials

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STRATEGIC BATTLEFORCE
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FORMATION: 7th Bear Guards, Supernova Heavy 'Mech

Type	Size	Move	PV	Formation Specials
BM	3	5/1j	366	OMNI15,RCN

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Ghost Bear Command Star	BM	3	5	1		2	15	8	8	5		0	125	IF1,OMNI5,RCN
Ghost Bear Assault Star	BM	4	4	1		1	22	9	9	7		1	130	IF1,OMNI5
Ghost Bear Battle Star	BM	3	5	1		2	15	8	8	5		1	111	IF1,OMNI5,RCN

FORMATION: 7th Bear Guards, Supernova Elemental

Type	Size	Move	PV	Formation Specials
BA	1	3j	144	CAR75,MEC15

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Elemental Star	BA	1	3	3		2	7	4	2	0		1	50	CAR25,MEC
Elemental Star	BA	1	3	3		2	7	4	2	0		1	50	CAR25,MEC
Elemental Star	BA	1	3	3		2	7	4	2	0		2	44	CAR25,MEC

FORMATION: 7th Bear Guards, Heavy 'Mech Trinary

Type	Size	Move	PV	Formation Specials
BM	3	5/1j	336	OMNI15,RCN

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Ghost Bear Assault Star	BM	4	4	1		1	22	9	9	7		1	130	IF1,OMNI5
Ghost Bear Battle Star	BM	3	5	1		2	15	8	8	5		1	111	IF1,OMNI5,RCN
Ghost Bear Striker Star	BM	2	7	2		3	12	6	6	2		1	95	OMNI5,RCN

FORMATION: 7th Bear Guards, Heavy 'Mech Trinary

Type	Size	Move	PV	Formation Specials
BM	3	5/1j	338	OMNI15,RCN

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Ghost Bear Assault Star	BM	4	4	1		1	22	9	9	7		1	130	IF1,OMNI5
Ghost Bear Battle Star	BM	3	5	1		2	15	8	8	5		2	97	IF1,OMNI5,RCN
Ghost Bear Battle Star	BM	3	5	1		2	15	8	8	5		1	111	IF1,OMNI5,RCN

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FORMATION:

	Type	Size	Move	PV	Formation Specials
7th Bear Guards, Heavy 'Mech Trinary	BM	3	5/1j	305	OMNI15,RCN

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Ghost Bear Battle Star	BM	3	5	1		2	15	8	8	5		1	111	IF1,OMNI5,RCN
Ghost Bear Battle Star	BM	3	5	1		2	15	8	8	5		2	97	IF1,OMNI5,RCN
Ghost Bear Battle Star	BM	3	5	1		2	15	8	8	5		2	97	IF1,OMNI5,RCN

FORMATION:

	Type	Size	Move	PV	Formation Specials
7th Bear Guards, Aerospace Binary	AF	2	7a	191	FUEL20

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Ghost Bear Fighter Star	AF	2	7a			3	18	8	8	7	2	1	102	BOMB3,FUEL20
Ghost Bear Fighter Star	AF	2	7a			3	18	8	8	7	2	2	89	BOMB3,FUEL20

FORMATION:

	Type	Size	Move	PV	Formation Specials

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials

FORMATION:

	Type	Size	Move	PV	Formation Specials

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials

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STRATEGIC BATTLEFORCE
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FORMATION: 44th Nova Cat Cavaliers, Supernova Heavy 'Mech

Type	Size	Move	PV	Formation Specials
BM	3	5/1j	381	OMNI15,RCN

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Nova Cat Assault Star	BM	4	4	1		1	22	8	8	7		0	145	IF1,OMNI5
Nova Cat Command Star	BM	3	5	1		2	16	7	7	5		1	118	IF2,OMNI5,RCN
Nova Cat Battle Star	BM	3	5	1		2	16	7	7	5		1	118	IF2,OMNI5,RCN

FORMATION: 44th Nova Cat Cavaliers, Supernova Elemental

Type	Size	Move	PV	Formation Specials
BA	1	3j	144	CAR75,MEC15

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Elemental Star	BA	1	3	3		2	7	4	2	0		1	50	CAR25,MEC
Elemental Star	BA	1	3	3		2	7	4	2	0		1	50	CAR25,MEC
Elemental Star	BA	1	3	3		2	7	4	2	0		2	44	CAR25,MEC

FORMATION: 44th Nova Cat Cavaliers, Command Trinary

Type	Size	Move	PV	Formation Specials
BM	3	5/1j	113	OMNI15,RCN

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Nova Cat Assault Star	BM	4	4	1		1	22	8	8	7		2	113	IF1,OMNI5
Nova Cat Command Star	BM	3	5	1		2	16	7	7	5		1	118	IF2,OMNI5,RCN
Nova Cat Striker Star	BM	2	7	2		3	12	5	5	3		1	95	IF2,OMNI5,RCN

FORMATION: 44th Nova Cat Cavaliers, Assault Trinary

Type	Size	Move	PV	Formation Specials
BM	4	5/1j	361	OMNI15,RCN

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Nova Cat Assault Star	BM	4	4	1		1	22	8	8	7		1	129	IF1,OMNI5
Nova Cat Battle Star	BM	3	5	1		2	16	7	7	5		2	103	IF2,OMNI5,RCN
Nova Cat Assault Star	BM	4	4	1		1	22	8	8	7		1	129	IF1,OMNI5

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FORMATION:

Type	Size	Move	PV	Formation Specials
44th Nova Cat Cavaliers, Striker Trinary	BM	2	6/1j	296	OMNI15,RCN

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Nova Cat Battle Star	BM	3	5	1		2	16	7	7	5		1	118	IF2,OMNI5,RCN
Nova Cat Striker Star	BM	2	7	2		3	12	5	5	3		1	95	IF2,OMNI5,RCN
Nova Cat Striker Star	BM	2	7	2		3	12	5	5	3		2	83	IF2,OMNI5,RCN

FORMATION:

Type	Size	Move	PV	Formation Specials
44th Nova Cat Cavaliers, Aerospace Binary	AF	2	7a	184	FUEL16

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Nova Cat Fighter Star	AF	2	7a			3	20	8	8	7	3	1	62	BOMB3,FUEL16
Nova Cat Fighter Star	AF	2	7a			3	20	8	8	7	3	1	62	BOMB3,FUEL16

FORMATION:

Type	Size	Move	PV	Formation Specials

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials

FORMATION:

Type	Size	Move	PV	Formation Specials

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials

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STRATEGIC BATTLEFORCE
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FORMATION: 1st Viper Guards, Command Nova

Type	Size	Move	PV	Formation Specials
MX	2	6/1j	174	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Viper Head	BM	3	6	1		2	16	6	6	4		0	124	IF1,OMNI5
Viper Cobra	BA	1	3	3	6	2	7	4	2	0		1	50	CAR25,MEC

FORMATION: 1st Viper Guards, Assault Trinary

Type	Size	Move	PV	Formation Specials
BM	4	4/1j	354	OMNI15

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Viper Krait	BM	4	4	1		1	20	8	8	5		1	122	IF1,OMNI5
Viper Krait	BM	4	4	1		1	20	8	8	5		1	122	IF1,OMNI5
Viper Boa	BM	3	6	1		2	16	6	6	4		1	110	IF1,OMNI5

FORMATION: 1st Viper Guards, Supernova Binary Alpha

Type	Size	Move	PV	Formation Specials
MX	2	7/1j	287	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Viper Boa	BM	3	6	1		2	16	6	6	4		1	110	IF1,OMNI5
Viper Mamba	BM	2	7	2		3	12	5	5	3		2	83	OMNI5
Viper Cobra	BA	1	3	3	6	2	7	4	2	0		2	44	CAR25,MEC
Viper Cobra	BA	1	3	3	7	2	7	4	2	0		1	50	CAR25,MEC

FORMATION: 1st Viper Guards, Supernova Binary Bravo

Type	Size	Move	PV	Formation Specials
MX	2=2	7/1j	299	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Viper Boa	BM	3	6	1		2	16	6	6	4		1	110	IF1,OMNI5
Viper Mamba	BM	2	7	2		3	12	5	5	3		1	95	OMNI5
Viper Cobra	BM	1	3	3	6	2	7	4	2	0		2	44	CAR25,MEC
Viper Cobra	BM	1	3	3	7	2	7	4	2	0		1	50	CAR25,MEC

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FORMATION:

Type	Size	Move	PV	Formation Specials
1st Viper Guards, Heavy 'Mech Binary	BM	3	6/1j	206	OMNI10

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Viper Boa	BM	3	6	1		2	16	6	6	4		1	110	IF1,OMNI5
Viper Boa	BM	3	6	1		2	16	6	6	4		2	96	IF1,OMNI5

FORMATION:

Type	Size	Move	PV	Formation Specials

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials

FORMATION:

Type	Size	Move	PV	Formation Specials

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials

FORMATION:

Type	Size	Move	PV	Formation Specials

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials

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STRATEGIC BATTLEFORCE
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FORMATION: Falcon Guards, Trinary Alpha

Type	Size	Move	PV	Formation Specials
BM	3	6/1j	305	OMNI20,RCN

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Falcon Command Star	BM	3	6	1		2	14	8	8	4		1	111	IF1,OMNI5,RCN
Falcon Beak Star	BM	3	6	1		2	14	8	8	4		2	97	IF1,OMNI5,RCN
Falcon Beak Star	BM	3	6	1		2	14	8	8	4		2	97	IF1,OMNI5,RCN
Falcon Talon Star	BM	4	4	1		1	19	8	8	5		2	111	IF1,OMNI5

FORMATION: Falcon Guards, Trinary Bravo

Type	Size	Move	PV	Formation Specials
BM	3	5/1j	292	OMNI15,RCN

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Falcon Talon Star	BM	4	4	1		1	19	8	8	5		2	111	IF1,OMNI5
Falcon Beak Star	BM	3	6	1		2	14	8	8	4		2	97	IF1,OMNI5,RCN
Falcon Eye Star	BM	2	7	2		3	12	6	6	2		2	84	OMNI5,RCN

FORMATION: Falcon Guards, Trinary Charlie

Type	Size	Move	PV	Formation Specials
BM	3	5/1j	320	OMNI5,RCN

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Falcon Talon Star	BM	4	4	1		1	19	8	8	5		1	127	IF1,OMNI5
Falcon Beak Star	BM	3	6	1		2	14	8	8	4		2	97	IF1,OMNI5,RCN
Falcon Eye Star	BM	2	7	2		3	12	6	6	2		1	96	OMNI5,RCN

FORMATION: Falcon Guards, Trinary Delta

Type	Size	Move	PV	Formation Specials
MX	1	4/1j	132	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Falcon Beak Star	BM	3	6	1		2	14	8	8	4		2	97	IF1,OMNI5,RCN
Falcon Strider Star	BA	1	3	3	6	2	7	4	2	0		2	44	CAR25,MEC
Falcon Strider Star	BA	1	3	3		2	7	4	2	0		2	44	CAR25,MEC
Falcon Strider Star	BA	1	3	3		2	7	4	2	0		2	44	CAR25,MEC

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FORMATION:

Falcon Guards, Trinary Echo	Type	Size	Move	PV	Formation Specials
	MX	1	4/1j	132	

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Falcon Beak Star	BM	3	6	1		2	14	8	8	4		2	97	IF1,OMNI5,RCN
Falcon Strider Star	BA	1	3	3	6	2	7	4	2	0		2	44	CAR25,MEC
Falcon Strider Star	BA	1	3	3		2	7	4	2	0		2	44	CAR25,MEC
Falcon Strider Star	BA	1	3	3		2	7	4	2	0		2	44	CAR25,MEC

FORMATION:

	Type	Size	Move	PV	Formation Specials

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials

FORMATION:

	Type	Size	Move	PV	Formation Specials

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials

FORMATION:

	Type	Size	Move	PV	Formation Specials

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials

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STRATEGIC BATTLEFORCE
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FORMATION: 13th Wolf Guards, Trinary Alpha

Type	Size	Move	PV	Formation Specials
BM	3	5/1j	297	OMNI15

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Wolf Command Star	BM	3	5	1		2	16	9	8	4		0	128	IF1,OMNI5
Wolf Assault Star	BM	4	4	1		1	20	10	9	6		2	118	IF1,OMNI5
Wolf Battle Star	BM	3	5	1		2	16	9	8	4		2	100	IF1,OMNI5
Wolf Recon Star	BM	1	7	1		3	9	5	5	2		1	79	OMNI5

FORMATION: 13th Wolf Guards, Trinary Bravo

Type	Size	Move	PV	Formation Specials
BM	3	5/1j	312	OMNI15

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Wolf Assault Star	BM	4	4	1		1	20	10	9	6		1	135	IF1,OMNI5
Wolf Battle Star	BM	3	5	1		2	16	9	8	4		2	100	IF1,OMNI5
Wolf Striker Star	BM	2	6	1		2	11	6	6	3		2	77	OMNI5

FORMATION: 13th Wolf Guards, Trinary Charlie

Type	Size	Move	PV	Formation Specials
BM	3	5/1j	284	OMNI15

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Wolf Assault Star	BM	4	4	1		1	20	10	9	6		2	118	IF1,OMNI5
Wolf Battle Star	BM	3	5	1		2	16	9	8	4		2	100	IF1,OMNI5
Wolf Striker Star	BM	2	6	1		2	11	9	6	3		3	66	OMNI5

FORMATION: 13th Wolf Guards, Trinary Delta

Type	Size	Move	PV	Formation Specials
BM	1	5/1j	284	OMNI5

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Wolf Assault Star	BM	4	4	1		1	20	10	9	6		2	118	IF1,OMNI5
Wolf Battle Star	BM	3	5	1		2	16	9	8	4		2	100	IF1,OMNI5
Wolf Striker Star	BM	2	6	1		2	11	6	6	3		3	66	OMNI5

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FORMATION:

	Type	Size	Move	PV	Formation Specials
13th Wolf Guards, Battle Armor Trinary	BA	1	3j	144	CAR75,MEC15

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Elemental Star	BA	1	3	3		2	7	4	2	0		1	50	CAR25,MEC
Elemental Star	BA	1	3	3		2	7	4	2	0		1	50	CAR25,MEC
Elemental Star	BA	1	3	3		2	7	4	2	0		2	44	CAR25,MEC

FORMATION:

	Type	Size	Move	PV	Formation Specials
13th Wolf Guards, Aerospace Binary	AF	2	7a	195	FUEL16

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials
Wolf Fighter Star	AF	2	7a			3	20	10	10	5		1	104	BOMB3,FUEL16
Wolf Fighter Star	AF	2	7a			3	20	10	10	5		2	91	BOMB3,FUEL16

FORMATION:

	Type	Size	Move	PV	Formation Specials

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials

FORMATION:

	Type	Size	Move	PV	Formation Specials

UNITS:	Type	Size	Move	JUMP	Trans Move	TMM	Arm	S	M	L	E	Skill	PV	Unit Specials

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OMNIMECH RECORD SHEET

'MECH DATA

Type: Fire Moth (Dasher) Prime

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

Weapons & Equipment Inventory (hexes)

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

Ammo: (SRM 4) 25, (SRM 6) 15

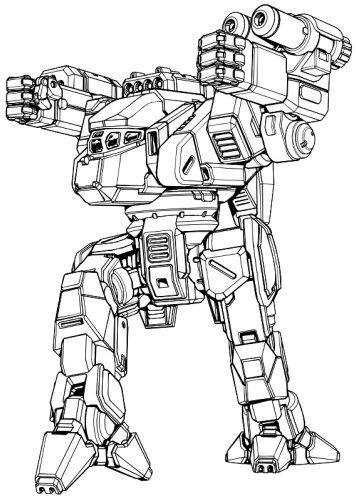
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WARRIOR DATA

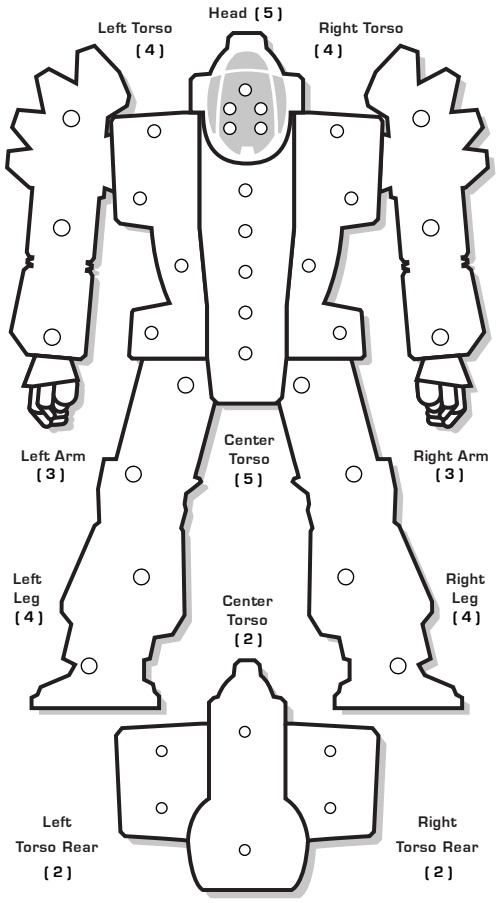
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Endo Steel
6. Ferro-Fibrous

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

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

Head

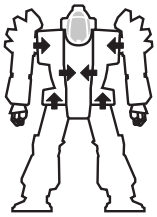
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. MASC
6. Endo Steel

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



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 6
6. Ammo (SRM 6) 15

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

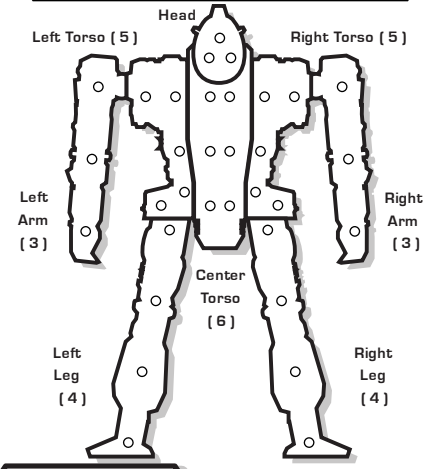
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. SRM 4
6. Ammo (SRM 4) 25

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
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

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Fire Moth (Dasher) A

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Anti-Missile System	LA	1	[PD]	—	1	—	—
1	TAG	RA	—	[E]	—	5	9	15
1	Active Probe	RA	—	[E]	—	—	—	5
1	Streak SRM 4	RT	3	2/Msl [M,C]	—	4	8	12

Ammo: (AMS) 24, (Streak SRM 4) 25

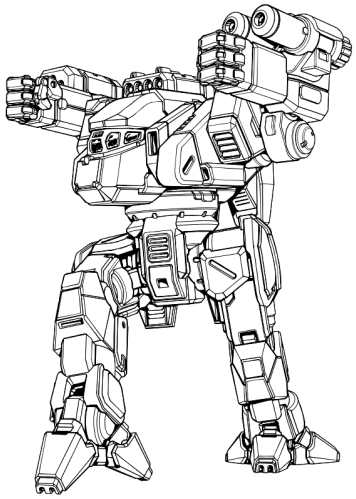
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WARRIOR DATA

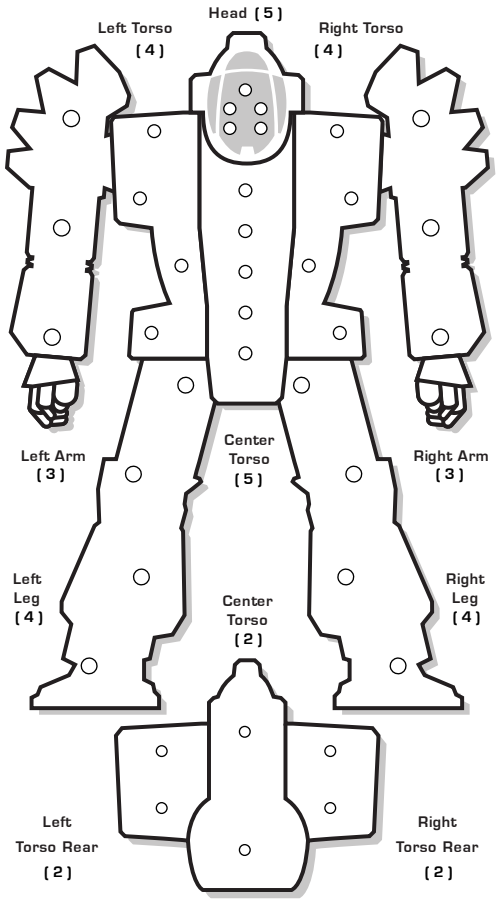
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Anti-Missile System
6. Ammo (AMS) 24

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Endo Steel
6. Ferro-Fibrous

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

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

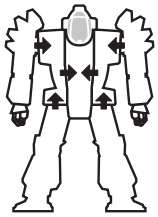
Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. MASC
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. TAG
6. Active Probe

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

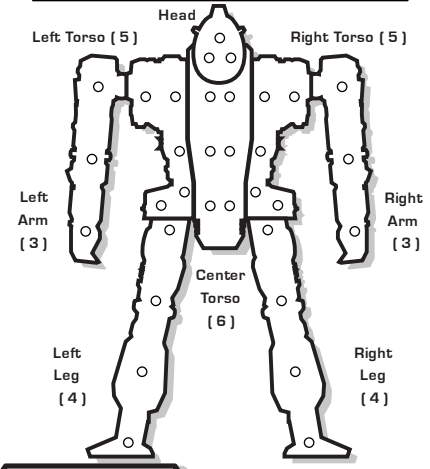
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Streak SRM 4
6. Ammo (Streak SRM 4) 25

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
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

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Fire Moth (Dasher) B

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	A-Pod	RL	—	[PD,OS,AI]	—	—	—	—
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
2	Machine Gun	RA	—	2 [DB,AI]	—	1	2	3
1	ECM Suite	RA	—	[E]	—	—	—	6
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12

Ammo: (Machine Gun) 100

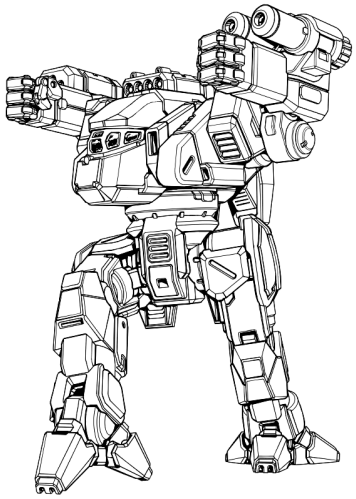
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WARRIOR DATA

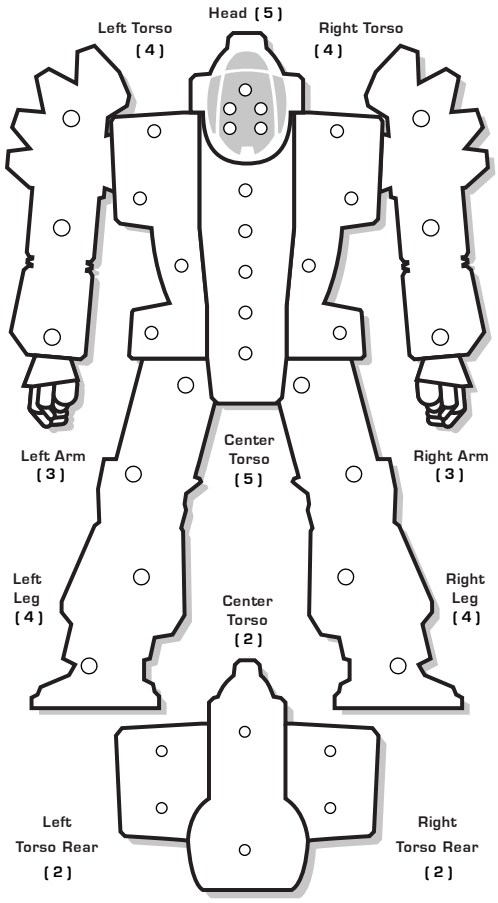
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. Endo Steel

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

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Endo Steel
6. Ferro-Fibrous

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

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

Head

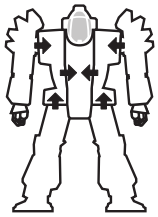
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. MASC
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Machine Gun
6. Machine Gun

4-6
1. Ammo (Machine Gun) 100
2. ECM Suite
3. Endo Steel
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Torso

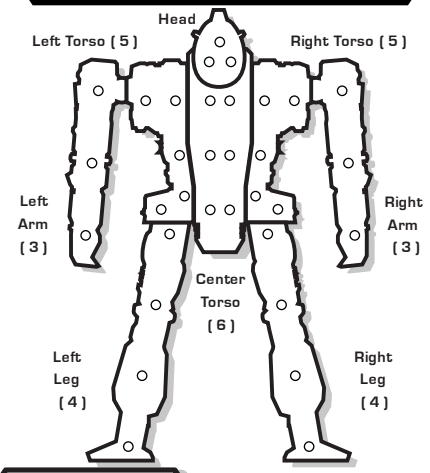
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Medium Pulse Laser
6. Endo Steel

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

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. A-Pod
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Fire Moth (Dasher) C

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	LA	2	1/Msl [M,C,S]	—	7	14	21
1	LRM 5	RA	2	1/Msl [M,C,S]	—	7	14	21
1	Anti-Missile System	RT	1	[PD]	—	1	—	—

Ammo: (AMS) 48, (LRM 5) 48

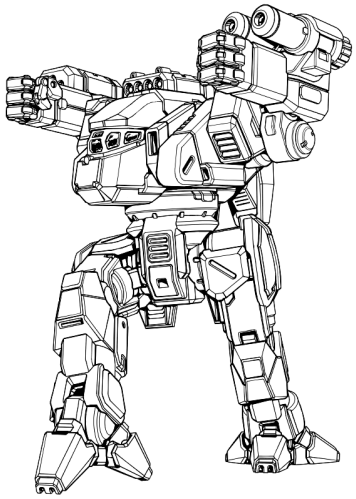
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WARRIOR DATA

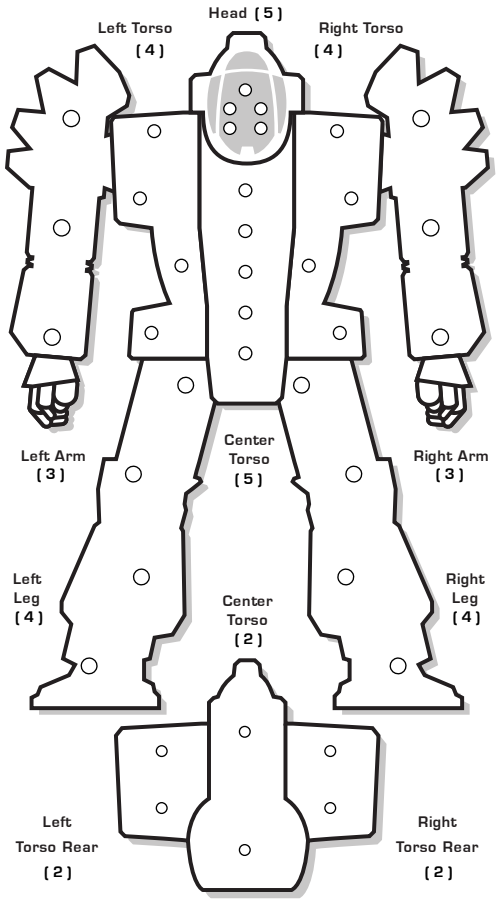
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 5
6. Ammo (LRM 5) 24

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Endo Steel
6. Ferro-Fibrous

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

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

Head

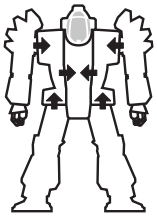
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. MASC
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 5
6. Ammo (LRM 5) 24

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

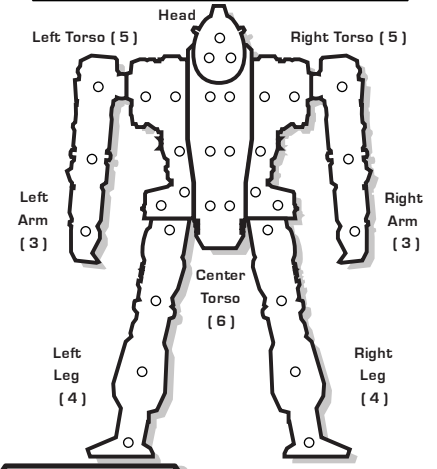
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Anti-Missile System
6. Ammo (AMS) 24

4-6
1. Ammo (AMS) 24
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Fire Moth (Dasher) D

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	Flamer	RT	3	2 [DE,H,AI]	—	1	2	3
1	Targeting Computer	RT	—	[E]	—	—	—	—

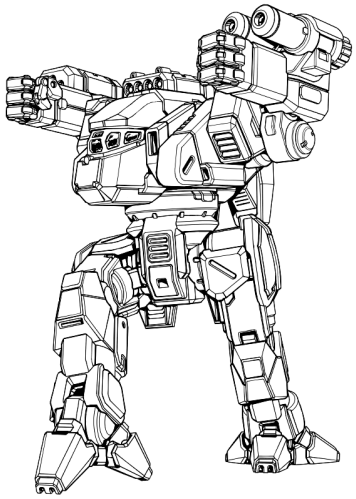
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WARRIOR DATA

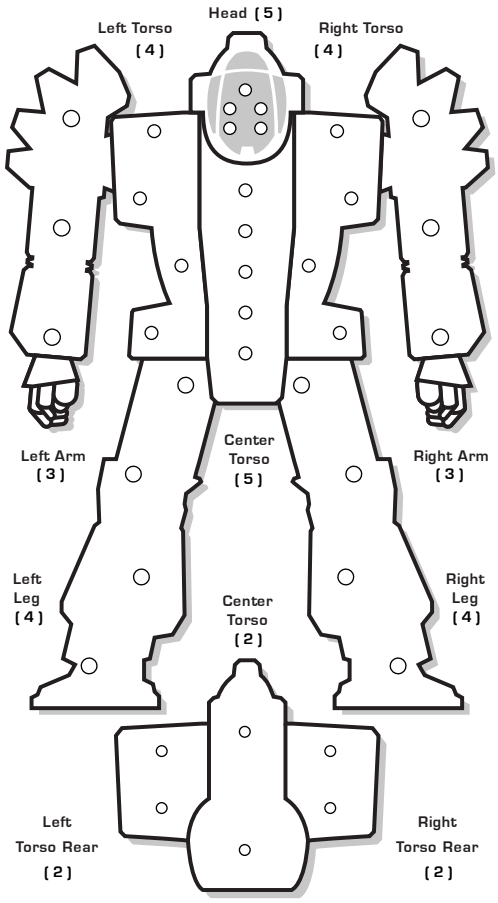
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Endo Steel
6. Ferro-Fibrous

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

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

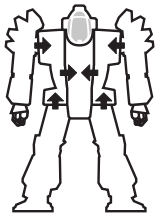
Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. MASC
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

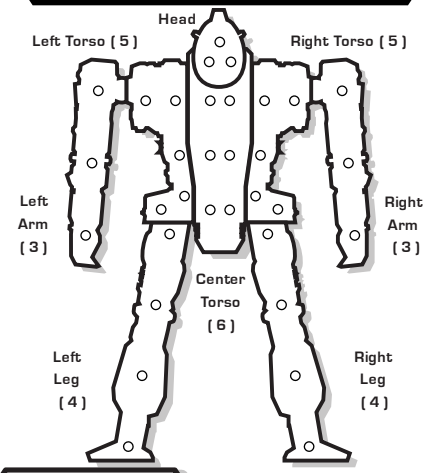
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. ER Medium Laser
6. Flamer

4-6
1. Targeting Computer
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Howler (Baboon)

Movement Points:		**Tonnage:**	20
Walking:	7	**Tech Base:**	Clan
Running:	11	**Rules Level:**	Standard
Jumping:	0	**Role:**	Missile Boat

Weapons & Equipment Inventory (hexes)

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

Ammo: (LRM 5) 72

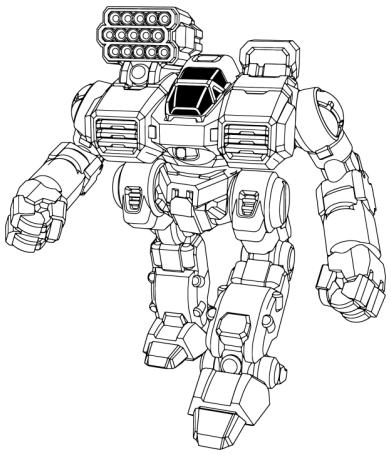
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WARRIOR DATA

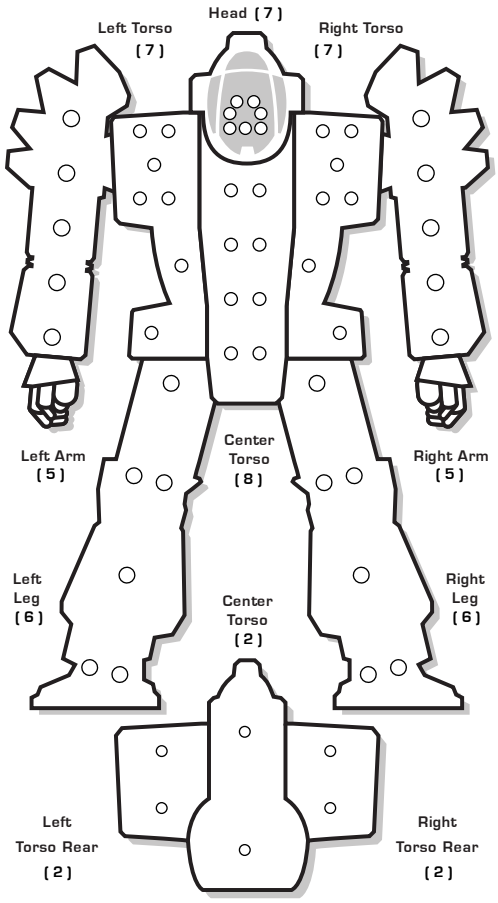
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

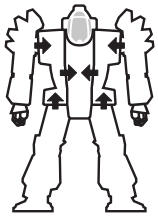
Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

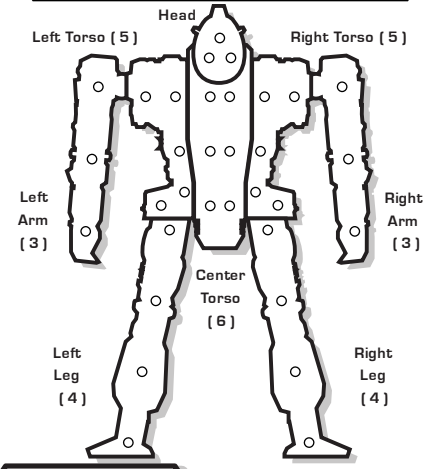
1-3
1. LRM 5
2. LRM 5
3. LRM 5
4. Ammo (LRM 5) 24
5. Ammo (LRM 5) 24
6. Ammo (LRM 5) 24

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Locust C

Movement Points:		**Tonnage:**	20
Walking:	8	**Tech Base:**	Mixed
Running:	12	**Rules Level:**	Experimental
Jumping:	0	**Role:**	Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser (Clan)	LA	2	5 [DE]	—	2	4	6
1	ER Small Laser (Clan)	RA	2	5 [DE]	—	2	4	6
1	Medium Pulse Laser (Clan)	CT	4	7 [P]	—	4	8	12

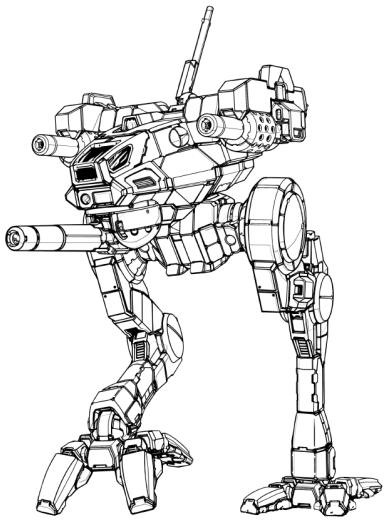
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WARRIOR DATA

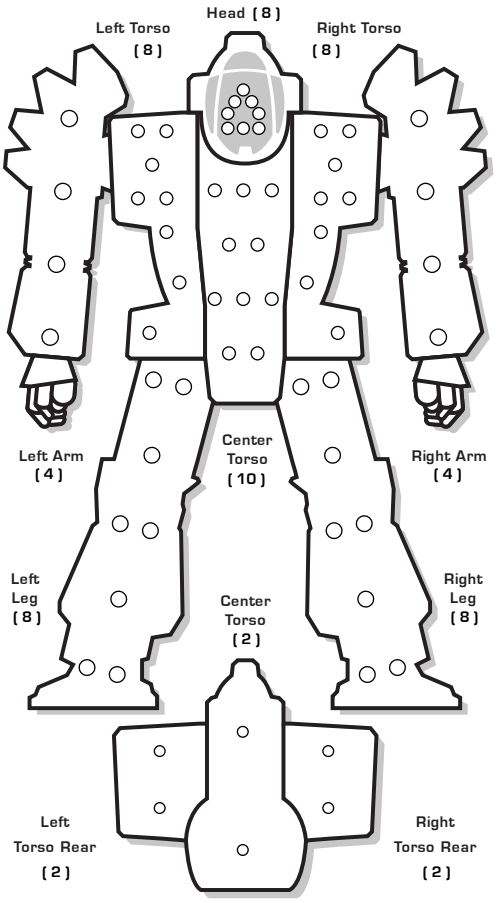
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. ER Small Laser
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

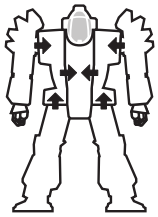
Center Torso

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Pulse Laser
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. ER Small Laser
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

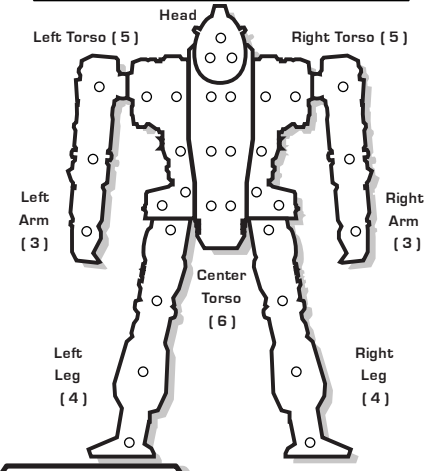
1-3
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Sinks: 10

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Piranha

Movement Points:		**Tonnage:**	20
Walking:	9	**Tech Base:**	Clan
Running:	14	**Rules Level:**	Standard
Jumping:	0	**Role:**	Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
6	Machine Gun	LT	—	2 [DB,AI]	—	1	2	3
6	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3
1	ER Small Laser	CT	2	5 [DE]	—	2	4	6

Ammo: (Machine Gun) 200

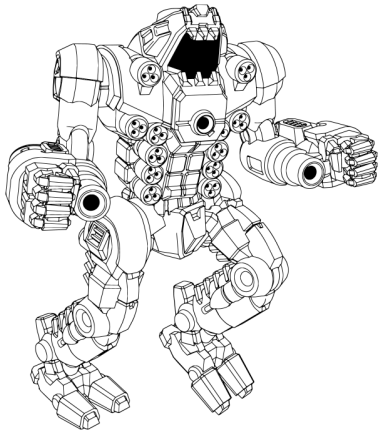
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WARRIOR DATA

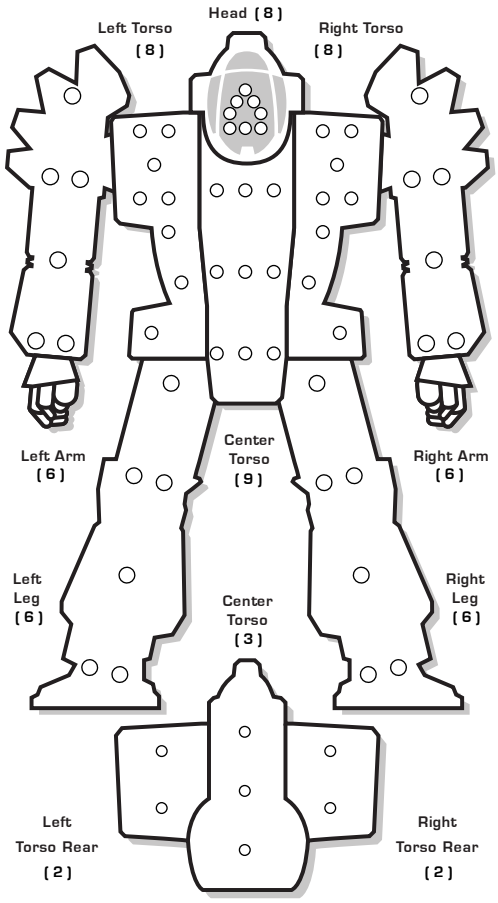
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Machine Gun
4. Machine Gun
5. Machine Gun
6. Machine Gun

4-6
1. Machine Gun
2. Machine Gun
3. Ammo (Machine Gun) 100
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

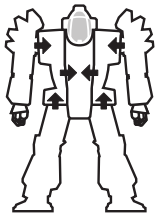
Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Heat Sink
6. ER Small Laser

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

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

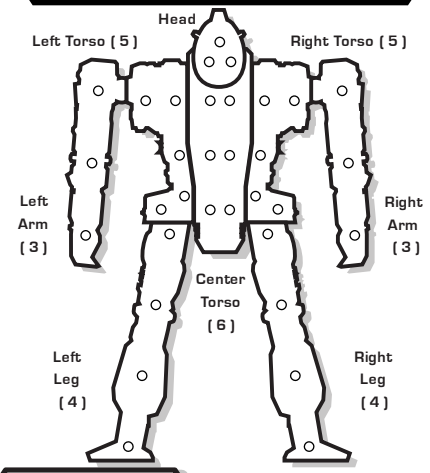
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Machine Gun
4. Machine Gun
5. Machine Gun
6. Machine Gun

4-6
1. Machine Gun
2. Machine Gun
3. Ammo (Machine Gun) 100
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Sinks: 10

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Fire Falcon Prime

Movement Points:		**Tonnage:**	25
Walking:	8	**Tech Base:**	Clan
Running:	12	**Rules Level:**	Standard
Jumping:	0	**Role:**	Striker

Weapons & Equipment Inventory (hexes)

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

Ammo: (Streak SRM 4) 25

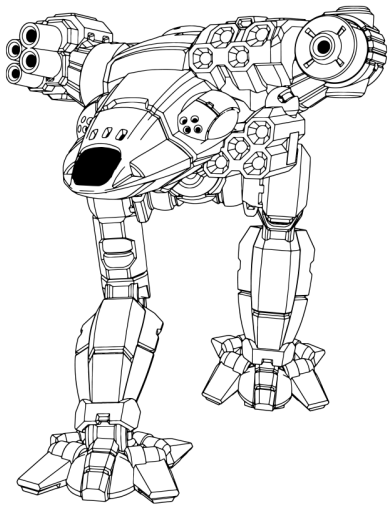
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WARRIOR DATA

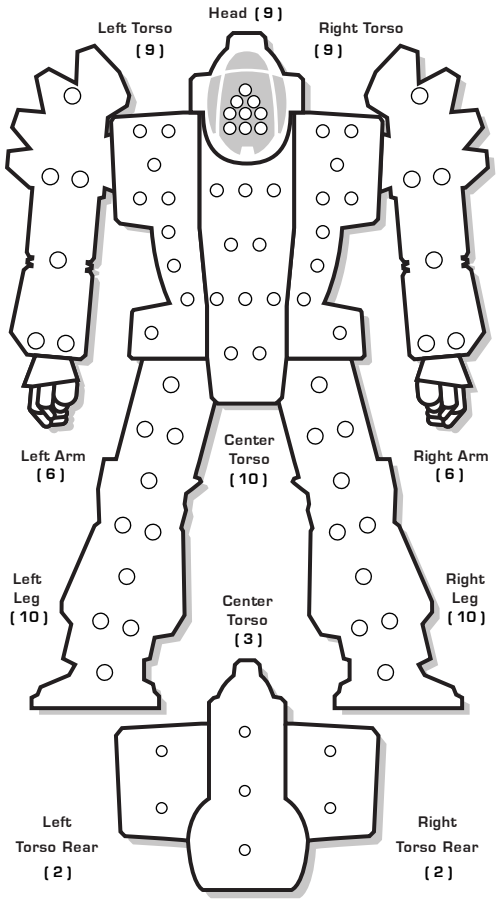
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Medium Pulse Laser
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Streak SRM 4
4. Streak SRM 4
5. Ammo (Streak SRM 4) 25
6. Endo Steel

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

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

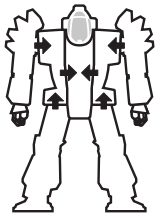
Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. ER Medium Laser
4. ER Medium Laser
5. ER Small Laser
6. ER Small Laser

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

Right Torso

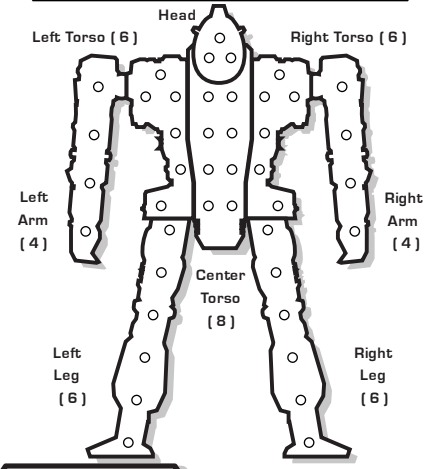
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Double Heat Sinks: 10 (20)

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 Scale

Overflow

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Fire Falcon A

Movement Points:		**Tonnage:**	25
Walking:	8	**Tech Base:**	Clan
Running:	12	**Rules Level:**	Standard
Jumping:	0	**Role:**	Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	LA	2	5 [DE]	—	2	4	6
1	Ultra AC/2	RA	1	2/Sht [DB,R/C]	2	9	18	27
1	LRM 10	LT	4	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 10) 12, (Ultra AC/2) 45

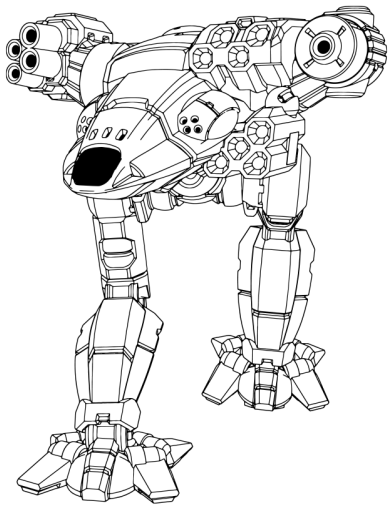
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WARRIOR DATA

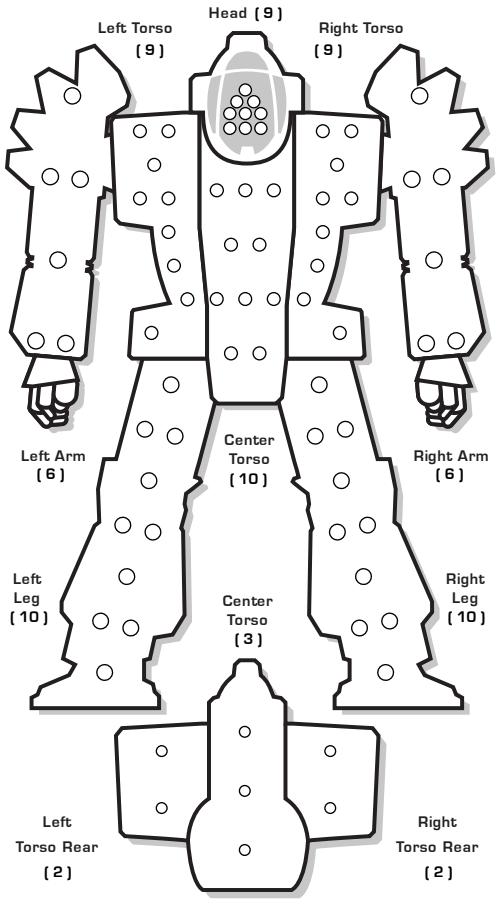
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. ER Small Laser
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. LRM 10
4. Ammo (LRM 10) 12
5. Endo Steel
6. Endo Steel

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

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head

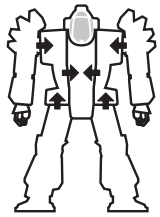
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
6. Roll Again

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



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Ultra AC/2
4. Ultra AC/2
5. Ferro-Fibrous
6. Ferro-Fibrous

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

Right Torso (CASE)

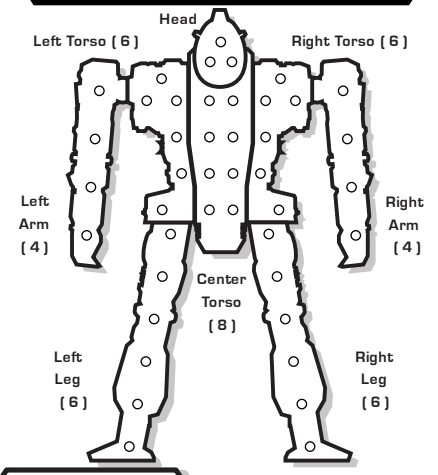
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Ammo (Ultra AC/2) 45
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

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

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Fire Falcon B

Movement Points:		**Tonnage:**	25
Walking:	8	**Tech Base:**	Clan
Running:	12	**Rules Level:**	Standard
Jumping:	0	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	Targeting Computer	LT	—	[E]	—	—	—	—

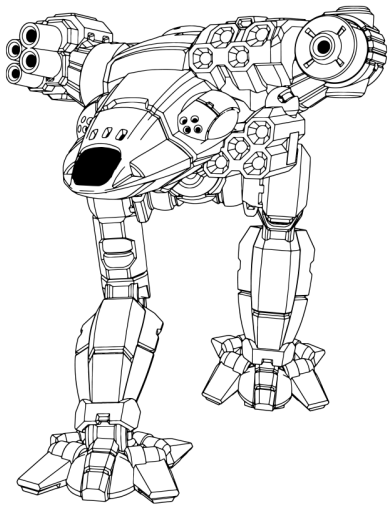
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WARRIOR DATA

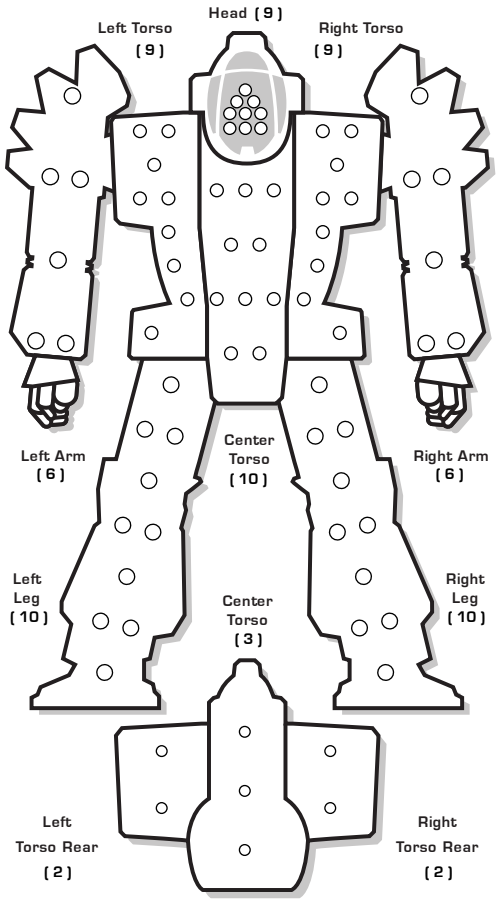
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. ER Large Laser

1-3

4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Targeting Computer

1-3

4. Targeting Computer
5. Endo Steel
6. Endo Steel

4-6

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

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3

4. Gyro
5. Gyro
6. Gyro

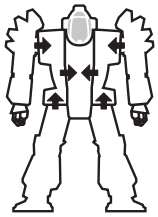
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine

4-6

4. XL Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. ER Large Laser

1-3

4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Ferro-Fibrous

1-3

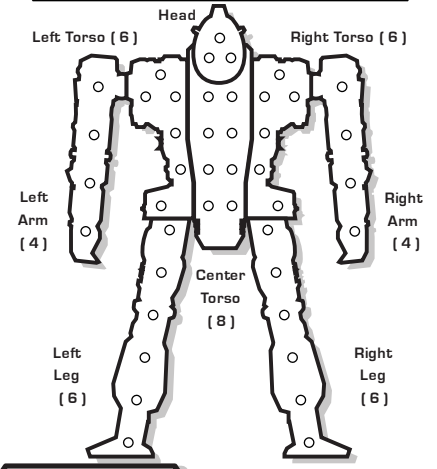
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Fire Falcon C

Movement Points:		**Tonnage:**	25
Walking:	8	**Tech Base:**	Clan
Running:	12	**Rules Level:**	Standard
Jumping:	0	**Role:**	Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	ER Small Laser	LA	2	5 [DE]	—	2	4	6
1	Small Pulse Laser	LA	2	3 [P,AI]	—	2	4	6
4	Machine Gun	RA	—	2 [DB,AI]	—	1	2	3
2	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
1	Active Probe	HD	—	[E]	—	—	—	5

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

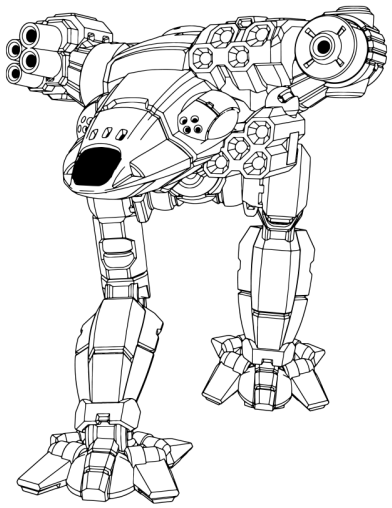
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WARRIOR DATA

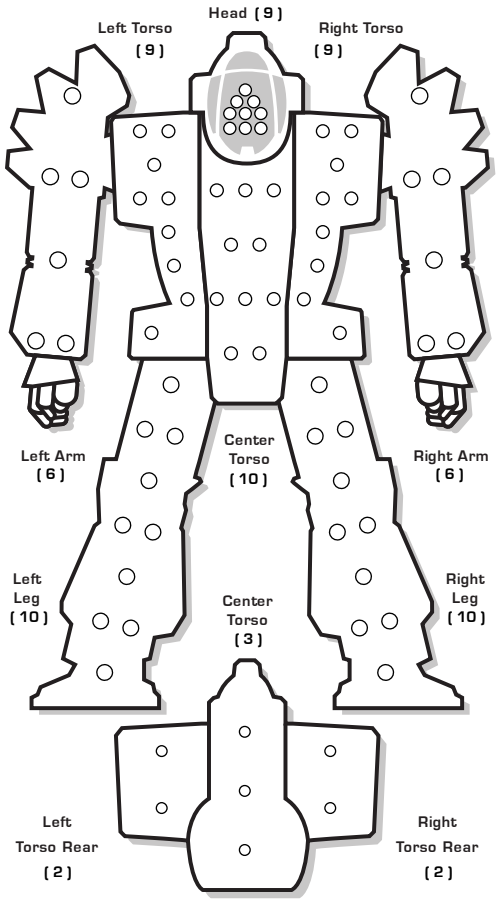
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Medium Pulse Laser
4. ER Small Laser
5. Small Pulse Laser
6. Endo Steel

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

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. SRM 6
4. SRM 6
5. Ammo (SRM 6) 15
6. Endo Steel

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

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head

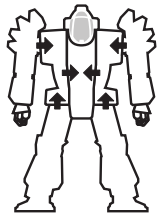
1. Life Support
2. Sensors
3. Cockpit
4. Active Probe
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Machine Gun
4. Machine Gun
5. Machine Gun
6. Machine Gun

4-6
1. Ammo (Machine Gun) 100
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Torso

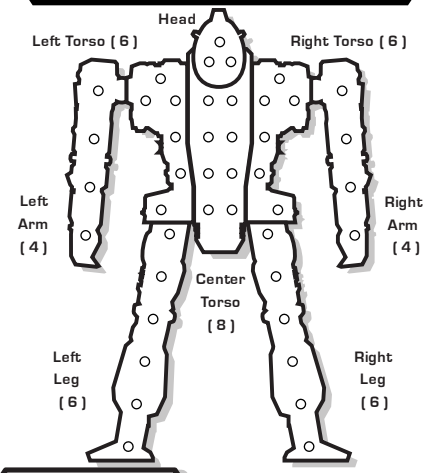
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Fire Falcon D

Movement Points:		**Tonnage:**	25
Walking:	8	**Tech Base:**	Clan
Running:	12	**Rules Level:**	Standard
Jumping:	0	**Role:**	Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	Narc	RA	—	[M]	—	4	8	12
2	SRM 4	LT	3	2/Msl [M,C,S]	—	3	6	9
1	TAG	HD	—	[E]	—	5	9	15

Ammo: (Narc) 12, (SRM 4 Narc-capable) 50

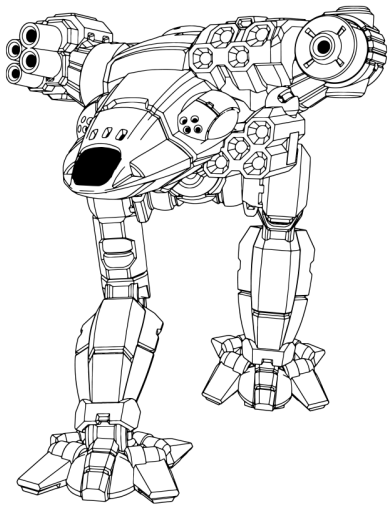
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WARRIOR DATA

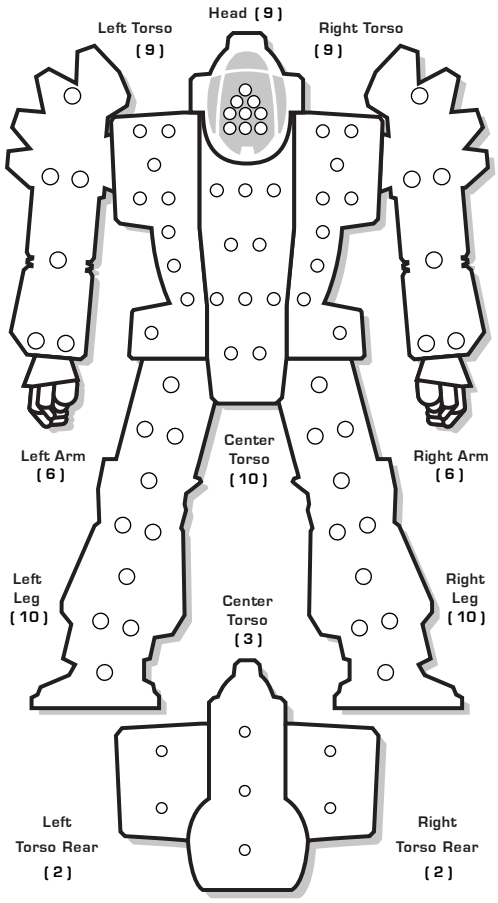
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. ER Medium Laser
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. SRM 4
4. SRM 4
5. Ammo (SRM 4 Narc-capable) 25
6. Ammo (SRM 4 Narc-capable) 25

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

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head

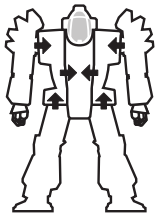
1. Life Support
2. Sensors
3. Cockpit
4. TAG
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

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

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

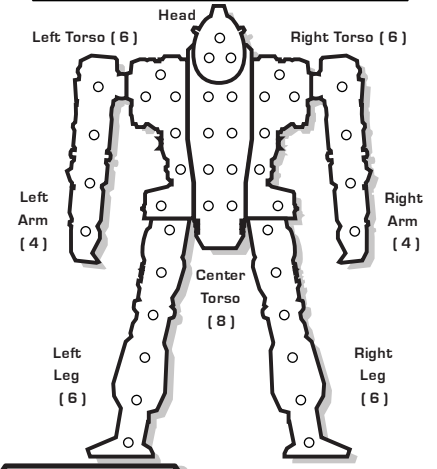
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Ammo (Narc) 6
4. Ammo (Narc) 6
5. Ferro-Fibrous
6. Ferro-Fibrous

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

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Mist Lynx (Koshi) Prime

Movement Points:		**Tonnage:**	25
Walking:	7	**Tech Base:**	Clan
Running:	11	**Rules Level:**	Standard
Jumping:	6	**Role:**	Scout

Weapons & Equipment Inventory (hexes)

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

Ammo: (LRM 10) 12, (Machine Gun) 100, (Streak SRM 4) 25

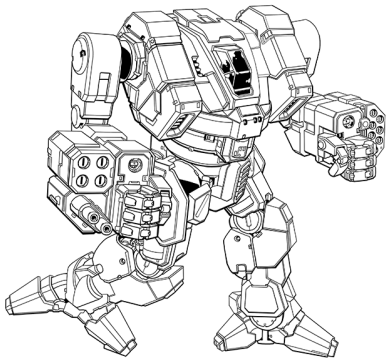
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WARRIOR DATA

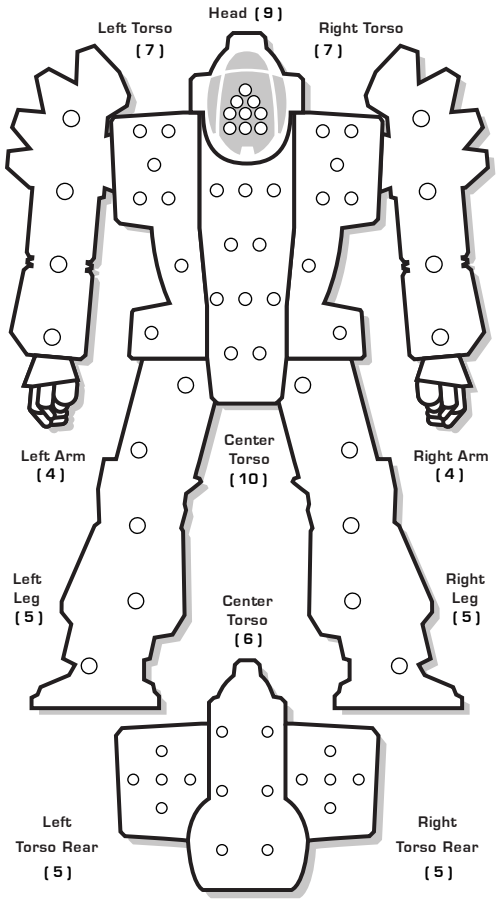
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 10
6. Ammo (LRM 10) 12

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Active Probe
5. Sensors
6. Life Support

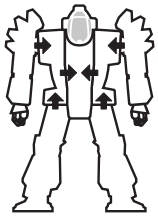
Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Streak SRM 4
6. Machine Gun

4-6
1. Machine Gun
2. Ammo (Streak SRM 4) 25
3. Ammo (Machine Gun) 100
4. Endo Steel
5. Ferro-Fibrous
6. Roll Again

Right Torso

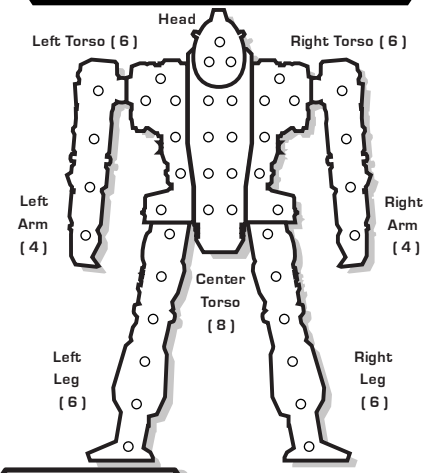
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Jump Jet

4-6
1. Jump Jet
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Mist Lynx (Koshi) A

Movement Points:		**Tonnage:**	25
Walking:	7	**Tech Base:**	Clan
Running:	11	**Rules Level:**	Standard
Jumping:	6	**Role:**	Scout

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	A-Pod	LL	—	[PD,OS,AI]	—	—	—	—
1	A-Pod	RL	—	[PD,OS,AI]	—	—	—	—
1	TAG	LA	—	[E]	—	5	9	15
2	Anti-Missile System	LA	1	[PD]	—	1	—	—
1	Flamer	RA	3	2 [DE,H,AI]	—	1	2	3
2	Machine Gun	RA	—	2 [DB,AI]	—	1	2	3
1	Active Probe	HD	—	[E]	—	—	—	5

Ammo: (AMS) 72, (Machine Gun) 100

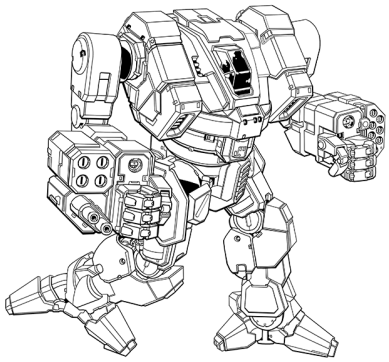
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WARRIOR DATA

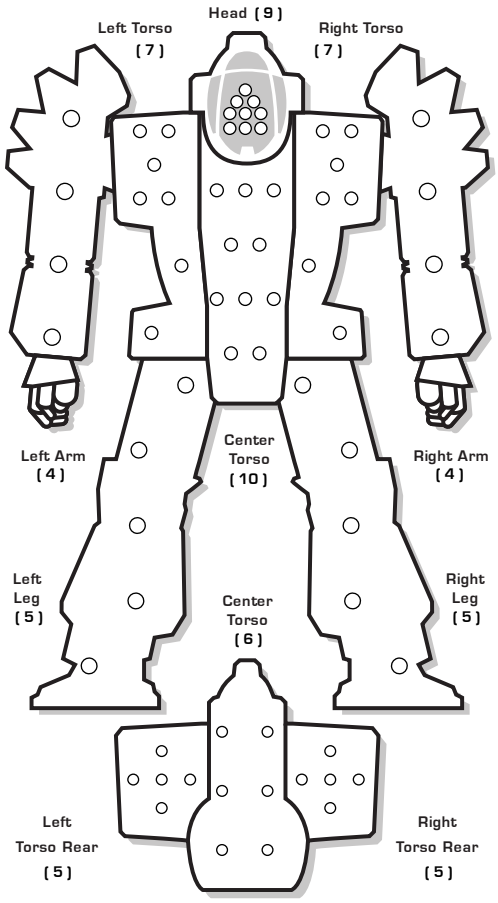
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. TAG
6. Anti-Missile System

4-6
1. Anti-Missile System
2. Ammo (AMS) 24
3. Ammo (AMS) 24
4. Ammo (AMS) 24
5. Endo Steel
6. Ferro-Fibrous

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. A-Pod
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Cockpit
4. Active Probe
5. Sensors
6. Life Support

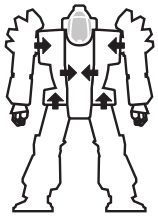
Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Flamer
6. Machine Gun

4-6
1. Machine Gun
2. Ammo (Machine Gun) 100
3. Endo Steel
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Torso

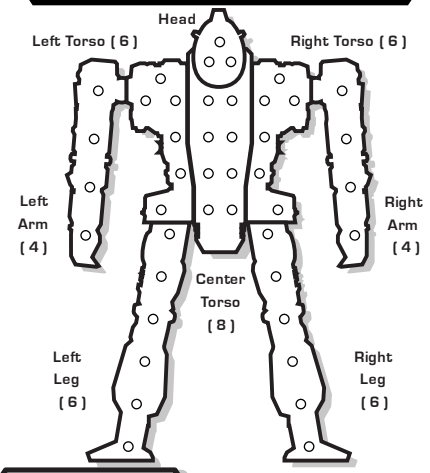
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Jump Jet

4-6
1. Jump Jet
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. A-Pod
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Mist Lynx (Koshi) B

Movement Points:		**Tonnage:**	25
Walking:	7	**Tech Base:**	Clan
Running:	11	**Rules Level:**	Standard
Jumping:	6	**Role:**	Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
2	SRM 6	RA	4	2/Msl [M,C,S]	—	3	6	9
1	ER Small Laser	RA	2	5 [DE]	—	2	4	6
1	Active Probe	HD	—	[E]	—	—	—	5

Ammo: (SRM 6) 30

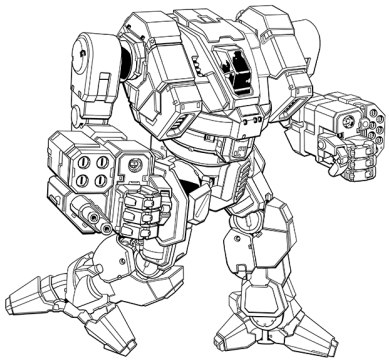
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WARRIOR DATA

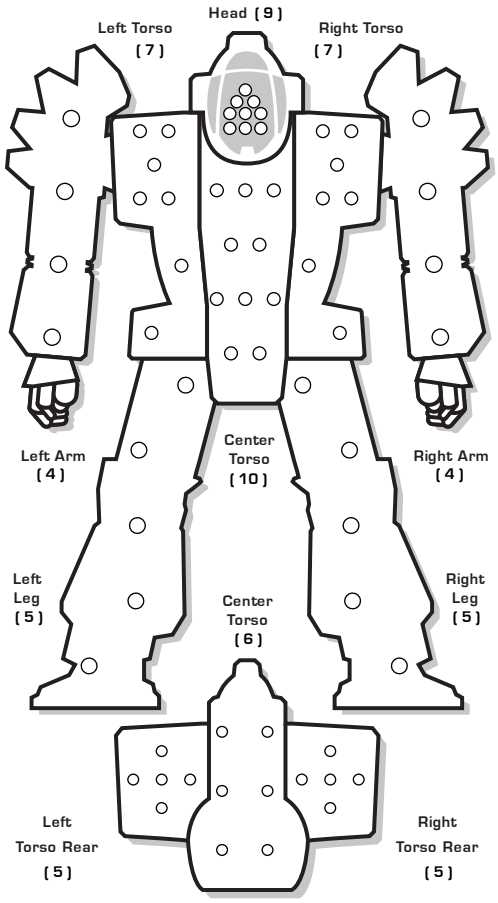
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Active Probe
5. Sensors
6. Life Support

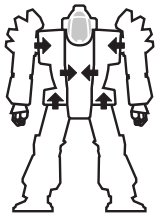
Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 6
6. SRM 6

4-6
1. ER Small Laser
2. Ammo (SRM 6) 15
3. Ammo (SRM 6) 15
4. Endo Steel
5. Ferro-Fibrous
6. Roll Again

Right Torso

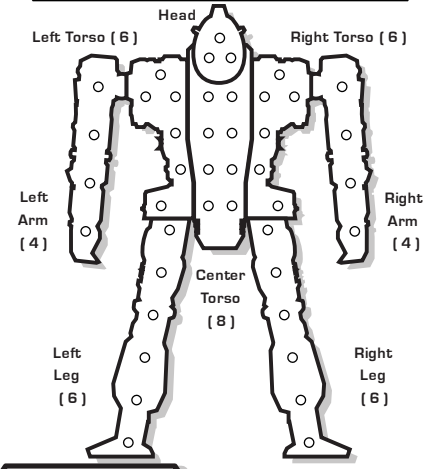
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Jump Jet

4-6
1. Jump Jet
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Mist Lynx (Koshi) C

Movement Points:		**Tonnage:**	25
Walking:	7	**Tech Base:**	Clan
Running:	11	**Rules Level:**	Standard
Jumping:	6	**Role:**	Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	LA	—	[E]	—	—	—	6
1	Anti-Missile System	LA	1	[PD]	—	1	—	—
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Active Probe	HD	—	[E]	—	—	—	5

Ammo: (AMS) 24

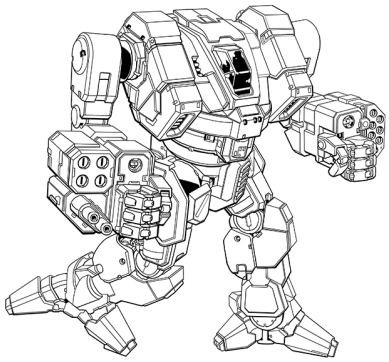
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WARRIOR DATA

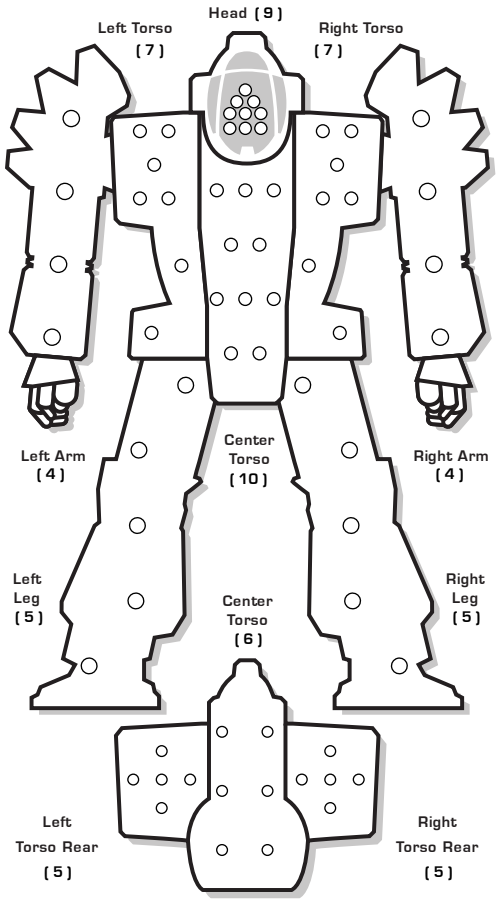
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ECM Suite
6. Anti-Missile System

4-6
1. Ammo (AMS) 24
2. Endo Steel
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

Head

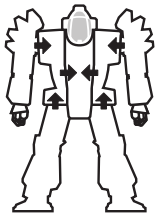
1. Life Support
2. Sensors
3. Cockpit
4. Active Probe
5. Sensors
6. Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser
6. ER Medium Laser

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

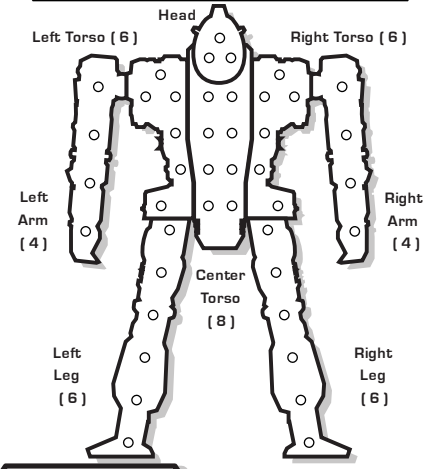
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Jump Jet

4-6
1. Jump Jet
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Mist Lynx (Koshi) D

Movement Points:		**Tonnage:**	25
Walking:	7	**Tech Base:**	Clan
Running:	11	**Rules Level:**	Standard
Jumping:	6	**Role:**	Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/2	LA	1	2/Sht [DB,R/C]	2	9	18	27
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Small Laser	RA	2	5 [DE]	—	2	4	6
1	Active Probe	HD	—	[E]	—	—	—	5

Ammo: [Ultra AC/2] 45

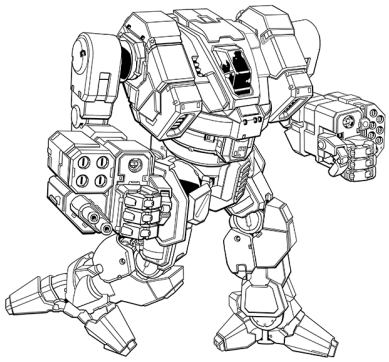
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WARRIOR DATA

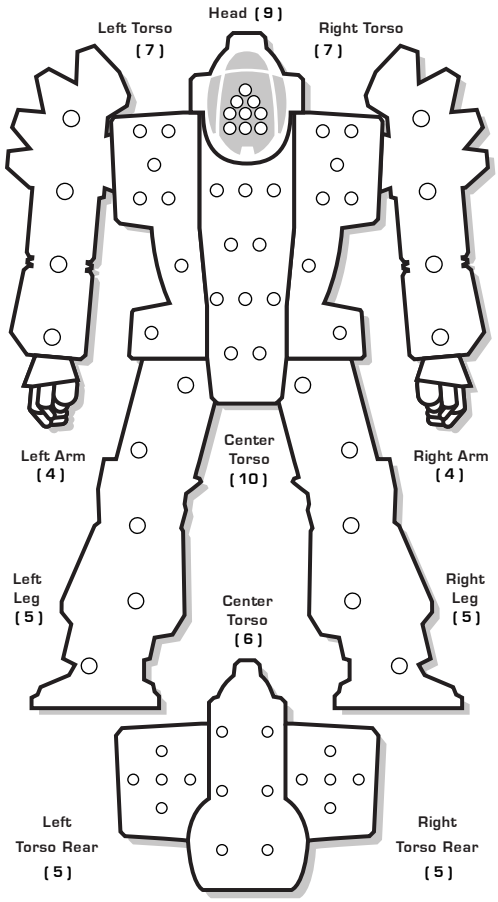
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Ultra AC/2
4. Ultra AC/2
5. Ammo (Ultra AC/2) 45
6. Endo Steel

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

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

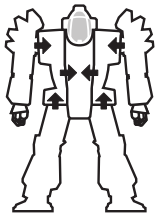
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Active Probe
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Small Laser

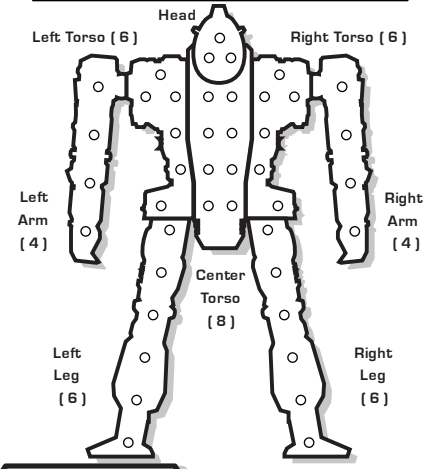
4-6
1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Jump Jet

4-6
1. Jump Jet
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Arctic Cheetah (Hankyu) Prime

Movement Points:		**Tonnage:**	30
Walking:	8	**Tech Base:**	Clan
Running:	12	**Rules Level:**	Standard
Jumping:	6	**Role:**	Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	LRM 5	LA	2	1/Msl [M,C,S]	—	7	14	21
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	LRM 5	RA	2	1/Msl [M,C,S]	—	7	14	21
1	TAG	LT	—	[E]	—	5	9	15
1	ECM Suite	LT	—	[E]	—	—	—	6
1	Flamer	RT	3	2 [DE,H,AI]	—	1	2	3
1	Active Probe	RT	—	[E]	—	—	—	5

Ammo: (LRM 5) 48

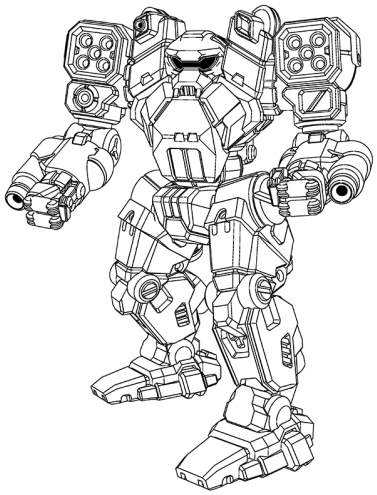
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WARRIOR DATA

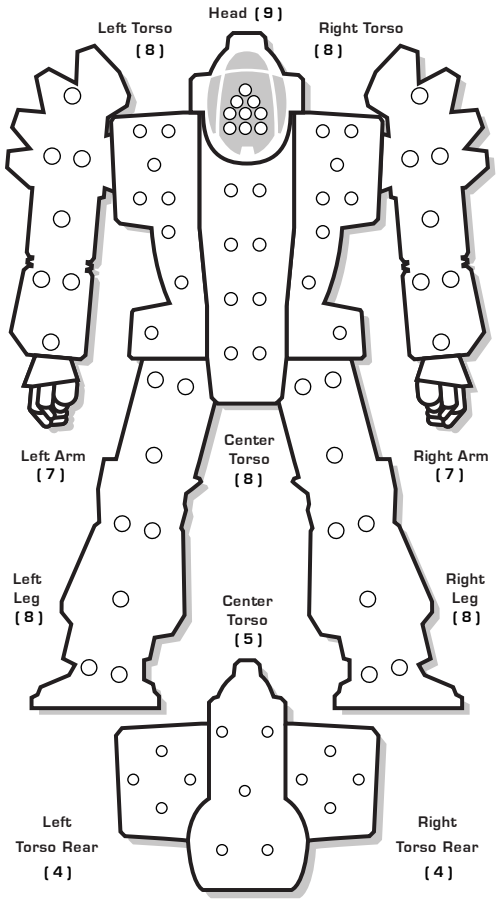
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. LRM 5

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Ammo (LRM 5) 24
4. TAG
5. ECM Suite
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

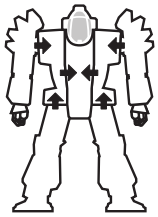
Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Jump Jet

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. LRM 5

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

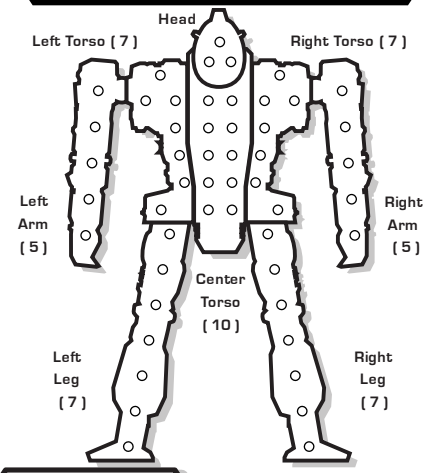
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Flamer
6. Ammo (LRM 5) 24

4-6
1. Active Probe
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Arctic Cheetah (Hankyu) A

Movement Points:		**Tonnage:**	30
Walking:	8	**Tech Base:**	Clan
Running:	12	**Rules Level:**	Standard
Jumping:	6	**Role:**	Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 6	LA	4	2/Msl [M,C]	—	4	8	12
1	Flamer	LA	3	2 [DE,H,AI]	—	1	2	3
1	Streak SRM 6	RA	4	2/Msl [M,C]	—	4	8	12
1	Small Pulse Laser	RA	2	3 [P,AI]	—	2	4	6

Ammo: (Streak SRM 6) 30

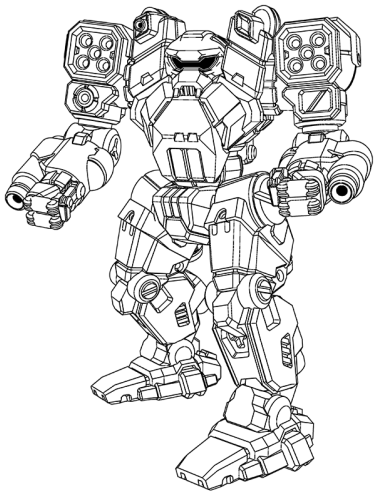
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WARRIOR DATA

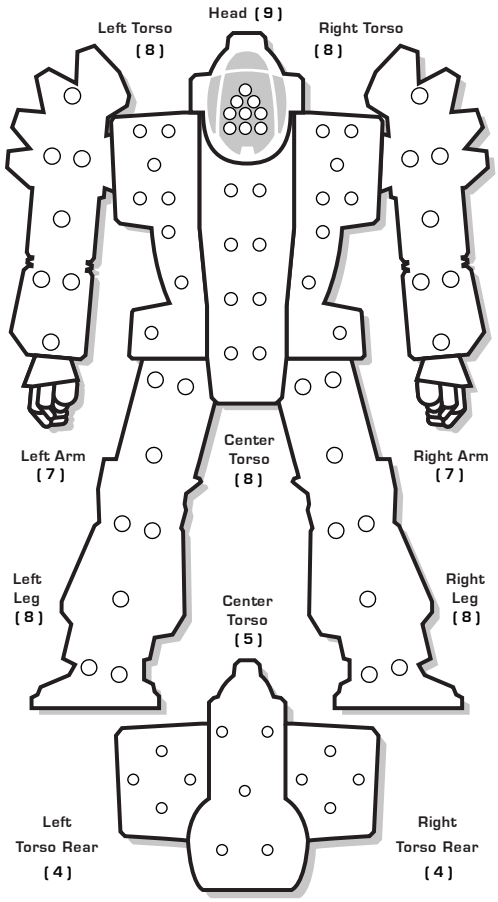
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. [Streak SRM 6
6. [Streak SRM 6

4-6
1. Flamer
2. Endo Steel
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Ammo (Streak SRM 6) 15
4. Endo Steel
5. Endo Steel
6. Endo Steel

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

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

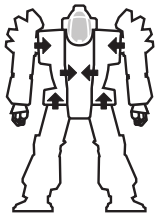
Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Jump Jet

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. [Streak SRM 6
6. [Streak SRM 6

4-6
1. Small Pulse Laser
2. Endo Steel
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

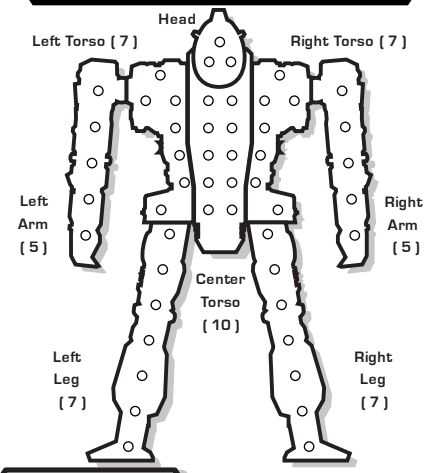
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. [Double Heat Sink
4. [Double Heat Sink
5. Ammo (Streak SRM 6) 15
6. Endo Steel

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Double Heat Sinks: 10 (20)

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 Scale

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Arctic Cheetah (Hankyu) B

Movement Points:		**Tonnage:**	30
Walking:	8	**Tech Base:**	Clan
Running:	12	**Rules Level:**	Standard
Jumping:	6	**Role:**	Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	LB 2-X AC	RA	1	2 [DB,C/F/S]	4	10	20	30
1	Flamer	RA	3	2 [DE,H,AI]	—	1	2	3

Ammo: (LB-2X) 45

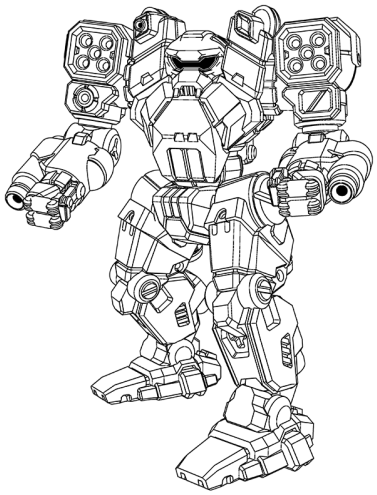
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WARRIOR DATA

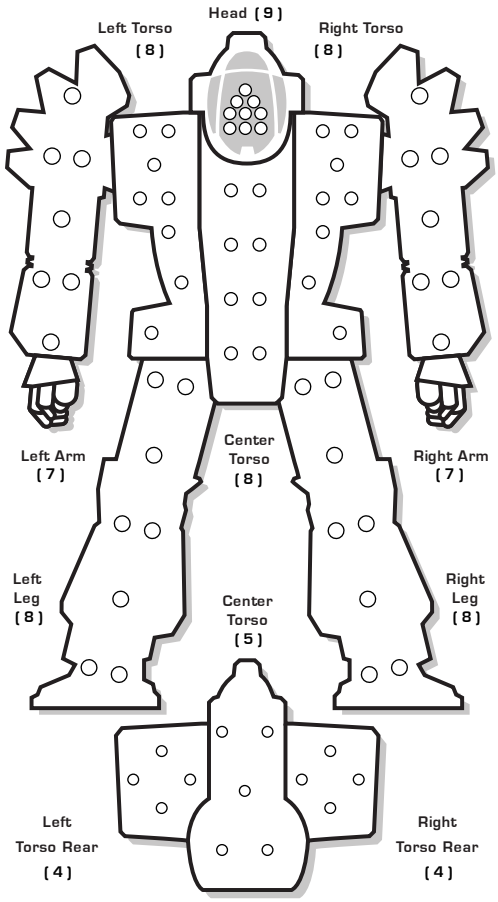
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. Medium Pulse Laser

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Ferro-Fibrous

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

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

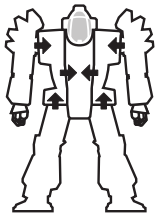
Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Jump Jet

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. LB 2-X AC
4. LB 2-X AC
5. LB 2-X AC
6. Flamer

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

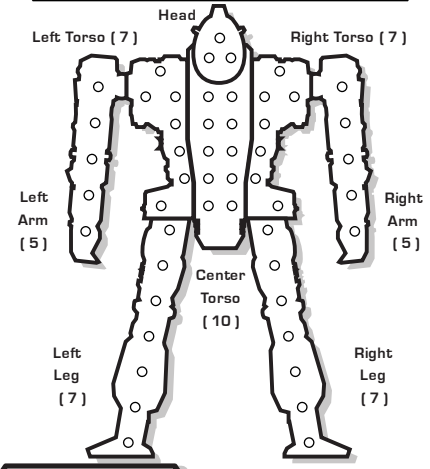
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Ammo (LB-2X) 45
6. Endo Steel

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Double Heat Sinks: 10 (20)

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 Scale

Overflow

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Arctic Cheetah (Hankyu) C

Movement Points:		**Tonnage:**	30
Walking:	8	**Tech Base:**	Clan
Running:	12	**Rules Level:**	Standard
Jumping:	6	**Role:**	Striker

Weapons & Equipment Inventory (hexes)

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

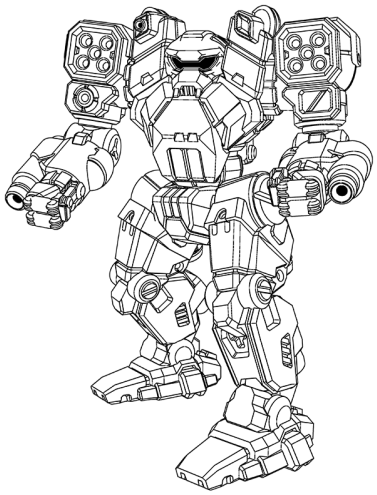
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WARRIOR DATA

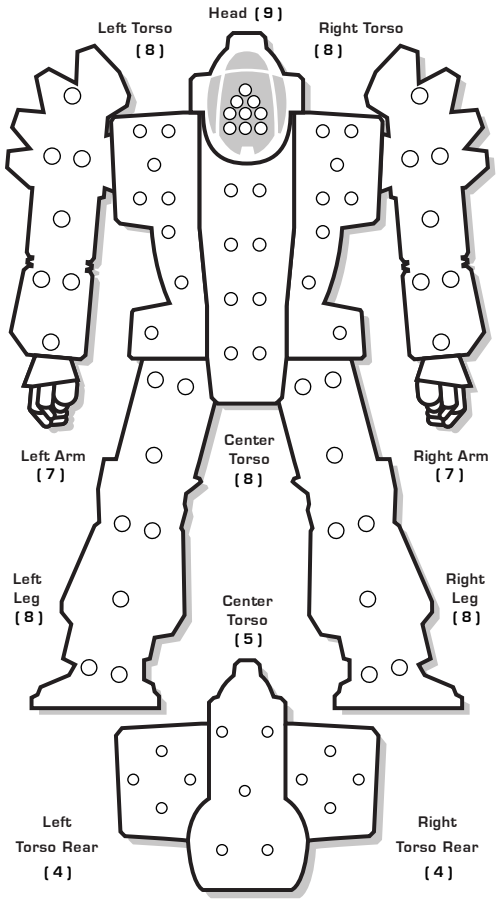
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Medium Pulse Laser
4. Flamer
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

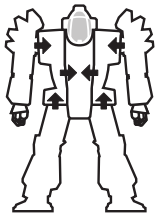
Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Jump Jet

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

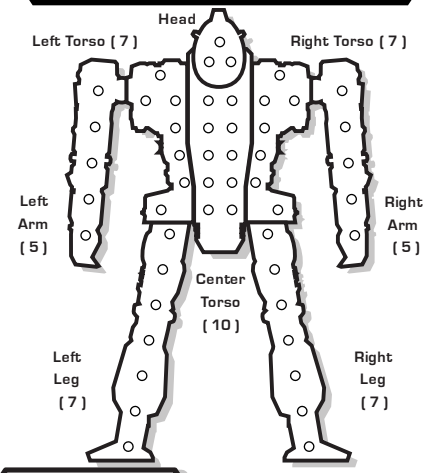
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Medium Pulse Laser
6. Active Probe

4-6
1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Arctic Cheetah (Hankyu) D

Movement Points:		**Tonnage:**	30
Walking:	8	**Tech Base:**	Clan
Running:	12	**Rules Level:**	Standard
Jumping:	6	**Role:**	Missile Boat

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LA	4	1/Msl [M,C,S]	—	7	14	21
1	LRM 10	RA	4	1/Msl [M,C,S]	—	7	14	21
1	Flamer	RT	3	2 [DE,H,AI]	—	1	2	3

Ammo: (LRM 10) 48

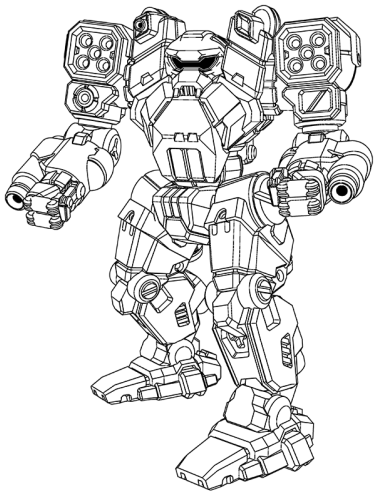
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WARRIOR DATA

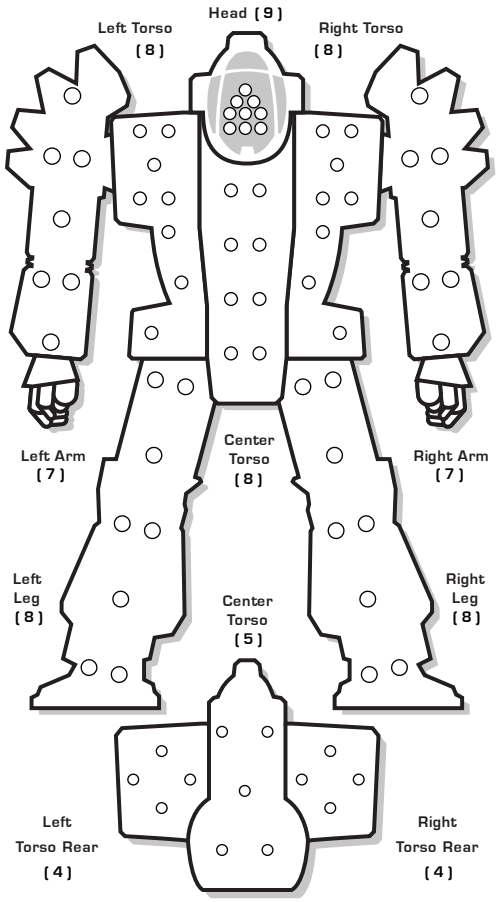
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 10
6. Endo Steel

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

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Ammo (LRM 10) 12
4. Ammo (LRM 10) 12
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

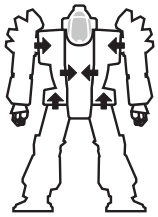
Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Jump Jet

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 10
6. Endo Steel

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

Right Torso (CASE)

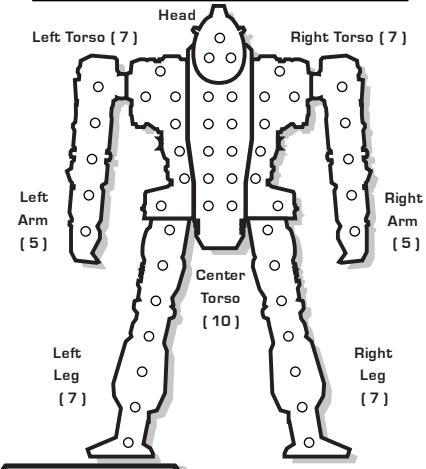
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Flamer
6. Ammo (LRM 10) 12

4-6
1. Ammo (LRM 10) 12
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Incubus (Vixen)

Movement Points:		**Tonnage:**	30
Walking:	9	**Tech Base:**	Clan
Running:	14	**Rules Level:**	Standard
Jumping:	0	**Role:**	Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
2	Machine Gun	LT	—	2 [DB,AI]	—	1	2	3
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
2	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3

Ammo: (Machine Gun) 100

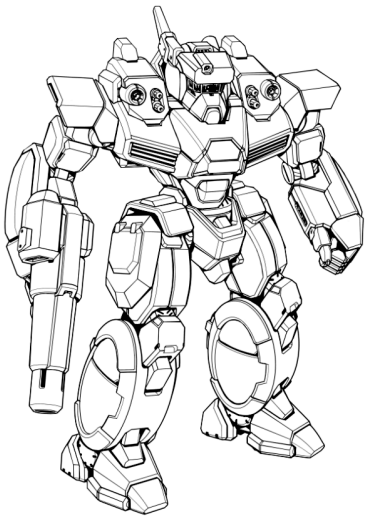
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WARRIOR DATA

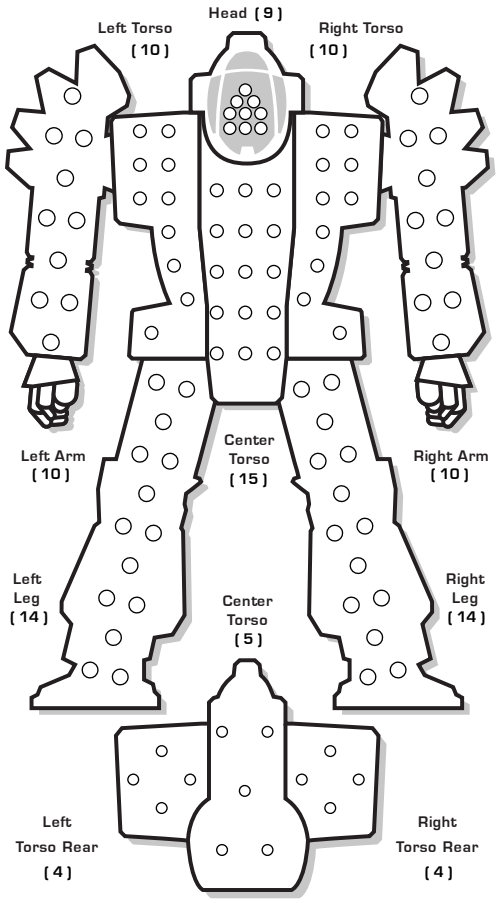
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Medium Laser
4. Machine Gun
5. Machine Gun
6. Endo Steel

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

Head

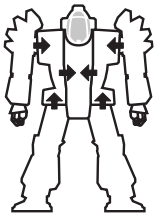
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso (CASE)

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ammo (Machine Gun) 100
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Pulse Laser
6. Large Pulse Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

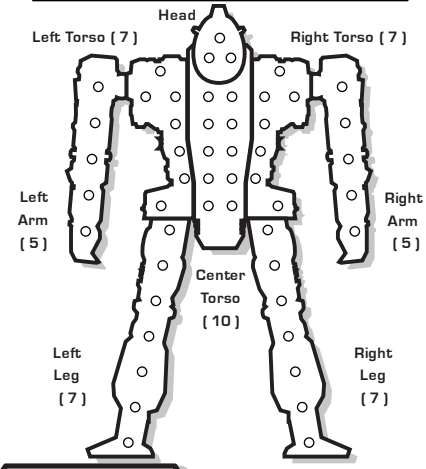
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Medium Laser
4. Machine Gun
5. Machine Gun
6. Endo Steel

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Incubus (Vixen) 2

Movement Points:		**Tonnage:**	30
Walking:	9	**Tech Base:**	Clan
Running:	14	**Rules Level:**	Standard
Jumping:	0	**Role:**	Striker

Weapons & Equipment Inventory (hexes)

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

Ammo: (Machine Gun) 100

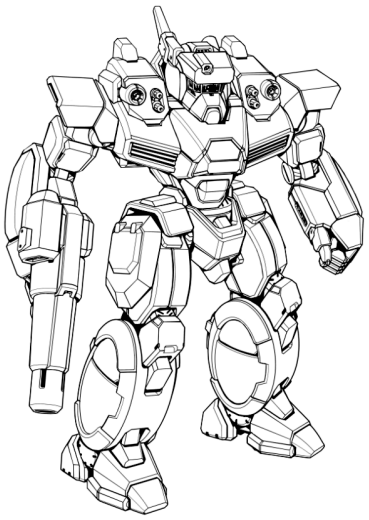
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WARRIOR DATA

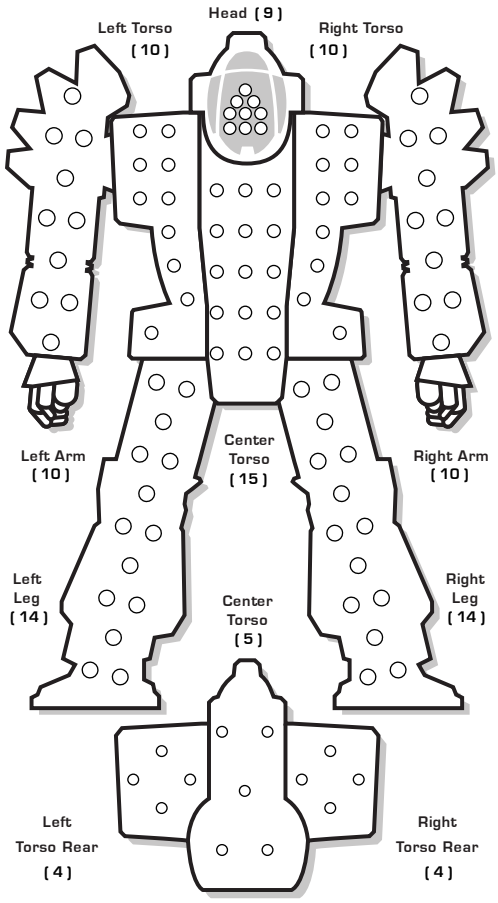
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. ER Medium Laser
4. Machine Gun
5. Machine Gun
6. Endo Steel

1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

Head

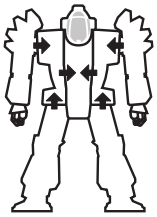
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso (CASE)

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ammo (Machine Gun) 100
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER PPC
6. ER PPC

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

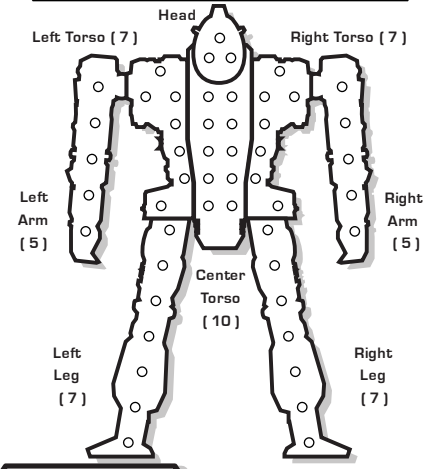
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Medium Laser
4. Machine Gun
5. Machine Gun
6. Endo Steel

1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Incubus (Vixen) 3

Movement Points:		**Tonnage:**	30
Walking:	9	**Tech Base:**	Clan
Running:	14	**Rules Level:**	Standard
Jumping:	0	**Role:**	Striker

Weapons & Equipment Inventory (hexes)

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

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

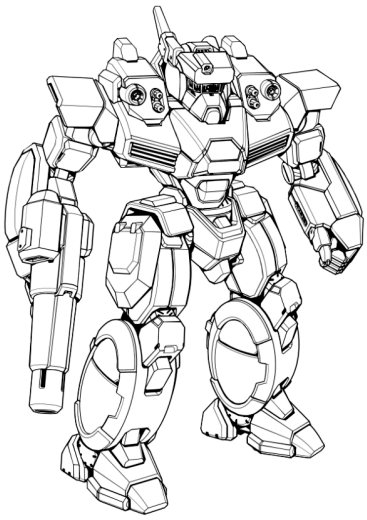
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WARRIOR DATA

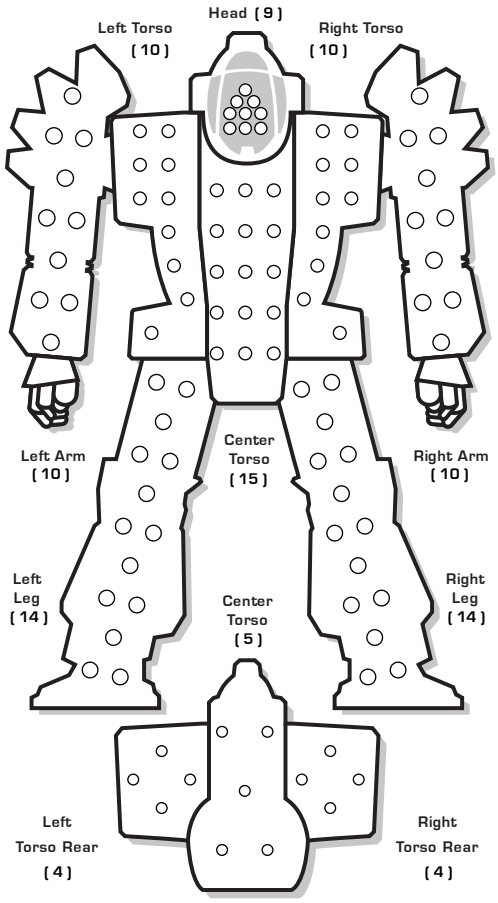
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Medium Pulse Laser
4. Machine Gun
5. Machine Gun
6. Endo Steel

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

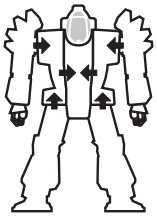
Center Torso (CASE)

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ammo (Machine Gun) 100
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Streak SRM 6
6. Streak SRM 6

4-6
1. Ammo (Streak SRM 6) 15
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

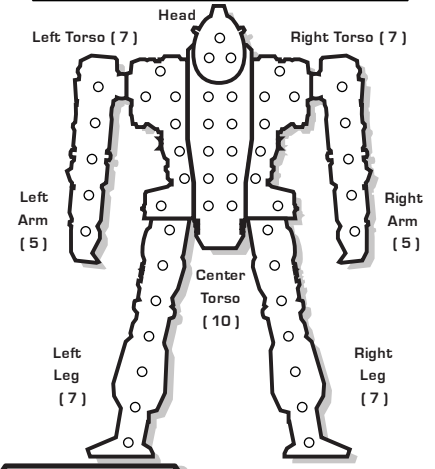
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Medium Pulse Laser
4. Machine Gun
5. Machine Gun
6. Endo Steel

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Kit Fox (Uller) Prime

Movement Points:		**Tonnage:**	30
Walking:	6	**Tech Base:**	Clan
Running:	9	**Rules Level:**	Standard
Jumping:	0	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

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

Ammo: (LB-5X) 20, (Streak SRM 4) 25

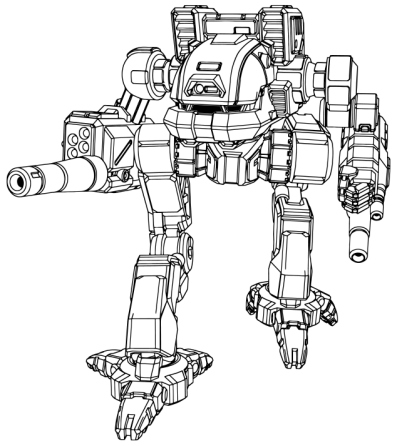
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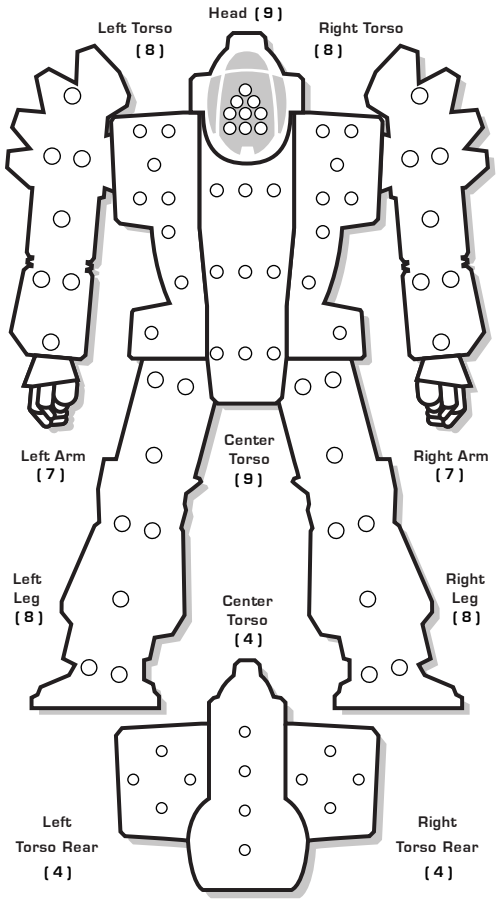
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser
6. Small Pulse Laser

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

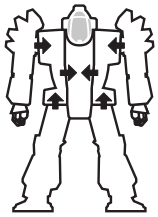
Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Streak SRM 4
4. LB 5-X AC
5. LB 5-X AC
6. LB 5-X AC

4-6
1. LB 5-X AC
2. Ammo (Streak SRM 4) 25
3. Ammo (LB-5X) 20
4. Endo Steel
5. Ferro-Fibrous
6. Roll Again

Right Torso

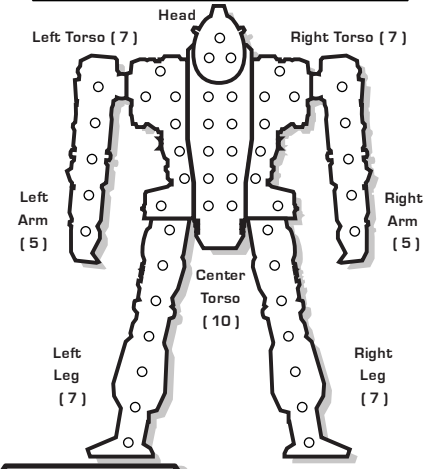
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Ferro-Fibrous

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

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Kit Fox (Uller) A

Movement Points:		**Tonnage:**	30
Walking:	6	**Tech Base:**	Clan
Running:	9	**Rules Level:**	Standard
Jumping:	0	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22

Ammo: (Gauss) 16

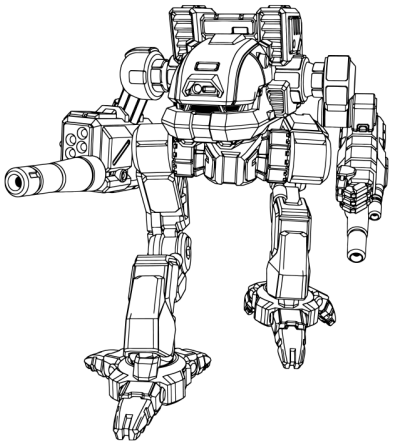
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WARRIOR DATA

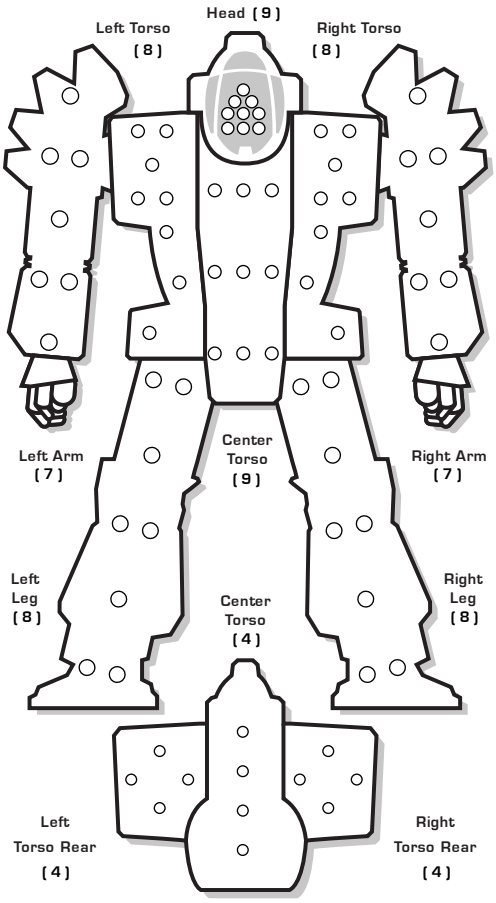
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

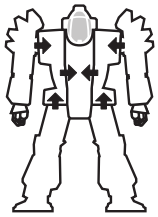
Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

4-6
1. Gauss Rifle
2. Gauss Rifle
3. Ammo (Gauss) 8
4. Ammo (Gauss) 8
5. Endo Steel
6. Ferro-Fibrous

Right Torso

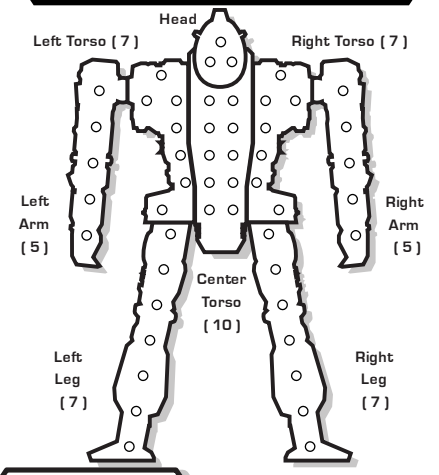
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Ferro-Fibrous

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

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Kit Fox (Uller) B

Movement Points:		**Tonnage:**	30
Walking:	6	**Tech Base:**	Clan
Running:	9	**Rules Level:**	Standard
Jumping:	0	**Role:**	Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER Small Laser	LA	2	5 [DE]	—	2	4	6
1	Ultra AC/10	RA	3	10/Sht [DB,R/C]	—	6	12	18
1	SRM 6	RA	4	2/Msl [M,C,S]	—	3	6	9

Ammo: (SRM 6) 15, (Ultra AC/10) 20

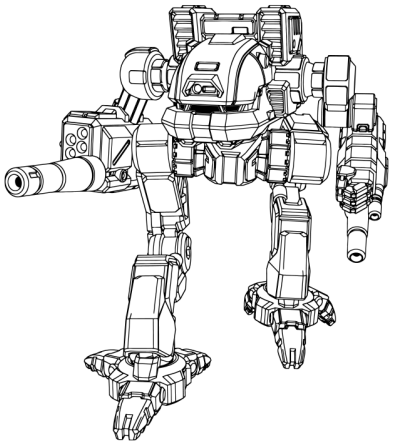
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WARRIOR DATA

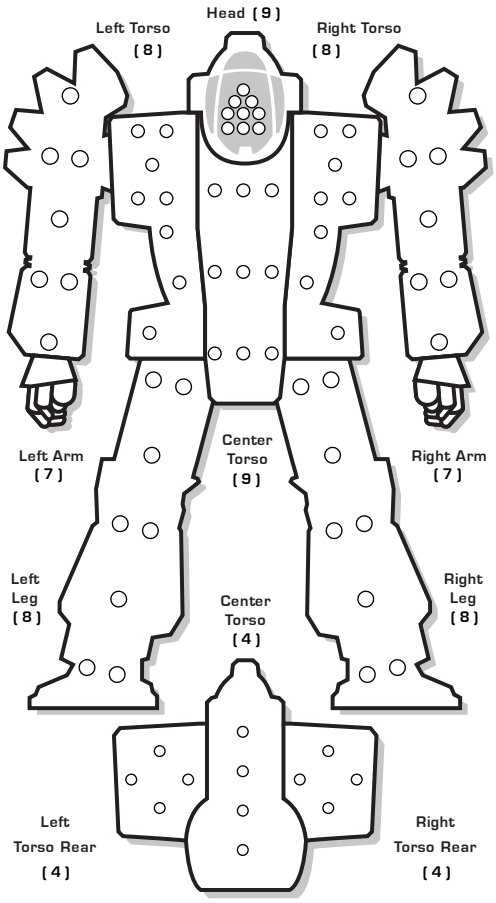
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Small Laser

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

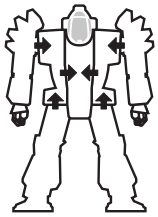
Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Ultra AC/10
4. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10

4-6
1. SRM 6
2. Ammo (SRM 6) 15
3. Endo Steel
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Torso (CASE)

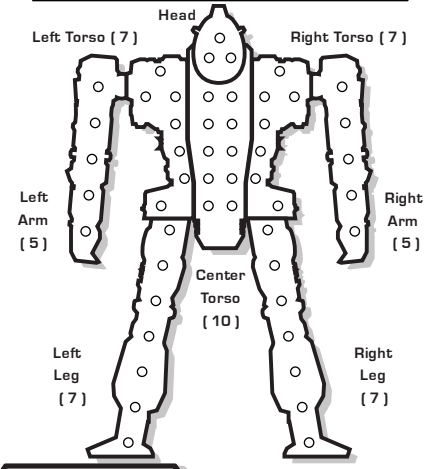
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Ammo (Ultra AC/10) 10
4. Ammo (Ultra AC/10) 10
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Kit Fox (Uller) C

Movement Points:		**Tonnage:**	30
Walking:	6	**Tech Base:**	Clan
Running:	9	**Rules Level:**	Standard
Jumping:	0	**Role:**	Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	A-Pod	LL	—	[PD,OS,AI]	—	—	—	—
1	A-Pod	RL	—	[PD,OS,AI]	—	—	—	—
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	Small Pulse Laser	LA	2	3 [P,AI]	—	2	4	6
2	Machine Gun	LA	—	2 [DB,AI]	—	1	2	3
3	Anti-Missile System	RA	1	[PD]	—	1	—	—
1	ECM Suite	RA	—	[E]	—	—	—	6
1	TAG	RA	—	[E]	—	5	9	15
1	Active Probe	RA	—	[E]	—	—	—	5

Ammo: (AMS) 96, (Machine Gun) 200

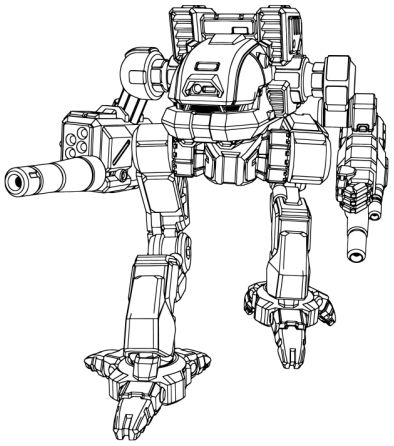
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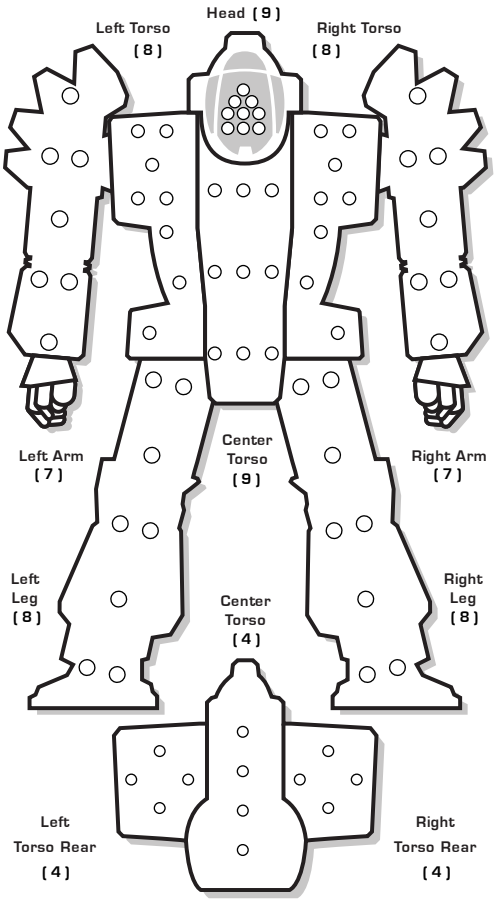
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser
6. Small Pulse Laser

4-6
1. Machine Gun
2. Machine Gun
3. Endo Steel
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Ammo (Machine Gun) 200
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. A-Pod
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

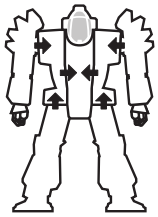
Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Anti-Missile System
6. Anti-Missile System

4-6
1. Anti-Missile System
2. ECM Suite
3. TAG
4. Active Probe
5. Endo Steel
6. Ferro-Fibrous

Right Torso (CASE)

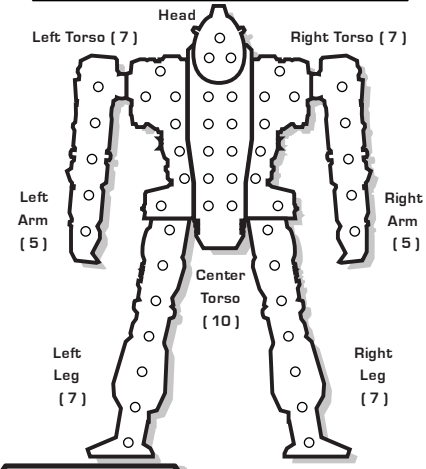
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Ammo (AMS) 24
4. Ammo (AMS) 24
5. Ammo (AMS) 24
6. Ammo (AMS) 24

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. A-Pod
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Kit Fox (Uller) D

Movement Points:		**Tonnage:**	30
Walking:	6	**Tech Base:**	Clan
Running:	9	**Rules Level:**	Standard
Jumping:	0	**Role:**	Missile Boat

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LA	5	1/Msl [M,C,S]	—	7	14	21
1	LRM 5	LA	2	1/Msl [M,C,S]	—	7	14	21
1	LRM 15	RA	5	1/Msl [M,C,S]	—	7	14	21
1	Narc	RA	—	[M]	—	4	8	12

Ammo: (LRM 15 Narc-capable) 32, (LRM 5 Narc-capable) 24, (Narc) 6

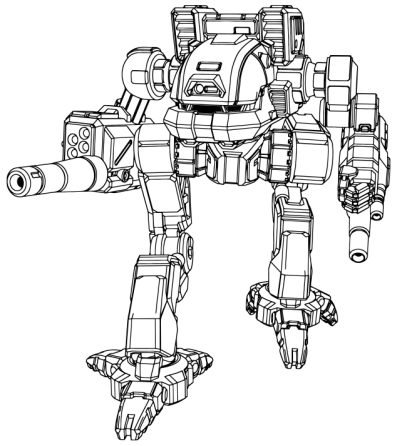
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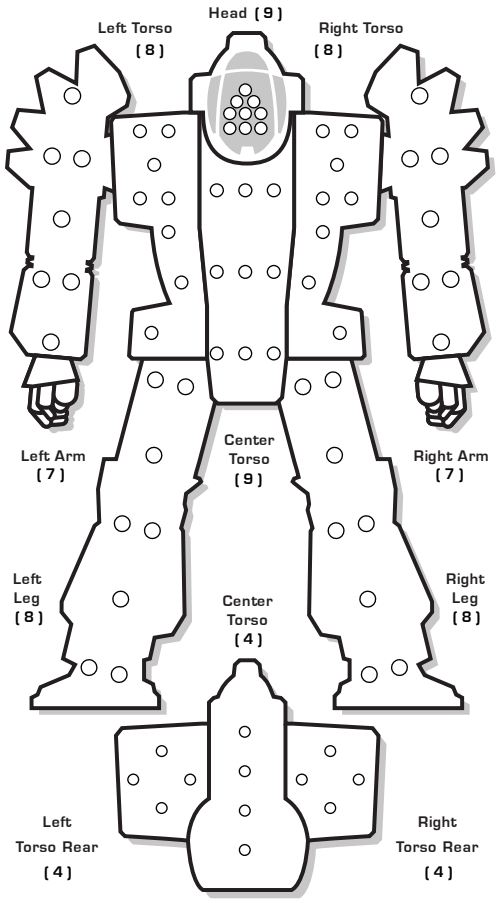
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 15
6. LRM 15

4-6
1. LRM 5
2. Ammo (LRM 15 Narc-capable) 8
3. Ammo (LRM 15 Narc-capable) 8
4. Endo Steel
5. Ferro-Fibrous
6. Roll Again

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Ammo (LRM 5 Narc-capable) 24
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

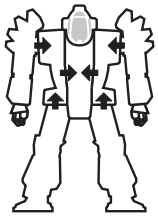
Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 15
6. LRM 15

4-6
1. Narc
2. Endo Steel
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

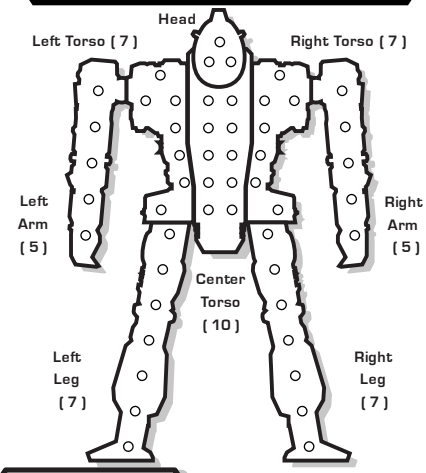
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Ammo (LRM 15 Narc-capable) 8
4. Ammo (LRM 15 Narc-capable) 8
5. Ammo (Narc) 6
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Kit Fox (Uller) S

Movement Points:		**Tonnage:**	30
Walking:	6	**Tech Base:**	Clan
Running:	9	**Rules Level:**	Standard
Jumping:	6	**Role:**	Striker

Weapons & Equipment Inventory (hexes)

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

Ammo: (Machine Gun) 100, (Streak SRM 4) 25

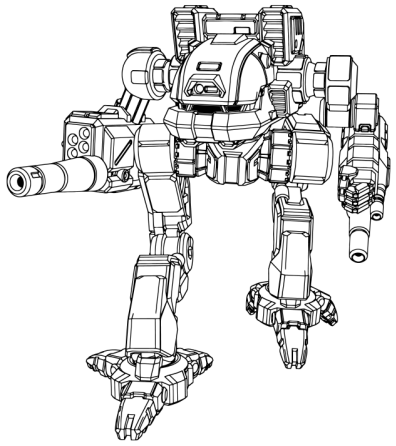
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WARRIOR DATA

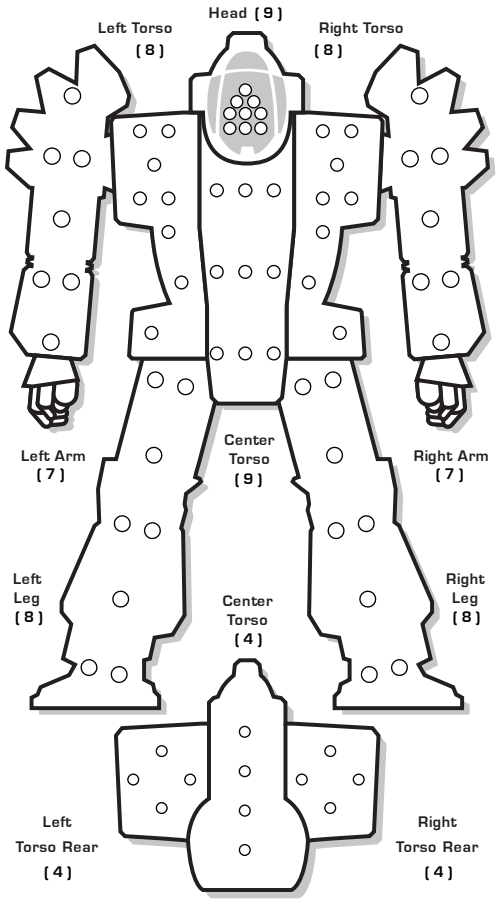
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Streak SRM 4
6. Medium Pulse Laser

4-6
1. Ammo (Streak SRM 4) 25
2. Endo Steel
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Jump Jet
2. Machine Gun
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

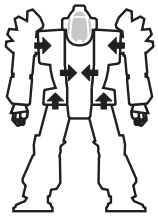
Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Large Pulse Laser
4. Large Pulse Laser
5. Small Pulse Laser
6. Endo Steel

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

Right Torso (CASE)

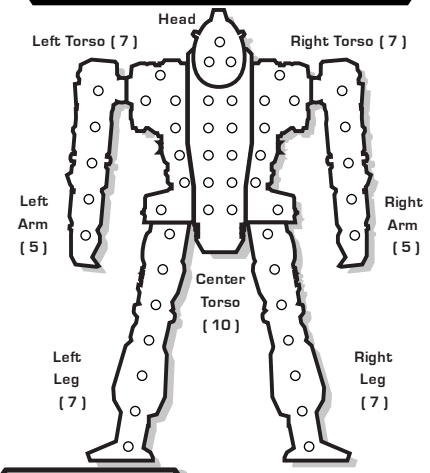
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Machine Gun
5. Ammo (Machine Gun) 100
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Adder (Puma) Prime

Movement Points:		**Tonnage:**	35
Walking:	6	**Tech Base:**	Clan
Running:	9	**Rules Level:**	Standard
Jumping:	0	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15 [DE]	—	7	14	23
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Flamer	CT	3	2 [DE,H,AI]	—	1	2	3

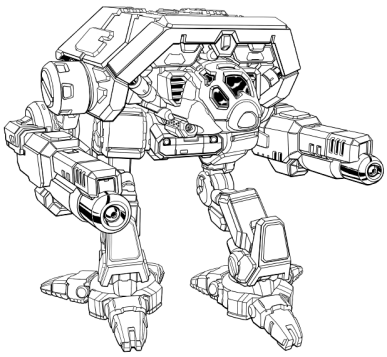
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WARRIOR DATA

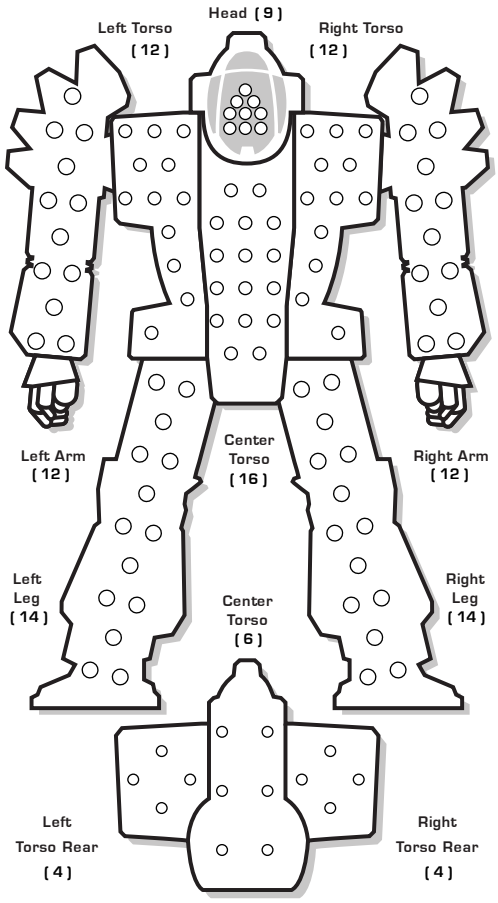
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. ER PPC (1-3)
4. ER PPC (1-3)
5. Ferro-Fibrous
6. Roll Again

(4-6)
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink (1-3)
4. Double Heat Sink (1-3)
5. Double Heat Sink (1-3)
6. Double Heat Sink (1-3)

(4-6)
1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

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

Head

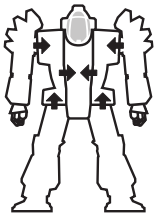
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)

1. Gyro (4-6)
2. XL Fusion Engine (4-6)
3. XL Fusion Engine (4-6)
4. XL Fusion Engine (4-6)
5. Flamer (4-6)
6. Endo Steel (4-6)

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. ER PPC (1-3)
4. ER PPC (1-3)
5. Ferro-Fibrous
6. Roll Again

(4-6)
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

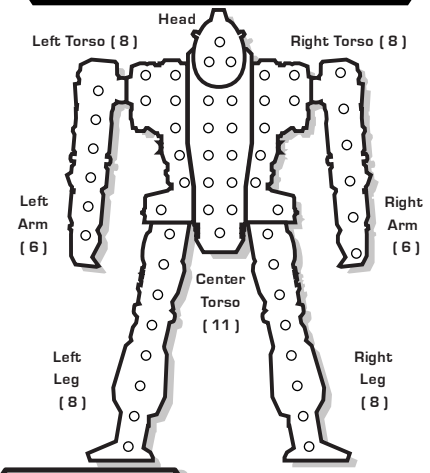
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink (1-3)
4. Double Heat Sink (1-3)
5. Targeting Computer (1-3)
6. Targeting Computer (1-3)

1. Targeting Computer (4-6)
2. Endo Steel (4-6)
3. Ferro-Fibrous (4-6)
4. Ferro-Fibrous (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 11 (22)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Adder (Puma) A

Movement Points:		**Tonnage:**	35
Walking:	6	**Tech Base:**	Clan
Running:	9	**Rules Level:**	Standard
Jumping:	0	**Role:**	Missile Boat

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	LA	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20	RA	6	1/Msl [M,C,S]	—	7	14	21
1	Small Pulse Laser	LT	2	3 [P,AI]	—	2	4	6
1	Small Pulse Laser	RT	2	3 [P,AI]	—	2	4	6
1	Flamer	CT	3	2 [DE,H,AI]	—	1	2	3

Ammo: (LRM 20) 24

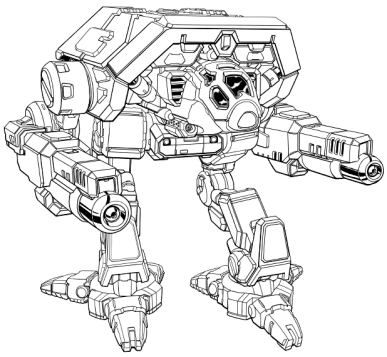
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WARRIOR DATA

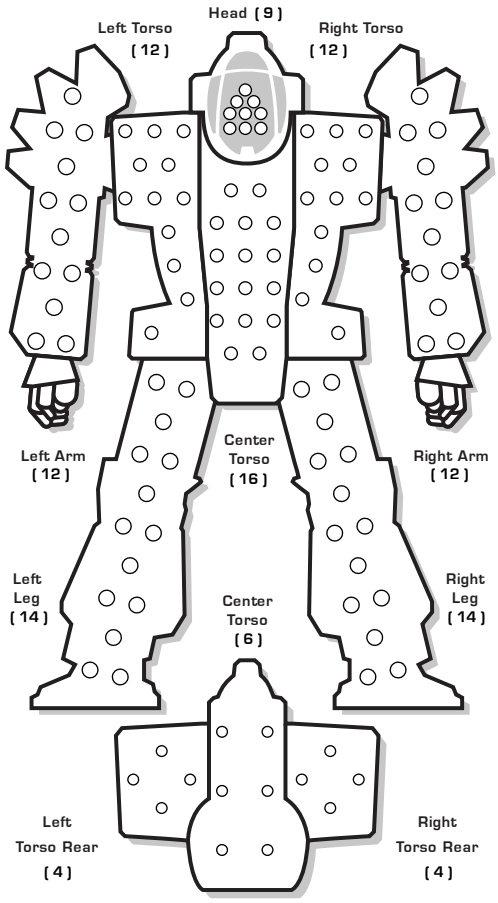
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 20
6. LRM 20

4-6
1. LRM 20
2. LRM 20
3. Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
5. Ferro-Fibrous
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Small Pulse Laser
6. Endo Steel

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

Left Leg

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

Head

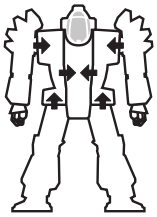
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Flamer
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 20
6. LRM 20

4-6
1. LRM 20
2. LRM 20
3. Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
5. Ferro-Fibrous
6. Roll Again

Right Torso

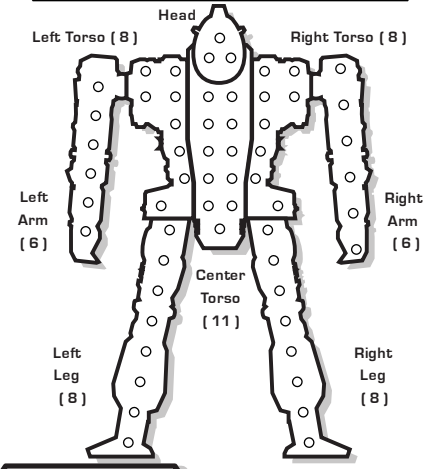
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Small Pulse Laser
6. Endo Steel

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Adder (Puma) B

Movement Points:		**Tonnage:**	35
Walking:	6	**Tech Base:**	Clan
Running:	9	**Rules Level:**	Standard
Jumping:	0	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 5-X AC	LA	1	5 [DB,C/F/S]	3	8	15	24
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	Flamer	CT	3	2 [DE,H,AI]	—	1	2	3

Ammo: (LB-5X) 20

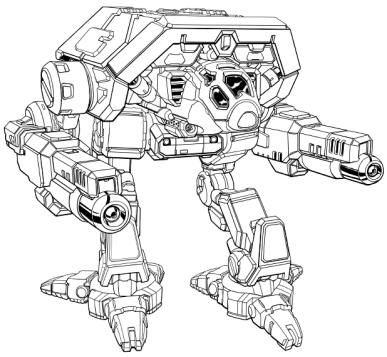
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WARRIOR DATA

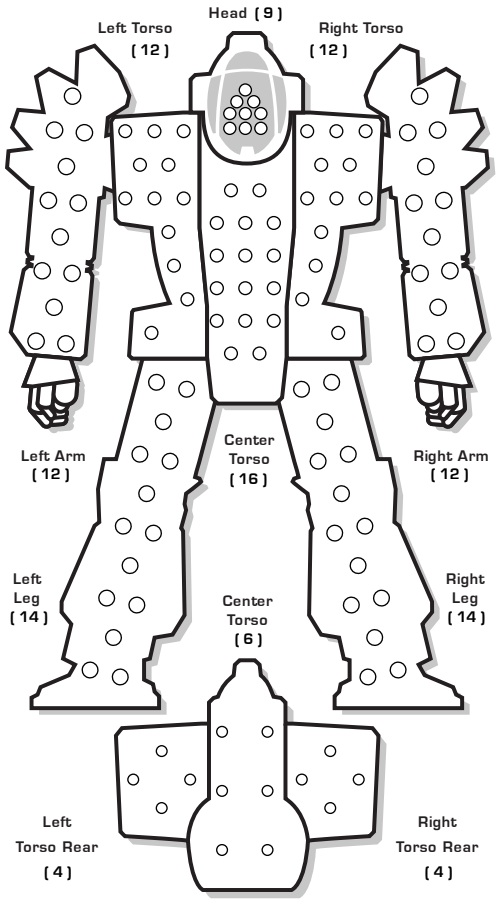
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator

1-3
3. LB 5-X AC
4. LB 5-X AC
5. LB 5-X AC
6. LB 5-X AC

4-6
1. Ammo (LB-5X) 20
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Double Heat Sink
4. Double Heat Sink
5. ER Medium Laser
6. Endo Steel

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

Left Leg

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

Head

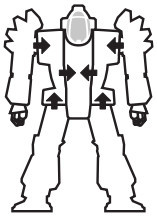
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Flamer
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Pulse Laser
6. Large Pulse Laser

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

Right Torso

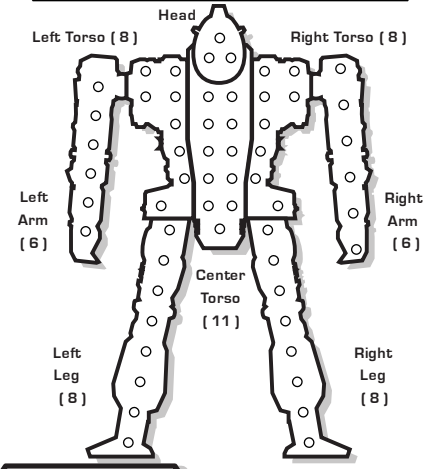
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. ER Medium Laser
6. Endo Steel

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Adder (Puma) C

Movement Points:		**Tonnage:**	35
Walking:	6	**Tech Base:**	Clan
Running:	9	**Rules Level:**	Standard
Jumping:	0	**Role:**	Missile Boat

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LA	5	1/Msl [M,C,S]	—	7	14	21
1	LRM 15	RA	5	1/Msl [M,C,S]	—	7	14	21
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	Narc	RT	—	[M]	—	4	8	12
1	Flamer	CT	3	2 [DE,H,AI]	—	1	2	3

Ammo: (LRM 15 Narc-capable) 32, (Narc) 6

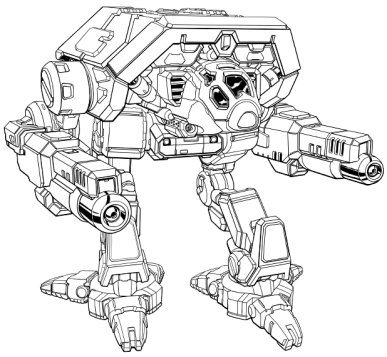
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WARRIOR DATA

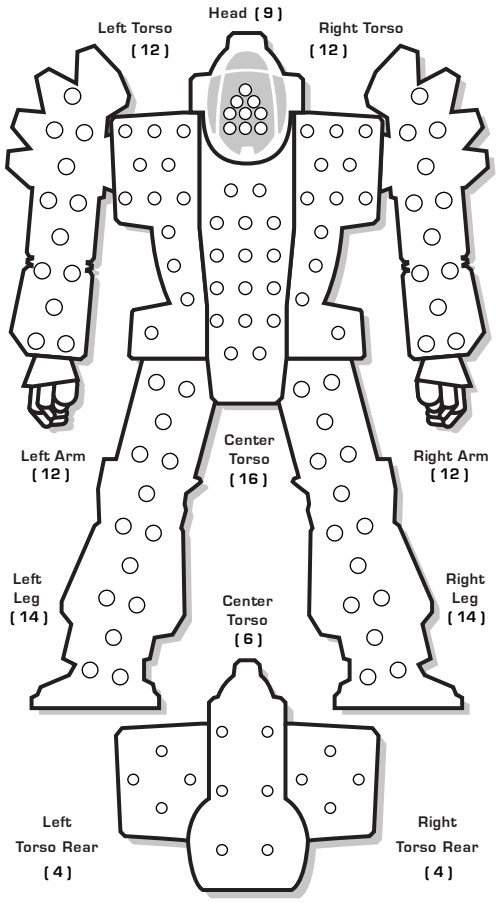
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 15
6. LRM 15

4-6
1. Ammo (LRM 15 Narc-capable) 8
2. Ammo (LRM 15 Narc-capable) 8
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Medium Pulse Laser
6. Endo Steel

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

Left Leg

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

Head

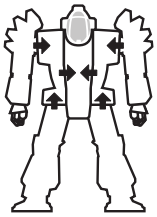
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Flamer
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 15
6. LRM 15

4-6
1. Ammo (LRM 15 Narc-capable) 8
2. Ammo (LRM 15 Narc-capable) 8
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

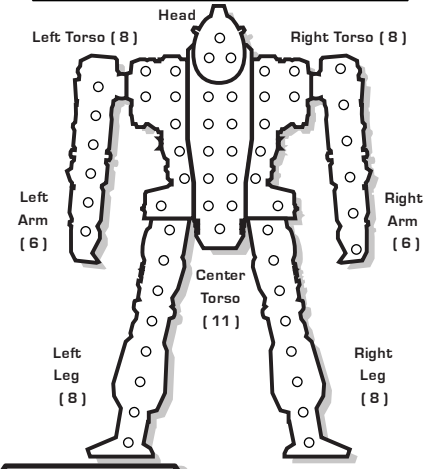
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Narc
6. Ammo (Narc) 6

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Adder (Puma) D

Movement Points:		**Tonnage:**	35
Walking:	6	**Tech Base:**	Clan
Running:	9	**Rules Level:**	Standard
Jumping:	0	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	Ultra AC/5	RA	1	5/Sht [DB,R/C]	—	7	14	21
1	Streak SRM 2	LT	2	2/Msl [M,C]	—	4	8	12
1	Streak SRM 2	RT	2	2/Msl [M,C]	—	4	8	12
1	Flamer	CT	3	2 [DE,H,AI]	—	1	2	3

Ammo: (Streak SRM 2) 100, (Ultra AC/5) 20

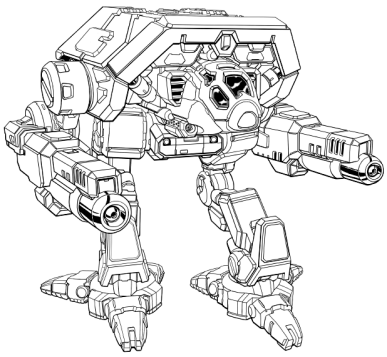
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WARRIOR DATA

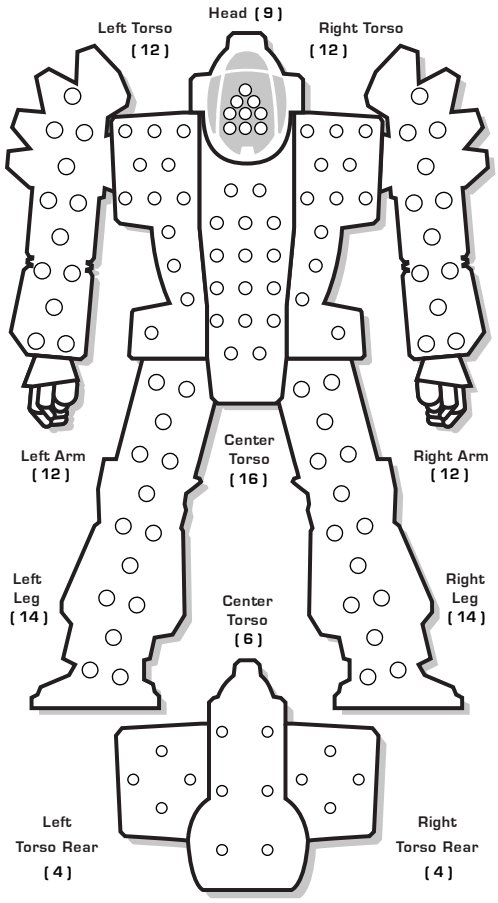
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser
6. Ferro-Fibrous

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Streak SRM 2
6. Ammo (Streak SRM 2) 50

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

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

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

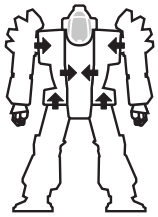
Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Flamer
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Ultra AC/5
4. Ultra AC/5
5. Ultra AC/5
6. Ammo (Ultra AC/5) 20

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

Right Torso (CASE)

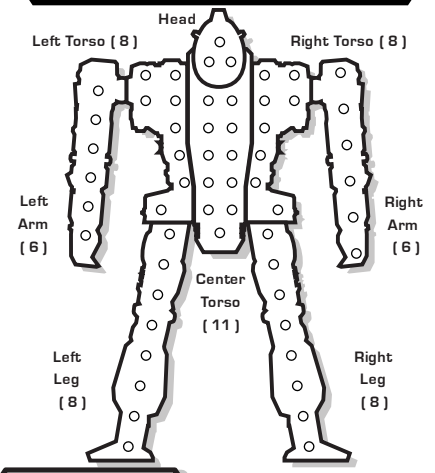
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Streak SRM 2
6. Ammo (Streak SRM 2) 50

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Adder (Puma) TC

Movement Points:		**Tonnage:**	35
Walking:	6	**Tech Base:**	Clan
Running:	9	**Rules Level:**	Standard
Jumping:	0	**Role:**	Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
5	Machine Gun	LA	—	2 [DB,AI]	—	1	2	3
5	Machine Gun	RA	—	2 [DB,AI]	—	1	2	3
1	Small Pulse Laser	LT	2	3 [P,AI]	—	2	4	6
1	Anti-Missile System	LT	1	[PD]	—	1	—	—
1	Active Probe	LT	—	[E]	—	—	—	5
1	Large Pulse Laser	RT	10	10 [P]	—	6	14	20
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Flamer	CT	3	2 [DE,H,AI]	—	1	2	3

Ammo: (AMS) 24, (Machine Gun) 200

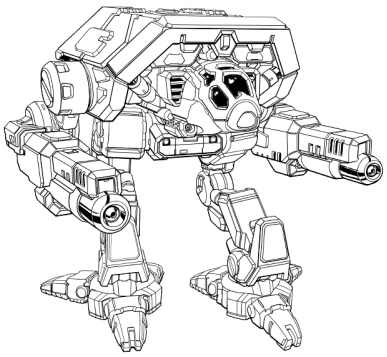
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WARRIOR DATA

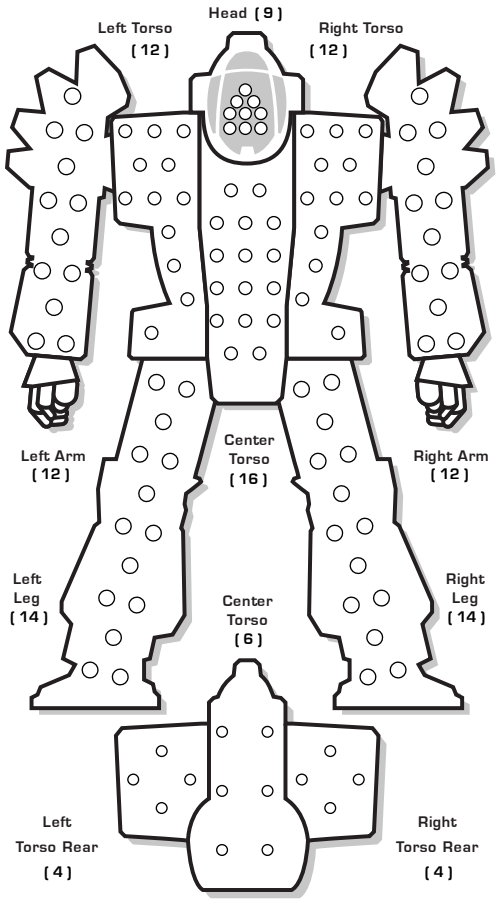
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Machine Gun
4. Machine Gun
5. Machine Gun
6. Machine Gun

4-6
1. Machine Gun
2. Ammo (Machine Gun) 100
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Small Pulse Laser
2. Anti-Missile System
3. Active Probe
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

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

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

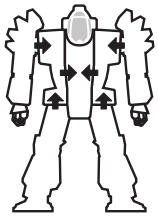
Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Flamer
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Machine Gun
4. Machine Gun
5. Machine Gun
6. Machine Gun

4-6
1. Machine Gun
2. Ammo (Machine Gun) 100
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

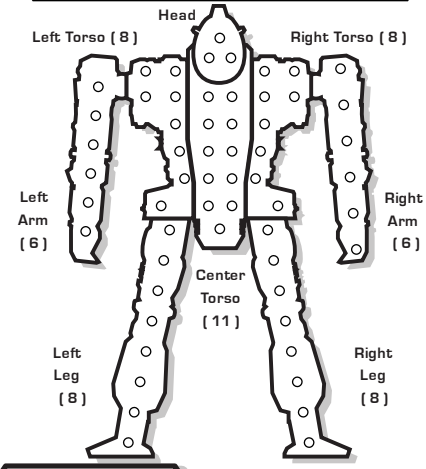
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Large Pulse Laser
6. Large Pulse Laser

4-6
1. Targeting Computer
2. Targeting Computer
3. Ammo (AMS) 24
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 11 (22)

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

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Horned Owl (Peregrine)

Movement Points:		**Tonnage:**	35
Walking:	6	**Tech Base:**	Clan
Running:	9	**Rules Level:**	Standard
Jumping:	6	**Role:**	Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	Large Pulse Laser	CT	10	10 [P]	—	6	14	20

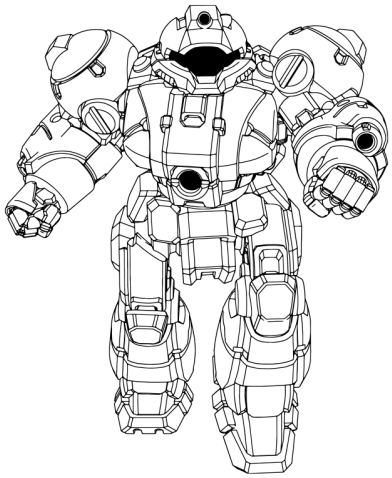
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WARRIOR DATA

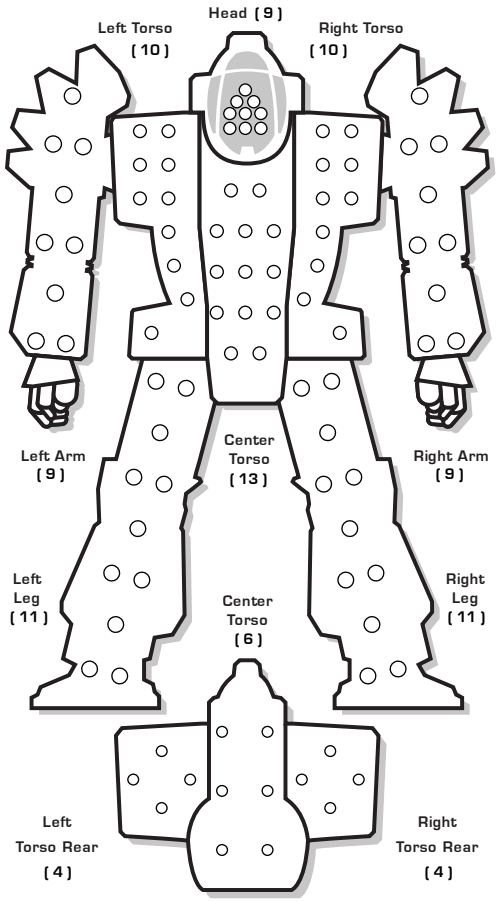
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. Endo Steel

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

Left Torso

1-3
1. [Double Heat Sink
2. [Double Heat Sink
3. Jump Jet
4. Endo Steel
5. Endo Steel
6. Ferro-Fibrous

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

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

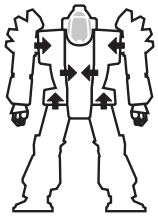
Center Torso

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. [Large Pulse Laser
6. [Large Pulse Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. Endo Steel

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

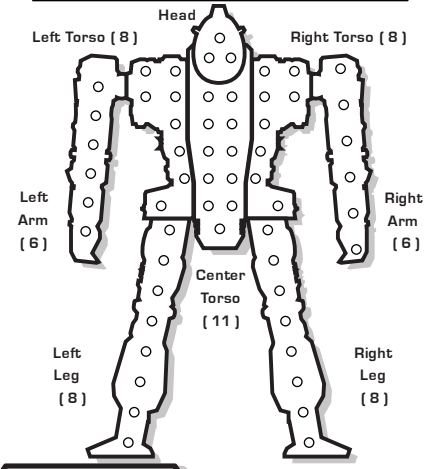
1-3
1. [Double Heat Sink
2. [Double Heat Sink
3. Jump Jet
4. Endo Steel
5. Endo Steel
6. Ferro-Fibrous

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

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Horned Owl (Peregrine) 2

Movement Points:		**Tonnage:**	35
Walking:	6	**Tech Base:**	Clan
Running:	9	**Rules Level:**	Standard
Jumping:	6	**Role:**	Missile Boat

Weapons & Equipment Inventory (hexes)

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

Ammo: (LRM 5) 96

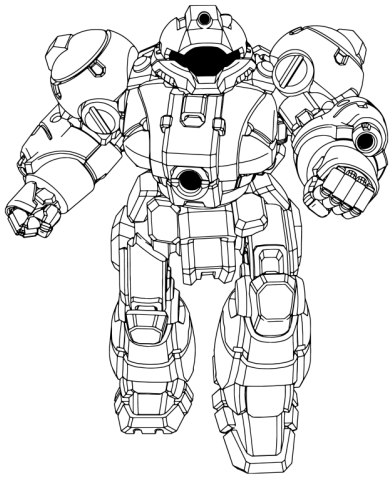
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WARRIOR DATA

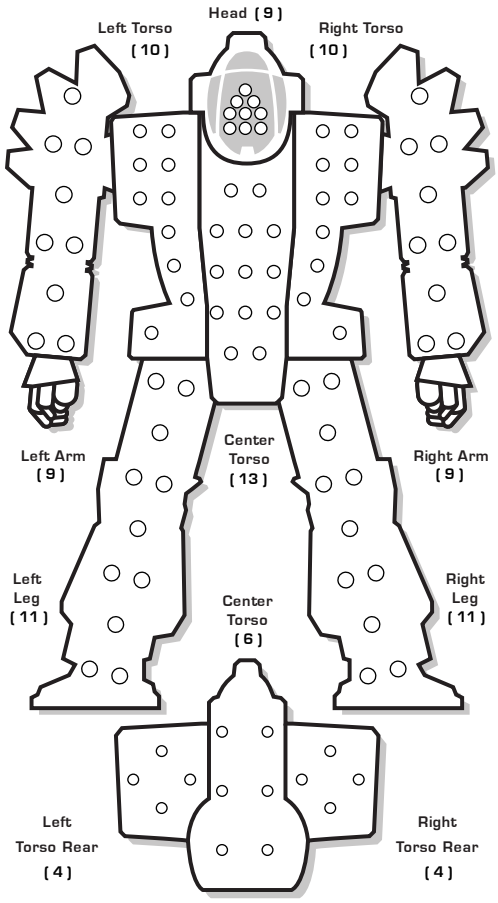
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Ferro-Fibrous

1-3

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

Left Torso (CASE)

1-3
1. Double Heat Sink
2. Double Heat Sink
3. Jump Jet
4. LRM 5
5. LRM 5
6. LRM 5

4-6
1. Ammo (LRM 5) 24
2. Ammo (LRM 5) 24
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

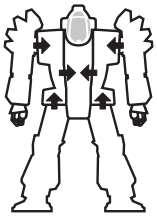
Center Torso

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

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

Right Torso (CASE)

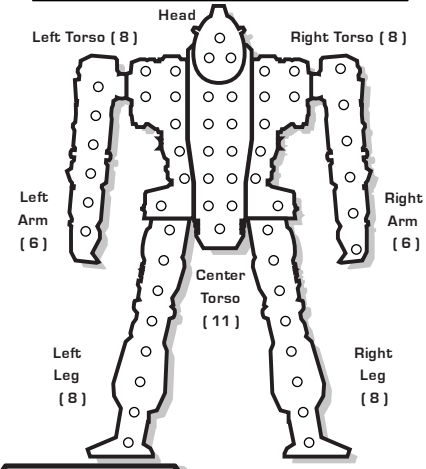
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Jump Jet
4. LRM 5
5. LRM 5
6. LRM 5

4-6
1. Ammo (LRM 5) 24
2. Ammo (LRM 5) 24
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Battle Cobra Prime

Movement Points:		**Tonnage:**	40
Walking:	6	**Tech Base:**	Clan
Running:	9	**Rules Level:**	Standard
Jumping:	0	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
1	Small Pulse Laser	LA	2	3 [P,AI]	—	2	4	6
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Small Pulse Laser	RA	2	3 [P,AI]	—	2	4	6

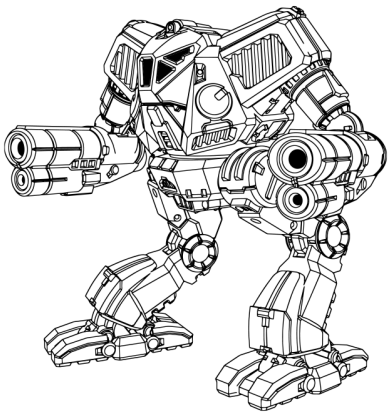
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WARRIOR DATA

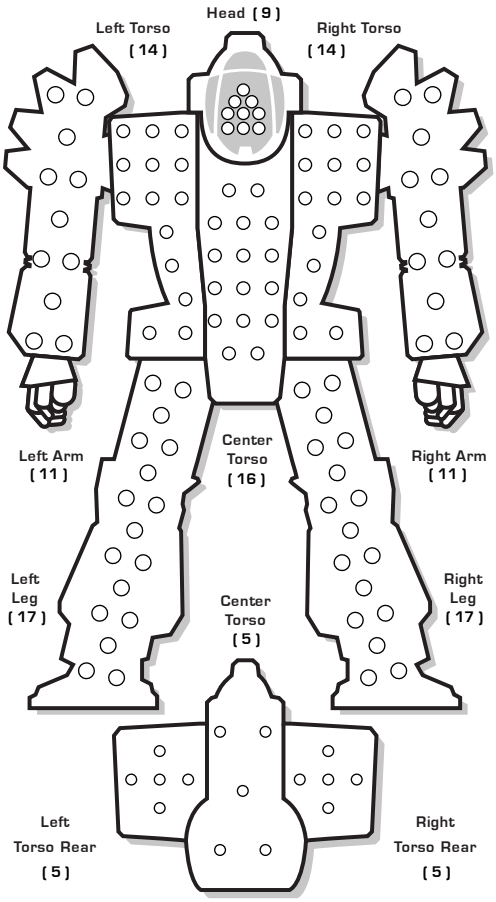
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Pulse Laser
5. Large Pulse Laser
6. Small Pulse Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

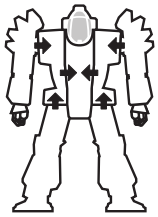
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Pulse Laser
5. Large Pulse Laser
6. Small Pulse Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

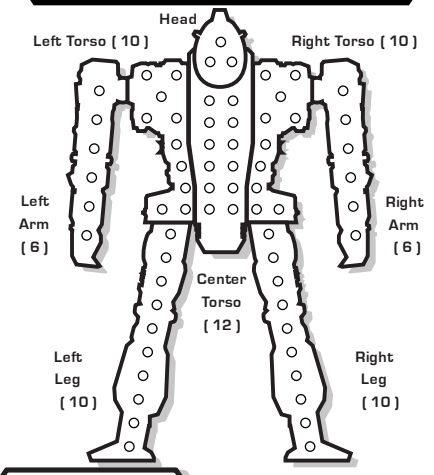
1-3
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Battle Cobra A

Movement Points:		**Tonnage:**	40
Walking:	6	**Tech Base:**	Clan
Running:	9	**Rules Level:**	Standard
Jumping:	0	**Role:**	Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
3	Small Pulse Laser	LA	2	3 [P,AI]	—	2	4	6
2	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
3	Small Pulse Laser	RA	2	3 [P,AI]	—	2	4	6

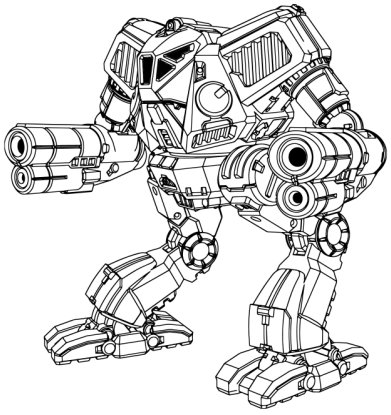
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WARRIOR DATA

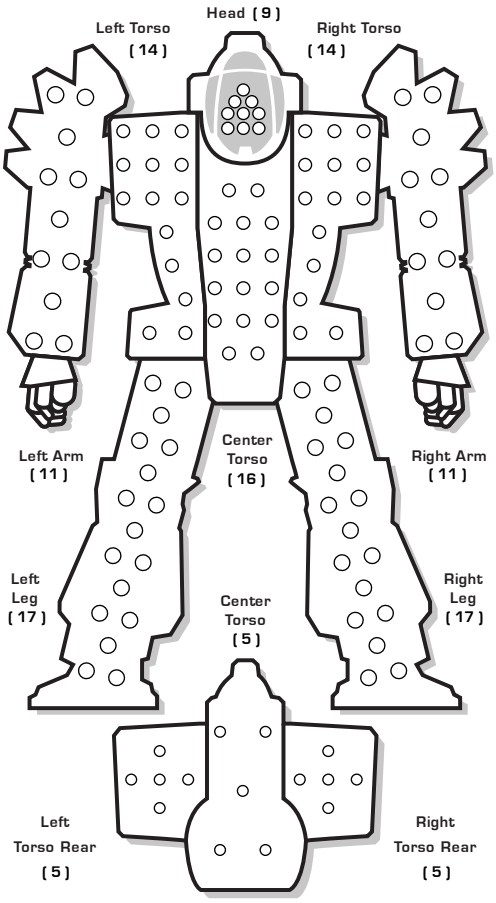
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Pulse Laser
5. Medium Pulse Laser
6. Small Pulse Laser

4-6
1. Small Pulse Laser
2. Small Pulse Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

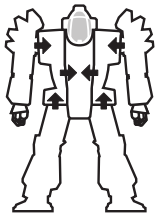
Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Pulse Laser
5. Medium Pulse Laser
6. Small Pulse Laser

4-6
1. Small Pulse Laser
2. Small Pulse Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

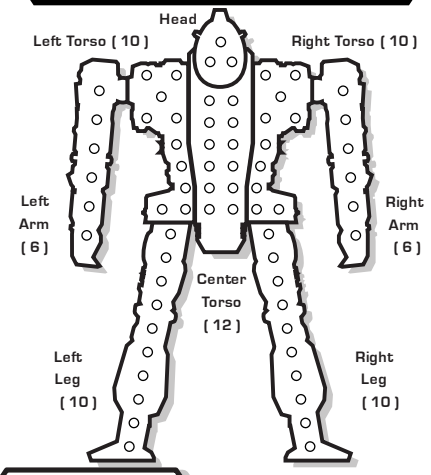
1-3
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Battle Cobra B

Movement Points:		**Tonnage:**	40
Walking:	6	**Tech Base:**	Clan
Running:	9	**Rules Level:**	Standard
Jumping:	0	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15 [DE]	—	7	14	23
1	Small Pulse Laser	LA	2	3 [P,AI]	—	2	4	6
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	Small Pulse Laser	RA	2	3 [P,AI]	—	2	4	6

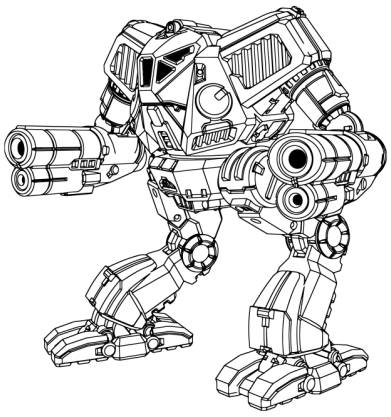
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WARRIOR DATA

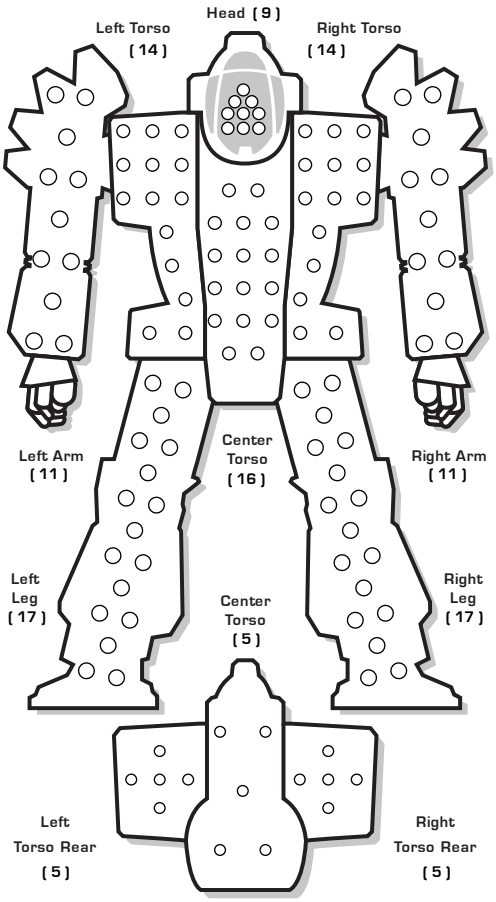
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. ER PPC
4. ER PPC
5. Small Pulse Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

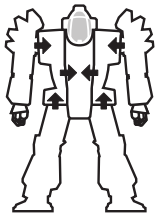
Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. ER PPC
4. ER PPC
5. Small Pulse Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

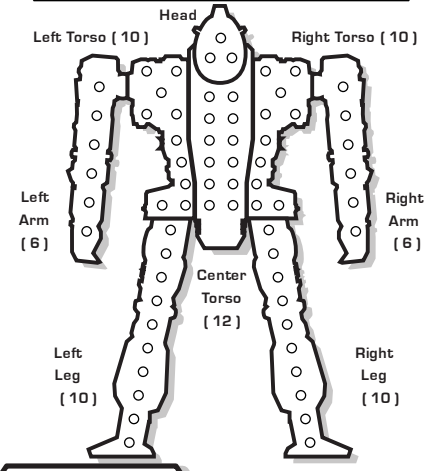
1-3
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Viper (Dragonfly) Prime

Movement Points:		**Tonnage:**	40
Walking:	8	**Tech Base:**	Clan
Running:	12	**Rules Level:**	Standard
Jumping:	8	**Role:**	Scout

Weapons & Equipment Inventory (hexes)

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

Ammo: (AMS) 24, (Machine Gun) 100, (SRM 4) 25

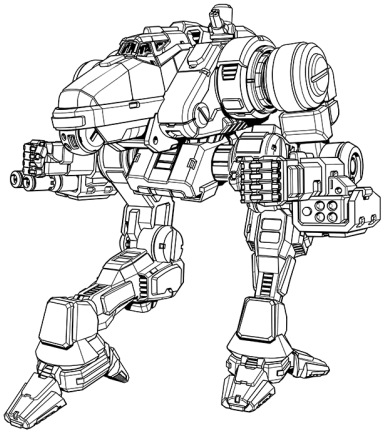
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WARRIOR DATA

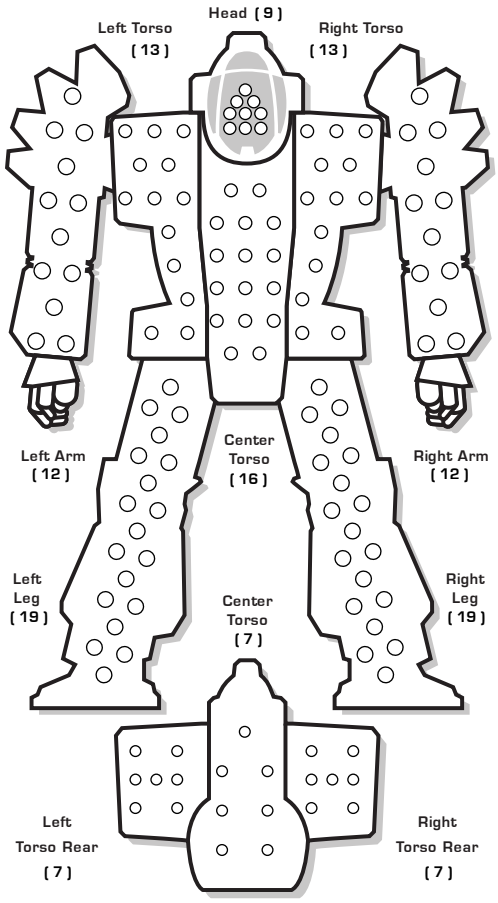
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 4
6. Ammo (SRM 4) 25

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

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. Anti-Missile System
6. Ammo (AMS) 24

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

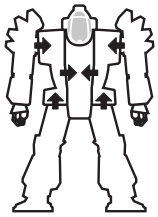
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. Medium Pulse Laser

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

Right Torso (CASE)

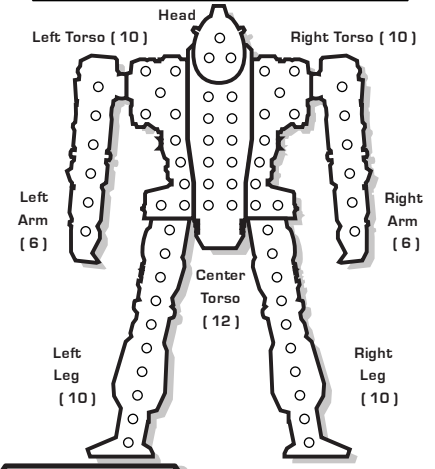
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. Machine Gun
6. Machine Gun

4-6
1. Ammo (Machine Gun) 100
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Viper (Dragonfly) A

Movement Points:		**Tonnage:**	40
Walking:	8	**Tech Base:**	Clan
Running:	12	**Rules Level:**	Standard
Jumping:	8	**Role:**	Striker

Weapons & Equipment Inventory (hexes)

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

Ammo: (SRM 6 Artemis-capable) 15

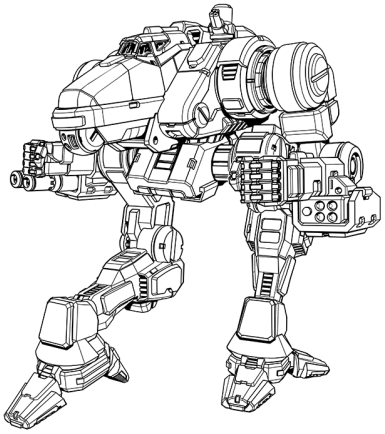
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WARRIOR DATA

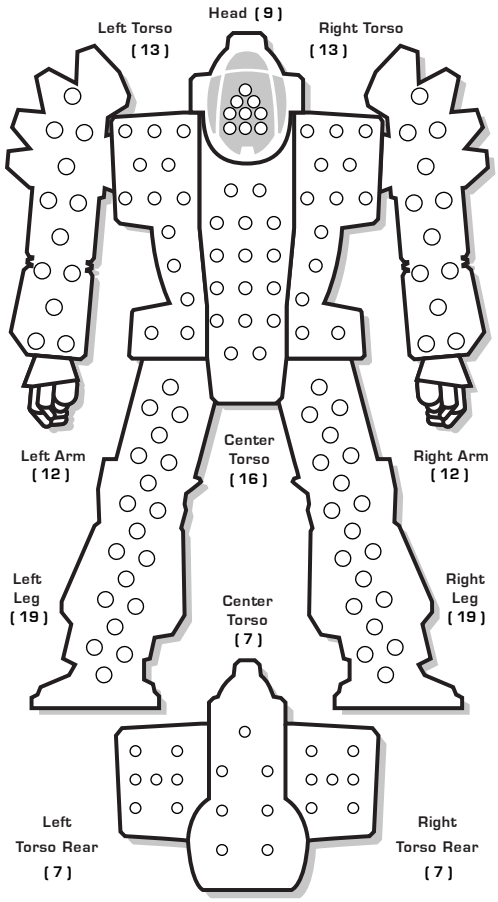
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 6
6. Artemis IV FCS

4-6
1. Ammo (SRM 6 Artemis-capable) 15
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. ER Medium Laser
6. ER Medium Laser

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

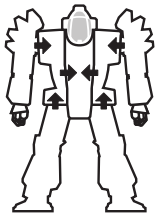
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. Ferro-Fibrous

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

Right Torso

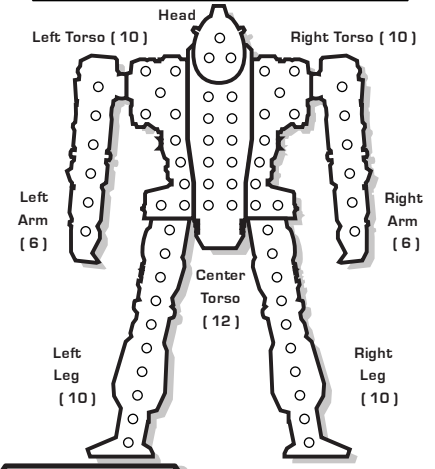
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. ER Medium Laser
6. ER Medium Laser

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Viper (Dragonfly) B

Movement Points:		**Tonnage:**	40
Walking:	8	**Tech Base:**	Clan
Running:	12	**Rules Level:**	Standard
Jumping:	8	**Role:**	Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15 [DE]	—	7	14	23
1	Small Pulse Laser	RA	2	3 [P,AI]	—	2	4	6
1	Small Pulse Laser	LT	2	3 [P,AI]	—	2	4	6
1	Flamer	RT	3	2 [DE,H,AI]	—	1	2	3

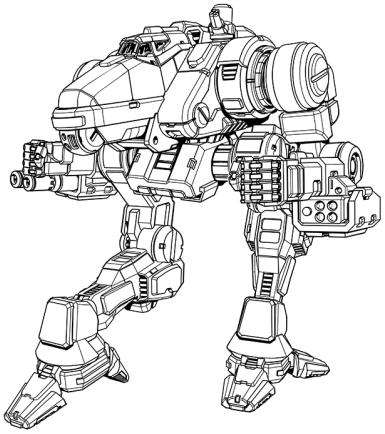
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WARRIOR DATA

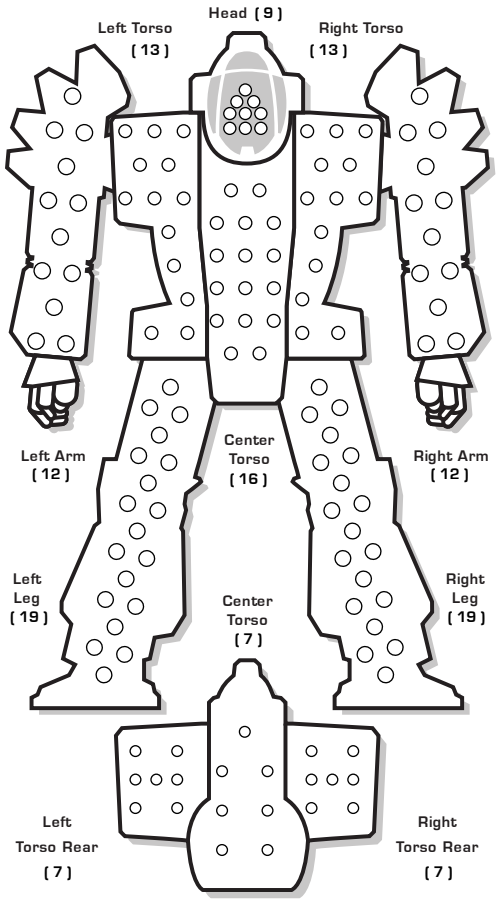
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. ER PPC (1-3)
4. ER PPC (1-3)
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6: 1. Roll Again, 2. Roll Again, 3. Roll Again, 4. Roll Again, 5. Roll Again, 6. Roll Again

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. Small Pulse Laser
6. Endo Steel

1-3: 1. Endo Steel, 2. Endo Steel, 3. Ferro-Fibrous, 4. Roll Again, 5. Roll Again, 6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

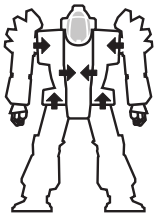
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1-3: 1. XL Fusion Engine, 2. XL Fusion Engine, 3. XL Fusion Engine, 4. Gyro, 5. Gyro, 6. Gyro

4-6: 1. Gyro, 2. XL Fusion Engine, 3. XL Fusion Engine, 4. XL Fusion Engine, 5. Endo Steel, 6. Roll Again

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



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Small Pulse Laser
6. Ferro-Fibrous

1-3: 1. Ferro-Fibrous, 2. Roll Again, 3. Roll Again, 4. Roll Again, 5. Roll Again, 6. Roll Again

Right Torso

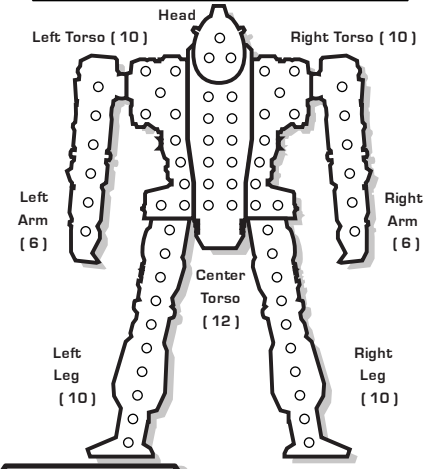
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. Flamer
6. Endo Steel

1-3: 1. Endo Steel, 2. Endo Steel, 3. Ferro-Fibrous, 4. Roll Again, 5. Roll Again, 6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Viper (Dragonfly) C

Movement Points:		**Tonnage:**	40
Walking:	8	**Tech Base:**	Clan
Running:	12	**Rules Level:**	Standard
Jumping:	8	**Role:**	Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	Active Probe	LA	—	[E]	—	—	—	5
2	Flamer	RA	3	2 [DE,H,AI]	—	1	2	3
2	Machine Gun	LT	—	2 [DB,AI]	—	1	2	3
2	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3
1	Flamer	CT	3	2 [DE,H,AI]	—	1	2	3

Ammo: (Machine Gun) 600

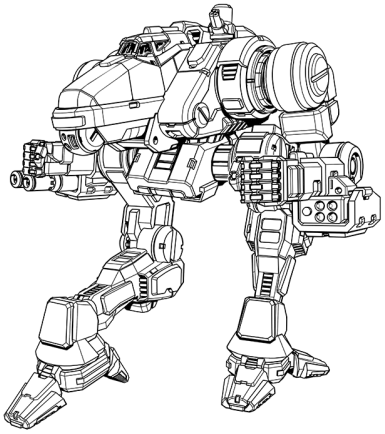
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WARRIOR DATA

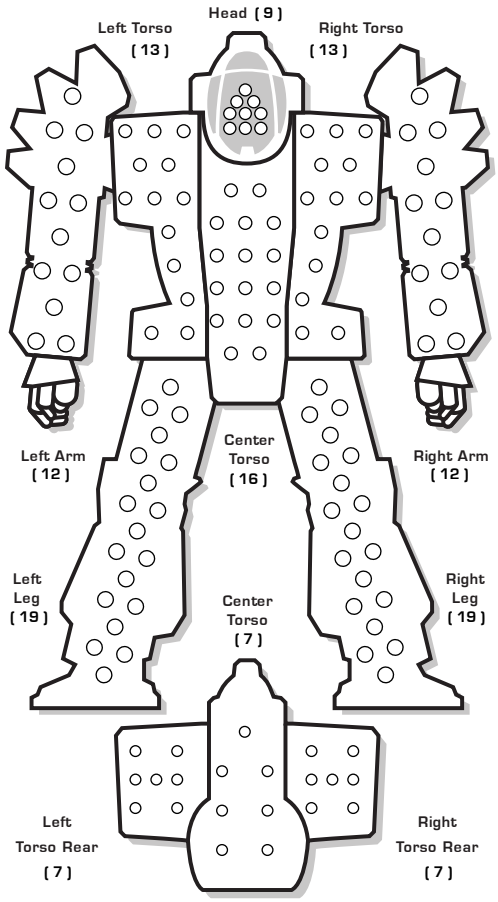
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

4-6
1. Active Probe
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. Machine Gun
6. Machine Gun

4-6
1. Ammo (Machine Gun) 200
2. Ammo (Machine Gun) 200
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

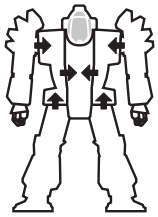
Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Flamer
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Flamer
6. Flamer

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

Right Torso (CASE)

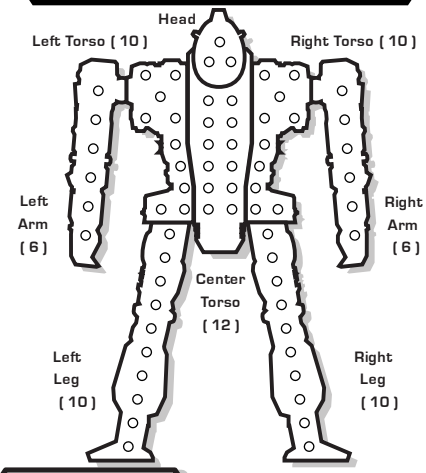
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. Machine Gun
6. Machine Gun

4-6
1. Ammo (Machine Gun) 200
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Viper (Dragonfly) D

Movement Points:		**Tonnage:**	40
Walking:	8	**Tech Base:**	Clan
Running:	12	**Rules Level:**	Standard
Jumping:	8	**Role:**	Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 6	LA	4	2/Msl [M,C]	—	4	8	12
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Small Laser	LT	2	5 [DE]	—	2	4	6
1	LRM 5	RT	2	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 5) 24, (Streak SRM 6) 15

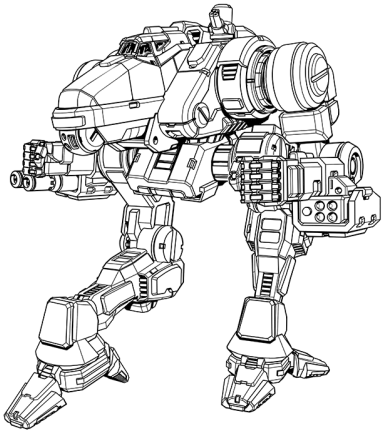
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WARRIOR DATA

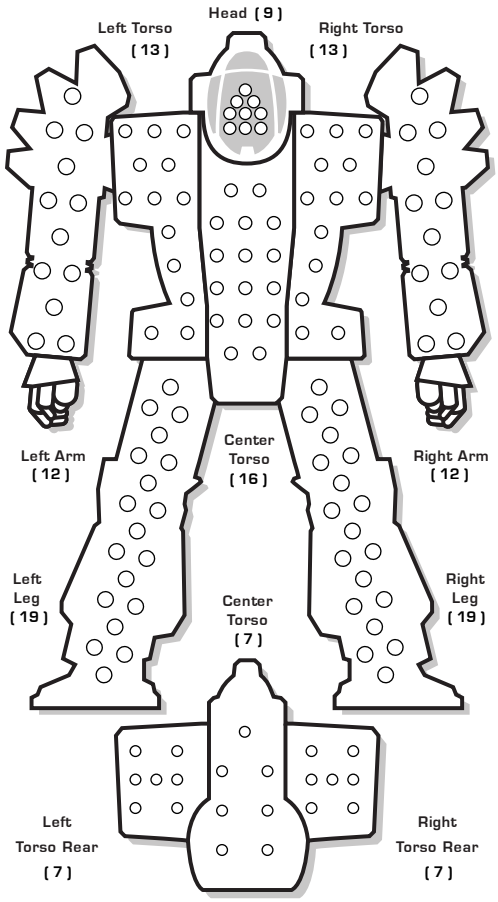
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Streak SRM 6
6. Streak SRM 6

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

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. ER Small Laser
6. Ammo (Streak SRM 6) 15

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

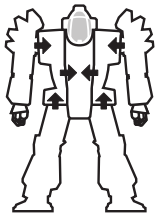
Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

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

Right Torso (CASE)

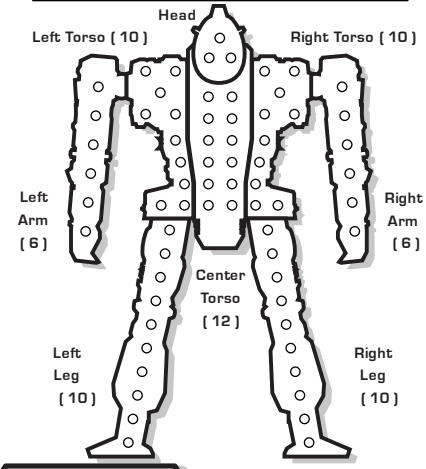
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. LRM 5
6. Ammo (LRM 5) 24

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Mongrel (Grendel) Prime

Movement Points:		**Tonnage:**	45
Walking:	7	**Tech Base:**	Clan
Running:	11	**Rules Level:**	Standard
Jumping:	7	**Role:**	Striker

Weapons & Equipment Inventory (hexes)

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

Ammo: (Streak SRM 6) 15

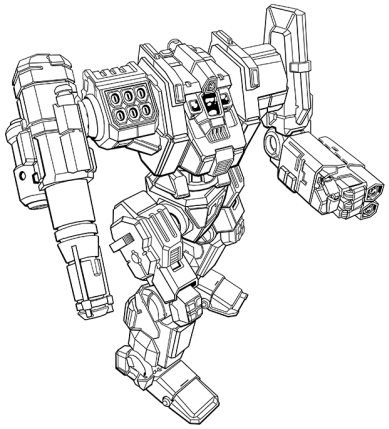
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WARRIOR DATA

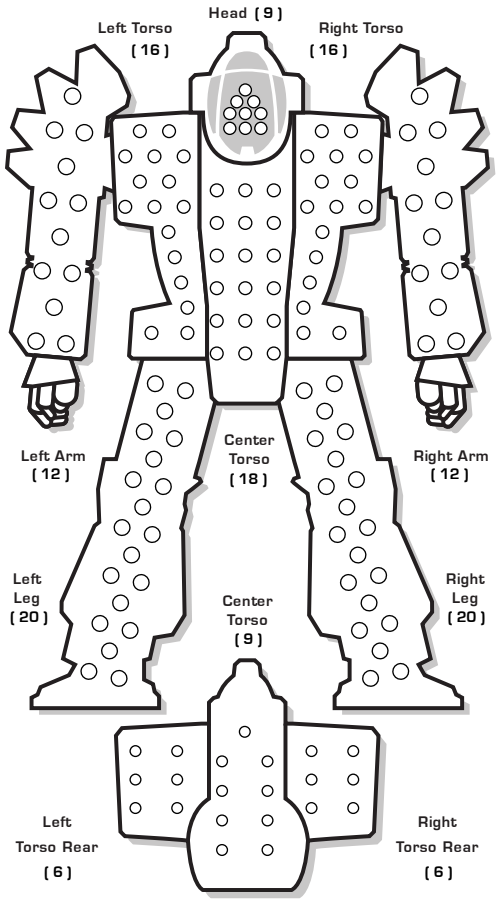
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

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

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Endo Steel

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

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser
5. Sensors
6. Life Support

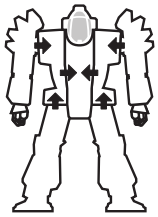
Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. ER Large Laser
4. ER Small Laser
5. Endo Steel
6. Ferro-Fibrous

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

Right Torso (CASE)

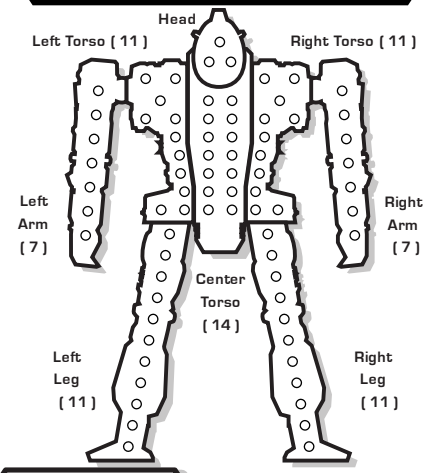
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Streak SRM 6

4-6
1. Streak SRM 6
2. Ammo (Streak SRM 6) 15
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 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

Double Heat Sinks: 12 (24)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Mongrel (Grendel) A

Movement Points:		**Tonnage:**	45
Walking:	7	**Tech Base:**	Clan
Running:	11	**Rules Level:**	Standard
Jumping:	7	**Role:**	Missile Boat

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	ER Small Laser	RA	2	5 [DE]	—	2	4	6
1	LRM 15	LT	5	1/Msl [M,C,S]	—	7	14	21
1	LRM 15	RT	5	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 15) 32

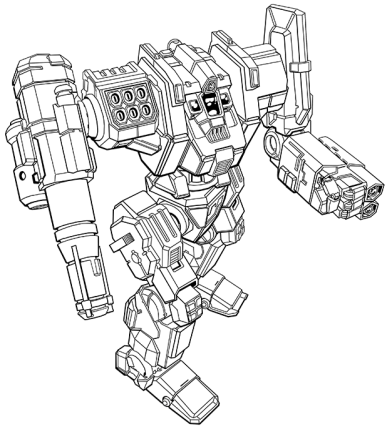
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WARRIOR DATA

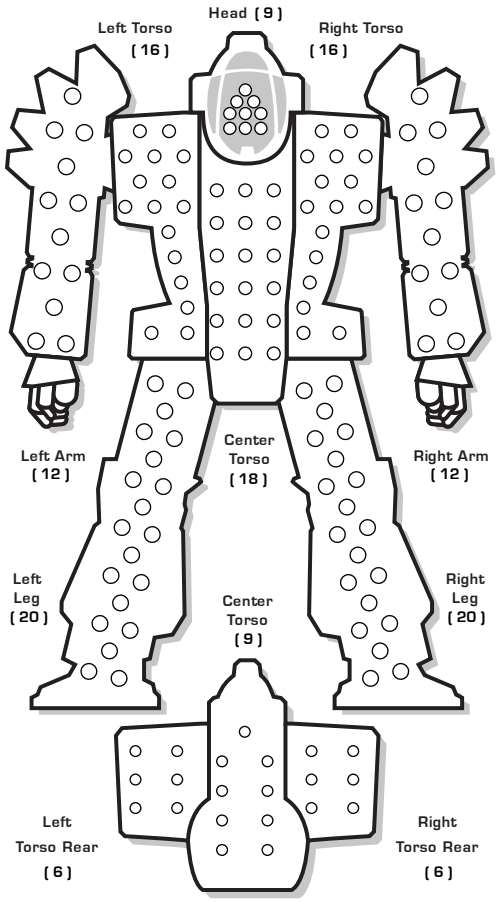
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

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

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. LRM 15
5. LRM 15
6. Ammo (LRM 15) 8

4-6
1. Ammo (LRM 15) 8
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

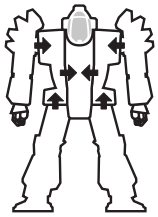
Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Medium Pulse Laser
4. ER Small Laser
5. Endo Steel
6. Ferro-Fibrous

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

Right Torso (CASE)

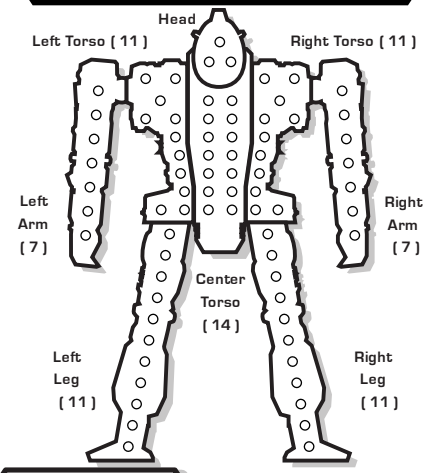
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. LRM 15
5. LRM 15
6. Ammo (LRM 15) 8

4-6
1. Ammo (LRM 15) 8
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Mongrel (Grendel) B

Movement Points:		**Tonnage:**	45
Walking:	7	**Tech Base:**	Clan
Running:	11	**Rules Level:**	Standard
Jumping:	7	**Role:**	Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	Ultra AC/5	RA	1	5/Sht [DB,R/C]	—	7	14	21
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	ER Small Laser	CT	2	5 [DE]	—	2	4	6

Ammo: (Ultra AC/5) 20

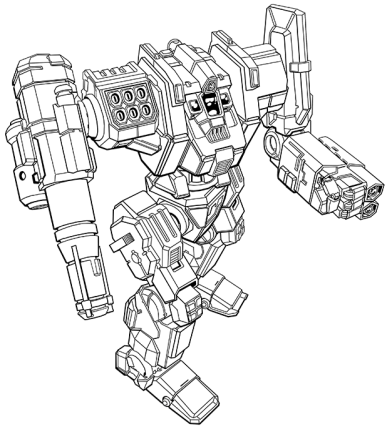
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WARRIOR DATA

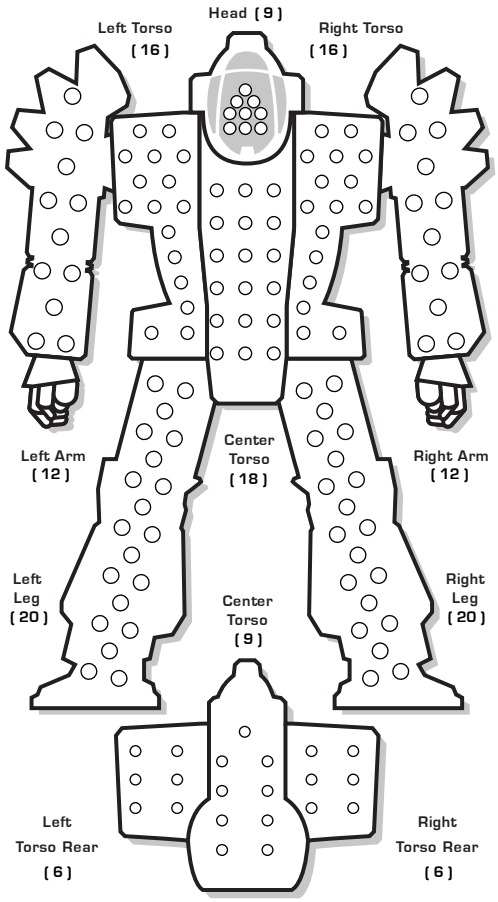
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. Ferro-Fibrous

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

Left Torso

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

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

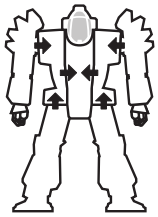
Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. ER Small Laser

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

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Ultra AC/5
4. Ultra AC/5
5. Ultra AC/5
6. ER Medium Laser

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Torso (CASE)

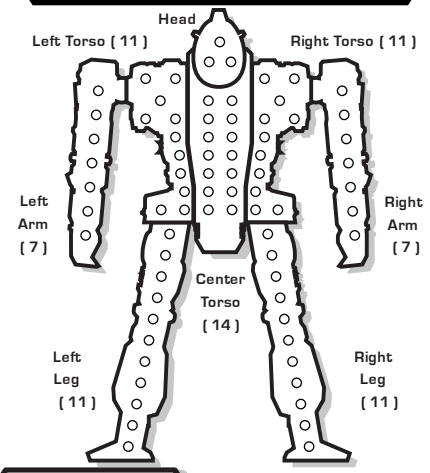
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Medium Pulse Laser
5. Ammo (Ultra AC/5) 20
6. Endo Steel

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

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Mongrel (Grendel) C

Movement Points:		**Tonnage:**	45
Walking:	7	**Tech Base:**	Clan
Running:	11	**Rules Level:**	Standard
Jumping:	7	**Role:**	Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	LB 10-X AC	RA	2	10 [DB,C/F/S]	—	6	12	18
1	Anti-Missile System	LT	1	[PD]	—	1	—	—

Ammo: (AMS) 24, (LB-10X) 10

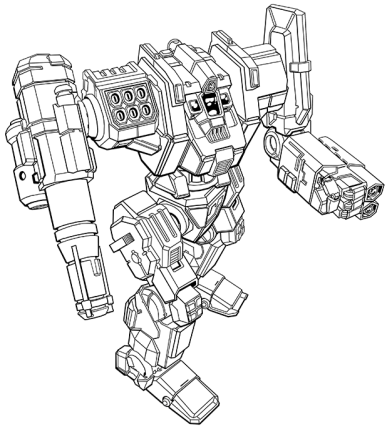
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WARRIOR DATA

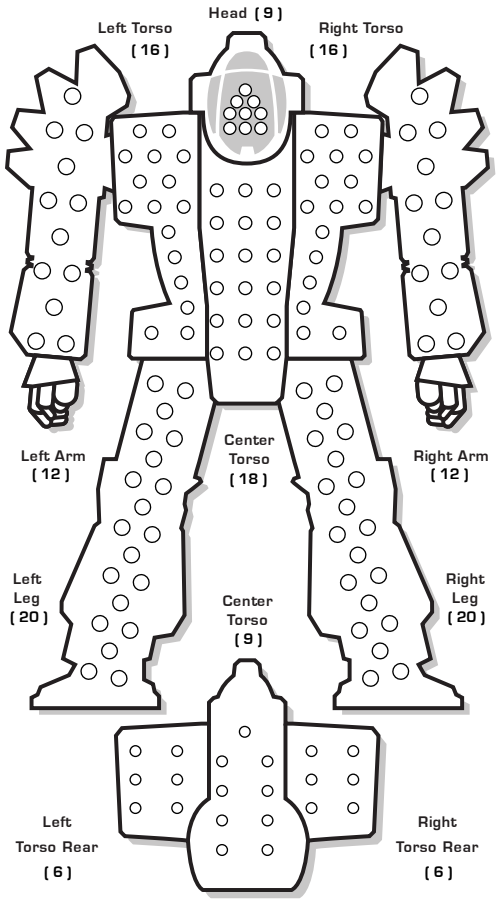
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. Ferro-Fibrous

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

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Anti-Missile System
5. Ammo (AMS) 24
6. Endo Steel

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

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

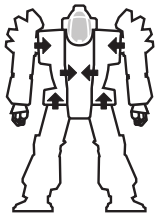
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

4-6
1. LB 10-X AC
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Right Torso (CASE)

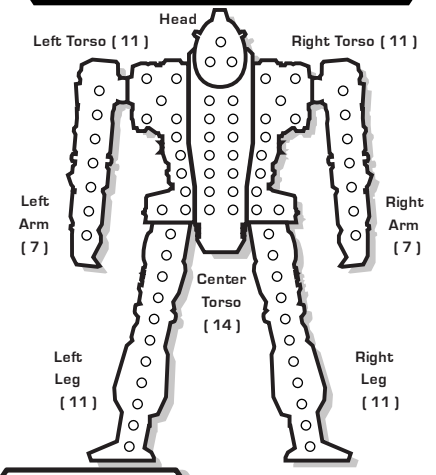
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Ammo (LB-10X) 10
5. Endo Steel
6. Endo Steel

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

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Mongrel (Grendel) D

Movement Points:		**Tonnage:**	45
Walking:	7	**Tech Base:**	Clan
Running:	11	**Rules Level:**	Standard
Jumping:	7	**Role:**	Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	Small Pulse Laser	RA	2	3 [P,AI]	—	2	4	6
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
1	ER PPC	RT	15	15 [DE]	—	7	14	23

Ammo: (SRM 6) 30

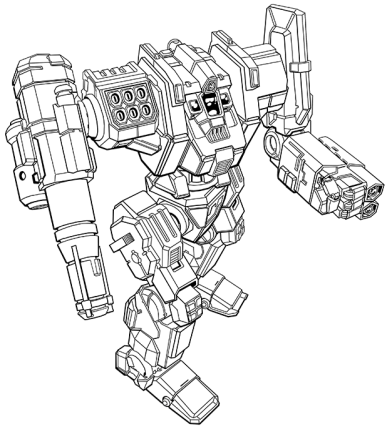
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WARRIOR DATA

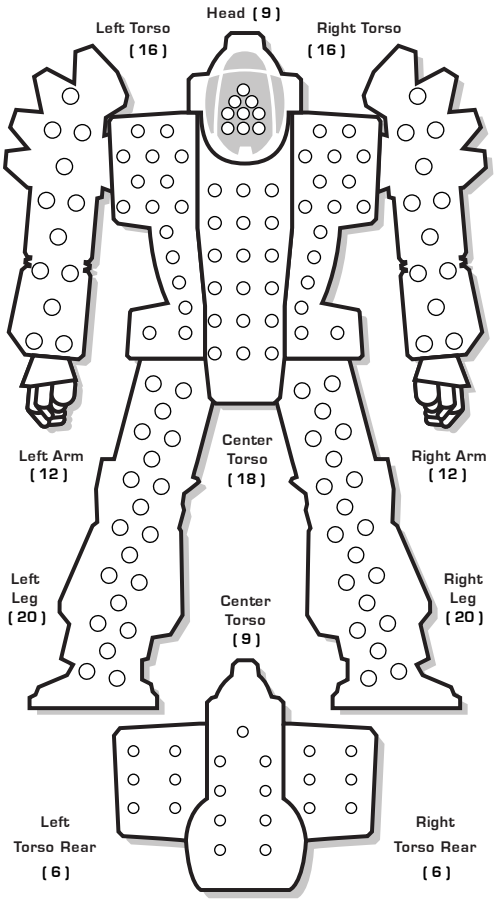
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. Medium Pulse Laser

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

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. SRM 6
5. Ammo (SRM 6) 15
6. Ammo (SRM 6) 15

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

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

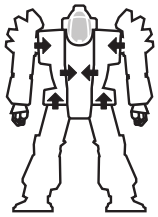
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Small Pulse Laser
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

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

Right Torso

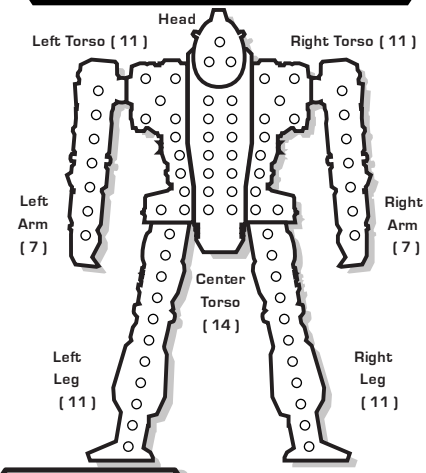
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. ER PPC
5. ER PPC
6. Endo Steel

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

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Ice Ferret (Fenris) Prime

Movement Points:		**Tonnage:**	45
Walking:	8	**Tech Base:**	Clan
Running:	12	**Rules Level:**	Standard
Jumping:	0	**Role:**	Striker

Weapons & Equipment Inventory (hexes)

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

Ammo: (Streak SRM 2) 50

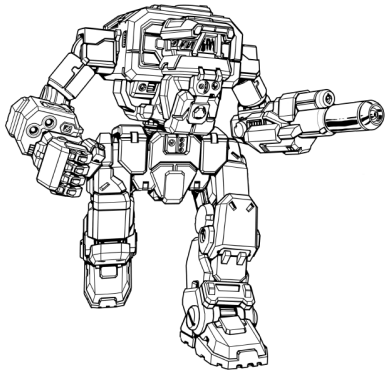
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WARRIOR DATA

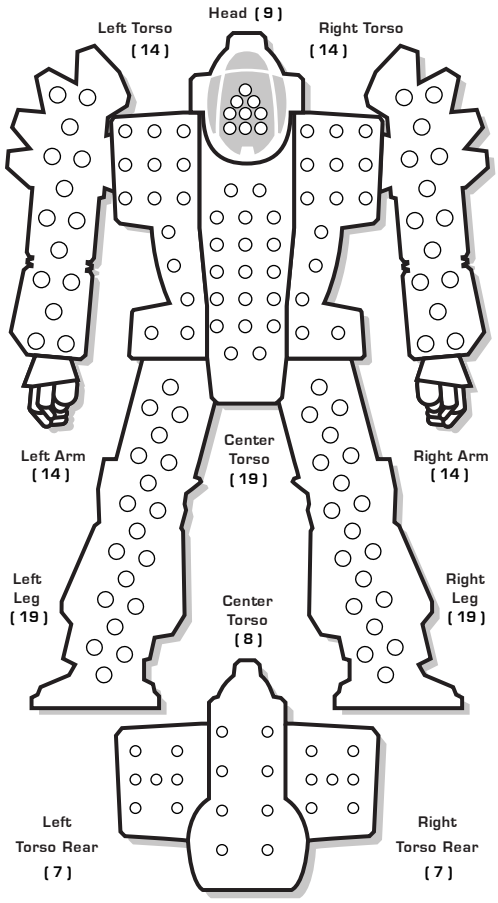
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. ER PPC (1-3)
4. ER PPC (1-3)
5. ER Small Laser
6. Ferro-Fibrous

4-6: Roll Again

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

4-6: Roll Again

Left Leg

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

Head

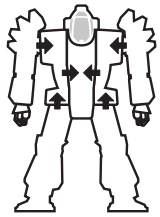
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

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

1-3: Gyro, XL Fusion Engine, XL Fusion Engine, XL Fusion Engine, Active Probe, Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Streak SRM 2
6. Ammo (Streak SRM 2) 50

1-3: Ferro-Fibrous, Roll Again, Roll Again, Roll Again, Roll Again, Roll Again

Right Torso

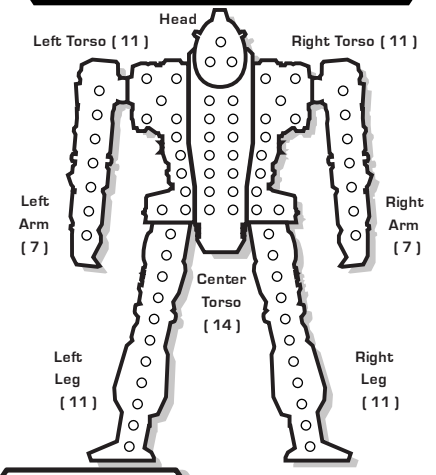
1. XL Fusion Engine
2. XL Fusion Engine
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

4-6: Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 12 (24)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Ice Ferret (Fenris) A

Movement Points:		**Tonnage:**	45
Walking:	8	**Tech Base:**	Clan
Running:	12	**Rules Level:**	Standard
Jumping:	0	**Role:**	Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 2-X AC	LA	1	2 [DB,C/F/S]	4	10	20	30
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Anti-Missile System	RA	1	[PD]	—	1	—	—
1	ER Medium Laser	CT	5	7 [DE]	—	5	10	15

Ammo: (AMS) 24, (LB-2X) 45

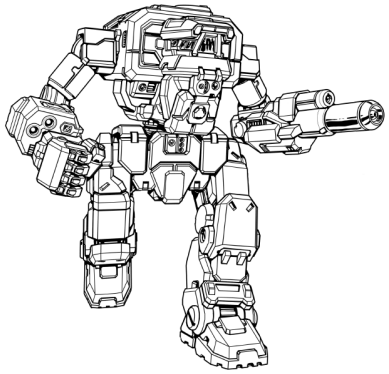
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WARRIOR DATA

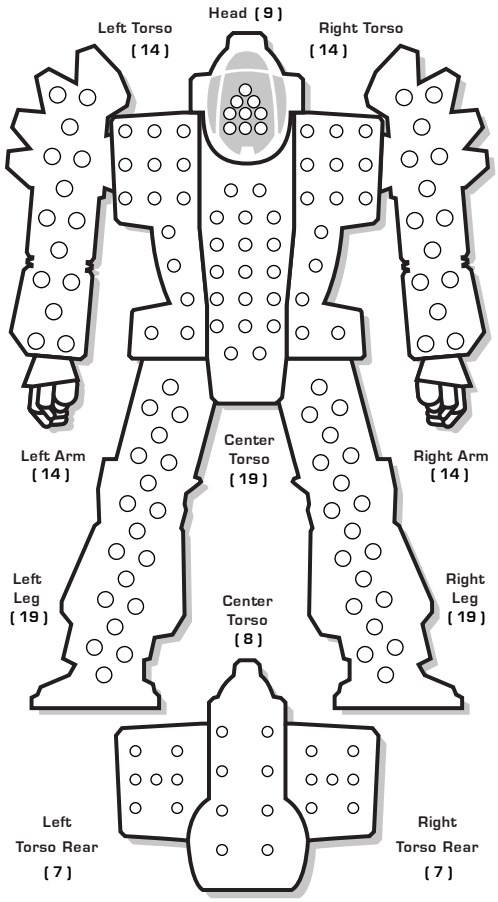
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator

1-3
3. LB 2-X AC
4. LB 2-X AC
5. LB 2-X AC
6. Ammo (LB-2X) 45

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

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

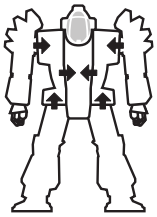
Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ER Medium Laser
6. Endo Steel

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



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. Anti-Missile System

4-6
1. Ammo (AMS) 24
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

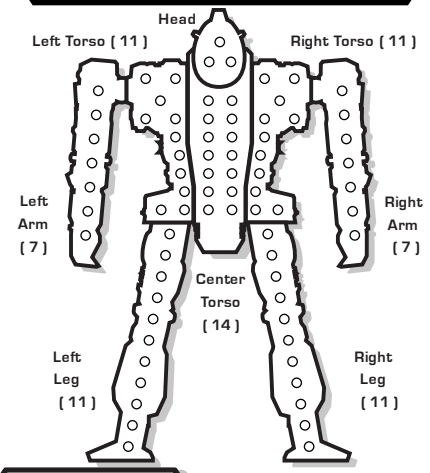
Right Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 12 (24)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Ice Ferret (Fenris) B

Movement Points:		**Tonnage:**	45
Walking:	8	**Tech Base:**	Clan
Running:	12	**Rules Level:**	Standard
Jumping:	0	**Role:**	Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	SRM 4	LA	3	2/Msl [M,C,S]	—	3	6	9
1	SRM 6	RA	4	2/Msl [M,C,S]	—	3	6	9
1	Small Pulse Laser	CT	2	3 [P,AI]	—	2	4	6

Ammo: (SRM 4) 25, (SRM 6) 15

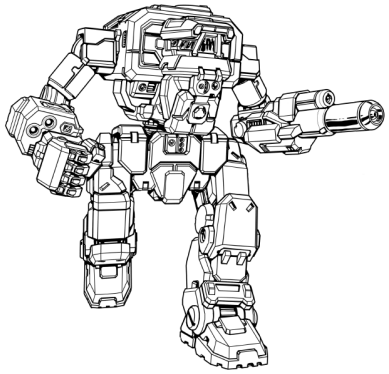
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WARRIOR DATA

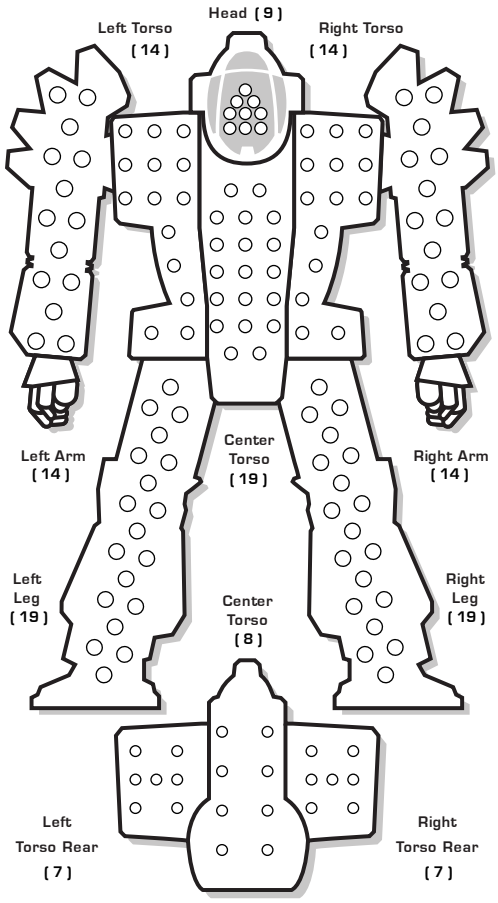
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser
6. SRM 4

4-6
1. Ammo (SRM 4) 25
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

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

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

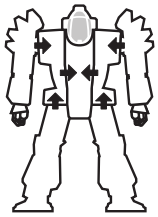
Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Small Pulse Laser
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 6
6. Ammo (SRM 6) 15

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

Right Torso

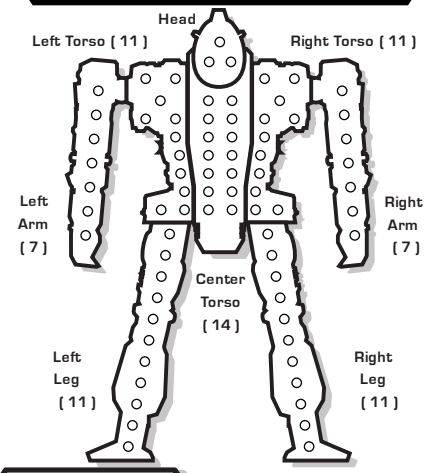
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 12 (24)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Ice Ferret (Fenris) C

Movement Points:		**Tonnage:**	45
Walking:	8	**Tech Base:**	Clan
Running:	12	**Rules Level:**	Standard
Jumping:	0	**Role:**	Missile Boat

Weapons & Equipment Inventory (hexes)

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

Ammo: (LRM 5 Artemis-capable) 72

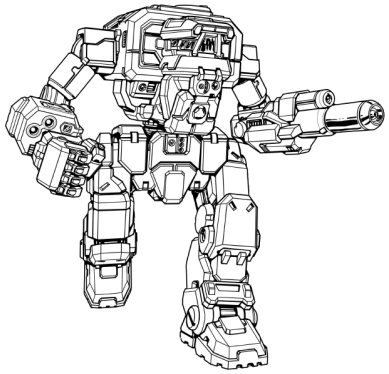
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WARRIOR DATA

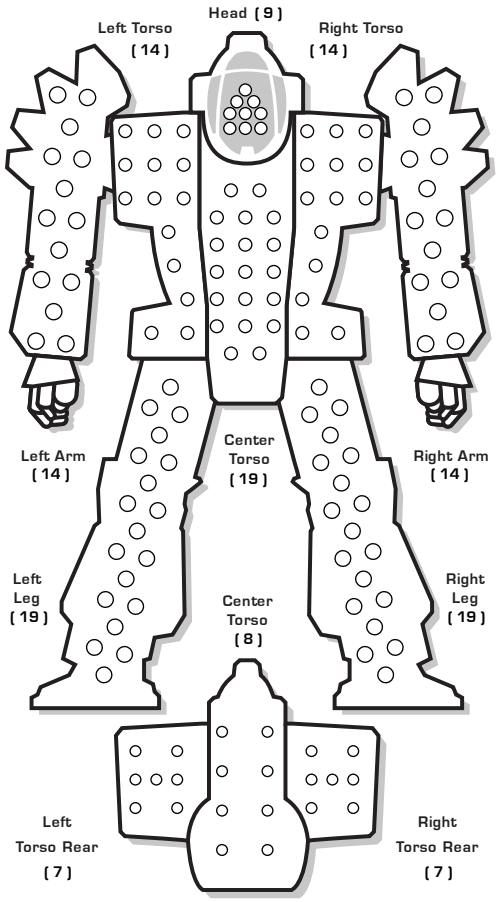
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 5
6. Artemis IV FCS

4-6
1. Ammo (LRM 5 Artemis-capable) 24
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. LRM 5
4. Artemis IV FCS
5. Ammo (LRM 5 Artemis-capable) 24
6. Endo Steel

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

Left Leg

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

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

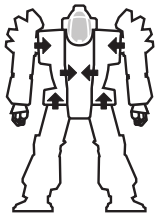
Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ER Small Laser
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 5
6. Artemis IV FCS

4-6
1. Ammo (LRM 5 Artemis-capable) 24
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

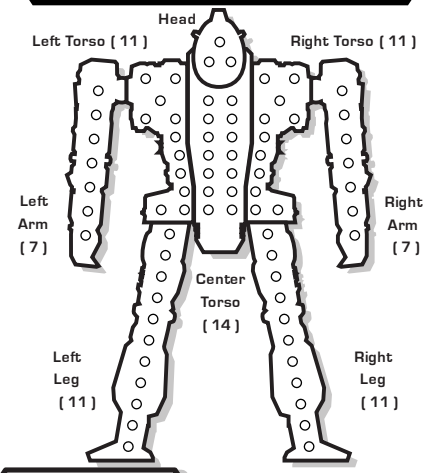
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 12 (24)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Ice Ferret (Fenris) D

Movement Points:		**Tonnage:**	45
Walking:	8	**Tech Base:**	Clan
Running:	12	**Rules Level:**	Standard
Jumping:	0	**Role:**	Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	Anti-Missile System	LA	1	[PD]	—	1	—	—
2	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	Medium Pulse Laser	CT	4	7 [P]	—	4	8	12

Ammo: (AMS) 24

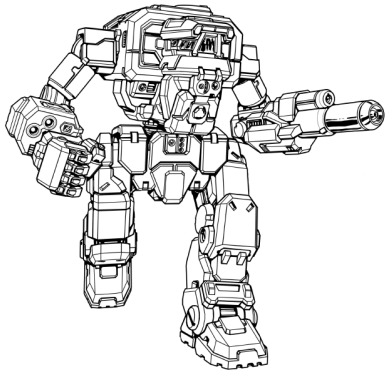
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WARRIOR DATA

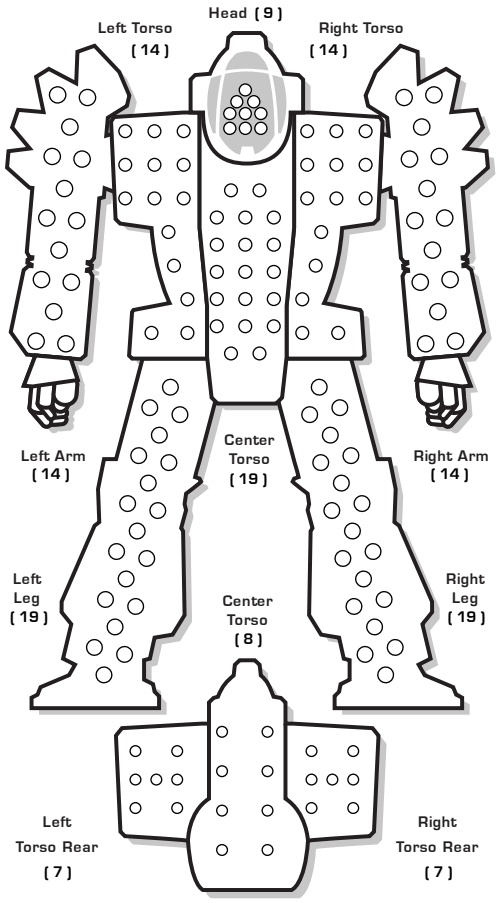
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. Anti-Missile System

4-6
1. Ammo (AMS) 24
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

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

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

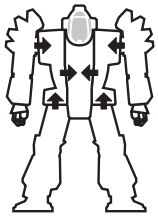
Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Medium Pulse Laser
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. Medium Pulse Laser

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

Right Torso

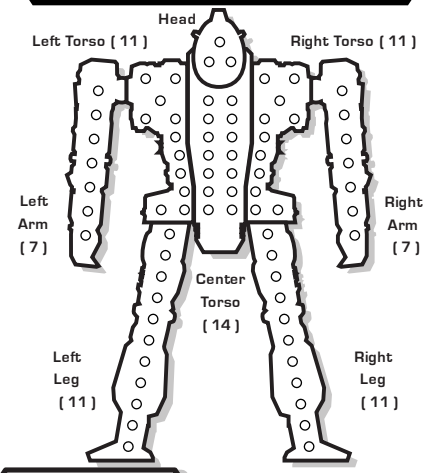
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 12 (24)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Shadow Cat Prime

Movement Points:		**Tonnage:**	45
Walking:	6	**Tech Base:**	Clan
Running:	9 [12]	**Rules Level:**	Standard
Jumping:	6	**Role:**	Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Active Probe	LT	—	[E]	—	—	—	5
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15

Ammo: (Gauss) 16

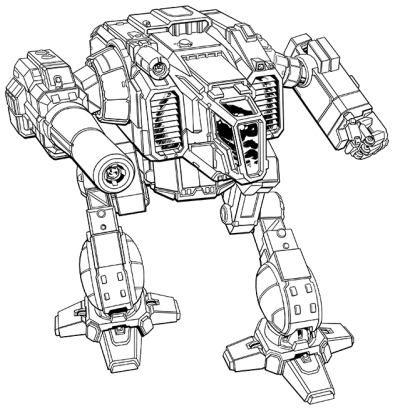
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WARRIOR DATA

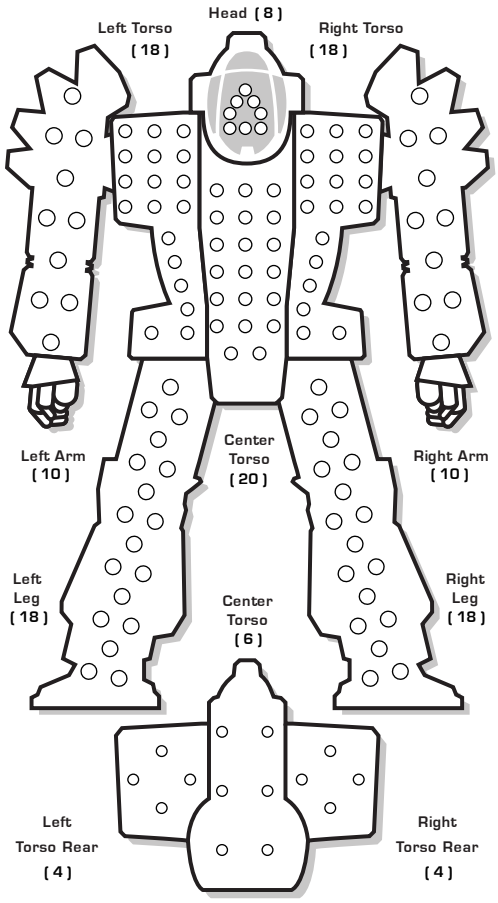
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. Endo Steel

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

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Active Probe
5. Endo Steel
6. Ferro-Fibrous

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

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

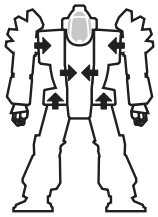
Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

4-6
1. Gauss Rifle
2. Gauss Rifle
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Right Torso

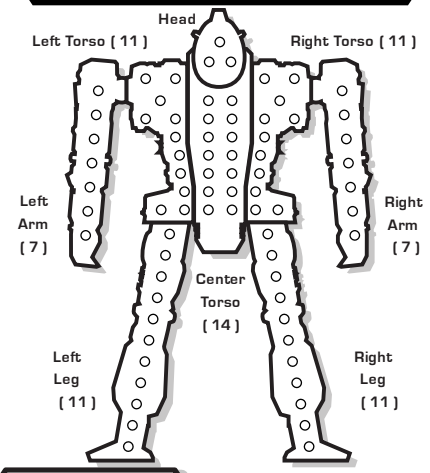
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. ER Medium Laser
5. Ammo (Gauss) 8
6. Ammo (Gauss) 8

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Shadow Cat A

Movement Points:		**Tonnage:**	45
Walking:	6	**Tech Base:**	Clan
Running:	9 [12]	**Rules Level:**	Standard
Jumping:	6	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	Active Probe	LT	—	[E]	—	—	—	5
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12

Ammo: (Streak SRM 6) 30

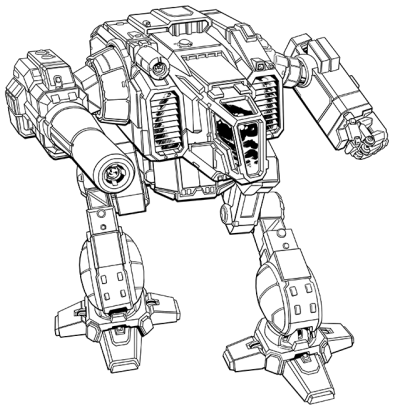
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WARRIOR DATA

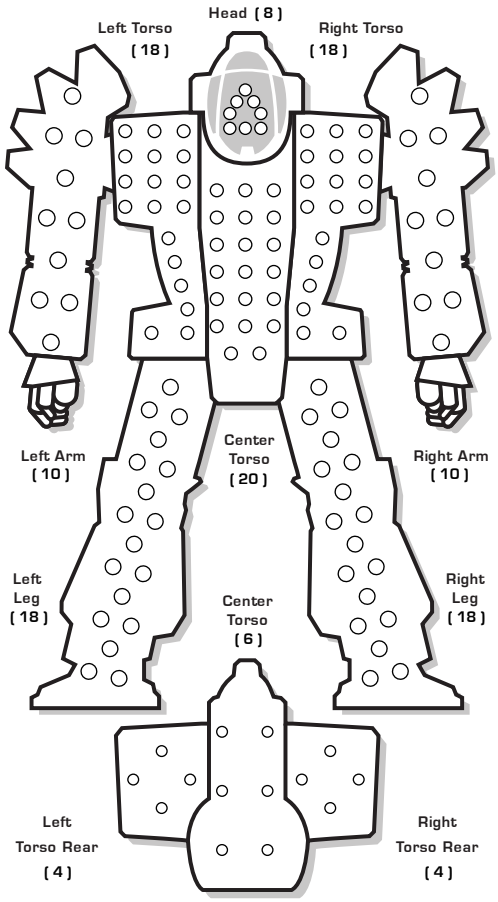
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. ER Large Laser
6. Endo Steel

1-3

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

4-6

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Double Heat Sink
5. Double Heat Sink
6. Active Probe

1-3

1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

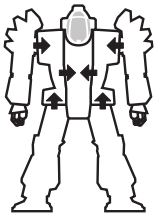
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. MASC
6. MASC

4-6

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



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. ER Large Laser
6. Endo Steel

1-3

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

4-6

Right Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Streak SRM 6
5. Streak SRM 6
6. Ammo (Streak SRM 6) 15

1-3

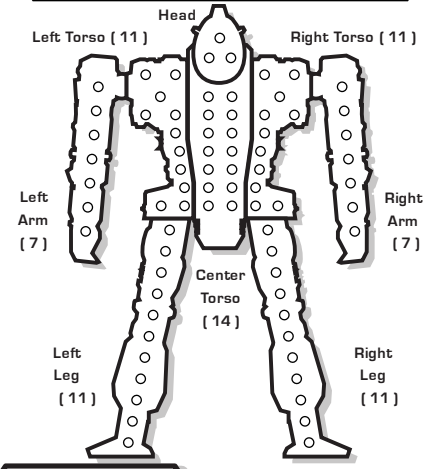
1. Ammo (Streak SRM 6) 15
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
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

Double Heat Sinks: 13 (26)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Shadow Cat B

Movement Points:		**Tonnage:**	45
Walking:	6	**Tech Base:**	Clan
Running:	9 [12]	**Rules Level:**	Standard
Jumping:	6	**Role:**	Missile Boat

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15 w/Artemis IV	LA	5	1/Msl [M,C,S]	—	7	14	21
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	LRM 15 w/Artemis IV	RA	5	1/Msl [M,C,S]	—	7	14	21
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ECM Suite	LT	—	[E]	—	—	—	6
1	Active Probe	RT	—	[E]	—	—	—	5

Ammo: (LRM 15 Artemis-capable) 32

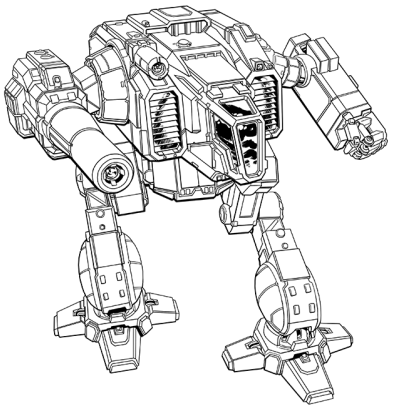
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WARRIOR DATA

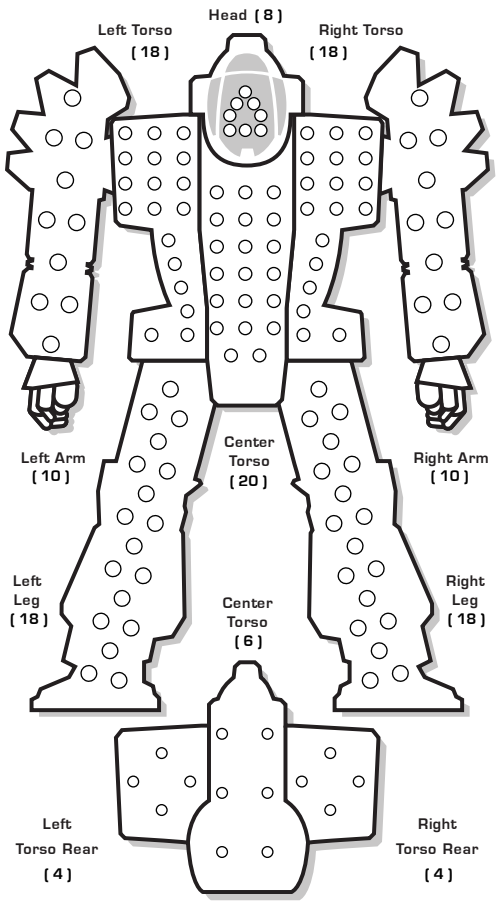
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. LRM 15
4. LRM 15
5. Artemis IV FCS
6. ER Medium Laser

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

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Ammo (LRM 15 Artemis-capable) 8
5. Ammo (LRM 15 Artemis-capable) 8
6. ECM Suite

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

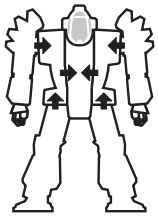
Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. LRM 15
4. LRM 15
5. Artemis IV FCS
6. ER Medium Laser

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

Right Torso (CASE)

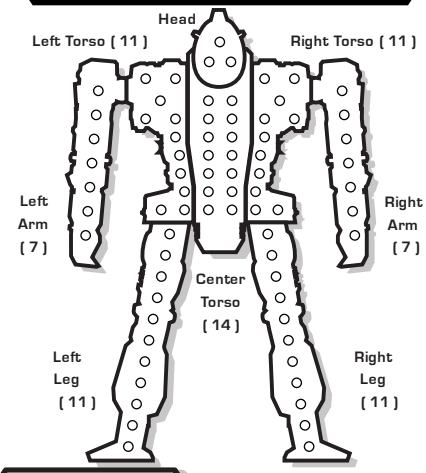
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Ammo (LRM 15 Artemis-capable) 8
5. Ammo (LRM 15 Artemis-capable) 8
6. Active Probe

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Shadow Cat TC

Movement Points:		**Tonnage:**	45
Walking:	6	**Tech Base:**	Clan
Running:	9 [12]	**Rules Level:**	Standard
Jumping:	6	**Role:**	Scout

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	LA	2	3 [P,AI]	—	2	4	6
1	LB 10-X AC	RA	2	10 [DB,C/F/S]	—	6	12	18
1	SRM 4	LT	3	2/Msl [M,C,S]	—	3	6	9
1	Active Probe	LT	—	[E]	—	—	—	5
1	Small Pulse Laser	RT	2	3 [P,AI]	—	2	4	6

Ammo: (LB-10X) 10, (LB-10X Cluster) 10, (SRM 4) 25

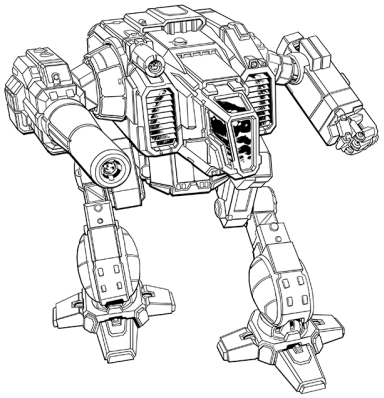
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WARRIOR DATA

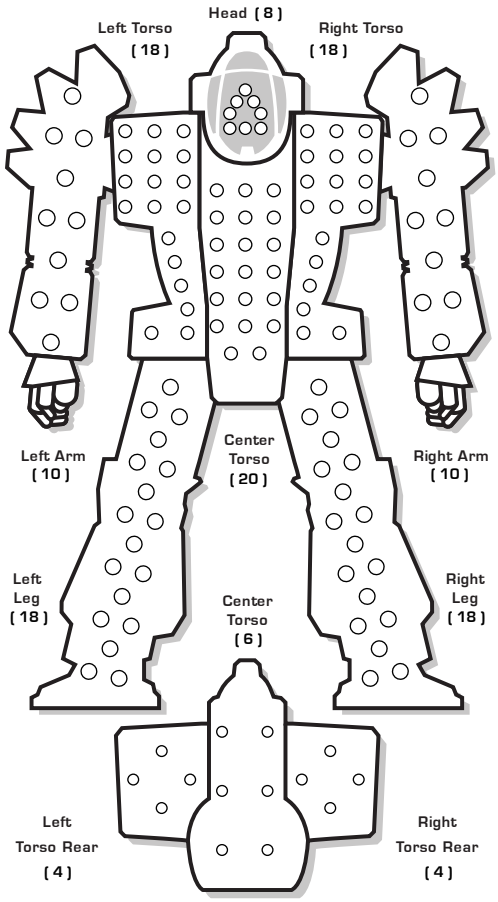
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Small Pulse Laser
6. Endo Steel

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

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. SRM 4
5. Ammo (SRM 4) 25
6. Active Probe

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

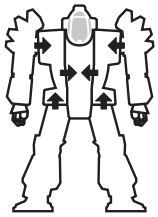
Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

4-6
1. LB 10-X AC
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

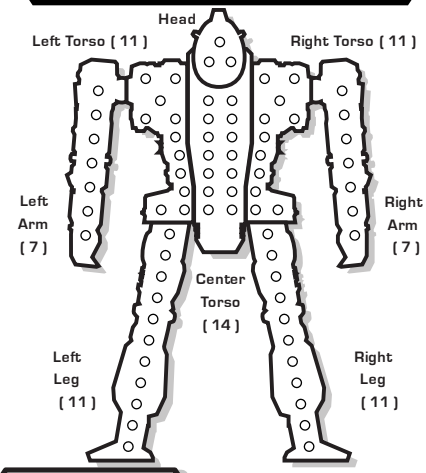
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Small Pulse Laser
5. Ammo (LB-10X) 10
6. Ammo (LB-10X Cluster) 10

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Conjurer (Hellhound)

Movement Points:		**Tonnage:**	50
Walking:	6	**Tech Base:**	Clan
Running:	9	**Rules Level:**	Standard
Jumping:	6	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

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

Ammo: (Streak SRM 2) 50

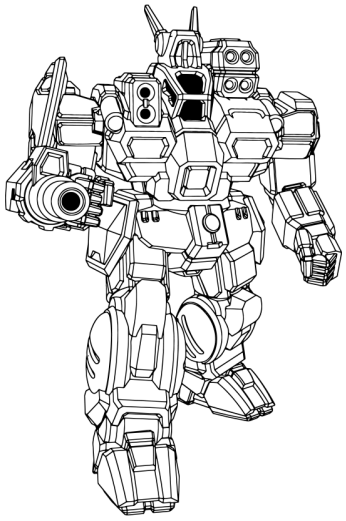
BV: 1,813

WARRIOR DATA

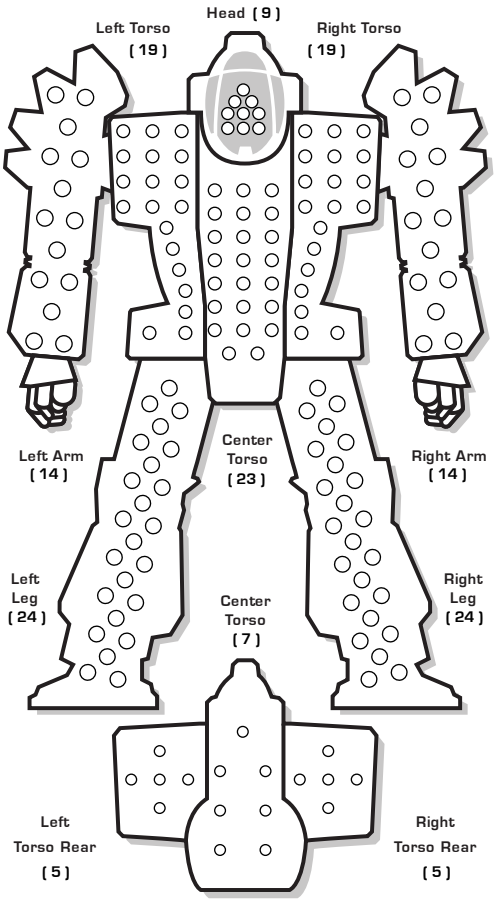
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. Jump Jet
2. Jump Jet
3. Streak SRM 2
4. Streak SRM 2
5. Ammo (Streak SRM 2) 50
6. Endo Steel

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

Left Leg

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

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

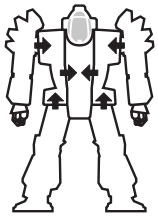
Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Pulse Laser
6. Large Pulse Laser

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

Right Torso

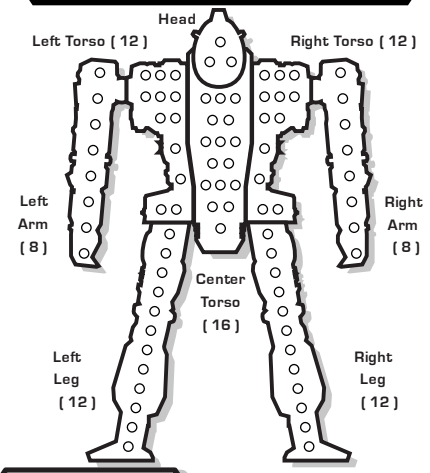
1-3
1. Jump Jet
2. Jump Jet
3. ER Medium Laser
4. ER Medium Laser
5. Endo Steel
6. Endo Steel

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Hunchback IIC

Movement Points:		**Tonnage:**	50
Walking:	4	**Tech Base:**	Clan
Running:	6	**Rules Level:**	Standard
Jumping:	4	**Role:**	Ambusher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	LT	7	20/Sht [DB,R/C]	—	4	8	12
1	Ultra AC/20	RT	7	20/Sht [DB,R/C]	—	4	8	12
2	ER Medium Laser	CT	5	7 [DE]	—	5	10	15

Ammo: (Ultra AC/20) 10

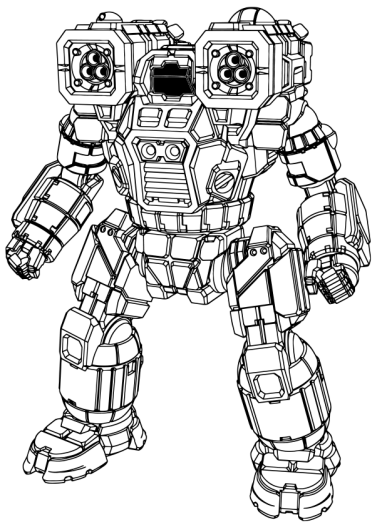
BV: 1,679

WARRIOR DATA

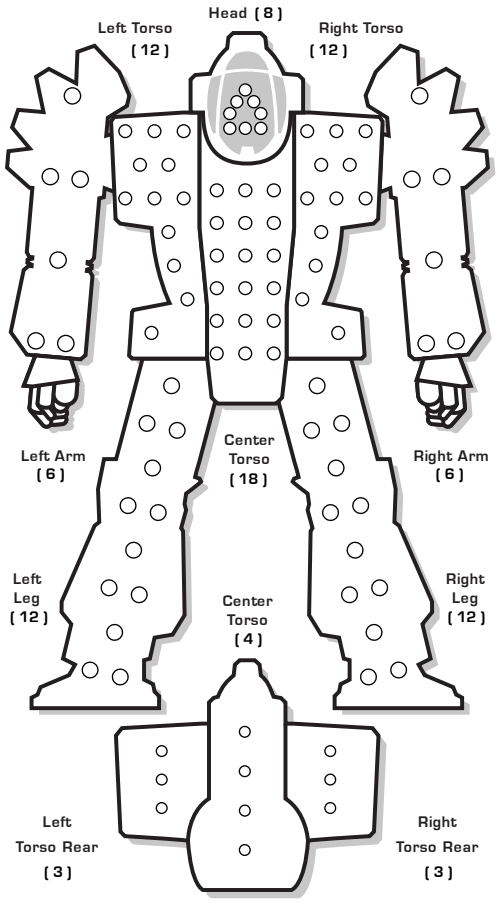
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

Left Arm (4-6)
1. Double Heat Sink
2. Double Heat Sink
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Ultra AC/20
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

Left Torso (CASE) (4-6)
1. Ultra AC/20
2. Ultra AC/20
3. Ultra AC/20
4. Ultra AC/20
5. Ammo (Ultra AC/20) 5
6. Endo Steel

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

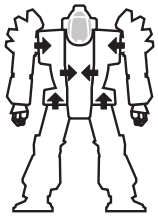
Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

Center Torso (4-6)
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ER Medium Laser
6. ER Medium Laser

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

CATALYST game labs



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

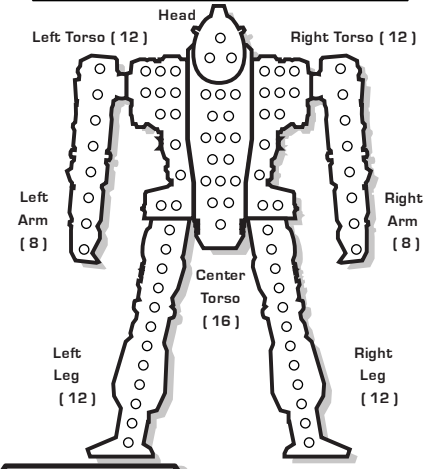
Right Arm (4-6)
1. Double Heat Sink
2. Double Heat Sink
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Ultra AC/20
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

Right Torso (CASE) (4-6)
1. Ultra AC/20
2. Ultra AC/20
3. Ultra AC/20
4. Ultra AC/20
5. Ammo (Ultra AC/20) 5
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 12 (24)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Huntsman (Nobori-nin) Prime

Movement Points:		**Tonnage:**	50
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	5	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	A-Pod	LL	—	[PD,OS,AI]	—	—	—	—
1	A-Pod	RL	—	[PD,OS,AI]	—	—	—	—
1	Streak SRM 6	LA	4	2/Msl [M,C]	—	4	8	12
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Ultra AC/2	RA	1	2/Sht [DB,R/C]	2	9	18	27
1	Anti-Missile System	LT	1	[PD]	—	1	—	—
1	Flamer	LT	3	2 [DE,H,AI]	—	1	2	3
1	TAG	LT	—	[E]	—	5	9	15
1	LRM 10 w/Artemis IV	RT	4	1/Msl [M,C,S]	—	7	14	21
1	Active Probe	RT	—	[E]	—	—	—	5

Ammo: (AMS) 24, (LRM 10 Artemis-capable) 12, (Streak SRM 6) 15, (Ultra AC/2) 45

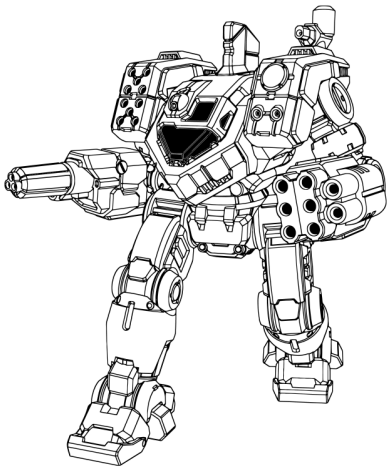
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WARRIOR DATA

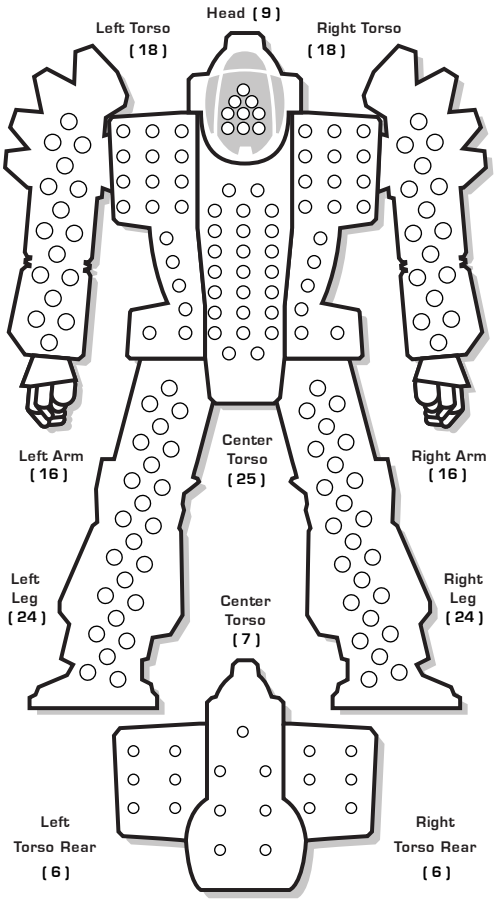
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Streak SRM 6
5. Streak SRM 6
6. ER Medium Laser

4-6
1. ER Medium Laser
2. Ammo (Streak SRM 6) 15
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Roll Again

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Anti-Missile System
5. Ammo (AMS) 24
6. Flamer

4-6
1. TAG
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. A-Pod

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

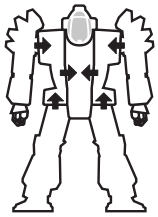
Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. ER Medium Laser
4. ER Medium Laser
5. Ultra AC/2
6. Ultra AC/2

4-6
1. Ammo (Ultra AC/2) 45
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

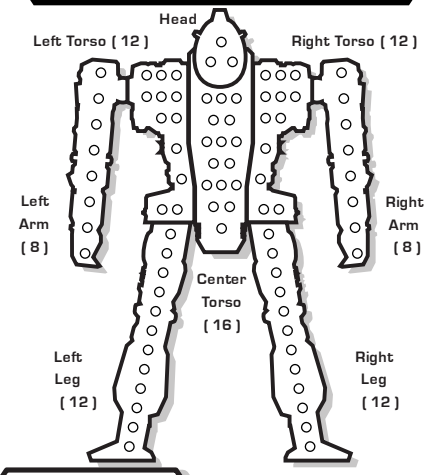
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. LRM 10
5. Artemis IV FCS
6. Ammo (LRM 10 Artemis-capable) 12

4-6
1. Active Probe
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. A-Pod

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

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Huntsman (Nobori-nin) A

Movement Points:		**Tonnage:**	50
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	5	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
1	LRM 10	LA	4	1/Msl [M,C,S]	—	7	14	21
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	LB 2-X AC	RA	1	2 [DB,C/F/S]	4	10	20	30

Ammo: (LB-2X) 45, (LRM 10) 12

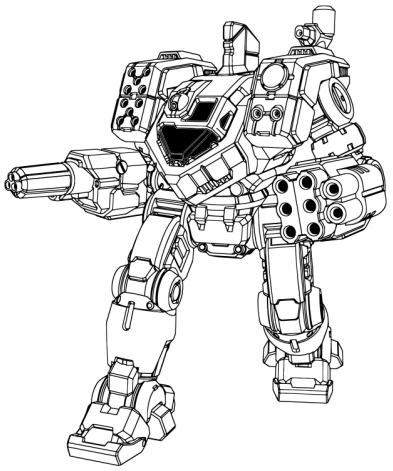
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WARRIOR DATA

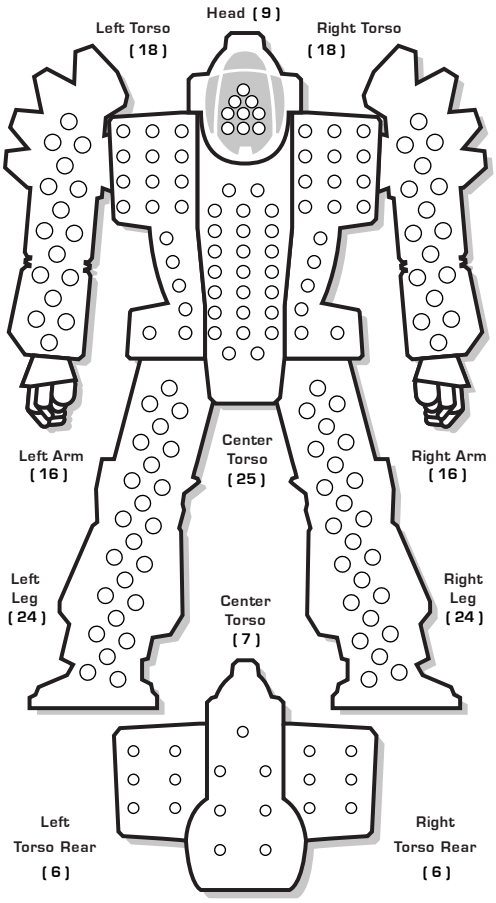
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Pulse Laser
5. Large Pulse Laser
6. LRM 10

4-6
1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Ammo (LRM 10) 12

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

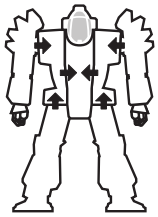
Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Large Pulse Laser
4. Large Pulse Laser
5. LB 2-X AC
6. LB 2-X AC

4-6
1. LB 2-X AC
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

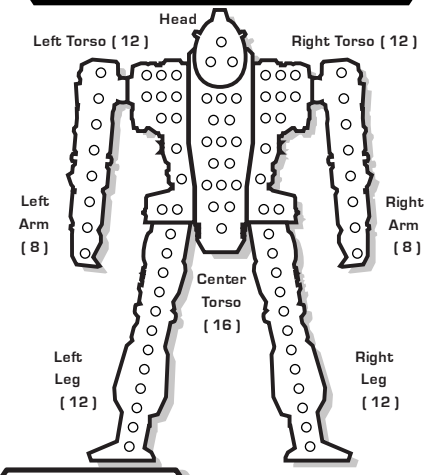
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Ammo (LB-2X) 45

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 12 (24)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Huntsman (Nobori-nin) B

Movement Points:		**Tonnage:**	50
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	5	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	LA	2	10 [DB,C/F/S]	—	6	12	18
1	ER PPC	RA	15	15 [DE]	—	7	14	23
2	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
2	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3

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

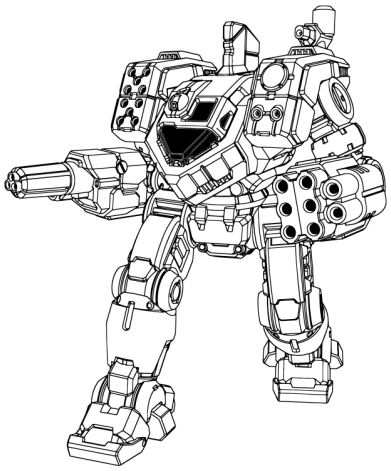
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WARRIOR DATA

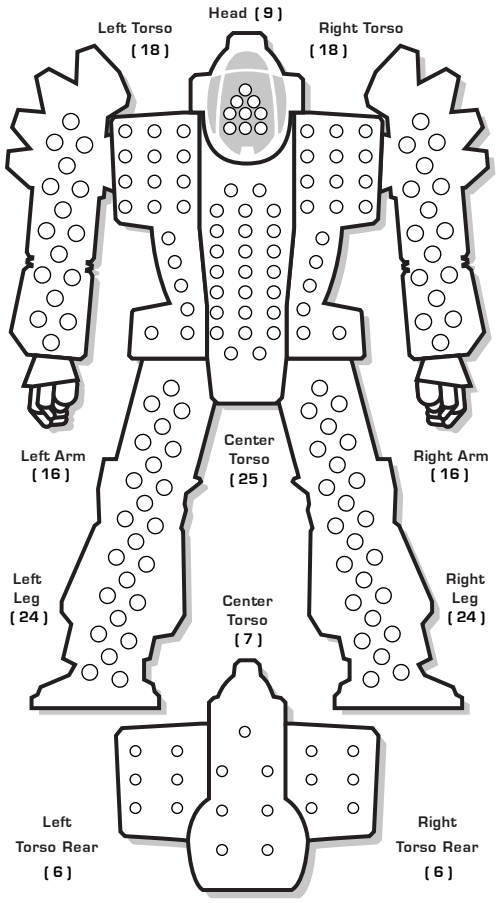
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. LB 10-X AC (1-3)
4. LB 10-X AC (1-3)
5. LB 10-X AC (1-3)
6. LB 10-X AC (1-3)
1. LB 10-X AC (1-3)
2. Endo Steel
3. Endo Steel (4-6)
4. Ferro-Fibrous (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet (1-3)
4. Ammo (LB-10X) 10 (1-3)
5. Ammo (LB-10X Cluster) 10 (1-3)
6. Endo Steel
1. Ferro-Fibrous (4-6)
2. Ferro-Fibrous (4-6)
3. Ferro-Fibrous (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

Head

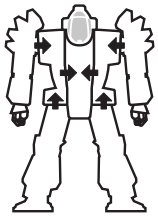
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)
1. Gyro (4-6)
2. XL Fusion Engine (4-6)
3. XL Fusion Engine (4-6)
4. XL Fusion Engine (4-6)
5. Jump Jet (4-6)
6. Endo Steel (4-6)

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. ER PPC (1-3)
4. ER PPC (1-3)
5. Medium Pulse Laser
6. Medium Pulse Laser
1. Endo Steel (4-6)
2. Endo Steel (4-6)
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

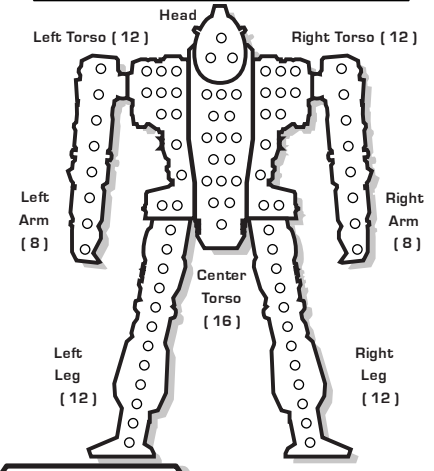
Right Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet (1-3)
4. Machine Gun (1-3)
5. Machine Gun (1-3)
6. Ammo (Machine Gun) 200
1. Endo Steel (4-6)
2. Ferro-Fibrous (4-6)
3. Ferro-Fibrous (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Huntsman (Nobori-nin) C

Movement Points:		**Tonnage:**	50
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	5	**Role:**	Missile Boat

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	LA	1	5/Sht [DB,R/C]	—	7	14	21
1	Streak SRM 4	RA	3	2/Msl [M,C]	—	4	8	12
1	LRM 15	LT	5	1/Msl [M,C,S]	—	7	14	21
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	ER Small Laser	LT	2	5 [DE]	—	2	4	6
1	LRM 20	RT	6	1/Msl [M,C,S]	—	7	14	21
1	Flamer	RT	3	2 [DE,H,AI]	—	1	2	3

Ammo: (LRM 15) 8, (LRM 20) 6, (Streak SRM 4) 25, (Ultra AC/5) 20

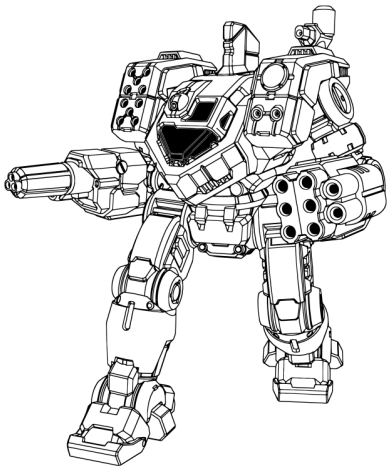
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WARRIOR DATA

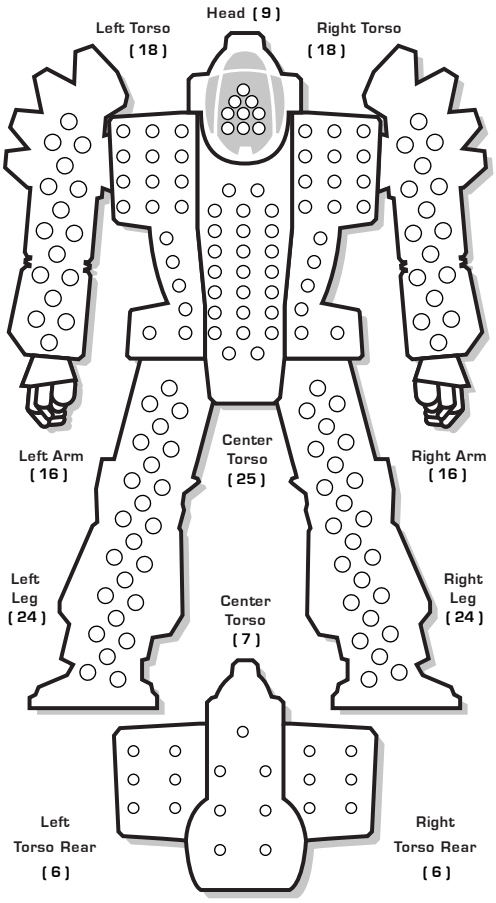
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Ultra AC/5
4. Ultra AC/5
5. Ultra AC/5
6. Ammo (Ultra AC/5) 20

1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. LRM 15
5. LRM 15
6. ER Medium Laser

1. ER Small Laser
2. Ammo (LRM 15) 8
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

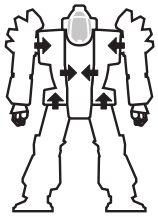
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

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



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Streak SRM 4
4. Ammo (Streak SRM 4) 25
5. Endo Steel
6. Endo Steel

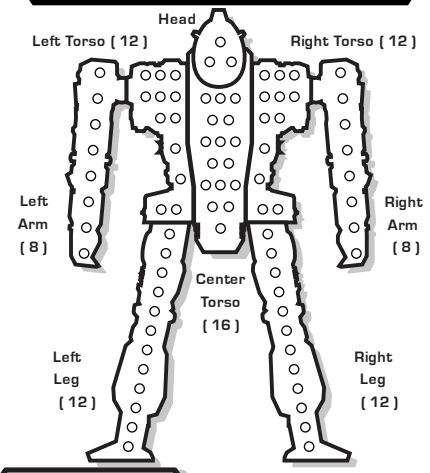
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. LRM 20
5. LRM 20
6. LRM 20

1. LRM 20
2. Flamer
3. Ammo (LRM 20) 6
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
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

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Nova (Black Hawk) Prime

Movement Points:		**Tonnage:**	50
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	5	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
6	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
6	ER Medium Laser	RA	5	7 [DE]	—	5	10	15

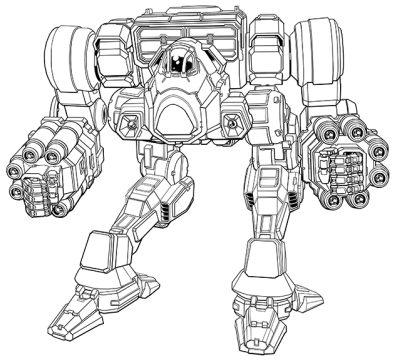
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WARRIOR DATA

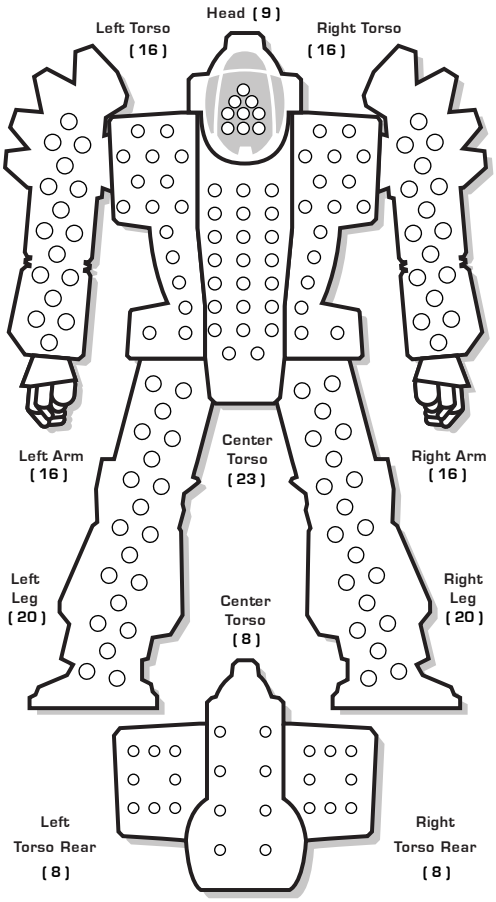
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. ER Medium Laser
2. ER Medium Laser
3. ER Medium Laser
4. ER Medium Laser
5. ER Medium Laser
6. ER Medium Laser

4-6

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

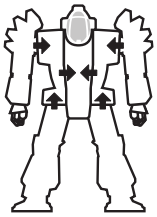
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Roll Again

4-6

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



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. ER Medium Laser
2. ER Medium Laser
3. ER Medium Laser
4. ER Medium Laser
5. ER Medium Laser
6. ER Medium Laser

4-6

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

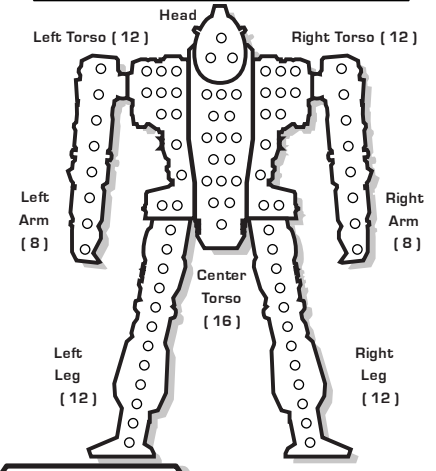
1. Double Heat Sink
2. Double Heat Sink
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Double Heat Sinks: 18 (36)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Nova (Black Hawk) A

Movement Points:		**Tonnage:**	50
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	5	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15 [DE]	—	7	14	23
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	Anti-Missile System	LT	1	[PD]	—	1	—	—
1	Anti-Missile System	RT	1	[PD]	—	1	—	—

Ammo: (AMS) 24

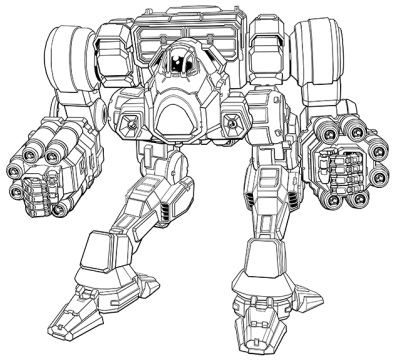
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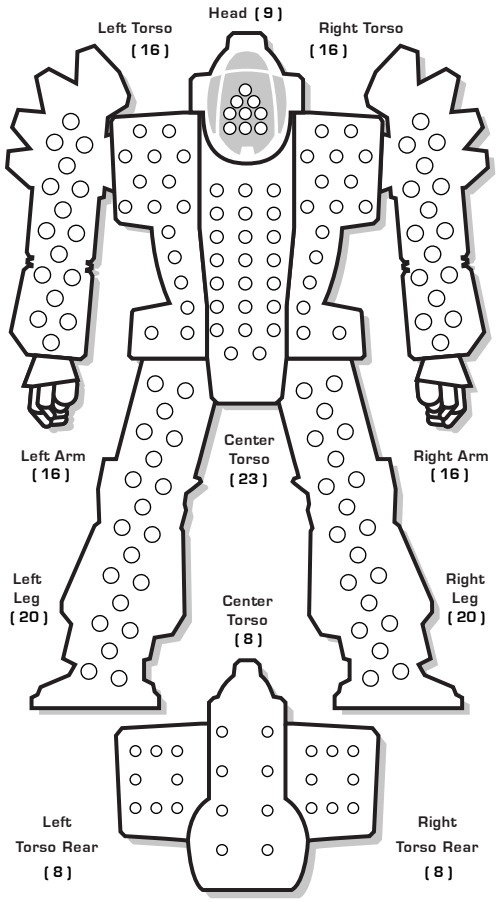
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. ER PPC (1-3)
4. ER PPC (1-3)
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink (1-3)
4. Double Heat Sink (1-3)
5. Double Heat Sink
6. Double Heat Sink

1. Medium Pulse Laser
2. Anti-Missile System
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

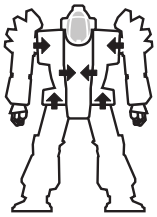
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. ER PPC (1-3)
4. ER PPC (1-3)
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

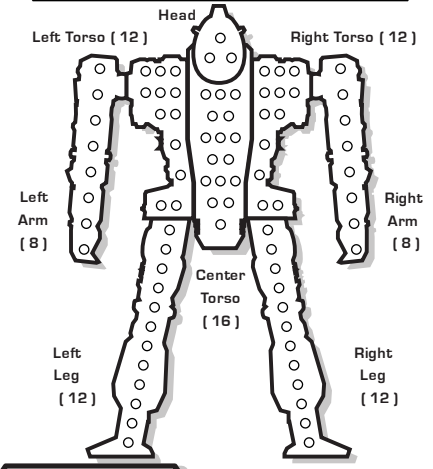
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink (1-3)
4. Double Heat Sink (1-3)
5. Double Heat Sink
6. Double Heat Sink

1. Anti-Missile System
2. Ammo (AMS) 24
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 14 (28)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Nova (Black Hawk) B

Movement Points:		**Tonnage:**	50
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	5	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
1	Ultra AC/5	RA	1	5/Sht [DB,R/C]	—	7	14	21
2	Machine Gun	LT	—	2 [DB,AI]	—	1	2	3
1	ER Small Laser	RT	2	5 [DE]	—	2	4	6

Ammo: (Machine Gun) 200, (Ultra AC/5) 20

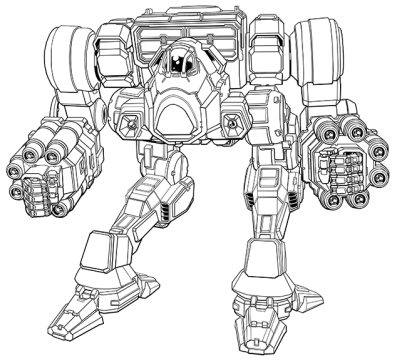
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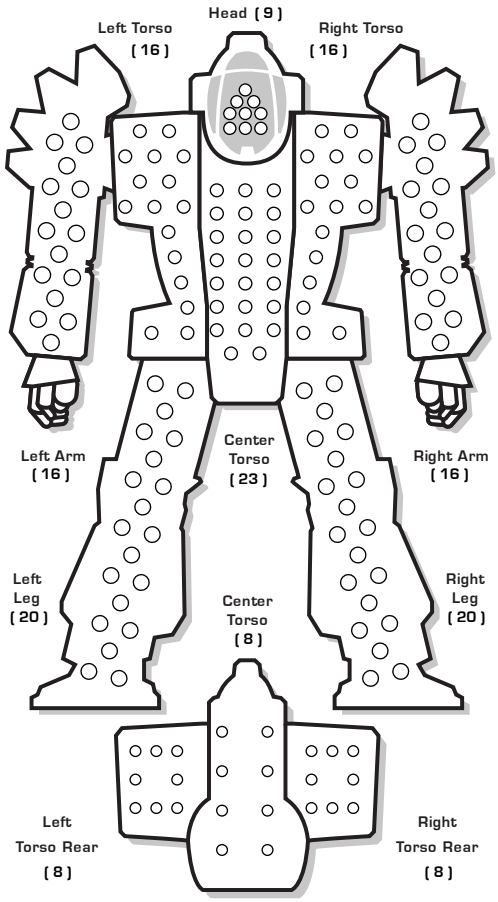
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Pulse Laser
6. Large Pulse Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Machine Gun
2. Machine Gun
3. Ammo (Machine Gun) 200
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

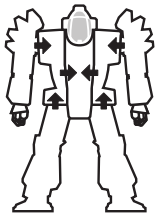
Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Ultra AC/5
4. Ultra AC/5
5. Ultra AC/5
6. Ammo (Ultra AC/5) 20

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

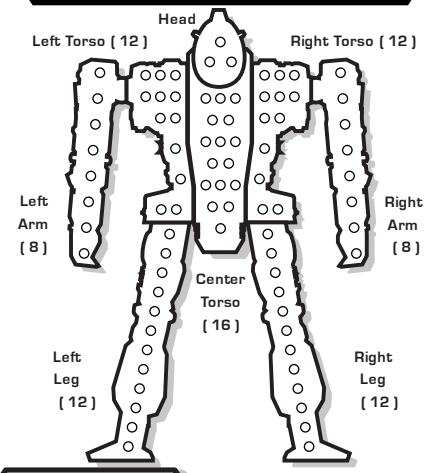
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. ER Small Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 14 (28)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Nova (Black Hawk) C

Movement Points:		**Tonnage:**	50
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	5	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	SRM 4	LT	3	2/Msl [M,C,S]	—	3	6	9
1	Small Pulse Laser	RT	2	3 [P,AI]	—	2	4	6

Ammo: (Gauss) 8, (SRM 4) 25

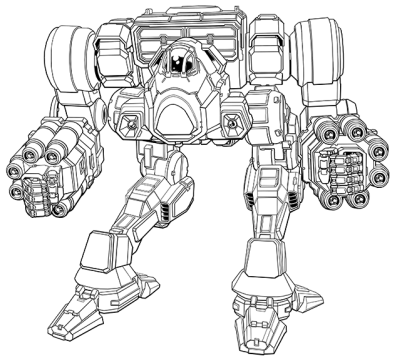
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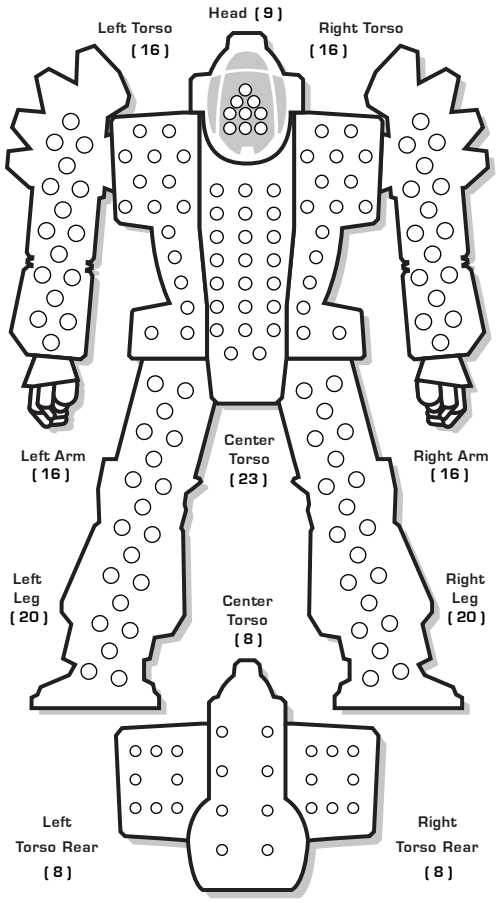
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator

1-3
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle

4-6
3. Ammo (Gauss) 8
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. SRM 4
2. Ammo (SRM 4) 25

4-6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine

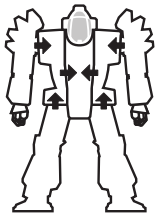
1-3
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine

4-6
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator

1-3
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again

4-6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

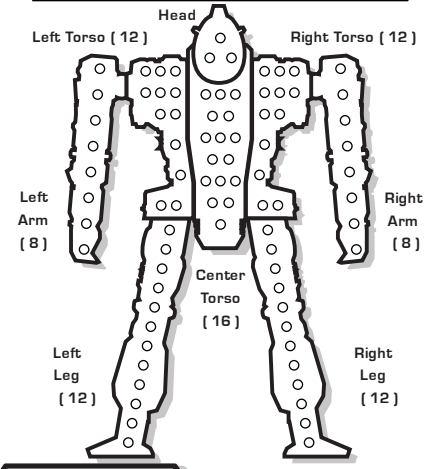
1. Small Pulse Laser
2. Roll Again

4-6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 14 (28)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Nova (Black Hawk) D

Movement Points:		**Tonnage:**	50
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	5	**Role:**	Missile Boat

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 5-X AC	LA	1	5 [DB,C/F/S]	3	8	15	24
1	LRM 20	RA	6	1/Msl [M,C,S]	—	7	14	21

Ammo: (LB-5X) 20, (LB-5X Cluster) 20, (LRM 20) 12

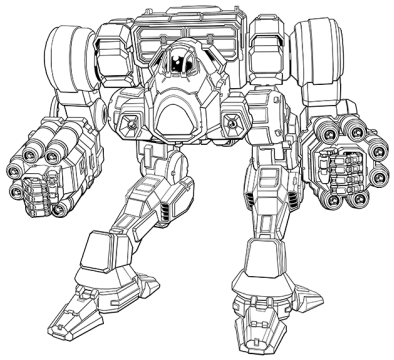
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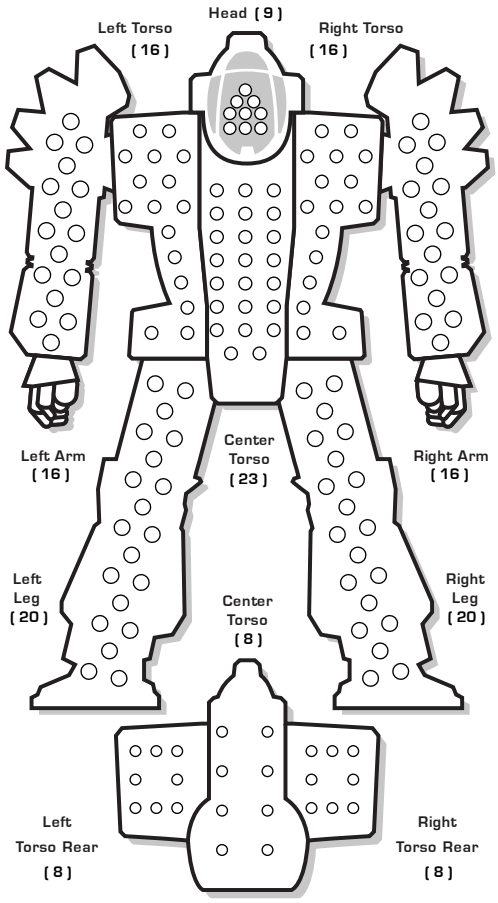
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. LB 5-X AC (1-3)
4. LB 5-X AC (1-3)
5. LB 5-X AC (1-3)
6. LB 5-X AC (1-3)
1. Ammo (LB-5X) 20 (4-6)
2. Ammo (LB-5X Cluster) 20 (4-6)
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink (1-3)
4. Double Heat Sink (1-3)
5. Double Heat Sink (1-3)
6. Double Heat Sink (1-3)
1. Roll Again (4-6)
2. Roll Again (4-6)
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

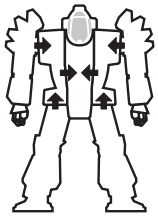
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)
1. Gyro (4-6)
2. XL Fusion Engine (4-6)
3. XL Fusion Engine (4-6)
4. XL Fusion Engine (4-6)
5. Jump Jet (4-6)
6. Roll Again (4-6)

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



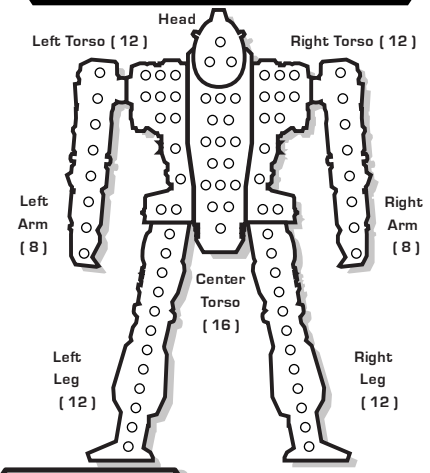
Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 20 (1-3)
6. LRM 20 (1-3)
1. LRM 20 (4-6)
2. LRM 20 (4-6)
3. Ammo (LRM 20) 6 (4-6)
4. Ammo (LRM 20) 6 (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink (1-3)
4. Double Heat Sink (1-3)
5. Double Heat Sink (1-3)
6. Double Heat Sink (1-3)
1. Roll Again (4-6)
2. Roll Again (4-6)
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Double Heat Sinks: 14 (28)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Nova (Black Hawk) S

Movement Points:		**Tonnage:**	50
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	5	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
3	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
2	Machine Gun	LT	—	2 [DB,AI]	—	1	2	3
2	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3
1	Anti-Missile System	CT	1	[PD]	—	1	—	—
1	Active Probe	HD	—	[E]	—	—	—	5

Ammo: (AMS) 24, (Machine Gun) 100

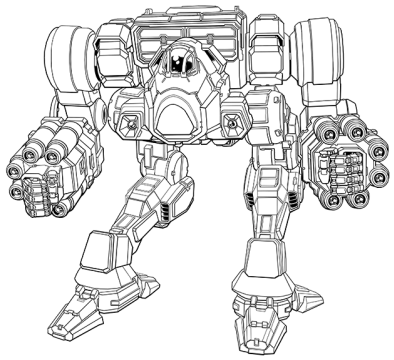
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WARRIOR DATA

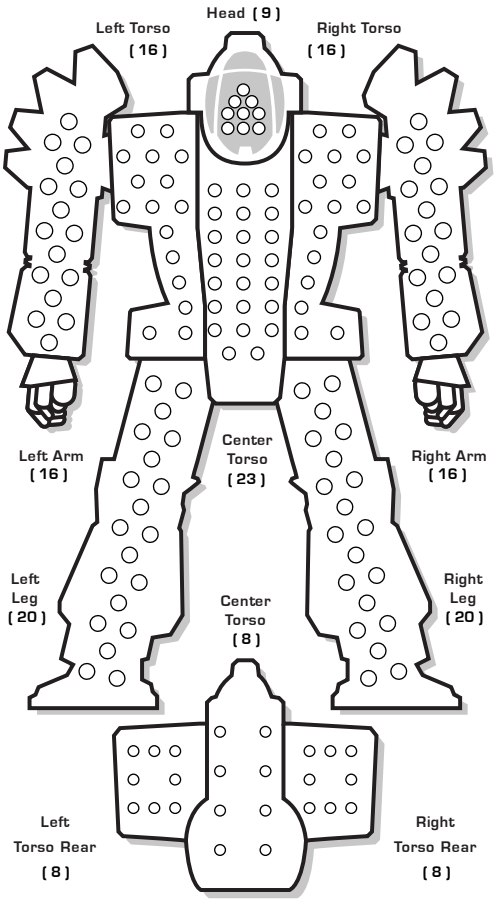
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. Medium Pulse Laser

4-6
1. Medium Pulse Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Machine Gun
2. Machine Gun
3. Ammo (Machine Gun) 100
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Active Probe
5. Sensors
6. Life Support

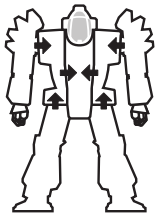
Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Anti-Missile System

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. Medium Pulse Laser

4-6
1. Medium Pulse Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

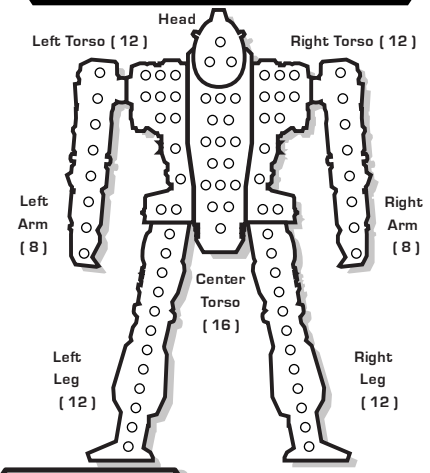
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Machine Gun
2. Machine Gun
3. Ammo (AMS) 24
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 14 (28)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Black Lanner Prime

Movement Points:		**Tonnage:**	55
Walking:	7	**Tech Base:**	Clan
Running:	11 [14]	**Rules Level:**	Standard
Jumping:	0	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	LRM 10	LT	4	1/Msl [M,C,S]	—	7	14	21
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
1	ECM Suite	HD	—	[E]	—	—	—	6

Ammo: (LRM 10) 12, (SRM 6) 15

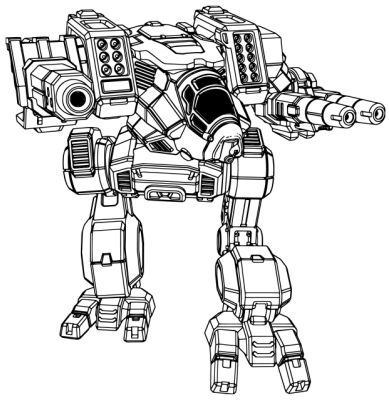
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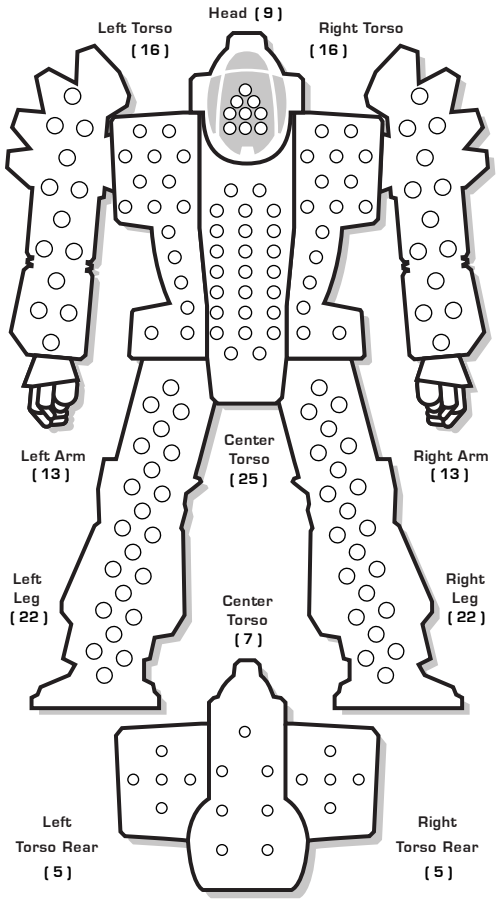
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

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

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. LRM 10
4. Ammo (LRM 10) 12
5. Endo Steel
6. Endo Steel

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

Left Leg

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

Head

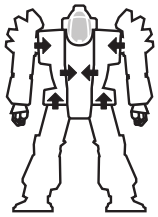
1. Life Support
2. Sensors
3. Cockpit
4. ECM Suite
5. Sensors
6. Life Support

Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. ER Large Laser
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

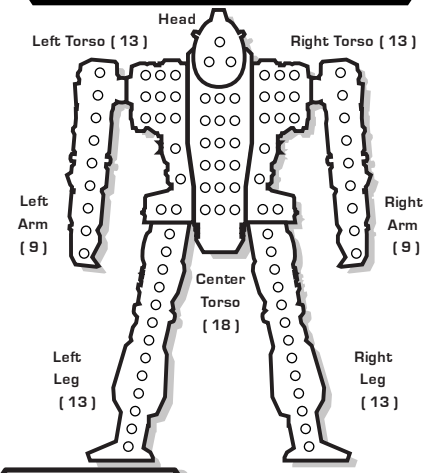
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. SRM 6
4. Ammo (SRM 6) 15
5. Ferro-Fibrous
6. Ferro-Fibrous

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

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Black Lanner A

Movement Points:		**Tonnage:**	55
Walking:	7	**Tech Base:**	Clan
Running:	11 [14]	**Rules Level:**	Standard
Jumping:	0	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	TAG	LT	—	[E]	—	5	9	15
1	Active Probe	RT	—	[E]	—	—	—	5
1	ECM Suite	HD	—	[E]	—	—	—	6

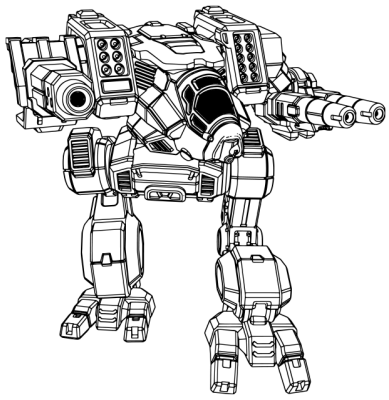
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WARRIOR DATA

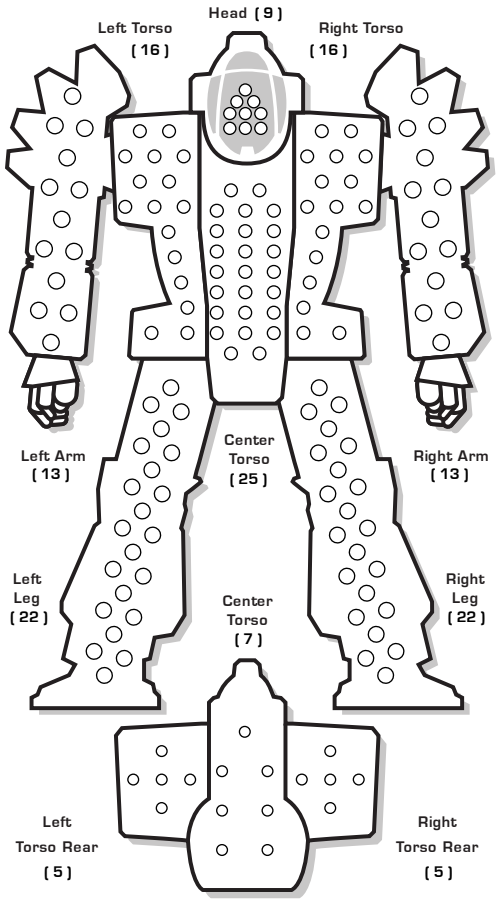
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

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

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. TAG
4. Endo Steel
5. Endo Steel
6. Endo Steel

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

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

Head

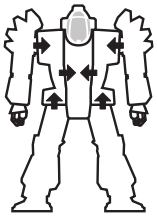
1. Life Support
2. Sensors
3. Cockpit
4. ECM Suite
5. Sensors
6. Life Support

Center Torso

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. MASC
6. MASC

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. ER PPC
4. ER PPC
5. Endo Steel
6. Endo Steel

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

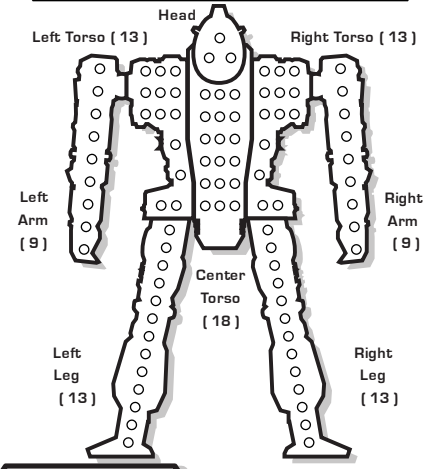
1. XL Fusion Engine
2. XL Fusion Engine
3. Active Probe
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Black Lanner B

Movement Points:		**Tonnage:**	55
Walking:	7	**Tech Base:**	Clan
Running:	11 [14]	**Rules Level:**	Standard
Jumping:	0	**Role:**	Missile Boat

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	LA	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20	RA	6	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 20) 18

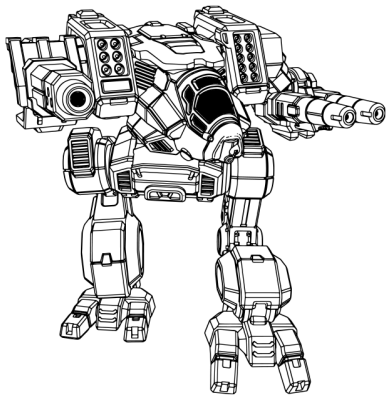
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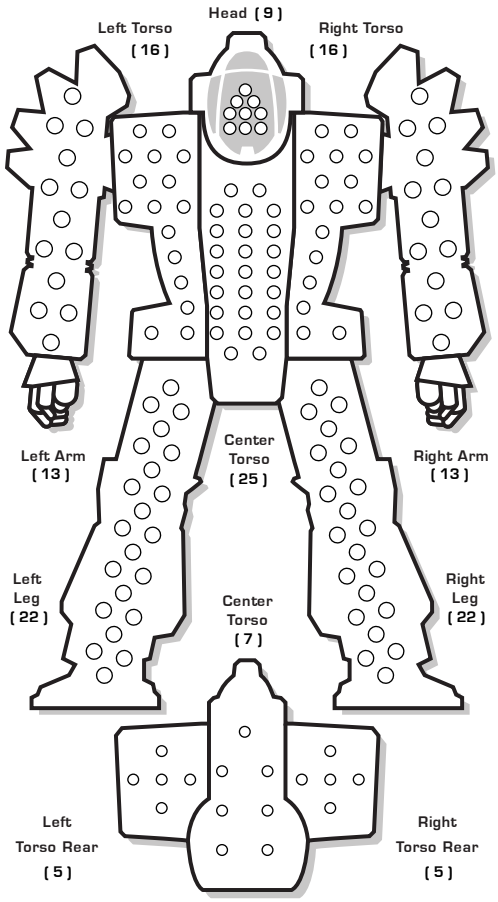
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

4-6: 1. Ferro-Fibrous; 2. Ferro-Fibrous; 3. Roll Again; 4. Roll Again; 5. Roll Again; 6. Roll Again

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
5. Endo Steel
6. Endo Steel

4-6: 1. Endo Steel; 2. Roll Again; 3. Roll Again; 4. Roll Again; 5. Roll Again; 6. Roll Again

Left Leg

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

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

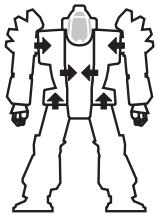
Center Torso

1-3: 1. XL Fusion Engine; 2. XL Fusion Engine; 3. XL Fusion Engine; 4. Gyro; 5. Gyro; 6. Gyro

4-6: 1. Gyro; 2. XL Fusion Engine; 3. XL Fusion Engine; 4. XL Fusion Engine; 5. MASC; 6. MASC

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

4-6: 1. Endo Steel; 2. Endo Steel; 3. Roll Again; 4. Roll Again; 5. Roll Again; 6. Roll Again

Right Torso (CASE)

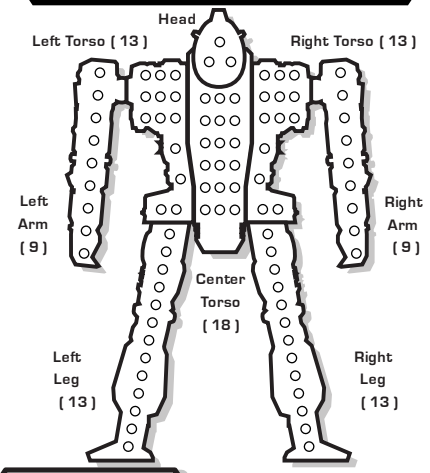
1. XL Fusion Engine
2. XL Fusion Engine
3. Ammo (LRM 20) 6
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6: 1. Roll Again; 2. Roll Again; 3. Roll Again; 4. Roll Again; 5. Roll Again; 6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Black Lanner C

Movement Points:		**Tonnage:**	55
Walking:	7	**Tech Base:**	Clan
Running:	11 [14]	**Rules Level:**	Standard
Jumping:	0	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
6	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	Streak SRM 6	RA	4	2/Msl [M,C]	—	4	8	12

Ammo: (Streak SRM 6) 15

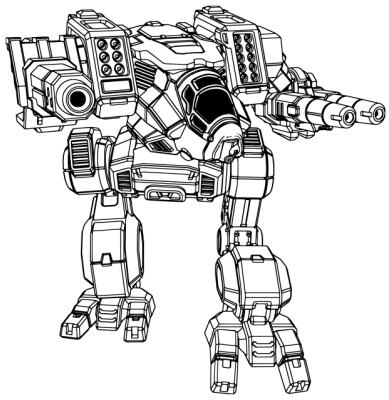
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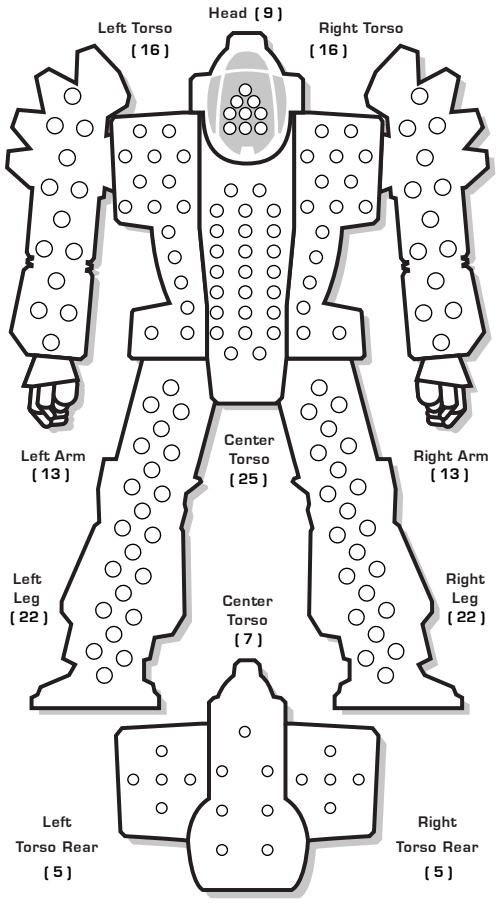
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. ER Medium Laser
4. ER Medium Laser
5. ER Medium Laser
6. ER Medium Laser

4-6
1. ER Medium Laser
2. ER Medium Laser
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Left Leg

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

Head

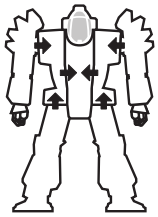
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Streak SRM 6
4. Streak SRM 6
5. Ammo (Streak SRM 6) 15
6. Endo Steel

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

Right Torso

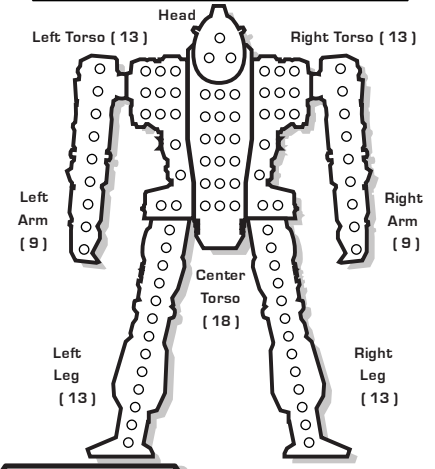
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 13 (26)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Black Lanner D

Movement Points:		**Tonnage:**	55
Walking:	7	**Tech Base:**	Clan
Running:	11 [14]	**Rules Level:**	Standard
Jumping:	0	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	ER Small Laser	LA	2	5 [DE]	—	2	4	6
2	Machine Gun	LA	—	2 [DB,AI]	—	1	2	3
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	ER Small Laser	RA	2	5 [DE]	—	2	4	6
2	Machine Gun	RA	—	2 [DB,AI]	—	1	2	3
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
1	Flamer	LT	3	2 [DE,H,AI]	—	1	2	3
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
1	Active Probe	HD	—	[E]	—	—	—	5

Ammo: (Machine Gun) 100, (SRM 6) 30

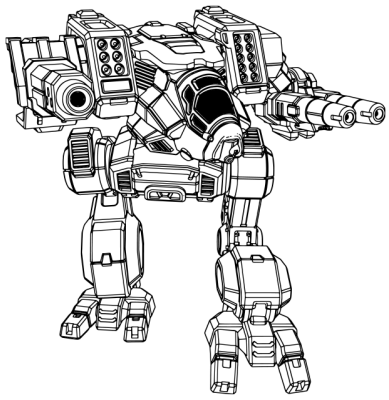
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WARRIOR DATA

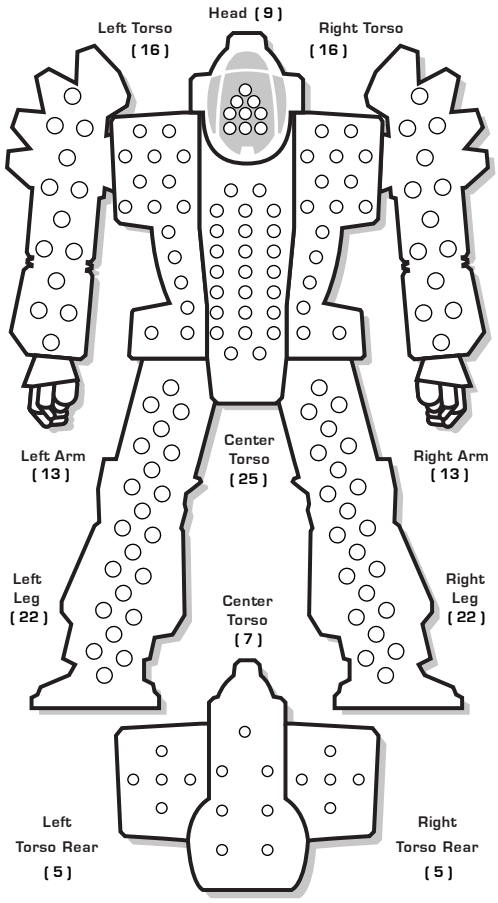
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3	1. Shoulder 2. Upper Arm Actuator 3. Medium Pulse Laser 4. ER Small Laser 5. Machine Gun 6. Machine Gun
4-6	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Left Torso (CASE)

1-3	1. XL Fusion Engine 2. XL Fusion Engine 3. SRM 6 4. Flamer 5. Ammo (Machine Gun) 100 6. Endo Steel
4-6	1. Endo Steel 2. Endo Steel 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Left Leg

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

Head

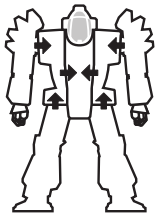
1. Life Support
2. Sensors
3. Cockpit
4. Active Probe
5. Sensors
6. Life Support

Center Torso

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

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

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder 2. Upper Arm Actuator 3. Medium Pulse Laser 4. ER Small Laser 5. Machine Gun 6. Machine Gun
4-6	1. Endo Steel 2. Endo Steel 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

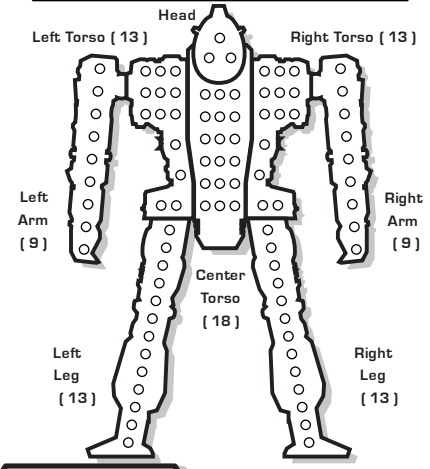
Right Torso (CASE)

1-3	1. XL Fusion Engine 2. XL Fusion Engine 3. SRM 6 4. Ammo (SRM 6) 15 5. Ammo (SRM 6) 15 6. Ferro-Fibrous
4-6	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Shadow Hawk C

Movement Points:		**Tonnage:**	55
Walking:	5	**Tech Base:**	Mixed
Running:	8	**Rules Level:**	Experimental
Jumping:	5	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser (Clan)	RA	5	7 [DE]	—	5	10	15
1	LB 5-X AC (Clan)	LT	1	5 [DB,C/F/S]	3	8	15	24
1	LRM 5 (Clan)	RT	2	1/Msl [M,C,S]	—	7	14	21
1	Streak SRM 2 (Clan)	HD	2	2/Msl [M,C]	—	4	8	12

Ammo: (LB-5X) 20, (LRM 5) 24, (Streak SRM 2) 50

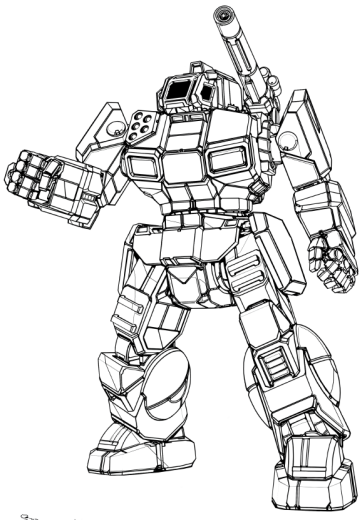
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WARRIOR DATA

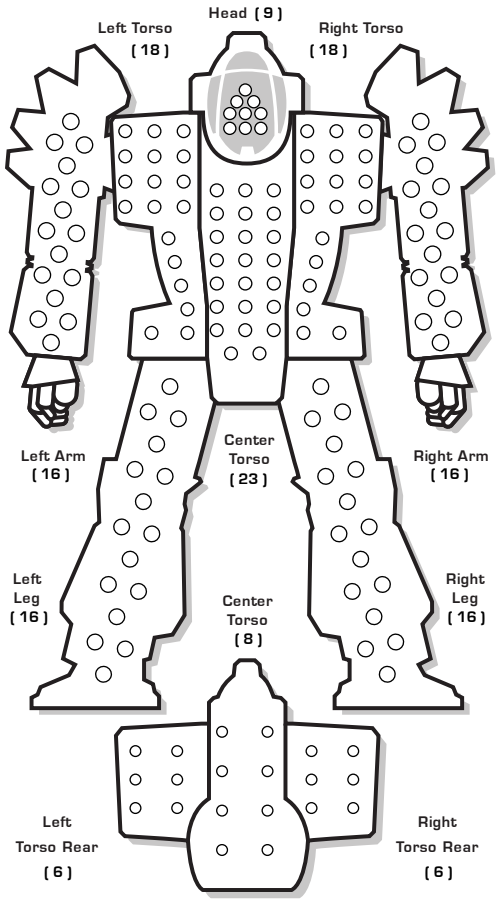
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. Jump Jet
2. Jump Jet
3. LB 5-X AC
4. LB 5-X AC
5. LB 5-X AC
6. LB 5-X AC

4-6
1. Ammo (LB-5X) 20
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Streak SRM 2
5. Sensors
6. Life Support

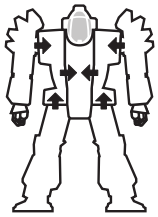
Center Torso (CASE)

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Ammo (Streak SRM 2) 50

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

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

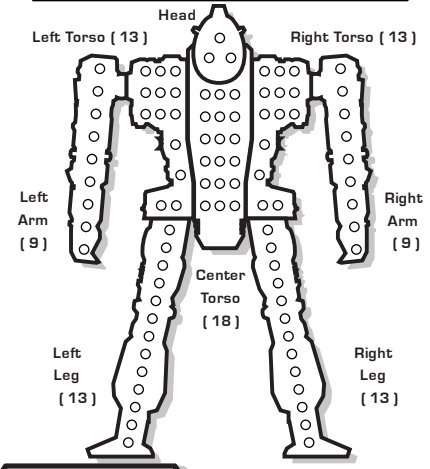
1-3
1. Heat Sink
2. Heat Sink
3. Jump Jet
4. Jump Jet
5. LRM 5
6. Ammo (LRM 5) 24

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Sinks: 13

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Stormcrow (Ryoken) Prime

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Medium Laser	HD	5	7 [DE]	—	5	10	15

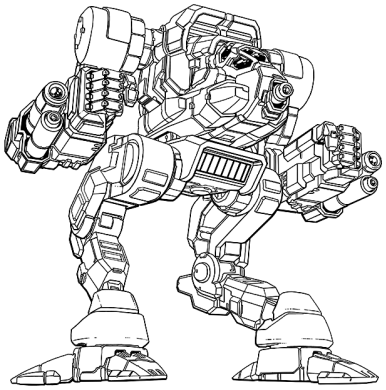
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WARRIOR DATA

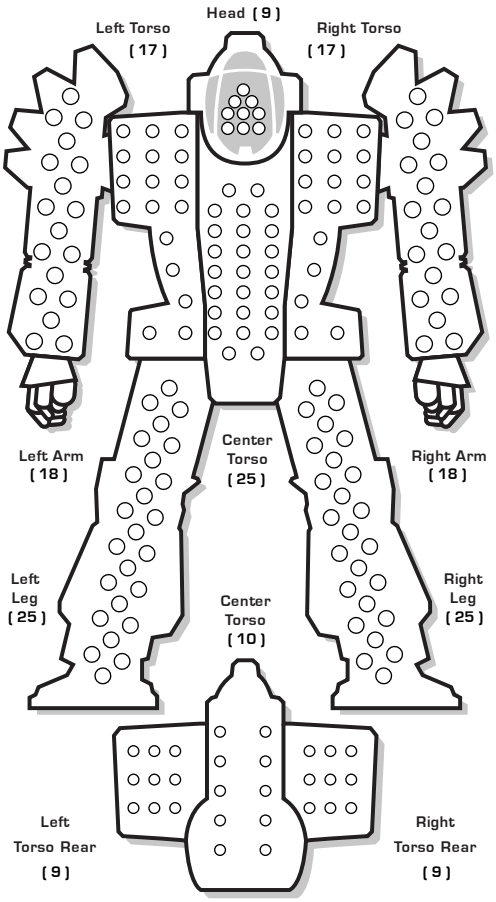
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. ER Large Laser
6. ER Medium Laser

4-6

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Left Leg

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

Head

1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser
5. Sensors
6. Life Support

Center Torso

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

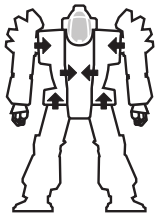
1-3

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

4-6

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

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. ER Large Laser
6. ER Medium Laser

4-6

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

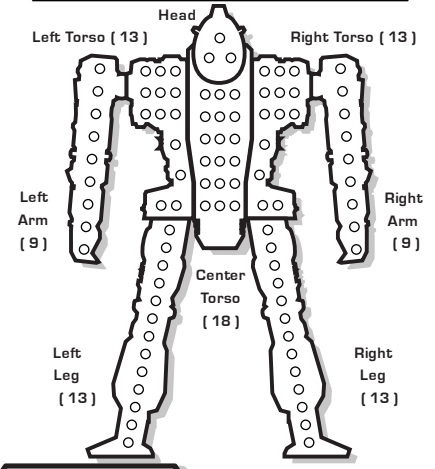
1. Double Heat Sink
2. Double Heat Sink
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Double Heat Sinks: 22 (44)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Stormcrow (Ryoken) A

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	LRM 20	RA	6	1/Msl [M,C,S]	—	7	14	21
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12

Ammo: (LRM 20) 12, (Streak SRM 6) 30

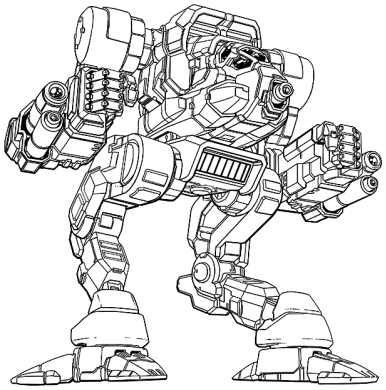
BV: 2,319

WARRIOR DATA

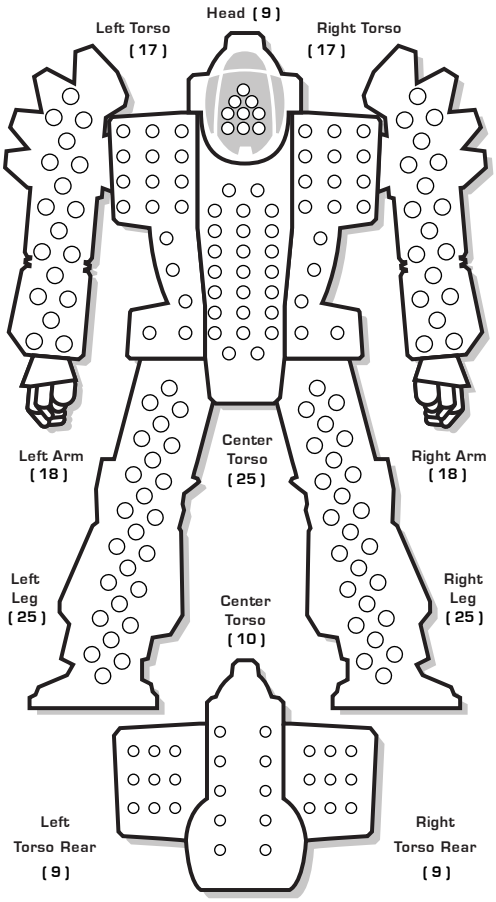
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. Medium Pulse Laser

4-6
1. Medium Pulse Laser
2. Medium Pulse Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Streak SRM 6
4. Streak SRM 6
5. Ammo (Streak SRM 6) 15
6. Endo Steel

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

Left Leg

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

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

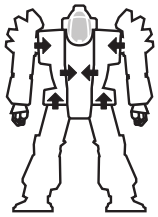
Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 20
6. LRM 20

4-6
1. LRM 20
2. LRM 20
3. Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
5. Roll Again
6. Roll Again

Right Torso (CASE)

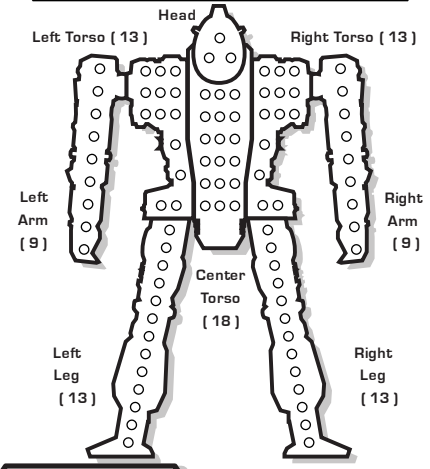
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Streak SRM 6
4. Streak SRM 6
5. Ammo (Streak SRM 6) 15
6. Endo Steel

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Stormcrow (Ryoken) B

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	LA	7	20/Sht [DB,R/C]	—	4	8	12
6	ER Medium Laser	RA	5	7 [DE]	—	5	10	15

Ammo: (Ultra AC/20) 10

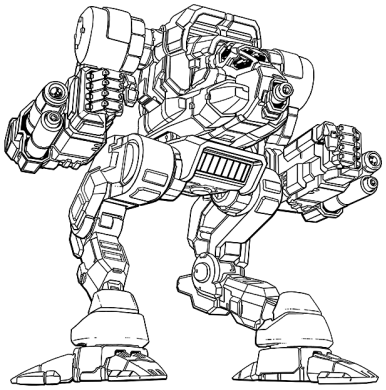
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WARRIOR DATA

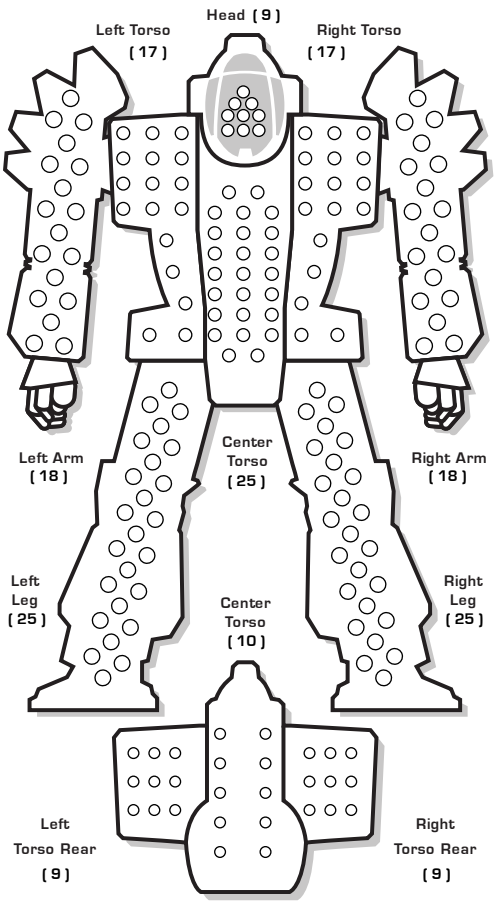
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator

1-3
3. Ultra AC/20
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

4-6
1. Ultra AC/20
2. Ultra AC/20
3. Ultra AC/20
4. Ultra AC/20
5. Roll Again
6. Roll Again

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Ammo (Ultra AC/20) 5
4. Ammo (Ultra AC/20) 5
5. Endo Steel
6. Ferro-Fibrous

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

Left Leg

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

Head

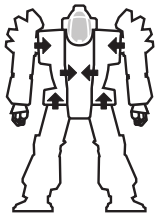
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

4-6
1. ER Medium Laser
2. ER Medium Laser
3. ER Medium Laser
4. ER Medium Laser
5. Roll Again
6. Roll Again

Right Torso

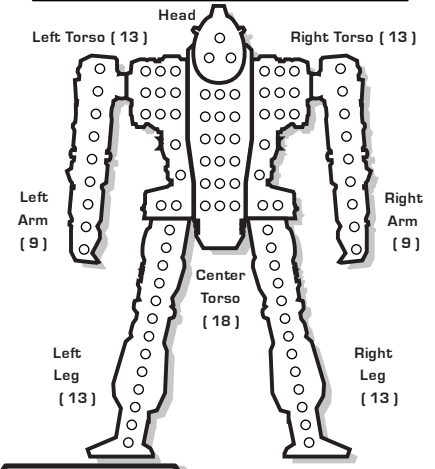
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 13 (26)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Stormcrow (Ryoken) C

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	LA	2	10 [DB,C/F/S]	—	6	12	18
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12

Ammo: (LB-10X) 20, (LB-10X Cluster) 10

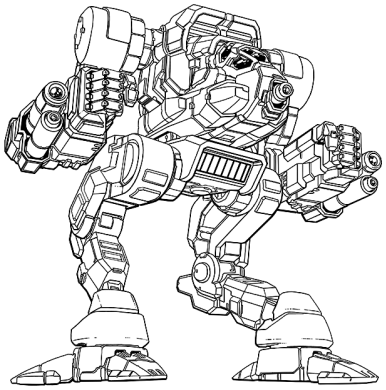
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WARRIOR DATA

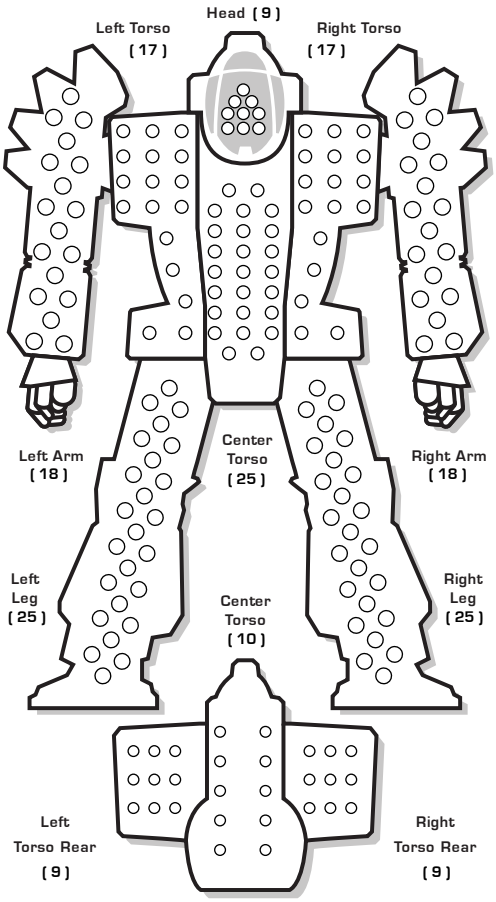
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

1. LB 10-X AC
2. Ammo (LB-10X) 10
3. Ammo (LB-10X) 10
4. Ammo (LB-10X Cluster) 10
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Medium Pulse Laser
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

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

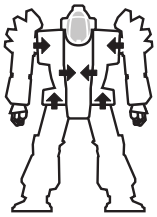
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Pulse Laser
6. Large Pulse Laser

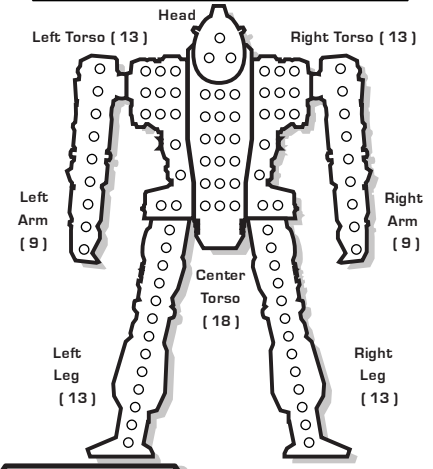
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Medium Pulse Laser
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Stormcrow (Ryoken) D

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	LA	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20	RA	6	1/Msl [M,C,S]	—	7	14	21
2	SRM 2	LT	2	2/Msl [M,C,S]	—	3	6	9
1	Narc	RT	—	[M]	—	4	8	12

Ammo: (LRM 20 Narc-capable) 36, (Narc) 12, (SRM 2 Narc-capable) 100

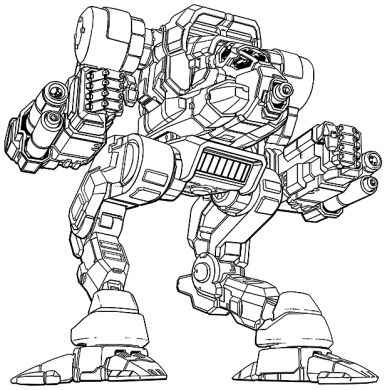
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WARRIOR DATA

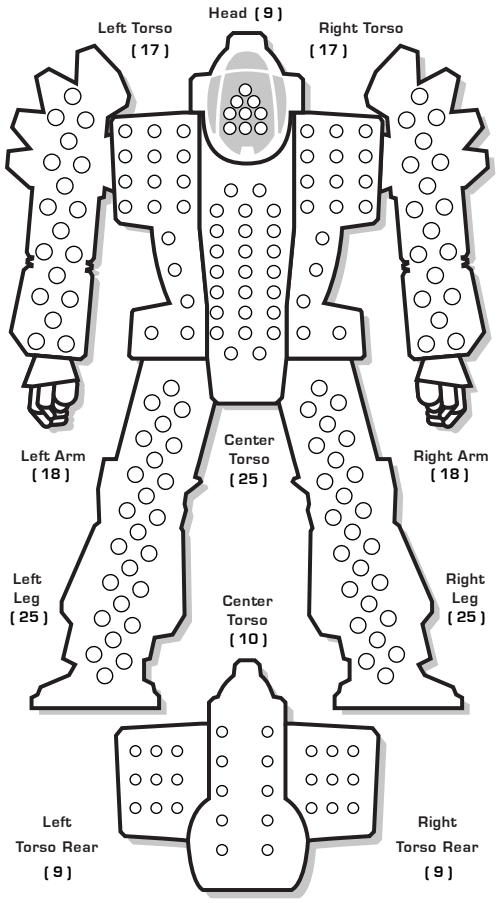
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 20
6. LRM 20

4-6
1. LRM 20
2. LRM 20
3. Ammo (LRM 20 Narc-capable) 6
4. Ammo (LRM 20 Narc-capable) 6
5. Ammo (LRM 20 Narc-capable) 6
6. Roll Again

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. SRM 2
4. SRM 2
5. Ammo (SRM 2 Narc-capable) 50
6. Ammo (SRM 2 Narc-capable) 50

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Leg

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

Head

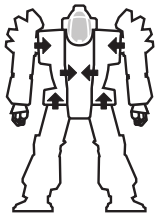
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 20
6. LRM 20

4-6
1. LRM 20
2. LRM 20
3. Ammo (LRM 20 Narc-capable) 6
4. Ammo (LRM 20 Narc-capable) 6
5. Ammo (LRM 20 Narc-capable) 6
6. Roll Again

Right Torso (CASE)

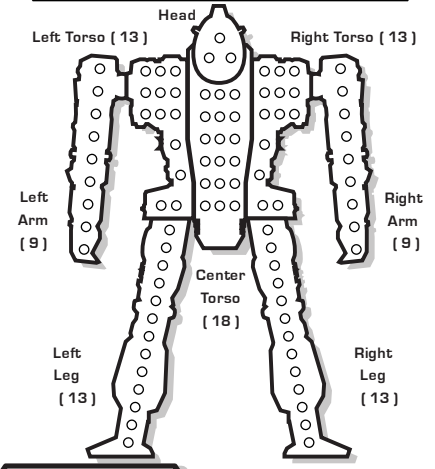
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Narc
4. Ammo (Narc) 6
5. Ammo (Narc) 6
6. Endo Steel

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Stormcrow (Ryoken) TC

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
4	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Targeting Computer	LT	—	[E]	—	—	—	—

Ammo: (Gauss) 16

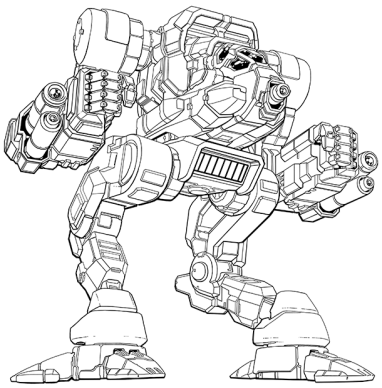
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WARRIOR DATA

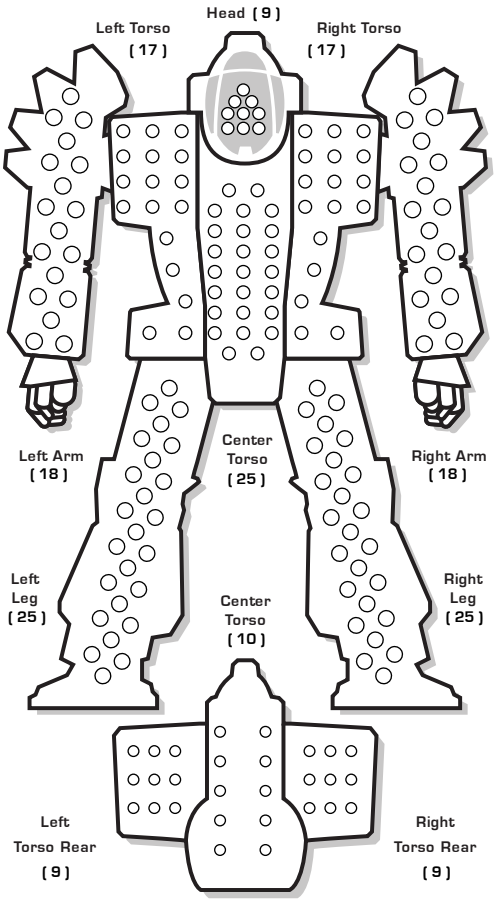
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle
3. Ammo (Gauss) 8
4. Ammo (Gauss) 8
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

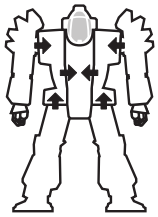
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

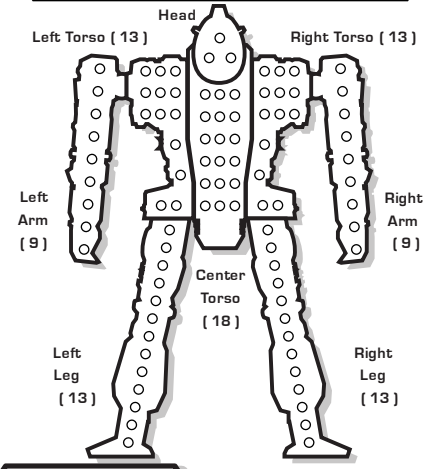
1. ER Medium Laser
2. ER Medium Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Endo Steel
6. Ferro-Fibrous

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 11 (22)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Stormcrow (Ryoken) Attwater

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 5-X AC	LA	1	5 [DB,C/F/S]	3	8	15	24
1	LB 5-X AC	RA	1	5 [DB,C/F/S]	3	8	15	24
1	LRM 5 w/Artemis IV	LT	2	1/Msl [M,C,S]	—	7	14	21
1	LRM 5 w/Artemis IV	RT	2	1/Msl [M,C,S]	—	7	14	21

Ammo: (LB-5X) 20, (LRM 5 Artemis-capable) 24

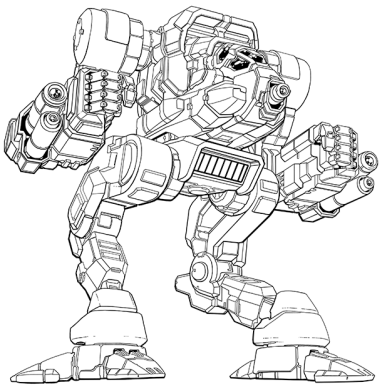
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WARRIOR DATA

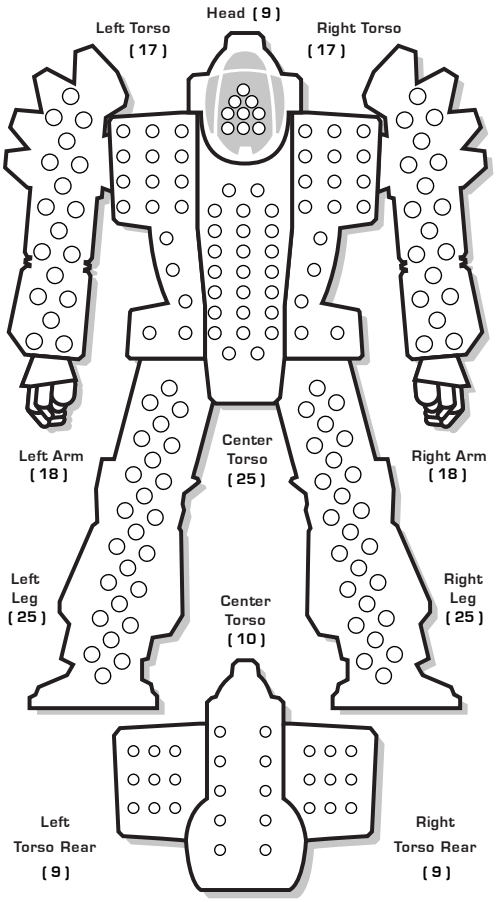
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. LB 5-X AC
4. LB 5-X AC
5. LB 5-X AC
6. LB 5-X AC

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. Jump Jet
6. LRM 5

1-3

1. Artemis IV FCS
2. Ammo (LRM 5 Artemis-capable) 24
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Left Leg

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

Head (CASE)

1. Life Support
2. Sensors
3. Cockpit
4. Ammo (LB-5X) 20
5. Sensors
6. Life Support

Center Torso

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

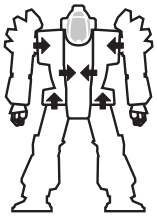
1-3

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

4-6

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

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. LB 5-X AC
4. LB 5-X AC
5. LB 5-X AC
6. LB 5-X AC

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. Jump Jet
6. LRM 5

1-3

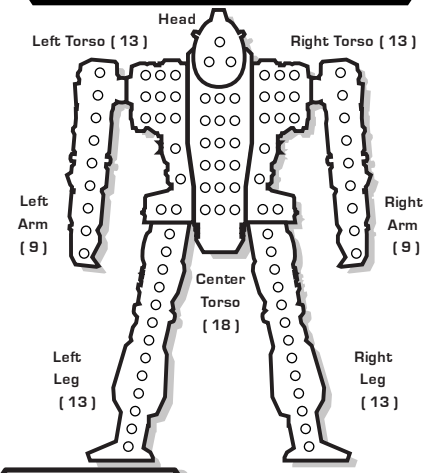
1. Artemis IV FCS
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Vapor Eagle (Goshawk)

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

Weapons & Equipment Inventory (hexes)

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

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

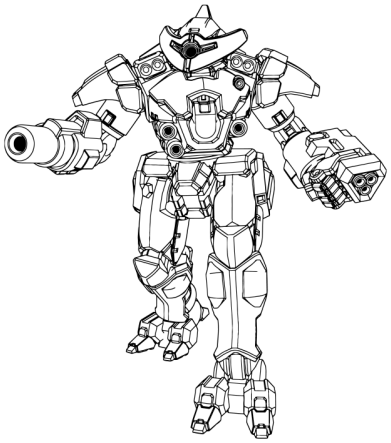
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WARRIOR DATA

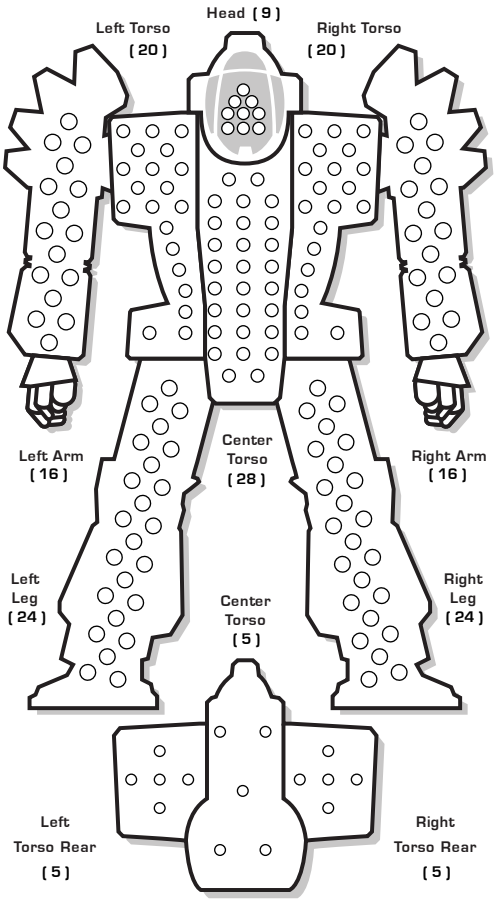
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Machine Gun
6. Machine Gun

4-6
1. Machine Gun
2. Ammo (Machine Gun) 100
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Medium Pulse Laser
5. Streak SRM 2
6. Machine Gun

4-6
1. Ammo (Streak SRM 2) 50
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

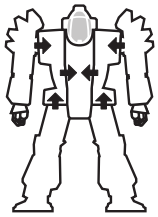
Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Pulse Laser
5. Large Pulse Laser
6. Endo Steel

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

Right Torso

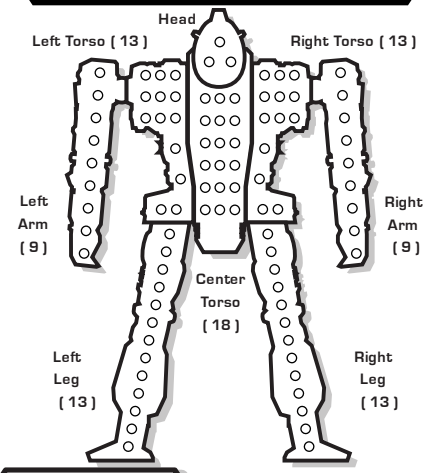
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Medium Pulse Laser
5. Medium Pulse Laser
6. Streak SRM 2

4-6
1. Targeting Computer
2. Targeting Computer
3. Targeting Computer
4. Endo Steel
5. Endo Steel
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 11 (22)

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

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Vapor Eagle (Goshawk) 2

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

Weapons & Equipment Inventory (hexes)

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

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

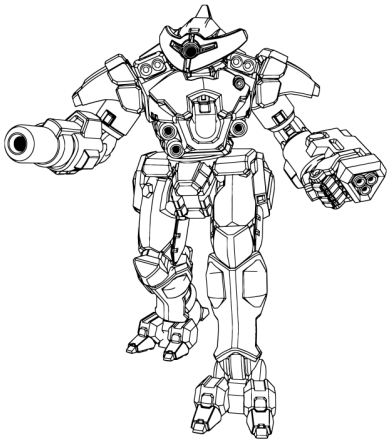
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WARRIOR DATA

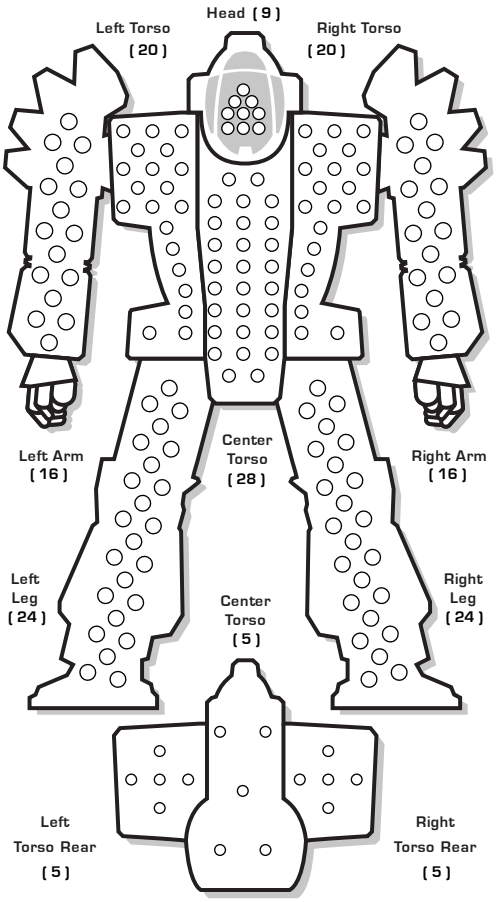
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Machine Gun
6. Machine Gun

4-6
1. Machine Gun
2. Ammo (Machine Gun) 100
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10

4-6
1. Ultra AC/10
2. Machine Gun
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

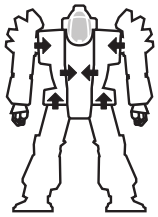
Center Torso

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

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

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

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Pulse Laser
5. Endo Steel
6. Ferro-Fibrous

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

Right Torso (CASE)

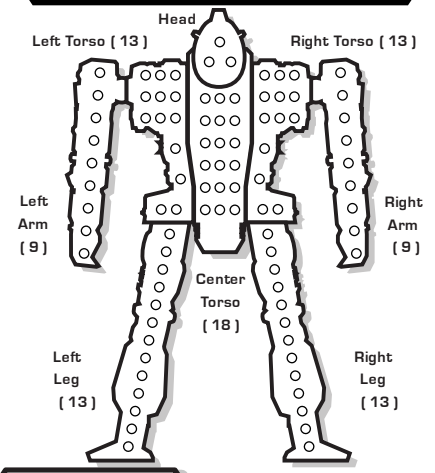
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Medium Pulse Laser
5. Ammo (Ultra AC/10) 10
6. Ammo (Ultra AC/10) 10

4-6
1. Targeting Computer
2. Targeting Computer
3. Targeting Computer
4. Endo Steel
5. Endo Steel
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Mad Dog (Vulture) Prime

Movement Points:		**Tonnage:**	60
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	0	**Role:**	Missile Boat

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	LRM 20	LT	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20	RT	6	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 20) 12

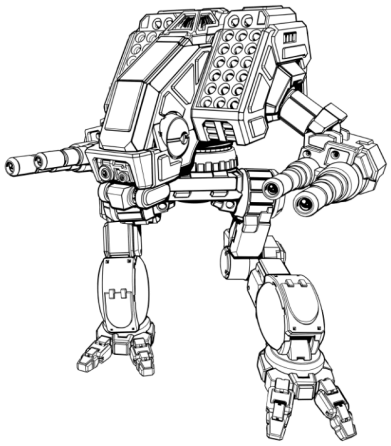
BV: 2,351

WARRIOR DATA

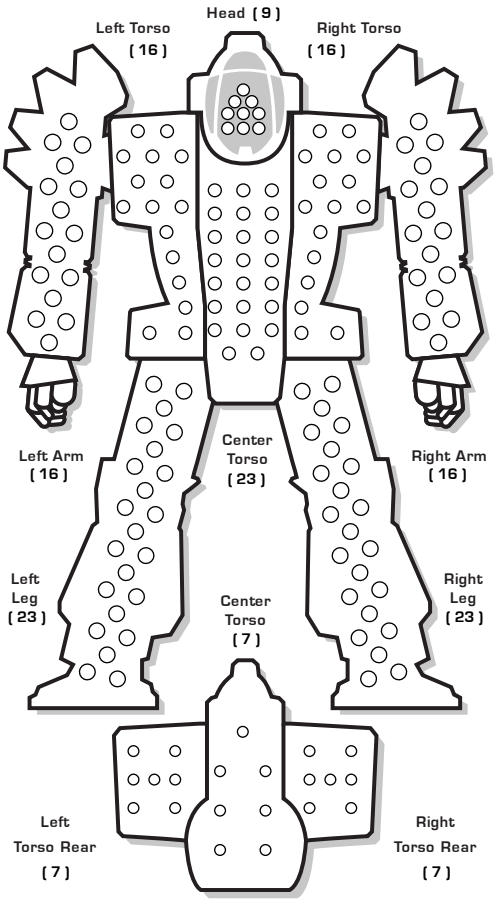
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Pulse Laser
5. Large Pulse Laser
6. Medium Pulse Laser

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

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

4-6
1. Ammo (LRM 20) 6
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

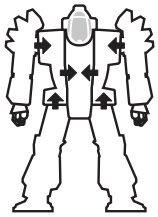
Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
6. Roll Again

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

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Pulse Laser
5. Large Pulse Laser
6. Medium Pulse Laser

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

Right Torso (CASE)

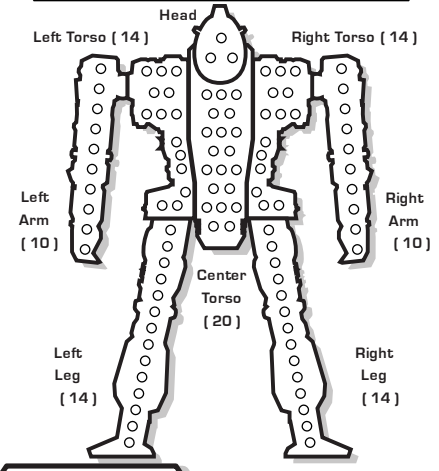
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

4-6
1. Ammo (LRM 20) 6
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 12 (24)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Mad Dog (Vulture) A

Movement Points:		**Tonnage:**	60
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	0	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 5-X AC	LA	1	5 [DB,C/F/S]	3	8	15	24
1	ER PPC	RA	15	15 [DE]	—	7	14	23
3	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
3	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9

Ammo: (LB-5X) 20, (LB-5X Cluster) 20, (SRM 6) 60

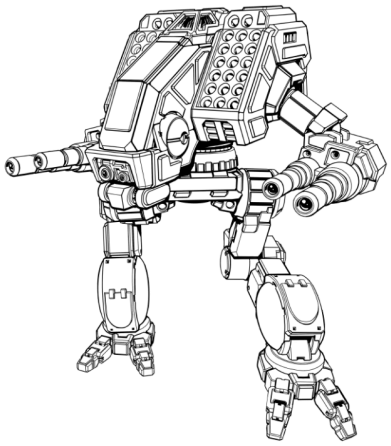
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WARRIOR DATA

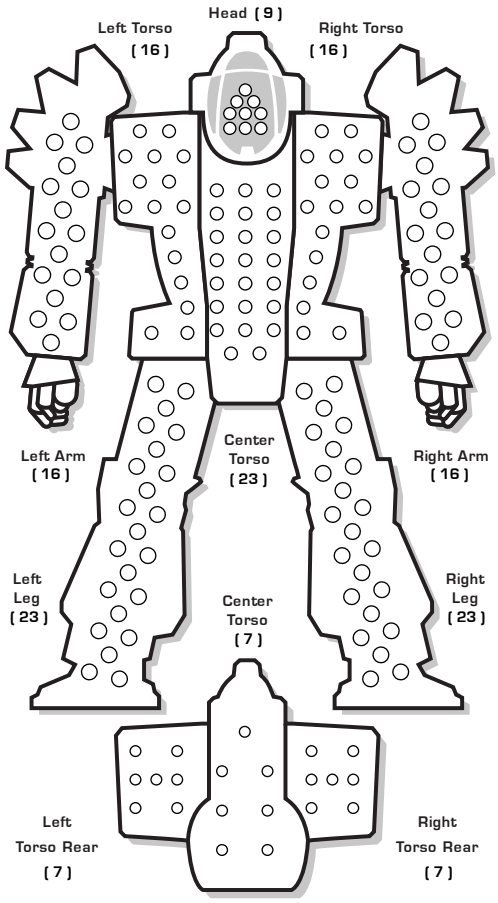
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator

1-3
3. LB 5-X AC
4. LB 5-X AC
5. LB 5-X AC
6. LB 5-X AC

4-6
1. Ammo (LB-5X) 20
2. Ammo (LB-5X Cluster) 20
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. SRM 6
4. SRM 6
5. SRM 6
6. Ammo (SRM 6) 15

4-6
1. Ammo (SRM 6) 15
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

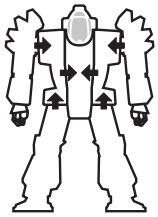
Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator

1-3
3. ER PPC
4. ER PPC
5. Ferro-Fibrous
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

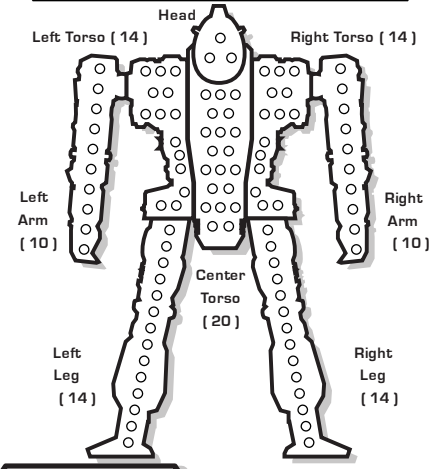
Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. SRM 6
4. SRM 6
5. SRM 6
6. Ammo (SRM 6) 15

4-6
1. Ammo (SRM 6) 15
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 12 (24)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Mad Dog (Vulture) B

Movement Points:		**Tonnage:**	60
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	0	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	LA	12	10 [DE]	—	8	15	25
3	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	LRM 20 w/Artemis IV	LT	6	1/Msl [M,C,S]	—	7	14	21
2	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12

Ammo: (LRM 20 Artemis-capable) 6, (Streak SRM 6) 15

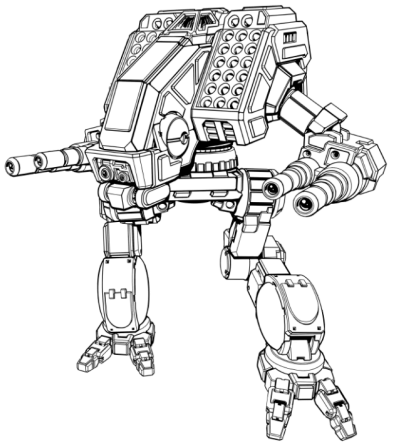
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WARRIOR DATA

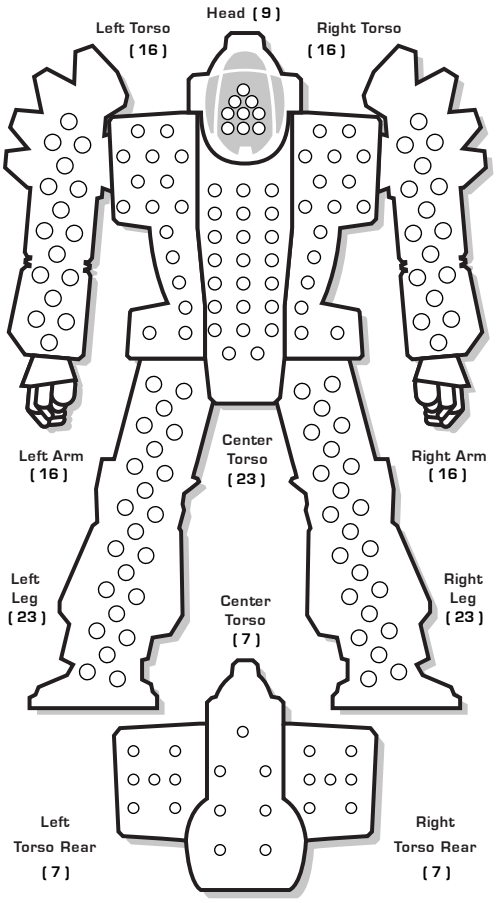
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser
6. ER Large Laser

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

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

4-6
1. Artemis IV FCS
2. Ammo (LRM 20 Artemis-capable) 6
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

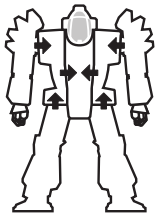
Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. Medium Pulse Laser

4-6
1. Medium Pulse Laser
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

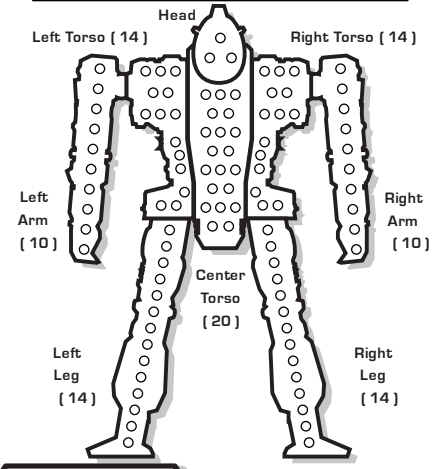
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Streak SRM 6
4. Streak SRM 6
5. Streak SRM 6
6. Streak SRM 6

4-6
1. Ammo (Streak SRM 6) 15
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 12 (24)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Mad Dog (Vulture) C

Movement Points:		**Tonnage:**	60
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	0	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

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

Ammo: (Gauss) 32

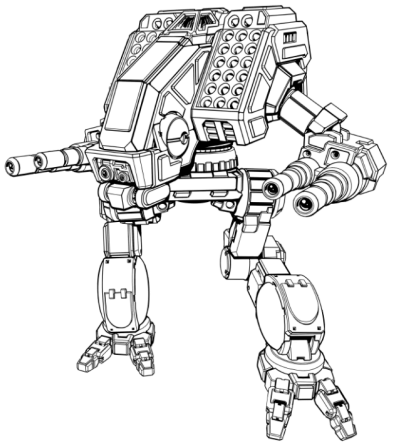
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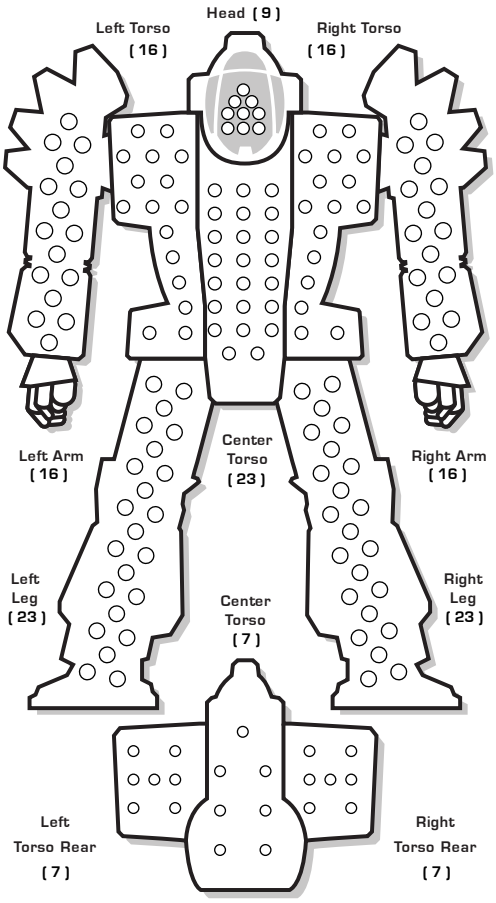
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator

1-3
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle

4-6
3. Ammo (Gauss) 8
4. Ammo (Gauss) 8
5. Ferro-Fibrous
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

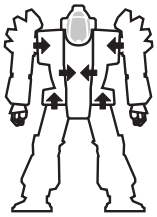
Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
6. Roll Again

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



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator

1-3
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle

4-6
3. Ammo (Gauss) 8
4. Ammo (Gauss) 8
5. Ferro-Fibrous
6. Roll Again

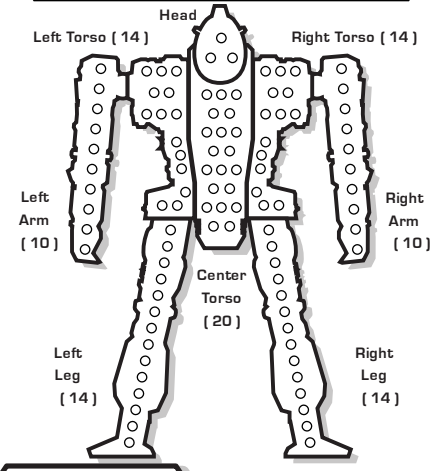
Right Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 12 (24)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Mad Dog (Vulture) S

Movement Points:		**Tonnage:**	60
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	5	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15 [DE]	—	7	14	23
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	Active Probe	LT	—	[E]	—	—	—	5
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	Medium Pulse Laser	CT	4	7 [P]	—	4	8	12

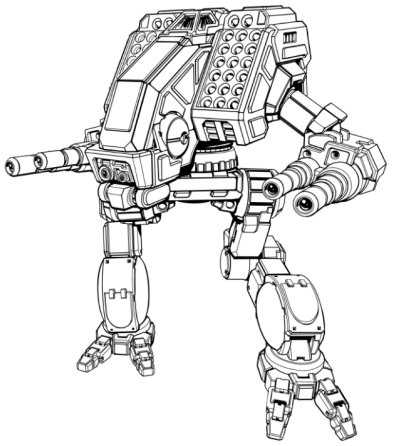
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WARRIOR DATA

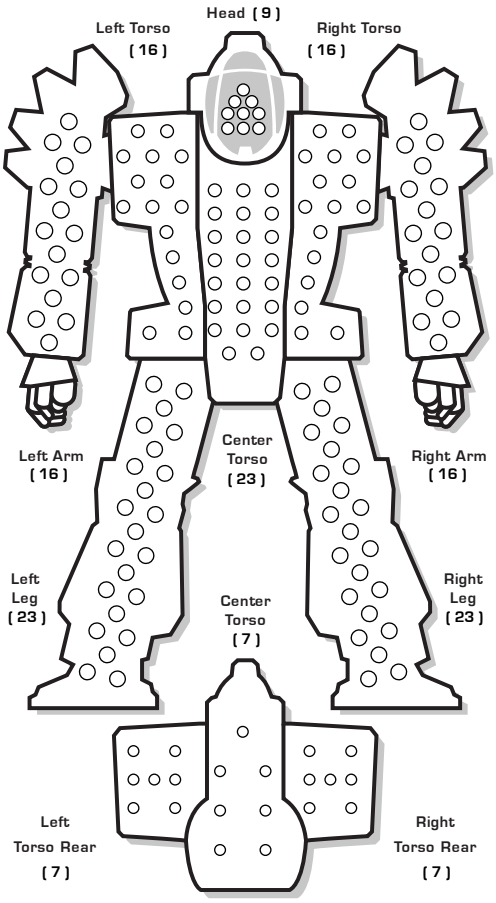
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. ER PPC (1-3)
4. ER PPC (1-3)
5. Ferro-Fibrous
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink (1-3)
4. Double Heat Sink (1-3)
5. Double Heat Sink
6. Double Heat Sink

1. Jump Jet
2. Jump Jet
3. Medium Pulse Laser
4. Active Probe
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

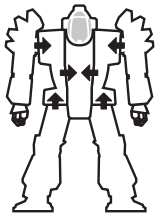
Center Torso

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Medium Pulse Laser

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

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. ER PPC (1-3)
4. ER PPC (1-3)
5. Ferro-Fibrous
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

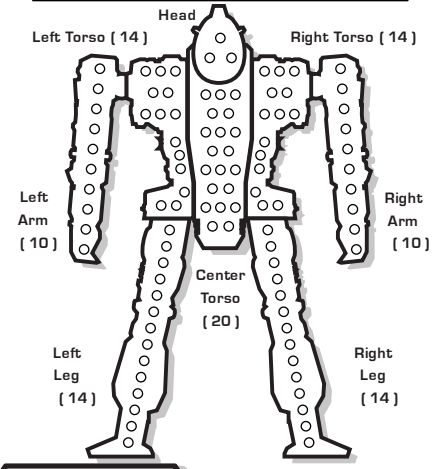
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink (1-3)
4. Double Heat Sink (1-3)
5. Double Heat Sink
6. Double Heat Sink

1. Jump Jet
2. Jump Jet
3. Medium Pulse Laser
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 16 (32)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Rifleman C

Movement Points:		**Tonnage:**	60
Walking:	4	**Tech Base:**	Mixed
Running:	6	**Rules Level:**	Experimental
Jumping:	0	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

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

Ammo: (LB-5X) 20

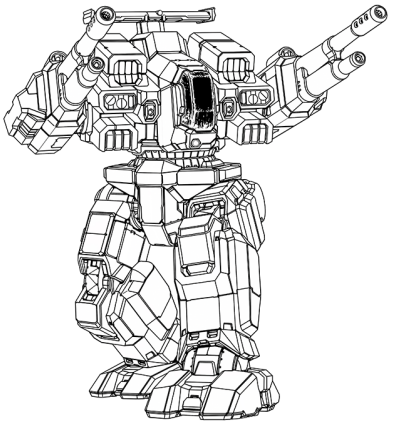
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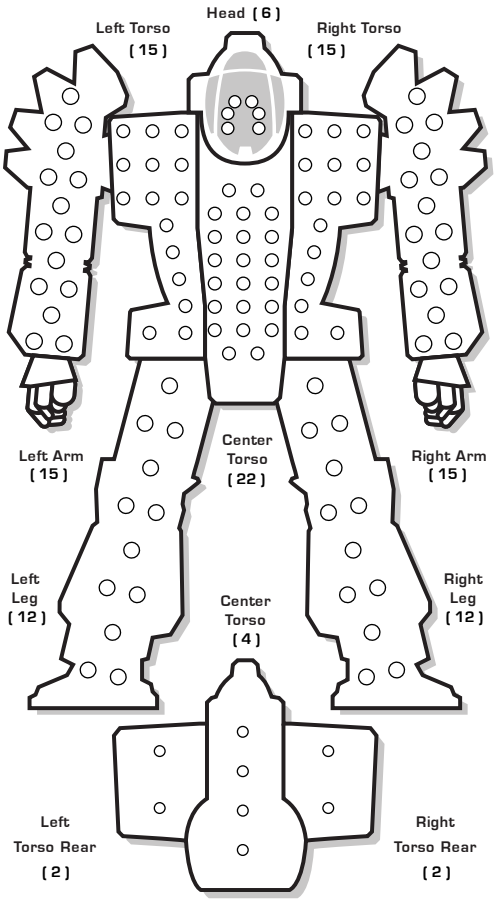
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Large Pulse Laser
4. Large Pulse Laser
5. LB 5-X AC
6. LB 5-X AC

1. LB 5-X AC
2. LB 5-X AC
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Heat Sink
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

Head

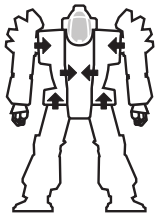
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso (CASE)

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

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (LB-5X) 20
6. Roll Again

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



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Large Pulse Laser
4. Large Pulse Laser
5. LB 5-X AC
6. LB 5-X AC

1. LB 5-X AC
2. LB 5-X AC
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

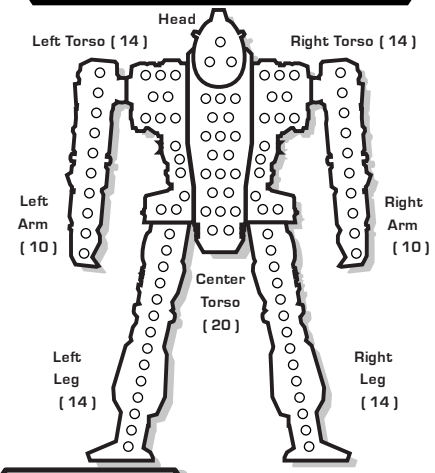
1. Heat Sink
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Sinks: 12

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Crossbow Prime

Movement Points:		**Tonnage:**	65
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	0	**Role:**	Missile Boat

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20 w/Artemis IV	LA	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20 w/Artemis IV	RA	6	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 20 Artemis-capable) 24

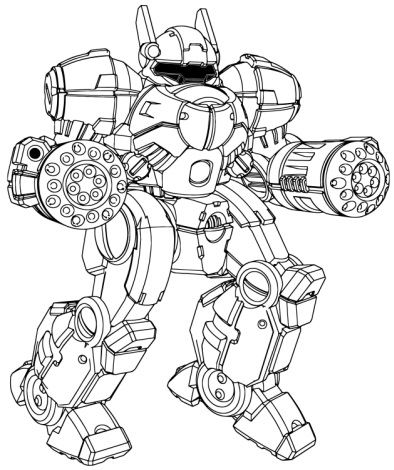
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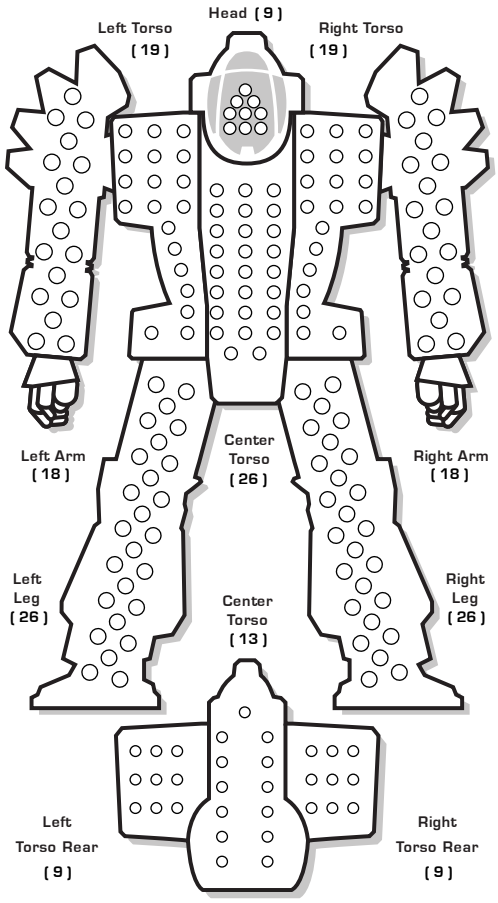
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. LRM 20
5. LRM 20
6. LRM 20

1. LRM 20
2. Artemis IV FCS

4-6
3. Ammo (LRM 20 Artemis-capable) 6
4. Ammo (LRM 20 Artemis-capable) 6
5. Roll Again
6. Roll Again

Left Torso
1. Roll Again
2. Roll Again

1-3
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again

4-6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

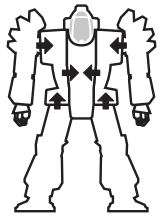
Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine

1-3
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. LRM 20
5. LRM 20
6. LRM 20

1. LRM 20
2. Artemis IV FCS

4-6
3. Ammo (LRM 20 Artemis-capable) 6
4. Ammo (LRM 20 Artemis-capable) 6
5. Roll Again
6. Roll Again

Right Torso
1. Roll Again
2. Roll Again

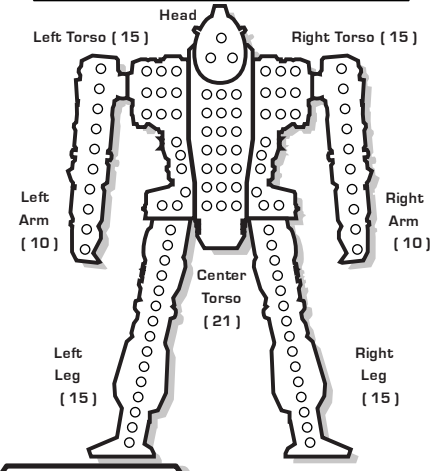
1-3
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again

4-6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Crossbow A

Movement Points:		**Tonnage:**	65
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	0	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 6	LA	4	2/Msl [M,C]	—	4	8	12
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	LRM 5	LA	2	1/Msl [M,C,S]	—	7	14	21
1	Streak SRM 6	RA	4	2/Msl [M,C]	—	4	8	12
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	LRM 5	RA	2	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 5) 48, (Streak SRM 6) 30

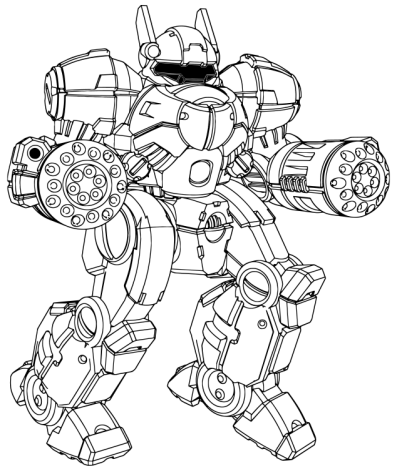
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WARRIOR DATA

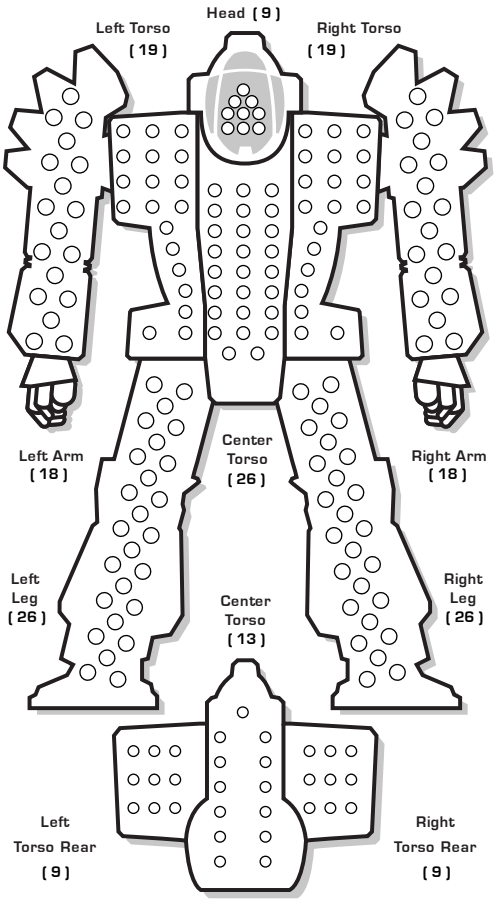
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Streak SRM 6
5. Streak SRM 6
6. Medium Pulse Laser

4-6
1. LRM 5
2. Ammo (LRM 5) 24
3. Ammo (Streak SRM 6) 15
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

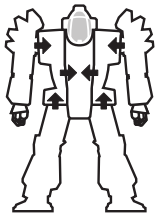
Center Torso

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Streak SRM 6
5. Streak SRM 6
6. Medium Pulse Laser

4-6
1. LRM 5
2. Ammo (LRM 5) 24
3. Ammo (Streak SRM 6) 15
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

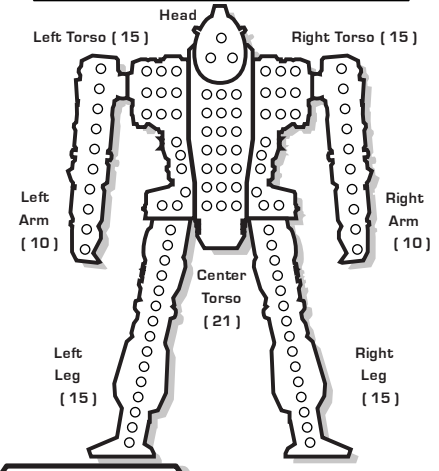
1-3
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Crossbow B

Movement Points:		**Tonnage:**	65
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	0	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Streak SRM 6	LA	4	2/Msl [M,C]	—	4	8	12
2	Streak SRM 6	RA	4	2/Msl [M,C]	—	4	8	12

Ammo: (Streak SRM 6) 60

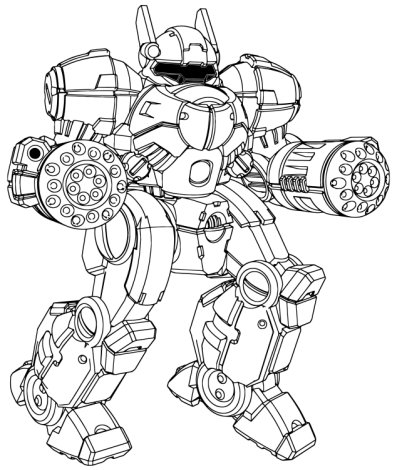
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WARRIOR DATA

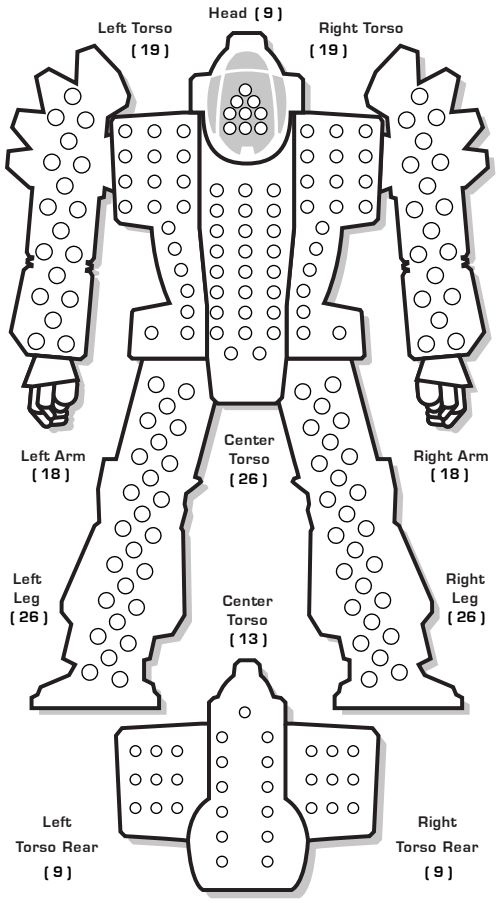
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Streak SRM 6
5. Streak SRM 6
6. Streak SRM 6

4-6
1. Streak SRM 6
2. Ammo (Streak SRM 6) 15
3. Ammo (Streak SRM 6) 15
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

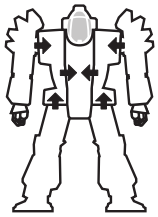
Center Torso

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Streak SRM 6
5. Streak SRM 6
6. Streak SRM 6

4-6
1. Streak SRM 6
2. Ammo (Streak SRM 6) 15
3. Ammo (Streak SRM 6) 15
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

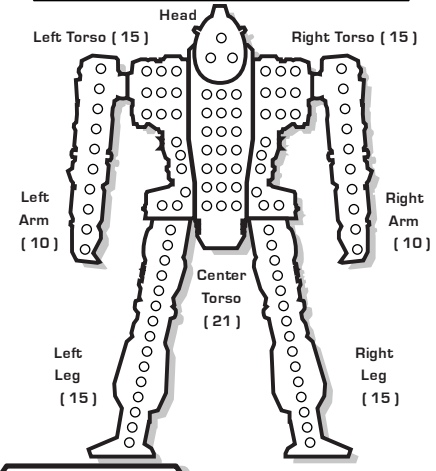
1-3
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Ebon Jaguar (Cauldron-Born) Prime

Movement Points:		**Tonnage:**	65
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	0	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 5-X AC	LA	1	5 [DB,C/F/S]	3	8	15	24
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	LRM 10	LT	4	1/Msl [M,C,S]	—	7	14	21
1	SRM 2	RT	2	2/Msl [M,C,S]	—	3	6	9

Ammo: (Gauss) 16, (LB-5X) 20, (LB-5X Cluster) 20, (LRM 10) 24, (SRM 2) 50

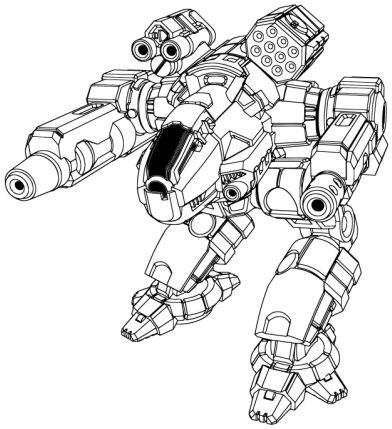
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WARRIOR DATA

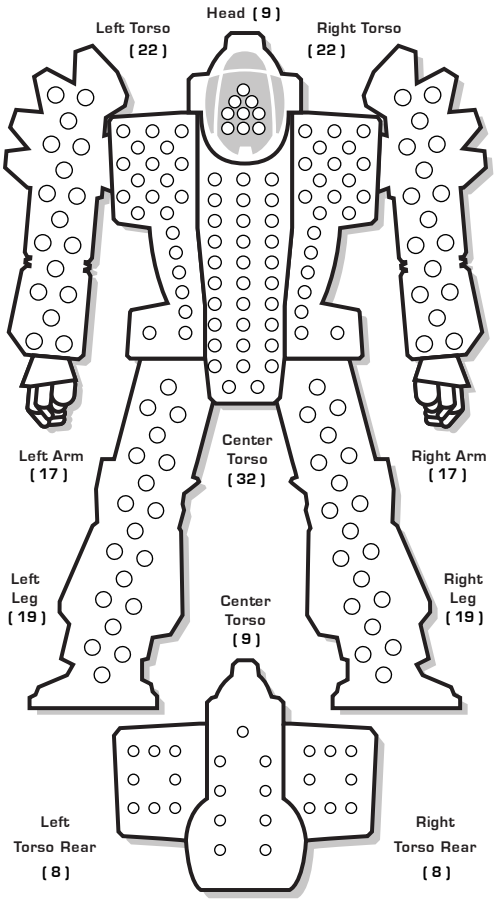
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. LB 5-X AC
4. LB 5-X AC
5. LB 5-X AC
6. LB 5-X AC

1-3

1. Ammo (LB-5X) 20
2. Ammo (LB-5X Cluster) 20
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

4-6

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Medium Laser
4. LRM 10
5. Ammo (LRM 10) 12
6. Ammo (LRM 10) 12

1-3

1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

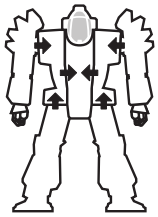
1-3

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

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1-3

1. Gauss Rifle
2. Gauss Rifle
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

4-6

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. SRM 2
4. Ammo (SRM 2) 50
5. Ammo (Gauss) 8
6. Ammo (Gauss) 8

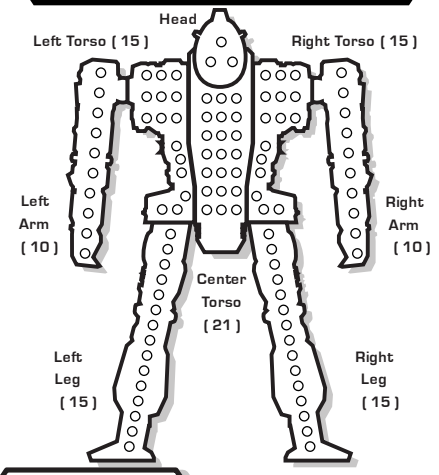
1-3

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

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 13 (26)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Ebon Jaguar (Cauldron-Born) A

Movement Points:		**Tonnage:**	65
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	0	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	Flamer	LA	3	2 [DE,H,AI]	—	1	2	3
1	Machine Gun	LA	—	2 [DB,AI]	—	1	2	3
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	Machine Gun	RA	—	2 [DB,AI]	—	1	2	3
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
2	ER Medium Laser (R)	LT	5	7 [DE]	—	5	10	15
1	Ultra AC/20	RT	7	20/Sht [DB,R/C]	—	4	8	12

Ammo: (Machine Gun) 200, (Ultra AC/20) 15

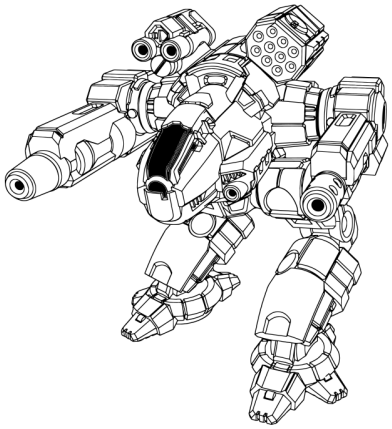
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WARRIOR DATA

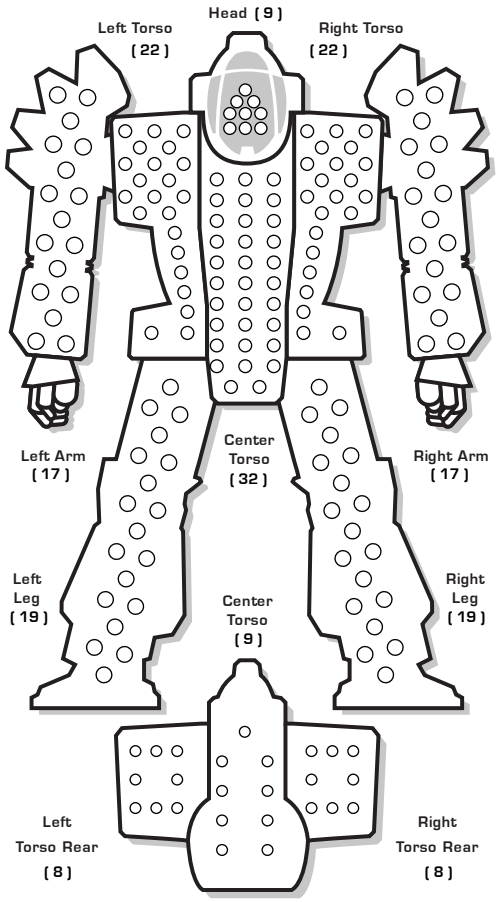
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. ER Large Laser
4. Flamer
5. Machine Gun
6. Ferro-Fibrous

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

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Medium Laser
4. ER Medium Laser (R)
5. ER Medium Laser (R)
6. Ammo (Ultra AC/20) 5

4-6
1. Ammo (Ultra AC/20) 5
2. Ammo (Ultra AC/20) 5
3. Ammo (Machine Gun) 200
4. Endo Steel
5. Ferro-Fibrous
6. Roll Again

Left Leg

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

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

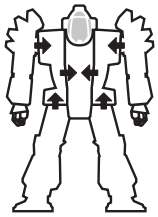
Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. ER Large Laser
4. Medium Pulse Laser
5. Machine Gun
6. Ferro-Fibrous

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

Right Torso

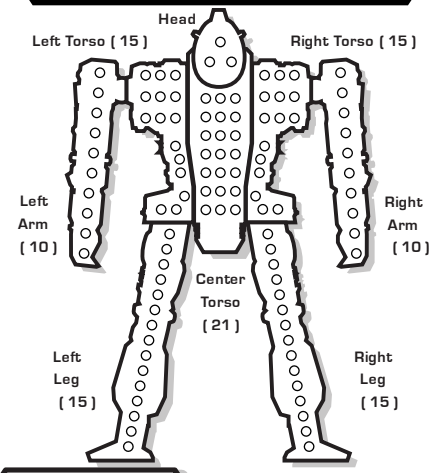
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Ultra AC/20
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

4-6
1. Ultra AC/20
2. Ultra AC/20
3. Ultra AC/20
4. Ultra AC/20
5. Endo Steel
6. Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 13 (26)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Ebon Jaguar (Cauldron-Born) B

Movement Points:		**Tonnage:**	65
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	0	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15 [DE]	—	7	14	23
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	TAG	LT	—	[E]	—	5	9	15
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	Active Probe	RT	—	[E]	—	—	—	5

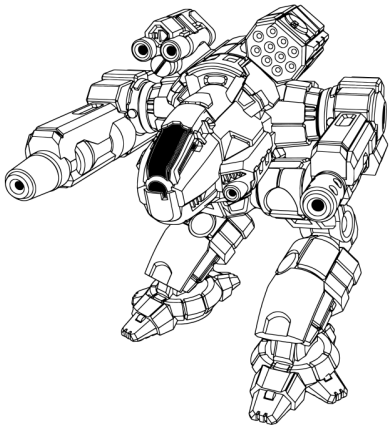
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WARRIOR DATA

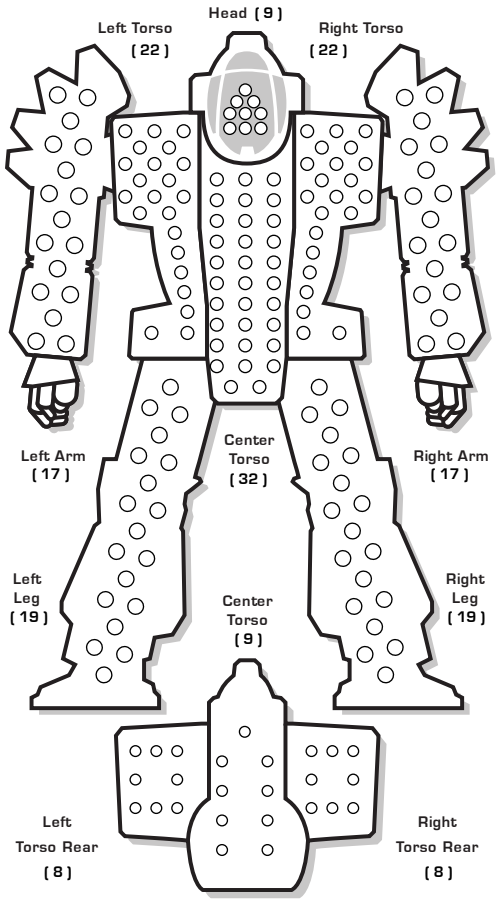
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. ER PPC (1-3)
4. ER PPC (1-3)
5. Large Pulse Laser (1-3)
6. Large Pulse Laser (1-3)

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Medium Pulse Laser
4. TAG (1-3)
5. Endo Steel
6. Ferro-Fibrous

1. Roll Again
2. Roll Again
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Left Leg

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

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

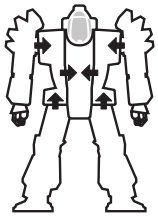
Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)

1. Gyro (4-6)
2. XL Fusion Engine (4-6)
3. XL Fusion Engine (4-6)
4. XL Fusion Engine (4-6)
5. Endo Steel (4-6)
6. Ferro-Fibrous (4-6)

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

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. ER PPC (1-3)
4. ER PPC (1-3)
5. Large Pulse Laser (1-3)
6. Large Pulse Laser (1-3)

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Right Torso

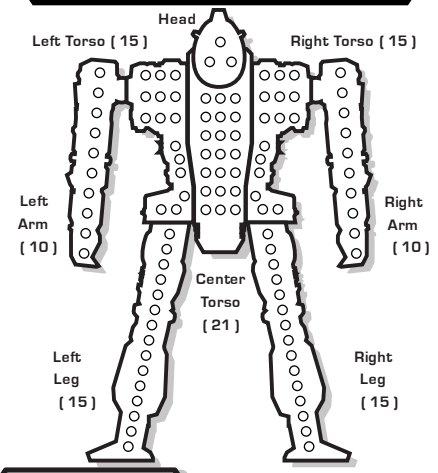
1. XL Fusion Engine
2. XL Fusion Engine
3. Medium Pulse Laser
4. Active Probe (1-3)
5. Endo Steel
6. Roll Again

1. Roll Again (4-6)
2. Roll Again (4-6)
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 13 (26)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Ebon Jaguar (Cauldron-Born) C

Movement Points:		**Tonnage:**	65
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	0	**Role:**	Missile Boat

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	LA	4	2/Msl [M,C,S]	—	3	6	9
1	Ultra AC/2	LA	1	2/Sht [DB,R/C]	2	9	18	27
1	SRM 6	RA	4	2/Msl [M,C,S]	—	3	6	9
1	Ultra AC/2	RA	1	2/Sht [DB,R/C]	2	9	18	27
1	LRM 15	LT	5	1/Msl [M,C,S]	—	7	14	21
1	LRM 15	RT	5	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 15) 32, (SRM 6) 60, (Ultra AC/2) 90

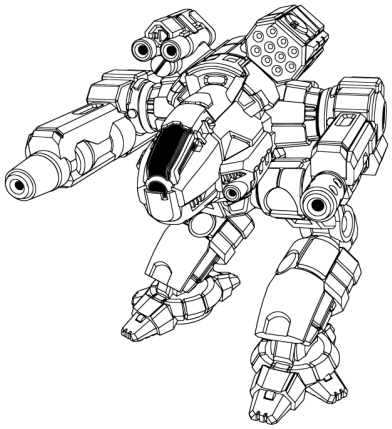
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WARRIOR DATA

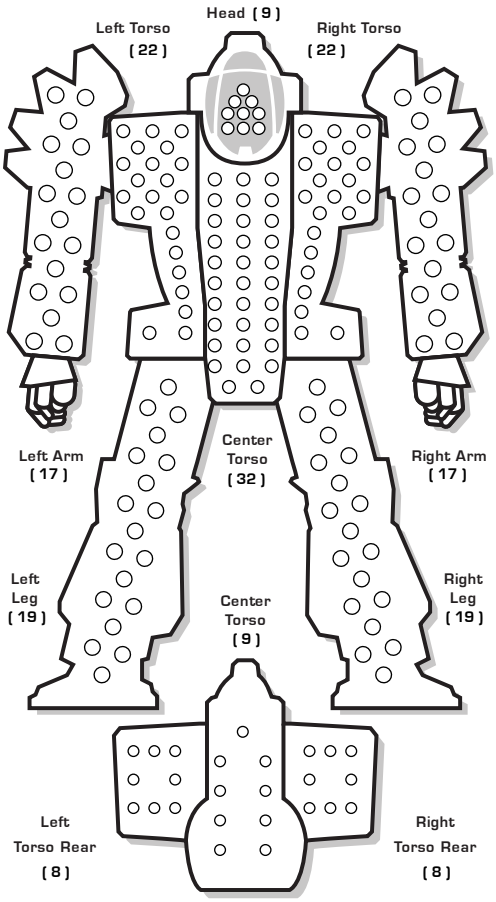
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. SRM 6
4. Ultra AC/2
5. Ultra AC/2
6. Ammo (Ultra AC/2) 45

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

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. LRM 15
4. LRM 15
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

4-6
1. Ammo (SRM 6) 15
2. Ammo (SRM 6) 15
3. Endo Steel
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Leg

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

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

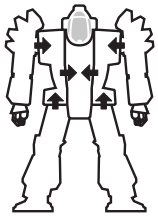
Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. SRM 6
4. Ultra AC/2
5. Ultra AC/2
6. Ammo (Ultra AC/2) 45

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

Right Torso (CASE)

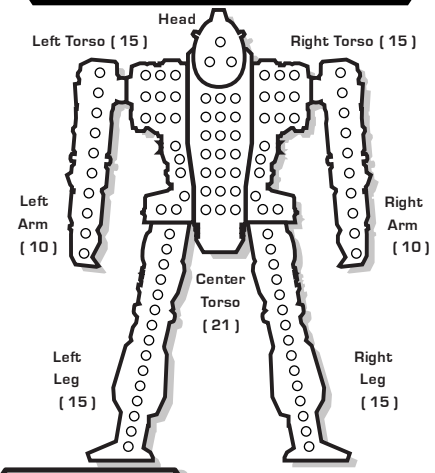
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. LRM 15
4. LRM 15
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

4-6
1. Ammo (SRM 6) 15
2. Ammo (SRM 6) 15
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 13 (26)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Hellbringer (Loki) Prime

Movement Points:		**Tonnage:**	65
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	0	**Role:**	Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	A-Pod	LL	—	[PD,OS,AI]	—	—	—	—
2	A-Pod	RL	—	[PD,OS,AI]	—	—	—	—
1	ER PPC	LA	15	15 [DE]	—	7	14	23
1	ER PPC	RA	15	15 [DE]	—	7	14	23
3	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	Active Probe	LT	—	[E]	—	—	—	5
1	ECM Suite	LT	—	[E]	—	—	—	6
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12
2	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3
1	Anti-Missile System	HD	1	[PD]	—	1	—	—

Ammo: (AMS) 24, (Machine Gun) 100, (Streak SRM 6) 15

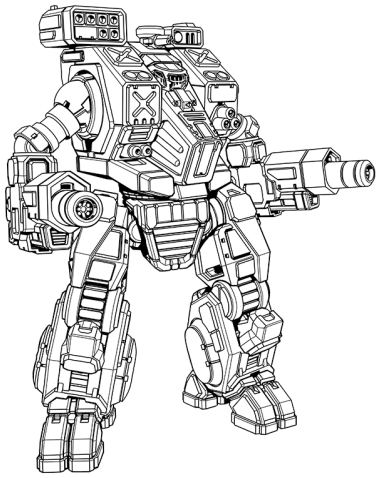
BV: 2,654

WARRIOR DATA

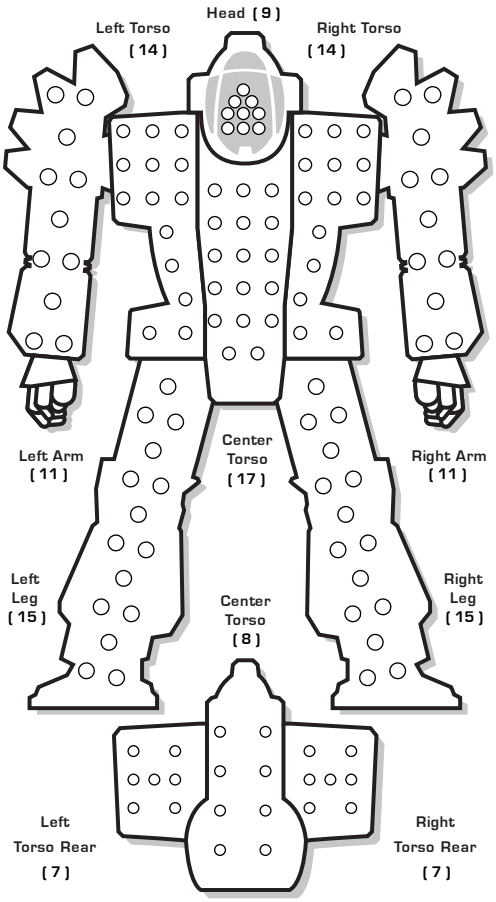
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. ER PPC (1-3)
4. ER PPC (1-3)
5. Roll Again (1-3)
6. Roll Again (1-3)
1. Roll Again (4-6)
2. Roll Again (4-6)
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. ER Medium Laser (1-3)
4. ER Medium Laser (1-3)
5. ER Medium Laser (1-3)
6. Active Probe (1-3)
1. ECM Suite (4-6)
2. Targeting Computer (4-6)
3. Targeting Computer (4-6)
4. Targeting Computer (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. A-Pod
6. A-Pod

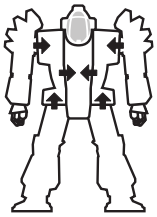
Head

1. Life Support
2. Sensors
3. Cockpit
4. Anti-Missile System
5. Sensors
6. Life Support

Center Torso (CASE)

1. XL Fusion Engine (1-3)
2. XL Fusion Engine (1-3)
3. XL Fusion Engine (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)
1. Gyro (4-6)
2. XL Fusion Engine (4-6)
3. XL Fusion Engine (4-6)
4. XL Fusion Engine (4-6)
5. Ammo (AMS) 24 (4-6)
6. Roll Again (4-6)

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



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. ER PPC (1-3)
4. ER PPC (1-3)
5. Roll Again (1-3)
6. Roll Again (1-3)
1. Roll Again (4-6)
2. Roll Again (4-6)
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

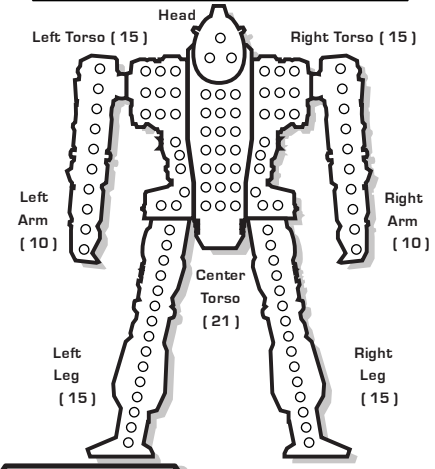
Right Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. Streak SRM 6 (1-3)
4. Streak SRM 6 (1-3)
5. Machine Gun (1-3)
6. Machine Gun (1-3)
1. Ammo (Machine Gun) 100 (4-6)
2. Ammo (Streak SRM 6) 15 (4-6)
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. A-Pod
6. A-Pod

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

Double Heat Sinks: 13 (26)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Hellbringer (Loki) A

Movement Points:		**Tonnage:**	65
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	0	**Role:**	Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	Ultra AC/5	RA	1	5/Sht [DB,R/C]	—	7	14	21
1	Narc	LT	—	[M]	—	4	8	12
1	Active Probe	LT	—	[E]	—	—	—	5
1	LRM 20	RT	6	1/Msl [M,C,S]	—	7	14	21
2	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3
1	ER Medium Laser	HD	5	7 [DE]	—	5	10	15

Ammo: (LRM 20 Narc-capable) 6, (Machine Gun) 200, (Narc) 6, (Ultra AC/5) 20

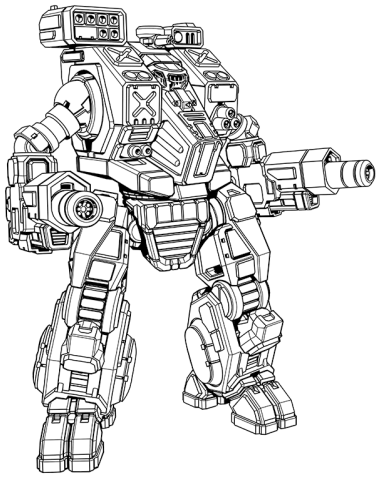
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WARRIOR DATA

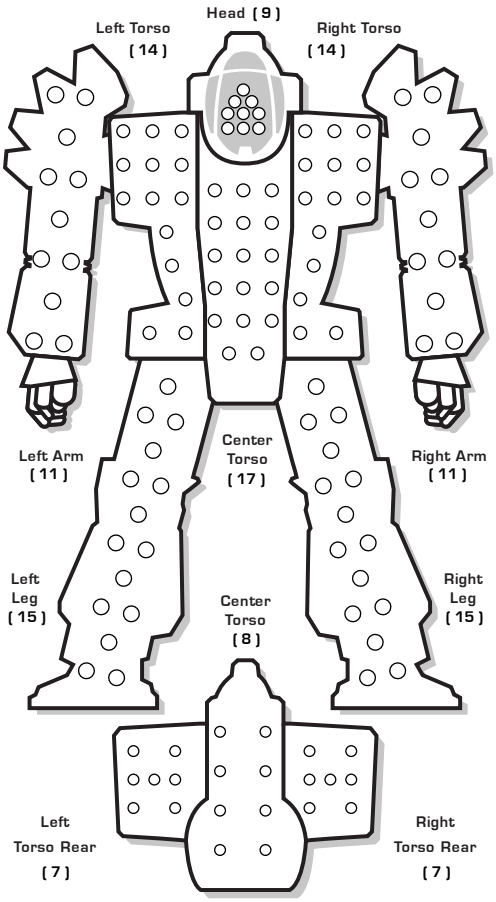
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Large Laser
5. ER Large Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Narc
4. Ammo (Narc) 6
5. Active Probe
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

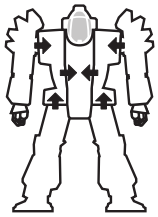
1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser
5. Sensors
6. Life Support

Center Torso (CASE)

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ammo (Machine Gun) 200
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Ultra AC/5
4. Ultra AC/5
5. Ultra AC/5
6. Ammo (Ultra AC/5) 20

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

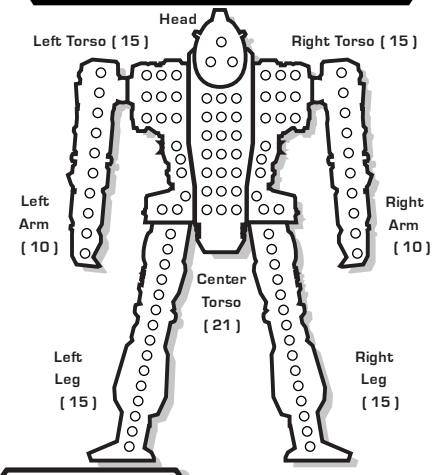
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

4-6
1. Machine Gun
2. Machine Gun
3. Ammo (LRM 20 Narc-capable) 6
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 13 (26)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Hellbringer (Loki) B

Movement Points:		**Tonnage:**	65
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	0	**Role:**	Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 5-X AC	LA	1	5 [DB,C/F/S]	3	8	15	24
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	ER Small Laser	LT	2	5 [DE]	—	2	4	6
2	SRM 6 w/Artemis IV	RT	4	2/Msl [M,C,S]	—	3	6	9

Ammo: (Gauss) 8, (LB-5X) 20, (SRM 6 Artemis-capable) 30

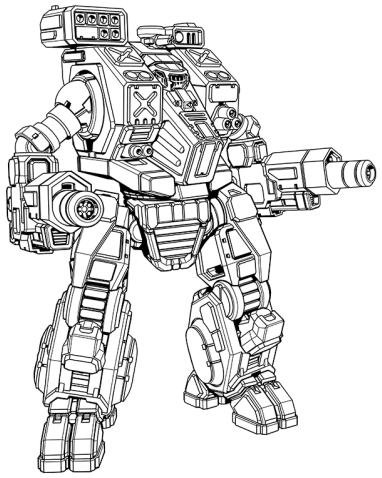
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WARRIOR DATA

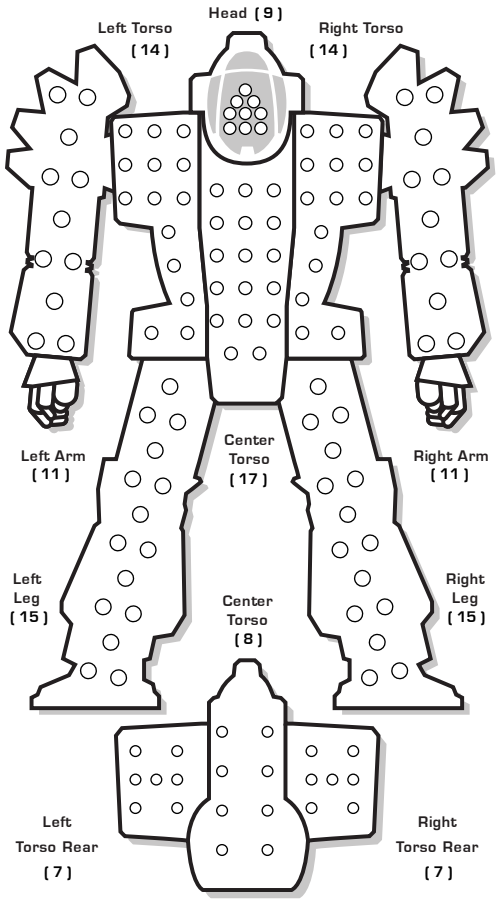
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator

1-3:
3. LB 5-X AC
4. LB 5-X AC
5. LB 5-X AC
6. LB 5-X AC

4-6:
1. Ammo (LB-5X) 20
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Small Laser

1-3:
4. Roll Again
5. Roll Again
6. Roll Again

4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

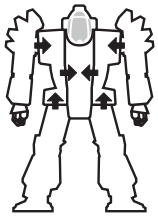
Center Torso

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

4-6:
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator

1-3:
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

4-6:
1. Gauss Rifle
2. Gauss Rifle
3. Ammo (Gauss) 8
4. Roll Again
5. Roll Again
6. Roll Again

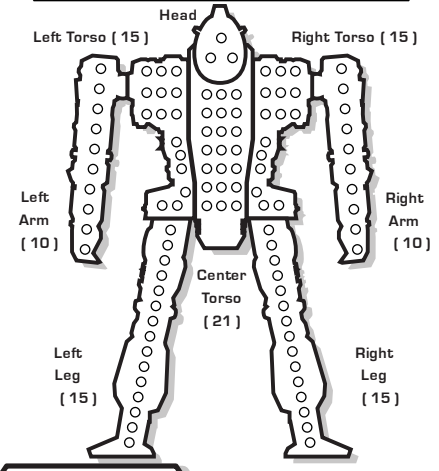
Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. SRM 6

1-3:
4. Artemis IV FCS
5. SRM 6
6. Artemis IV FCS

4-6:
1. Ammo (SRM 6 Artemis-capable) 15
2. Ammo (SRM 6 Artemis-capable) 15
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 13 (26)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Hellbringer (Loki) M

Movement Points:		**Tonnage:**	65
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	0	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12
1	SRM 6	CT	4	2/Msl [M,C,S]	—	3	6	9

Ammo: (Gauss) 16, (SRM 6) 15, (Streak SRM 6) 15

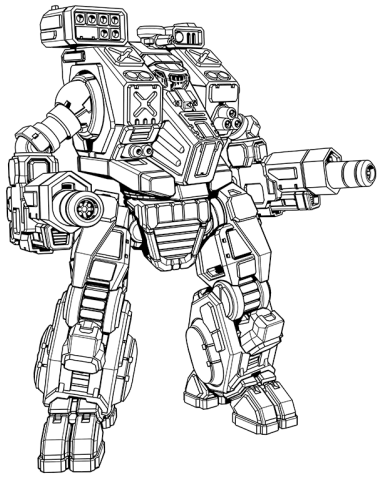
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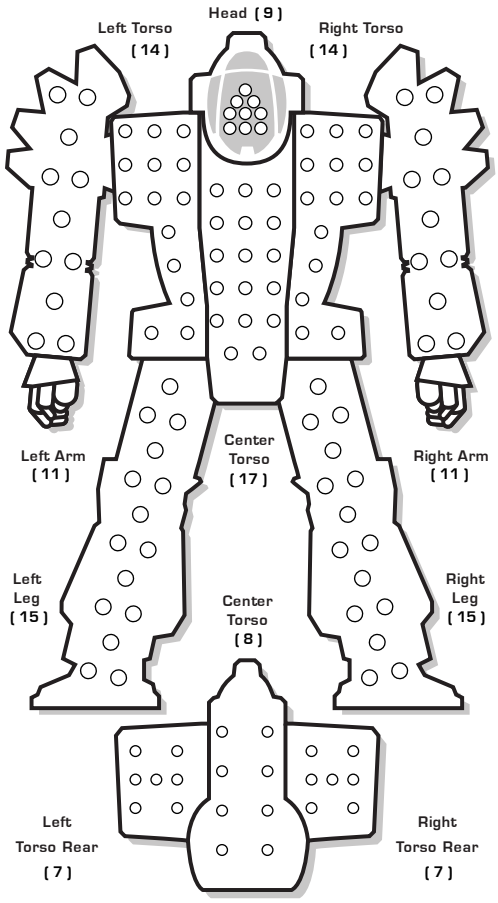
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Large Laser
5. ER Large Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Ammo (SRM 6) 15
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

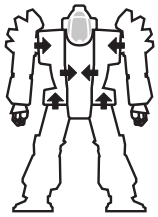
Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. SRM 6
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

4-6
1. Gauss Rifle
2. Gauss Rifle
3. Ammo (Gauss) 8
4. Ammo (Gauss) 8
5. Roll Again
6. Roll Again

Right Torso (CASE)

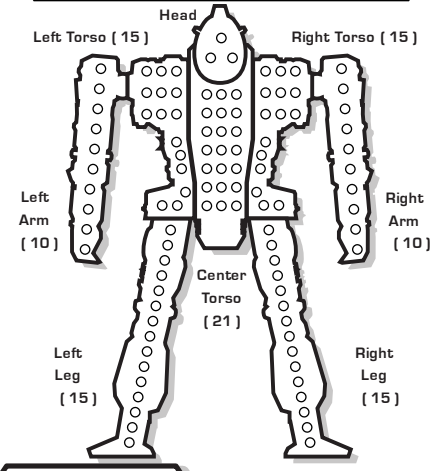
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Streak SRM 6
4. Streak SRM 6
5. Ammo (Streak SRM 6) 15
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 13 (26)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Linebacker Prime

Movement Points:
Walking: 6
Running: 9
Jumping: 0

Tonnage: 65
Tech Base: Clan
Rules Level: Standard
Role: Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15 [DE]	—	7	14	23
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	LRM 5	LT	2	1/Msl [M,C,S]	—	7	14	21
1	Streak SRM 4	RT	3	2/Msl [M,C]	—	4	8	12
1	ER Small Laser (R)	RT	2	5 [DE]	—	2	4	6

Ammo: (LRM 5) 24, (Streak SRM 4) 25

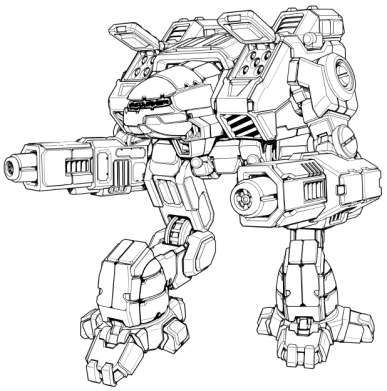
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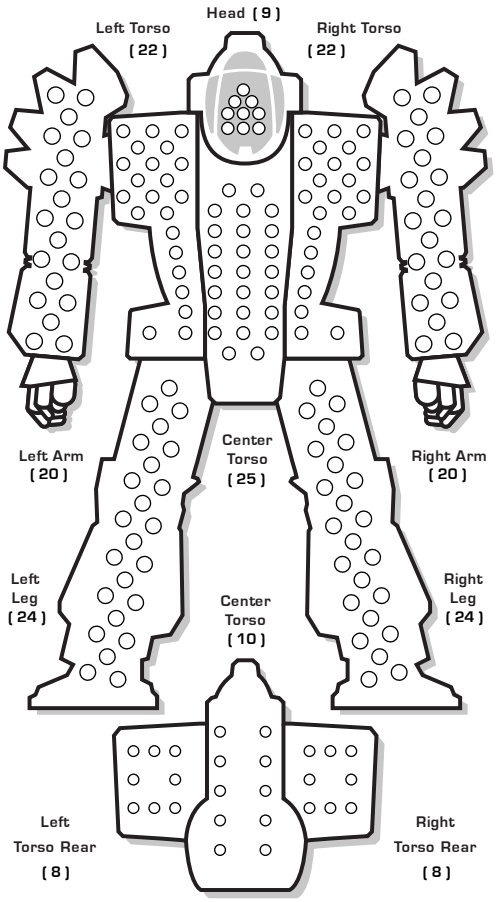
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. ER PPC (1-3)
4. ER PPC (1-3)
5. Endo Steel
6. Ferro-Fibrous

4-6: Roll Again

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. LRM 5
4. Ammo (LRM 5) 24
5. Endo Steel
6. Ferro-Fibrous

1-3: Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3: Gyro, XL Fusion Engine, XL Fusion Engine, Endo Steel, Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

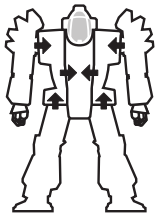
Right Arm
1. Shoulder
2. Upper Arm Actuator
3. ER PPC (1-3)
4. ER PPC (1-3)
5. Endo Steel
6. Ferro-Fibrous

4-6: Roll Again

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Streak SRM 4
4. ER Small Laser (R)
5. Ammo (Streak SRM 4) 25
6. Endo Steel

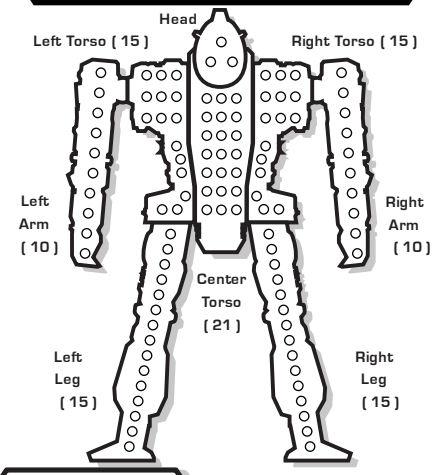
1-3: Ferro-Fibrous, Roll Again, Roll Again, Roll Again, Roll Again, Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous



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

Double Heat Sinks: 14 (28)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Linebacker A

Movement Points:		**Tonnage:**	65
Walking:	6	**Tech Base:**	Clan
Running:	9	**Rules Level:**	Standard
Jumping:	0	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

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

Ammo: (LRM 15) 16, (LRM 5) 24

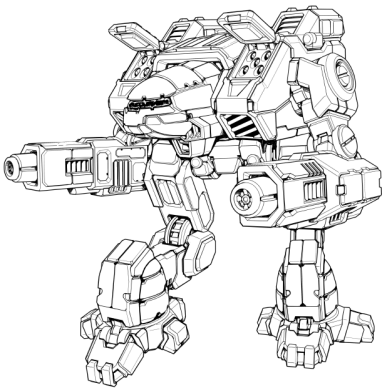
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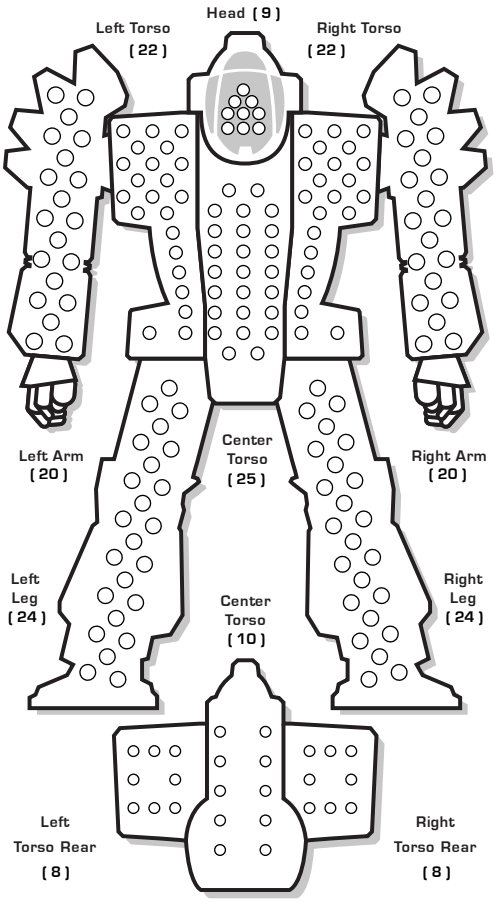
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser
6. Endo Steel

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

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. LRM 15
4. LRM 15
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

Head

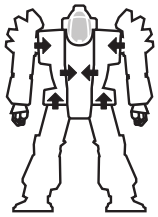
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser
6. Endo Steel

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

Right Torso (CASE)

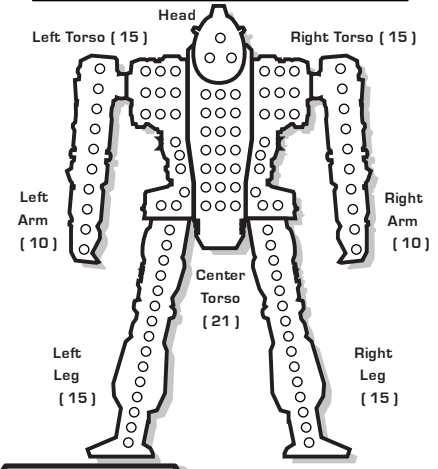
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Medium Laser
4. ER Medium Laser
5. LRM 5
6. Ammo (LRM 5) 24

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 14 (28)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Linebacker B

Movement Points:		**Tonnage:**	65
Walking:	6	**Tech Base:**	Clan
Running:	9	**Rules Level:**	Standard
Jumping:	0	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Small Laser	LT	2	5 [DE]	—	2	4	6
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22

Ammo: (Gauss) 16

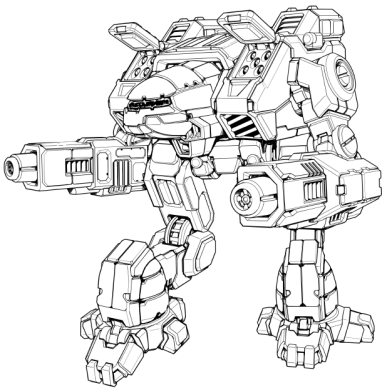
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WARRIOR DATA

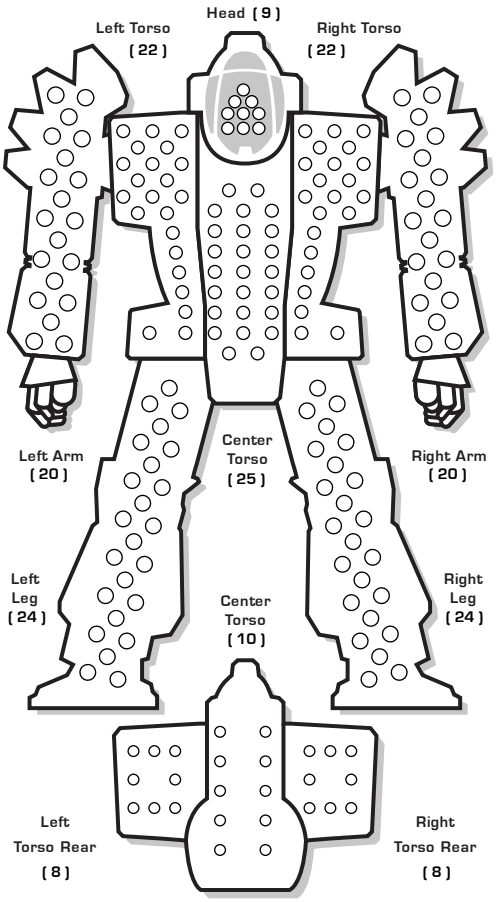
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Small Laser
4. Endo Steel
5. Ferro-Fibrous
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

Head

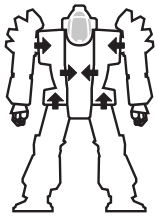
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Roll Again

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



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. Endo Steel

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

Right Torso (CASE)

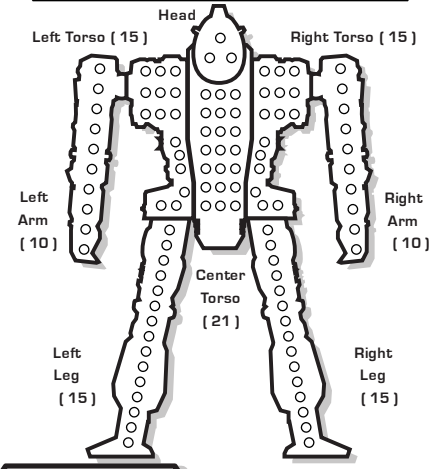
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

4-6
1. Gauss Rifle
2. Gauss Rifle
3. Ammo (Gauss) 8
4. Ammo (Gauss) 8
5. Endo Steel
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 14 (28)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Linebacker C

Movement Points:		**Tonnage:**	65
Walking:	6	**Tech Base:**	Clan
Running:	9	**Rules Level:**	Standard
Jumping:	0	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	Ultra AC/5	RA	1	5/Sht [DB,R/C]	—	7	14	21
2	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	ER Medium Laser (R)	LT	5	7 [DE]	—	5	10	15
1	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3
1	Machine Gun (R)	RT	—	2 [DB,AI]	—	1	2	3
1	Flamer (R)	RT	3	2 [DE,H,AI]	—	1	2	3

Ammo: (Machine Gun) 100, (Ultra AC/5) 20

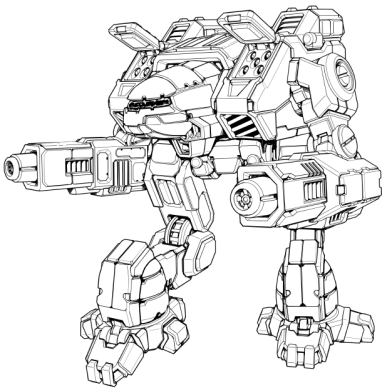
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WARRIOR DATA

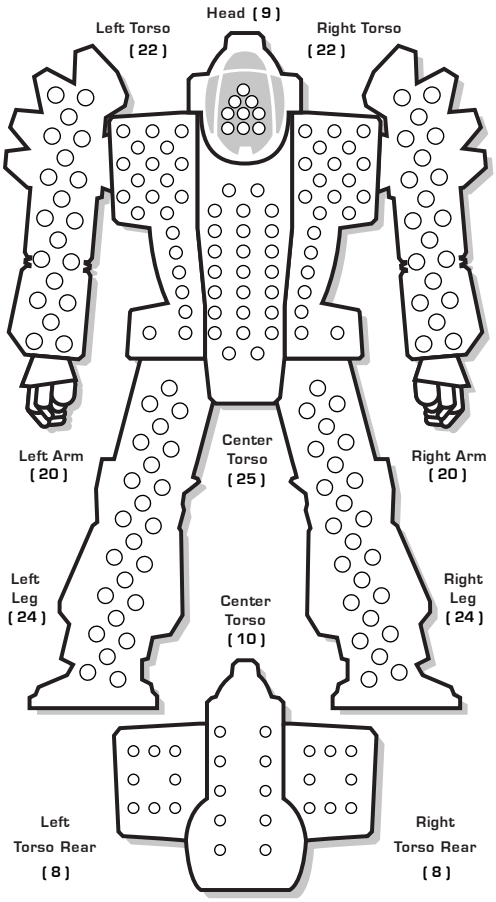
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. ER Large Laser
4. ER Medium Laser
5. Endo Steel
6. Ferro-Fibrous

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Medium Laser
4. ER Medium Laser
5. ER Medium Laser (R)
6. Endo Steel

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

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

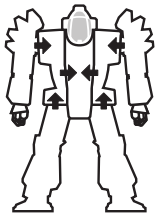
Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Ultra AC/5
4. Ultra AC/5
5. Ultra AC/5
6. Ammo (Ultra AC/5) 20

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

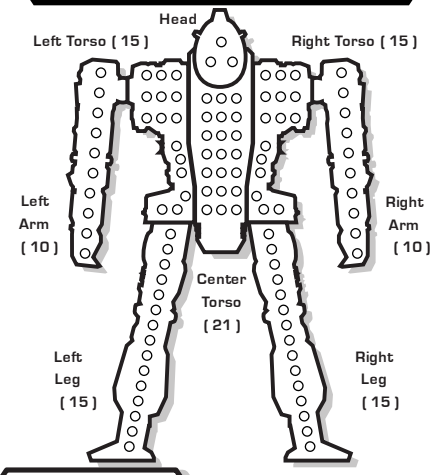
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Machine Gun
4. Machine Gun (R)
5. Flamer (R)
6. Ammo (Machine Gun) 100

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 14 (28)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Linebacker D

Movement Points:		**Tonnage:**	65
Walking:	6	**Tech Base:**	Clan
Running:	9	**Rules Level:**	Standard
Jumping:	0	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Streak SRM 6	LA	4	2/Msl [M,C]	—	4	8	12
2	Streak SRM 6	RA	4	2/Msl [M,C]	—	4	8	12
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	ER Small Laser (R)	LT	2	5 [DE]	—	2	4	6
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15

Ammo: (Streak SRM 6) 45

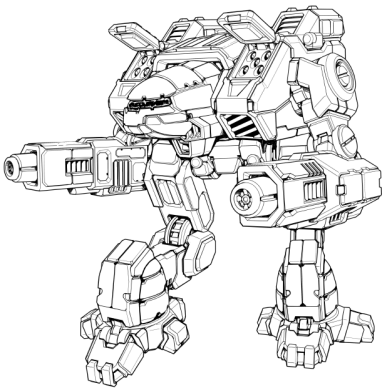
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WARRIOR DATA

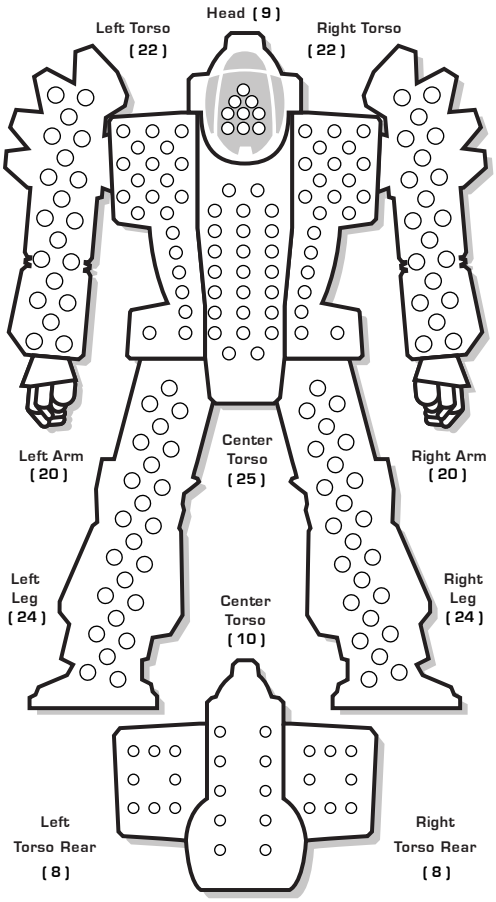
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Streak SRM 6
6. Streak SRM 6

4-6
1. Streak SRM 6
2. Streak SRM 6
3. Ammo (Streak SRM 6) 15
4. Ammo (Streak SRM 6) 15
5. Endo Steel
6. Ferro-Fibrous

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Medium Laser
4. ER Small Laser (R)
5. Endo Steel
6. Ferro-Fibrous

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

Head

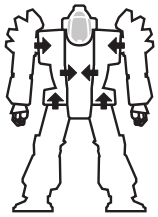
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Streak SRM 6
6. Streak SRM 6

4-6
1. Streak SRM 6
2. Streak SRM 6
3. Ammo (Streak SRM 6) 15
4. Endo Steel
5. Ferro-Fibrous
6. Roll Again

Right Torso

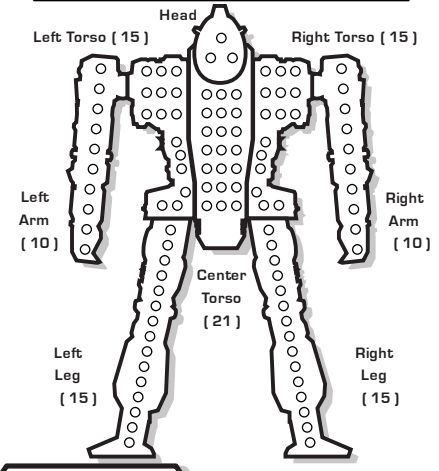
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Medium Laser
4. Endo Steel
5. Ferro-Fibrous
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 14 (28)

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

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Thunderbolt C

Movement Points:		**Tonnage:**	65
Walking:	4	**Tech Base:**	Mixed
Running:	6	**Rules Level:**	Experimental
Jumping:	0	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser (Clan)	LA	5	7 [DE]	—	5	10	15
2	ER Small Laser (Clan)	LA	2	5 [DE]	—	2	4	6
1	Large Pulse Laser (Clan)	RA	10	10 [P]	—	6	14	20
1	ER Large Laser (Clan)	LT	12	10 [DE]	—	8	15	25

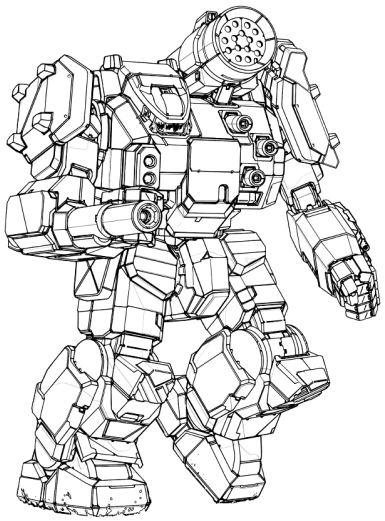
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WARRIOR DATA

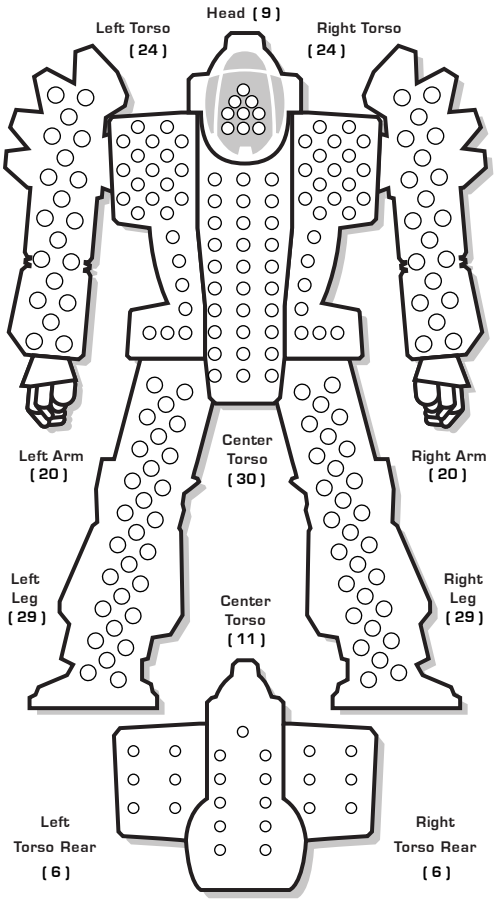
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Small Laser

4-6
1. ER Small Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Heat Sink
2. Heat Sink
3. ER Large Laser
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

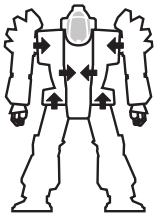
Center Torso

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Heat Sink

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Pulse Laser
6. Large Pulse Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

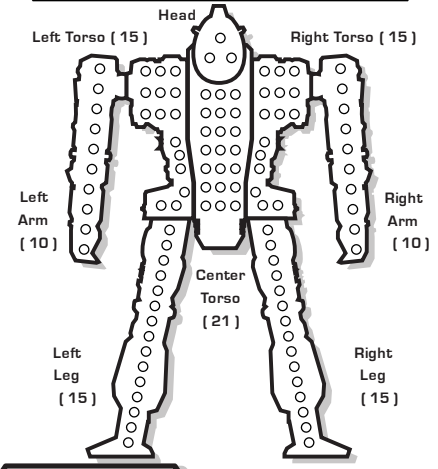
1-3
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Heat Sinks: 24

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Archer C

Movement Points:		**Tonnage:**	70
Walking:	4	**Tech Base:**	Mixed
Running:	6	**Rules Level:**	Experimental
Jumping:	0	**Role:**	Missile Boat

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser (Clan)	LA	5	7 [DE]	—	5	10	15
1	ER Medium Laser (Clan)	RA	5	7 [DE]	—	5	10	15
1	LRM 20 (Clan)	LT	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20 (Clan)	RT	6	1/Msl [M,C,S]	—	7	14	21
2	ER Medium Laser (Clan) (R)	CT	5	7 [DE]	—	5	10	15

Ammo: (LRM 20) 24

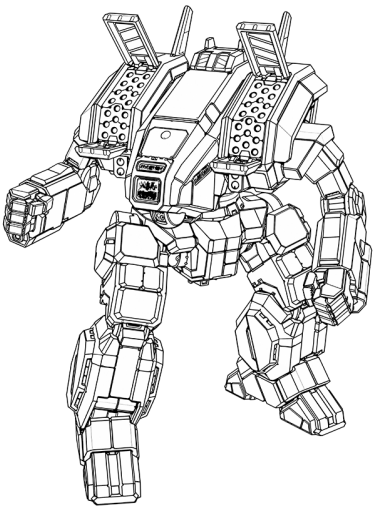
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WARRIOR DATA

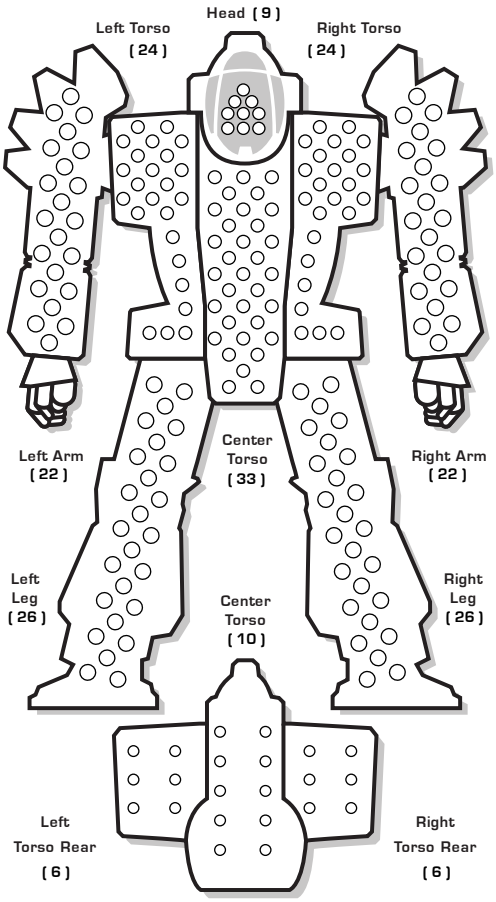
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heat Sink
6. ER Medium Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. Heat Sink
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. Ammo (LRM 20) 6

4-6
1. Ammo (LRM 20) 6
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

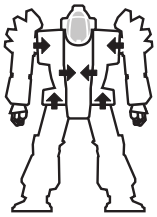
Center Torso

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. ER Medium Laser (R)
6. ER Medium Laser (R)

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heat Sink
6. ER Medium Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

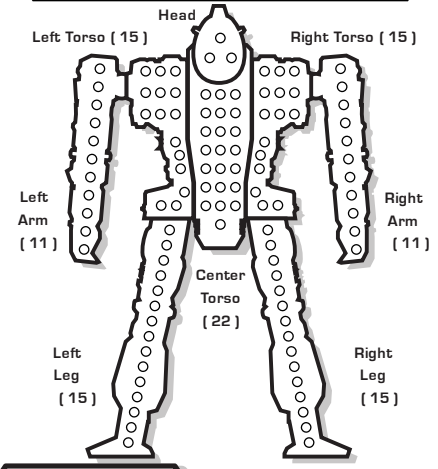
1-3
1. Heat Sink
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. Ammo (LRM 20) 6

4-6
1. Ammo (LRM 20) 6
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Heat Sinks: 20

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Summoner (Thor) Prime

Movement Points:		**Tonnage:**	70
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	5	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	LA	2	10 [DB,C/F/S]	—	6	12	18
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	LRM 15	LT	5	1/Msl [M,C,S]	—	7	14	21

Ammo: (LB-10X) 10, (LRM 15) 16

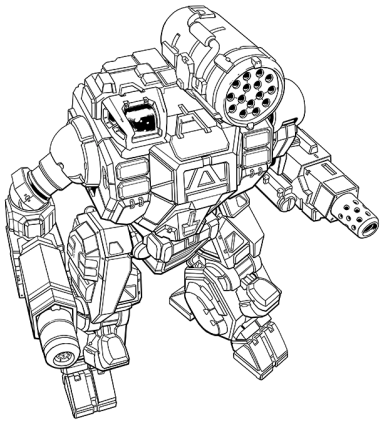
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WARRIOR DATA

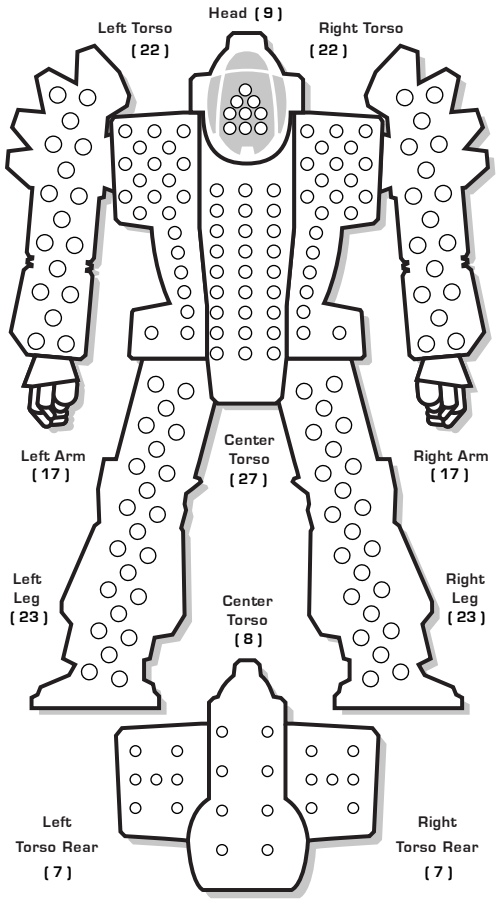
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

1. LB 10-X AC
2. Ammo (LB-10X) 10
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. LRM 15
4. LRM 15
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

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

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

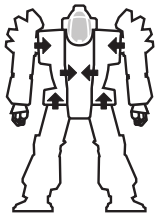
Center Torso

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. ER PPC
4. ER PPC
5. Ferro-Fibrous
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

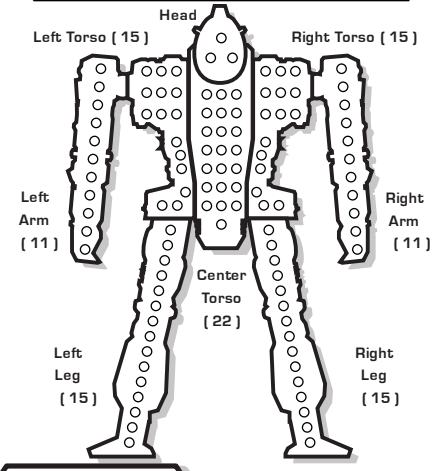
1. XL Fusion Engine
2. XL Fusion Engine
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 14 (28)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Summoner (Thor) A

Movement Points:		**Tonnage:**	70
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	5	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9

Ammo: (Gauss) 8, (SRM 6) 30

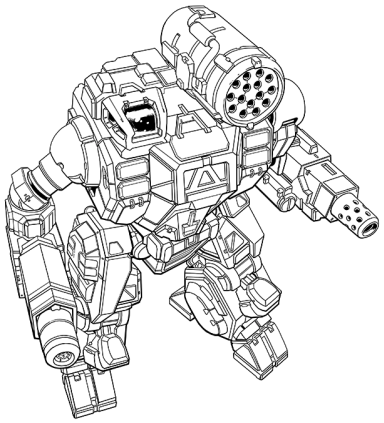
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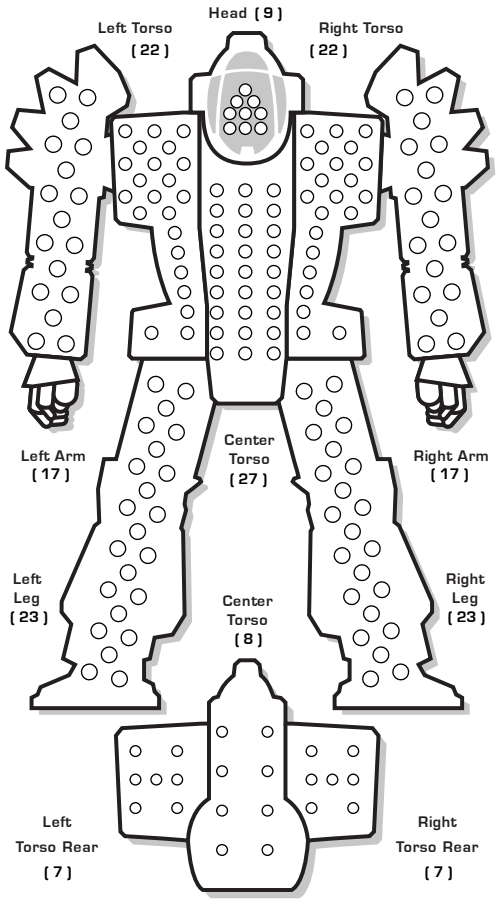
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator

1-3
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle

4-6
3. Ammo (Gauss) 8
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. SRM 6
4. Ammo (SRM 6) 15
5. Ammo (SRM 6) 15
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Roll Again

4-6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine

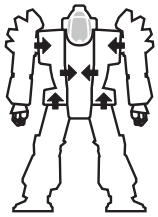
1-3
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine

4-6
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Large Pulse Laser
5. Large Pulse Laser
6. Ferro-Fibrous

1. Roll Again
2. Roll Again

4-6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine

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

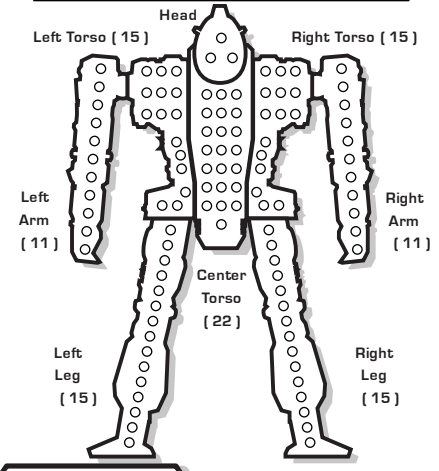
1. Roll Again
2. Roll Again

4-6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 14 (28)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Summoner (Thor) B

Movement Points:		**Tonnage:**	70
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	5	**Role:**	Missile Boat

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	LA	6	1/Msl [M,C,S]	—	7	14	21
1	SRM 4	LA	3	2/Msl [M,C,S]	—	3	6	9
1	LRM 20	RA	6	1/Msl [M,C,S]	—	7	14	21
1	SRM 4	RA	3	2/Msl [M,C,S]	—	3	6	9
1	Anti-Missile System	LT	1	[PD]	—	1	—	—
1	Narc	LT	—	[M]	—	4	8	12

Ammo: (AMS) 24, (LRM 20 Narc-capable) 24, (Narc) 6, (SRM 4 Narc-capable) 50

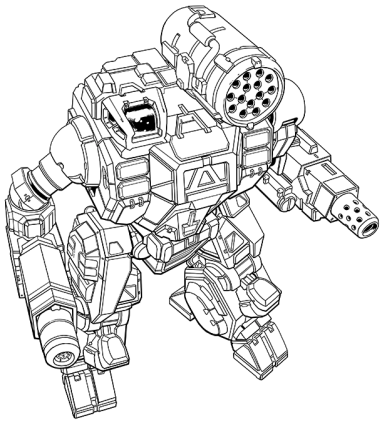
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WARRIOR DATA

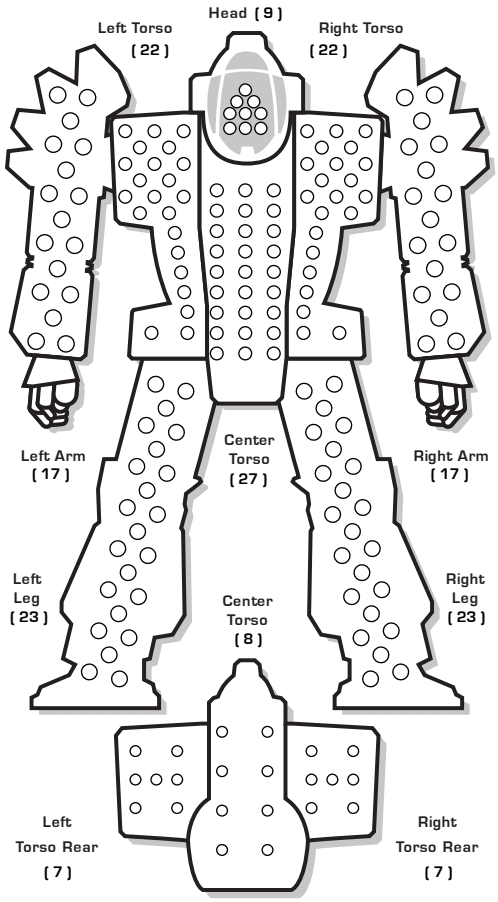
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. LRM 20
5. LRM 20
6. LRM 20

4-6
1. LRM 20
2. SRM 4
3. Ammo (SRM 4 Narc-capable) 25
4. Ammo (LRM 20 Narc-capable) 6
5. Ammo (LRM 20 Narc-capable) 6
6. Ferro-Fibrous

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Anti-Missile System
4. Narc
5. Ammo (Narc) 6
6. Ammo (AMS) 24

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

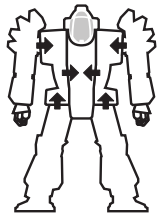
Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. LRM 20
5. LRM 20
6. LRM 20

4-6
1. LRM 20
2. SRM 4
3. Ammo (SRM 4 Narc-capable) 25
4. Ammo (LRM 20 Narc-capable) 6
5. Ammo (LRM 20 Narc-capable) 6
6. Ferro-Fibrous

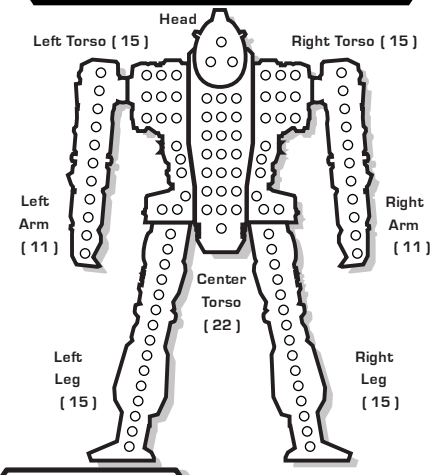
Right Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 14 (28)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Summoner (Thor) C

Movement Points:		**Tonnage:**	70
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	5	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	LA	7	20/Sht [DB,R/C]	—	4	8	12
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Small Laser	RA	2	5 [DE]	—	2	4	6
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12

Ammo: (Streak SRM 6) 15, (Ultra AC/20) 10

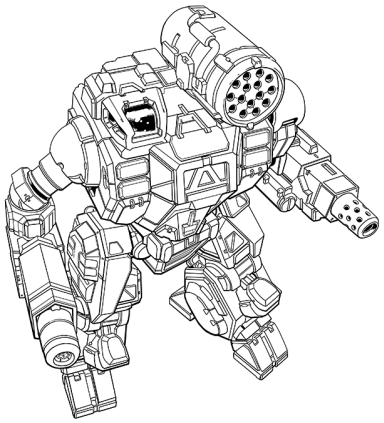
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WARRIOR DATA

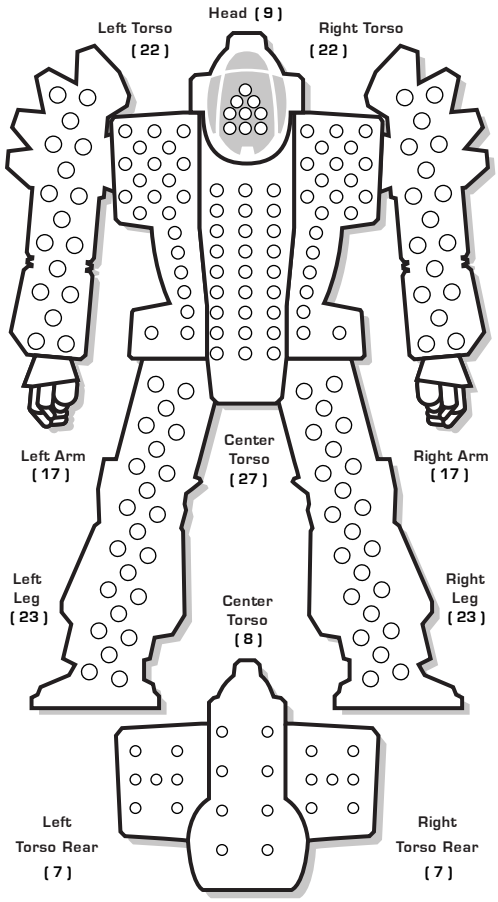
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Ultra AC/20
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

1. Ultra AC/20
2. Ultra AC/20
3. Ultra AC/20
4. Ultra AC/20
5. Ferro-Fibrous
6. Roll Again

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. Streak SRM 6
4. Streak SRM 6
5. Ammo (Streak SRM 6) 15
6. Ammo (Ultra AC/20) 5

1. Ammo (Ultra AC/20) 5
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

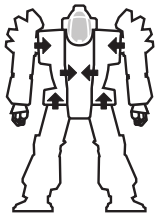
Center Torso

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Large Laser
5. ER Small Laser
6. Ferro-Fibrous

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

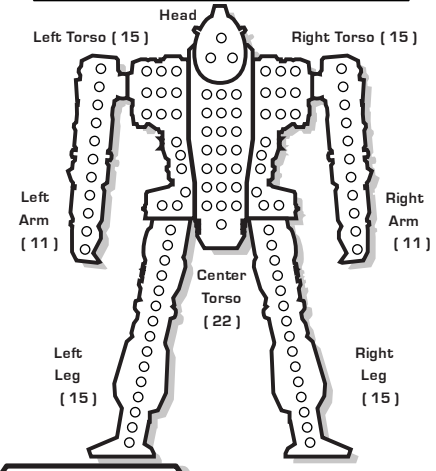
1. XL Fusion Engine
2. XL Fusion Engine
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 14 (28)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Summoner (Thor) D

Movement Points:		**Tonnage:**	70
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	5	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Machine Gun	LT	—	2 [DB,AI]	—	1	2	3
1	Anti-Missile System	LT	1	[PD]	—	1	—	—
1	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3
1	Anti-Missile System	RT	1	[PD]	—	1	—	—
1	Targeting Computer	RT	—	[E]	—	—	—	—

Ammo: (AMS) 48, (Machine Gun) 200

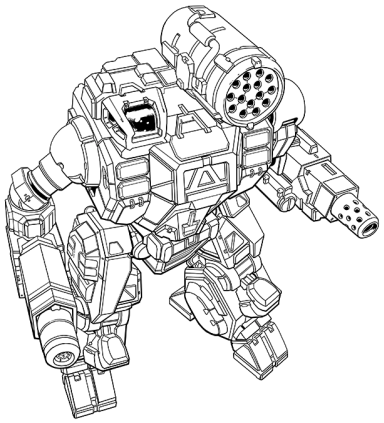
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WARRIOR DATA

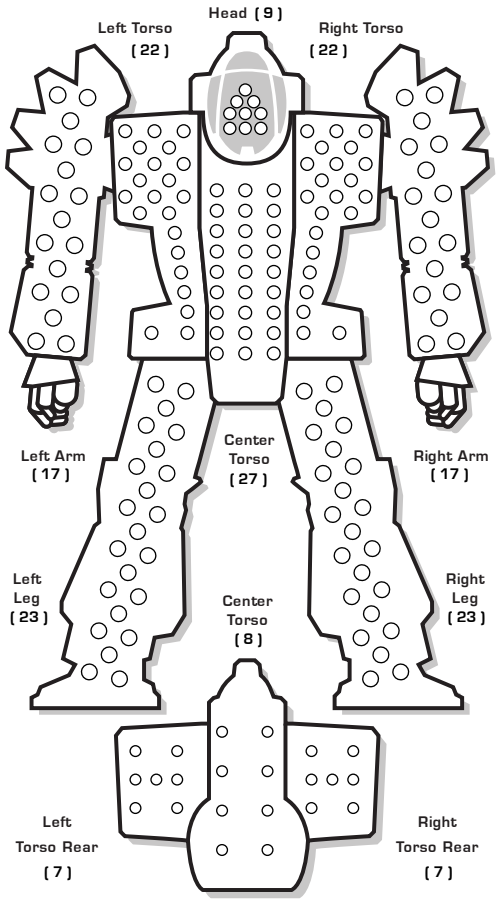
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. ER Large Laser
5. ER Medium Laser
6. Ferro-Fibrous

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Machine Gun
4. Anti-Missile System
5. Ammo (Machine Gun) 200
6. Ammo (AMS) 24

4-6
1. Ammo (AMS) 24
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

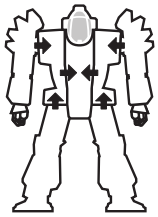
Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. ER Large Laser
5. ER Medium Laser
6. Ferro-Fibrous

Right Torso

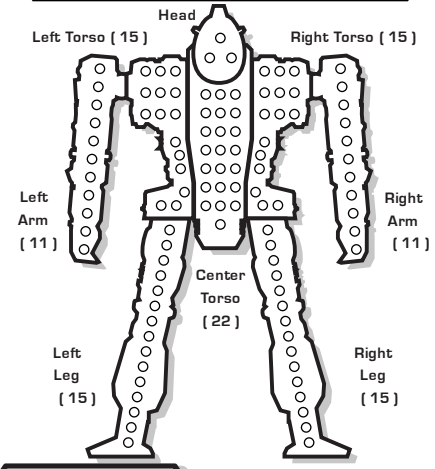
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Machine Gun
4. Anti-Missile System
5. Targeting Computer
6. Targeting Computer

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

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 20 (40)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Summoner (Thor) M

Movement Points:		**Tonnage:**	70
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	5	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	LA	2	10 [DB,C/F/S]	—	6	12	18
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12
1	ER Small Laser	LT	2	5 [DE]	—	2	4	6

Ammo: (LB-10X) 10, (Streak SRM 6) 30

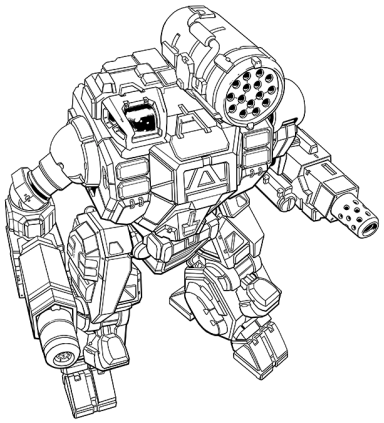
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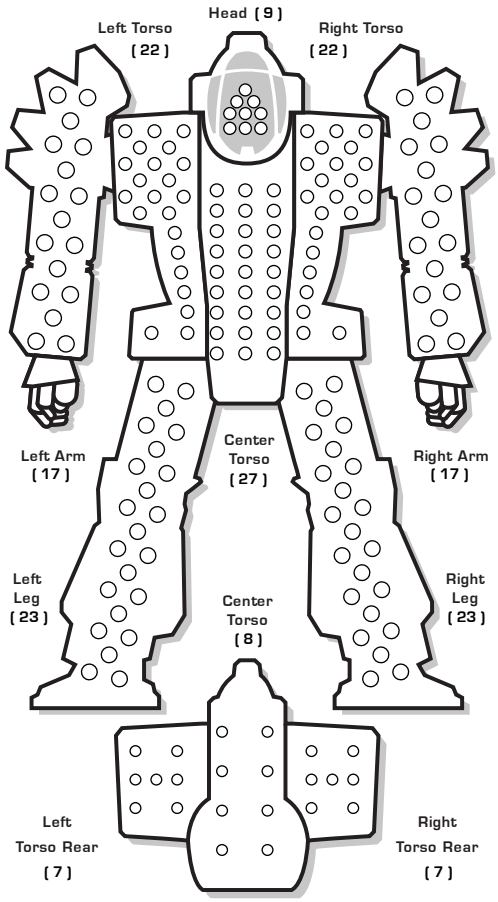
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

1. LB 10-X AC
2. Ammo (LB-10X) 10
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Streak SRM 6
4. Streak SRM 6
5. ER Small Laser
6. Ferro-Fibrous

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

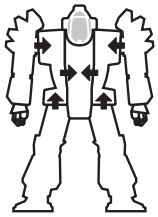
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. ER PPC
4. ER PPC
5. Ferro-Fibrous
6. Roll Again

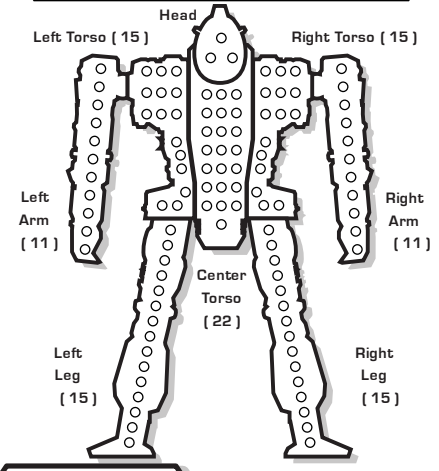
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Ammo (Streak SRM 6) 15
4. Ammo (Streak SRM 6) 15
5. Ferro-Fibrous
6. Ferro-Fibrous

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 14 (28)

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

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Warhammer C

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

Weapons & Equipment Inventory (hexes)

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

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

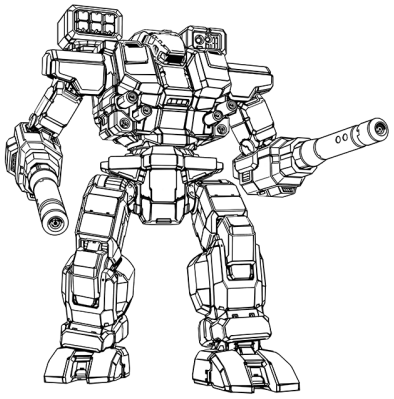
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WARRIOR DATA

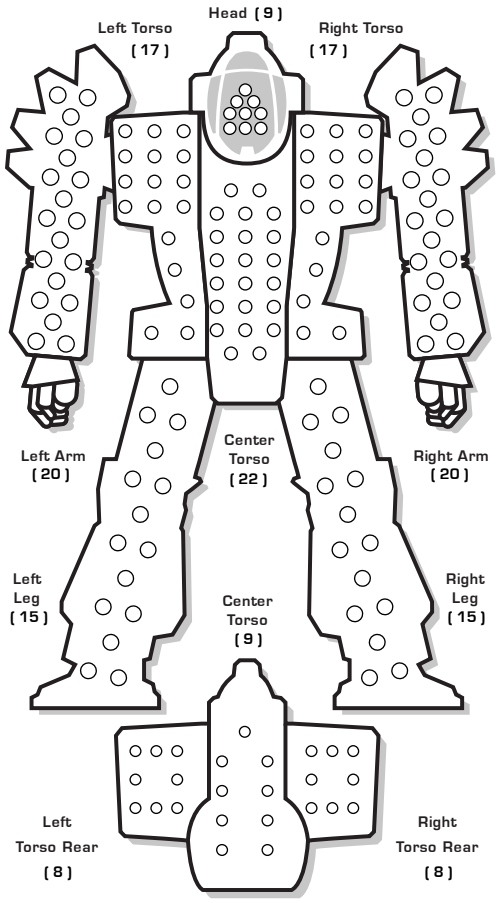
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

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

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Heat Sink
2. Heat Sink
3. ER Medium Laser
4. ER Small Laser
5. Machine Gun
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

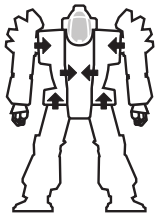
1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

Center Torso (CASE)

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (Machine Gun) 200
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

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

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

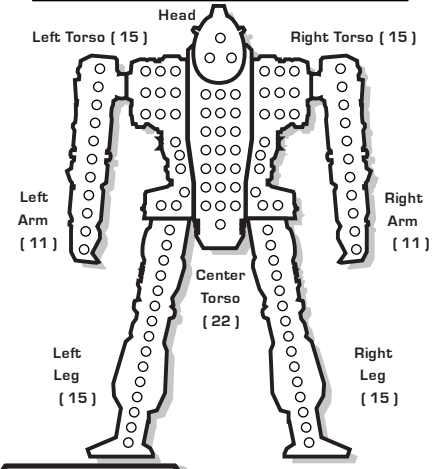
1-3
1. [Streak SRM 6
2. [Streak SRM 6
3. ER Medium Laser
4. ER Small Laser
5. Machine Gun
6. Ammo (Streak SRM 6) 15

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Sinks: 20

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

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Marauder C

Movement Points:		**Tonnage:**	75
Walking:	4	**Tech Base:**	Mixed
Running:	6	**Rules Level:**	Experimental
Jumping:	0	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser (Clan)	LA	10	10 [P]	—	6	14	20
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Large Pulse Laser (Clan)	RA	10	10 [P]	—	6	14	20
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Ultra AC/5 (Clan)	RT	1	5/Sht [DB,R/C]	—	7	14	21

Ammo: (Ultra AC/5) 20

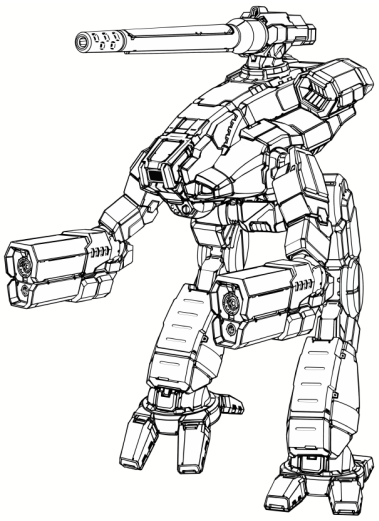
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WARRIOR DATA

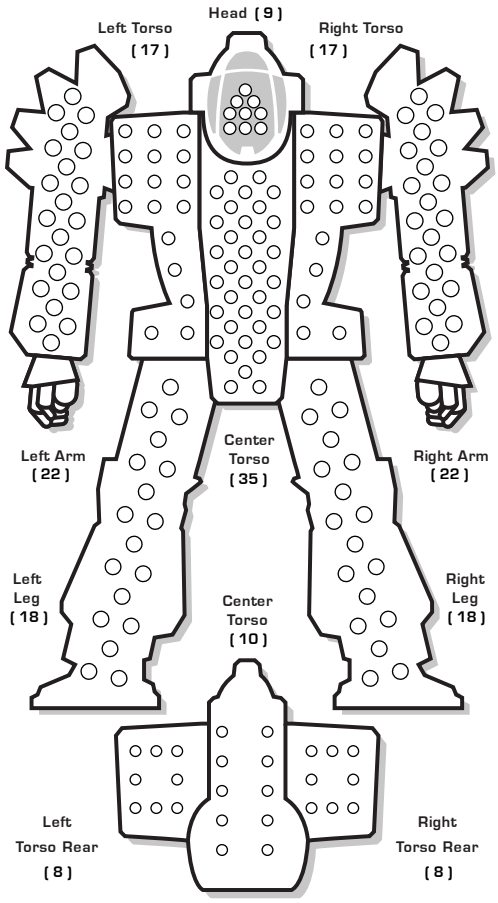
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

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

4-6
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. Ammo (Ultra AC/5) 20
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

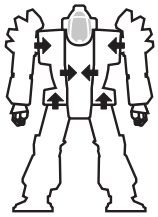
Center Torso

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

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

4-6
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

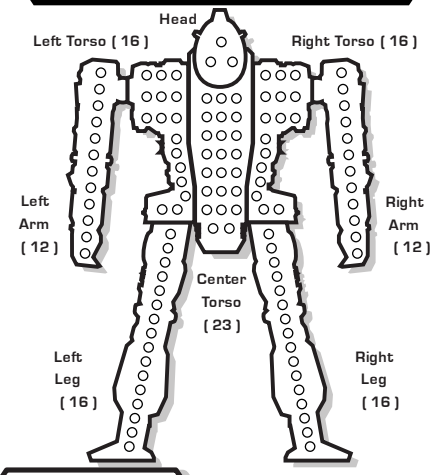
1-3
1. Ultra AC/5
2. Ultra AC/5
3. Ultra AC/5
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Sinks: 19

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Night Gyr Prime

Movement Points:		**Tonnage:**	75
Walking:	4	**Tech Base:**	Clan
Running:	6	**Rules Level:**	Standard
Jumping:	4	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER PPC	LA	15	15 [DE]	—	7	14	23
1	Ultra AC/10	RA	3	10/Sht [DB,R/C]	—	6	12	18
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	Medium Pulse Laser	HD	4	7 [P]	—	4	8	12

Ammo: (Ultra AC/10) 20

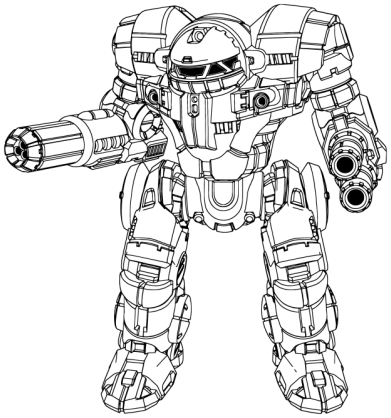
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WARRIOR DATA

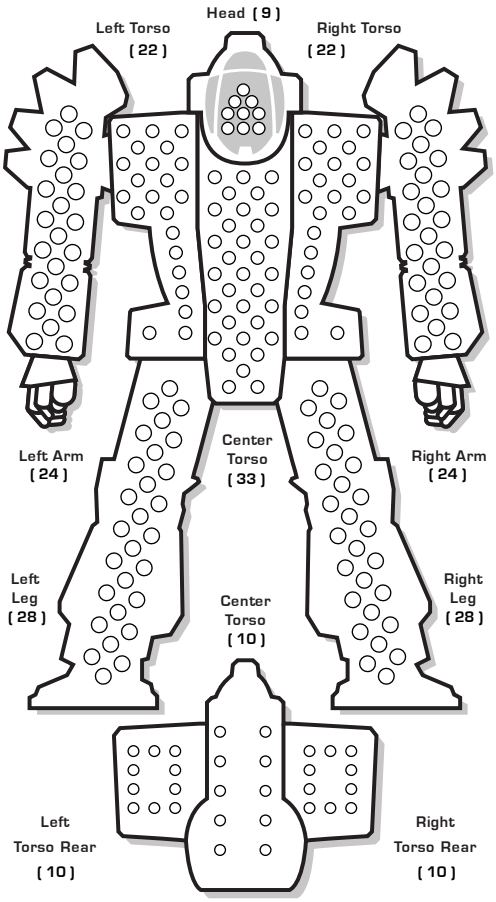
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ER PPC
2. ER PPC
3. ER PPC
4. ER PPC
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Medium Pulse Laser
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

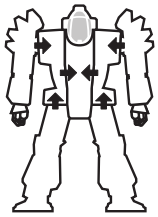
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Medium Pulse Laser
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

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



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Ultra AC/10
6. Ultra AC/10

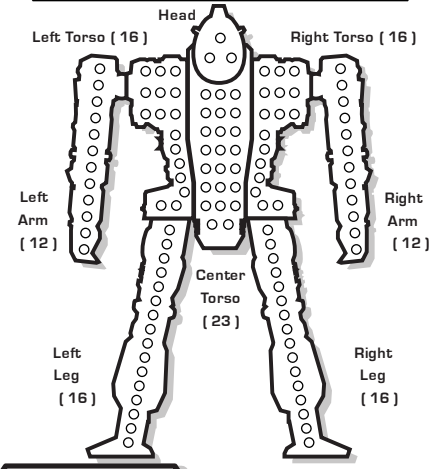
1. Ultra AC/10
2. Ultra AC/10
3. Ammo (Ultra AC/10) 10
4. Ammo (Ultra AC/10) 10
5. Endo Steel
6. Endo Steel

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Medium Pulse Laser
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
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

Double Heat Sinks: 20 (40)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Night Gyr A

Movement Points:		**Tonnage:**	75
Walking:	4	**Tech Base:**	Clan
Running:	6	**Rules Level:**	Standard
Jumping:	4	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
2	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	Ultra AC/20	RA	7	20/Sht [DB,R/C]	—	4	8	12
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12
1	Medium Pulse Laser	HD	4	7 [P]	—	4	8	12

Ammo: (Streak SRM 6) 15, (Ultra AC/20) 15

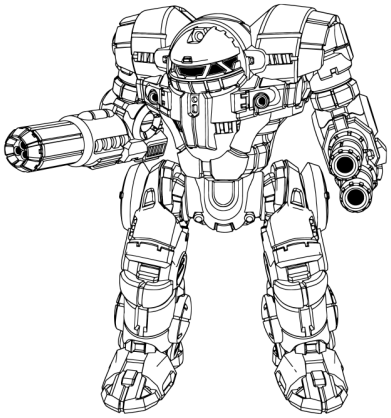
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WARRIOR DATA

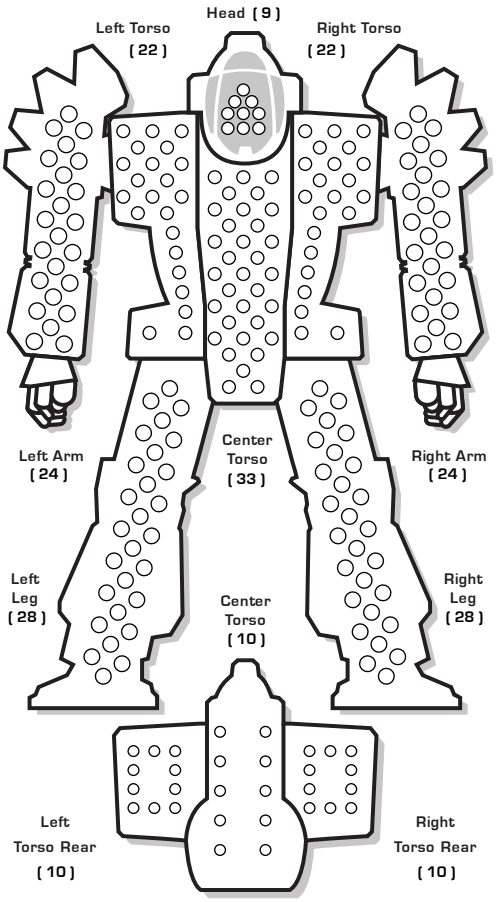
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator

1-3
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Large Pulse Laser
2. Large Pulse Laser
3. Medium Pulse Laser
4. Medium Pulse Laser
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Streak SRM 6
6. Streak SRM 6

4-6
1. Ammo (Streak SRM 6) 15
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

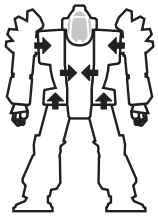
1. Life Support
2. Sensors
3. Cockpit
4. Medium Pulse Laser
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

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



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Ultra AC/20
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

4-6
1. Ultra AC/20
2. Ultra AC/20
3. Ultra AC/20
4. Ultra AC/20
5. Endo Steel
6. Endo Steel

Right Torso (CASE)

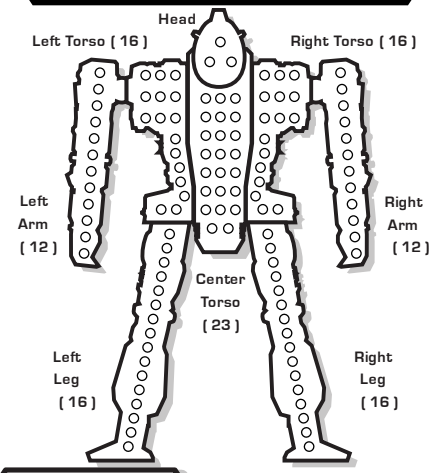
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Streak SRM 6
4. Streak SRM 6
5. Ammo (Ultra AC/20) 5
6. Ammo (Ultra AC/20) 5

4-6
1. Ammo (Ultra AC/20) 5
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
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

Double Heat Sinks: 16 (32)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Night Gyr B

Movement Points:		**Tonnage:**	75
Walking:	4	**Tech Base:**	Clan
Running:	6	**Rules Level:**	Standard
Jumping:	4	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	LB 2-X AC	LT	1	2 [DB,C/F/S]	4	10	20	30
1	LB 2-X AC	RT	1	2 [DB,C/F/S]	4	10	20	30

Ammo: (Gauss) 24, (LB-2X) 45

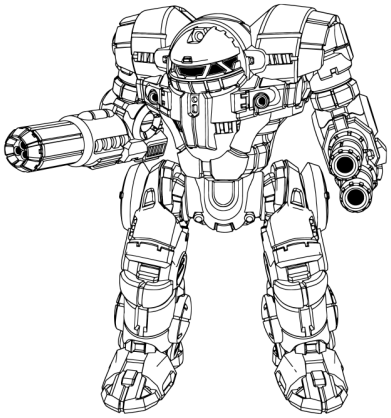
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WARRIOR DATA

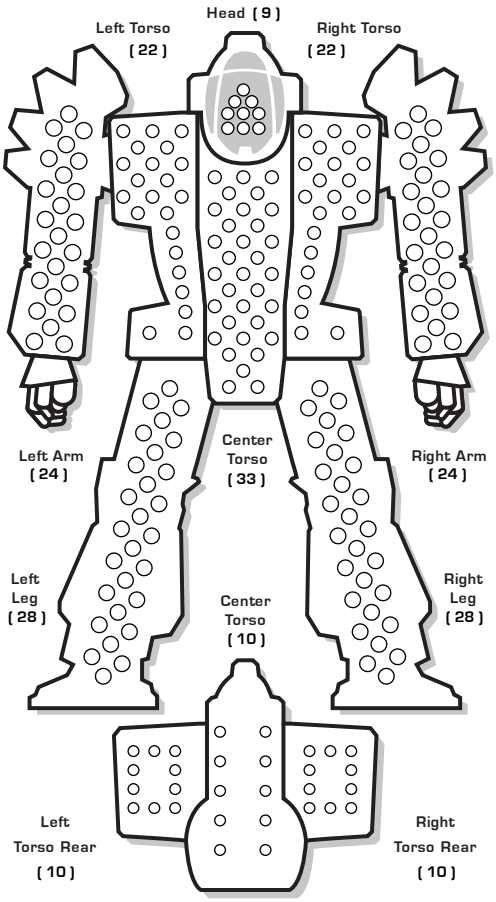
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator

1-3:
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle

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

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. LB 2-X AC
4. LB 2-X AC
5. LB 2-X AC
6. Ammo (LB-2X) 45

1. Ammo (Gauss) 8

4-6:
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

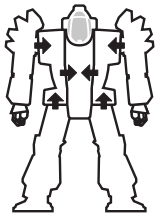
Center Torso

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

4-6:
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator

1-3:
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle

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

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine

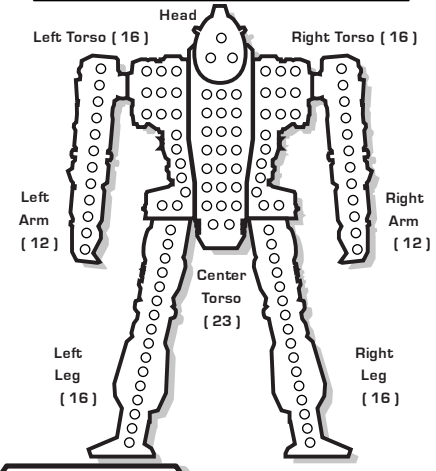
1-3:
3. LB 2-X AC
4. LB 2-X AC
5. LB 2-X AC
6. Ammo (Gauss) 8

1. Ammo (Gauss) 8

4-6:
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 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

Double Heat Sinks: 12 (24)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Night Gyr C

Movement Points:		**Tonnage:**	75
Walking:	4	**Tech Base:**	Clan
Running:	6	**Rules Level:**	Standard
Jumping:	4	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Ultra AC/2	LA	1	2/Sht [DB,R/C]	2	9	18	27
2	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	ER Medium Laser	HD	5	7 [DE]	—	5	10	15

Ammo: [Ultra AC/2] 90

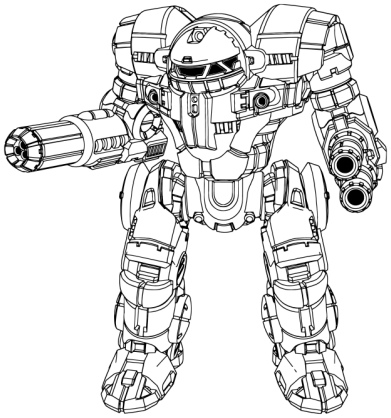
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WARRIOR DATA

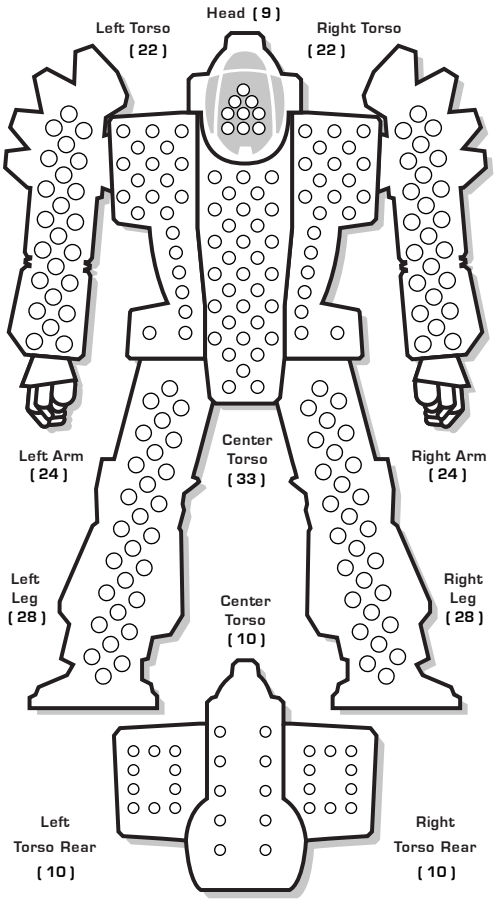
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Ultra AC/2
4. Ultra AC/2
5. Ultra AC/2
6. Ultra AC/2

1. Ultra AC/2
2. Ultra AC/2
3. Ammo (Ultra AC/2) 45
4. Ammo (Ultra AC/2) 45
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ER Medium Laser
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

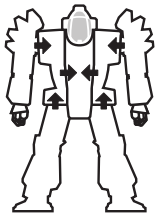
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

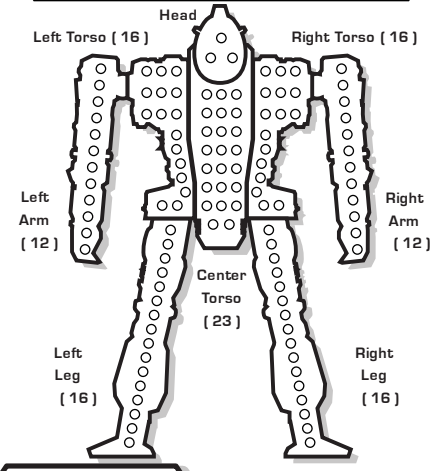
1. Double Heat Sink
2. Double Heat Sink
3. ER Large Laser
4. ER Large Laser
5. Endo Steel
6. Endo Steel

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

1. Targeting Computer
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
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

Double Heat Sinks: 18 (36)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Night Gyr D

Movement Points:		**Tonnage:**	75
Walking:	4	**Tech Base:**	Clan
Running:	6	**Rules Level:**	Standard
Jumping:	4	**Role:**	Missile Boat

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20 w/Artemis IV	LA	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20 w/Artemis IV	RA	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20 w/Artemis IV	LT	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20 w/Artemis IV	RT	6	1/Msl [M,C,S]	—	7	14	21
1	Large Pulse Laser	CT	10	10 [P]	—	6	14	20
1	Medium Pulse Laser	HD	4	7 [P]	—	4	8	12

Ammo: (LRM 20 Artemis-capable) 36

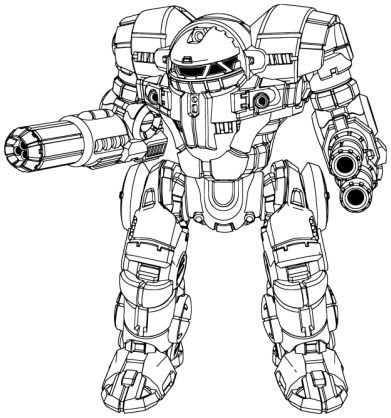
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WARRIOR DATA

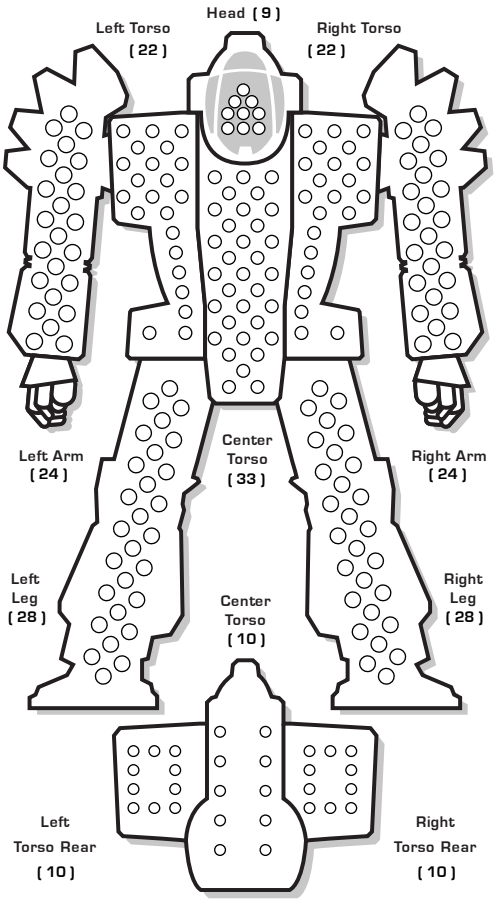
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. LRM 20 (1-3)
4. LRM 20 (1-3)
5. LRM 20 (1-3)
6. LRM 20 (1-3)
1. Artemis IV FCS
2. Ammo (LRM 20 Artemis-capable) 6 (4-6)
3. Ammo (LRM 20 Artemis-capable) 6 (4-6)
4. Ammo (LRM 20 Artemis-capable) 6 (4-6)
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. LRM 20 (1-3)
4. LRM 20 (1-3)
5. LRM 20 (1-3)
6. LRM 20 (1-3)
1. Artemis IV FCS
2. Endo Steel
3. Endo Steel (4-6)
4. Endo Steel (4-6)
5. Endo Steel (4-6)
6. Endo Steel (4-6)

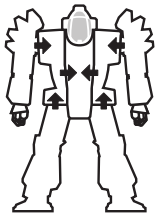
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Medium Pulse Laser
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)
1. Gyro (4-6)
2. XL Fusion Engine (4-6)
3. XL Fusion Engine (4-6)
4. XL Fusion Engine (4-6)
5. Large Pulse Laser (4-6)
6. Large Pulse Laser (4-6)

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

CATALYST game labs



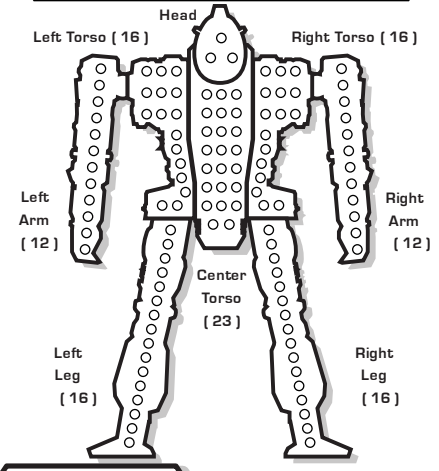
Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. LRM 20 (1-3)
4. LRM 20 (1-3)
5. LRM 20 (1-3)
6. LRM 20 (1-3)
1. Artemis IV FCS
2. Ammo (LRM 20 Artemis-capable) 6 (4-6)
3. Ammo (LRM 20 Artemis-capable) 6 (4-6)
4. Ammo (LRM 20 Artemis-capable) 6 (4-6)
5. Endo Steel
6. Endo Steel

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. LRM 20 (1-3)
4. LRM 20 (1-3)
5. LRM 20 (1-3)
6. LRM 20 (1-3)
1. Artemis IV FCS
2. Ferro-Fibrous
3. Ferro-Fibrous (4-6)
4. Ferro-Fibrous (4-6)
5. Ferro-Fibrous (4-6)
6. Ferro-Fibrous (4-6)

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 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

Double Heat Sinks: 12 (24)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Timber Wolf (Mad Cat) Prime

Movement Points:		**Tonnage:**	75
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	0	**Role:**	Brawler

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	LRM 20	LT	6	1/Msl [M,C,S]	—	7	14	21
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	LRM 20	RT	6	1/Msl [M,C,S]	—	7	14	21
1	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3
1	Machine Gun	CT	—	2 [DB,AI]	—	1	2	3

Ammo: (LRM 20) 12, (Machine Gun) 200

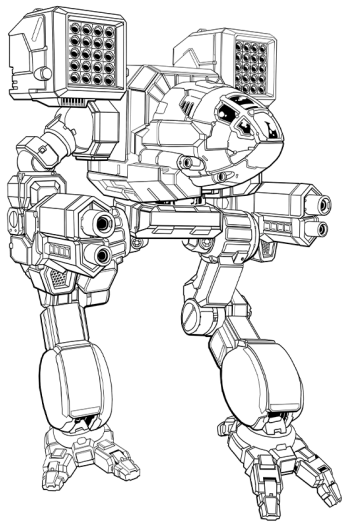
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WARRIOR DATA

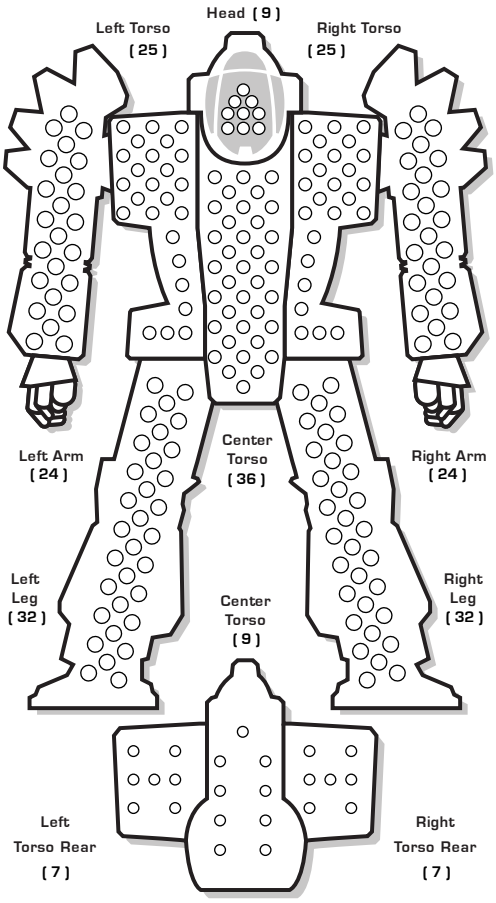
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. ER Large Laser

4-6
1. ER Medium Laser
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

4-6
1. Medium Pulse Laser
2. Ammo (LRM 20) 6
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Left Leg

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

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

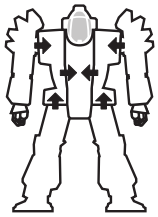
Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Machine Gun
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. ER Large Laser

4-6
1. ER Medium Laser
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

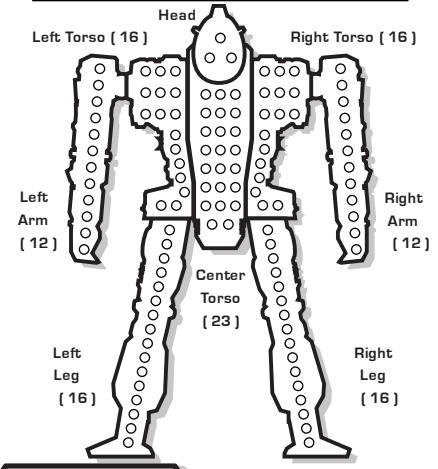
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

4-6
1. Machine Gun
2. Ammo (Machine Gun) 200
3. Ammo (LRM 20) 6
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 17 (34)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Timber Wolf (Mad Cat) A

Movement Points:		**Tonnage:**	75
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	0	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15 [DE]	—	7	14	23
1	ER PPC	RA	15	15 [DE]	—	7	14	23
3	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12
1	ER Small Laser	CT	2	5 [DE]	—	2	4	6

Ammo: (Streak SRM 6) 15

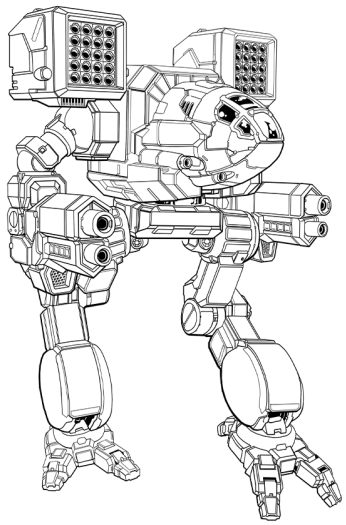
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WARRIOR DATA

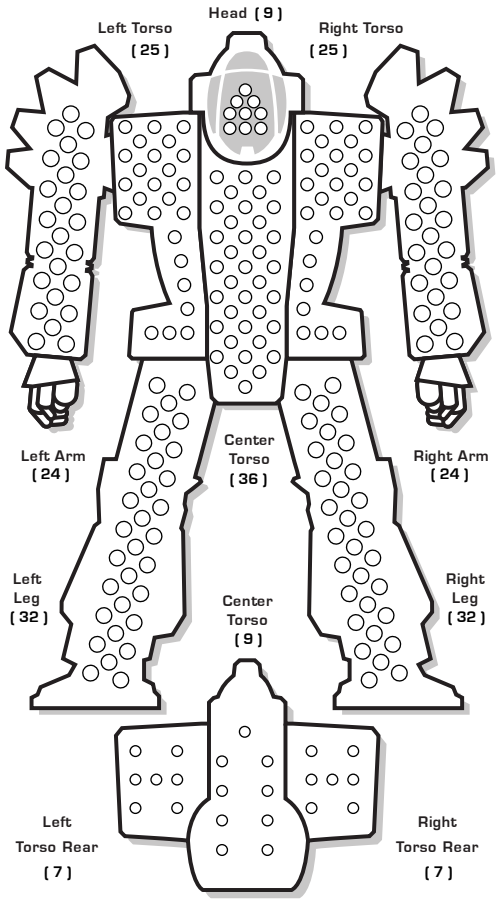
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ER PPC
2. ER PPC
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Medium Pulse Laser
4. Medium Pulse Laser
5. Medium Pulse Laser
6. Endo Steel

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

Left Leg

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

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

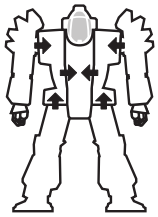
Center Torso

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ER Small Laser
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. ER PPC
4. ER PPC
5. Ferro-Fibrous
6. Roll Again

Right Torso (CASE)

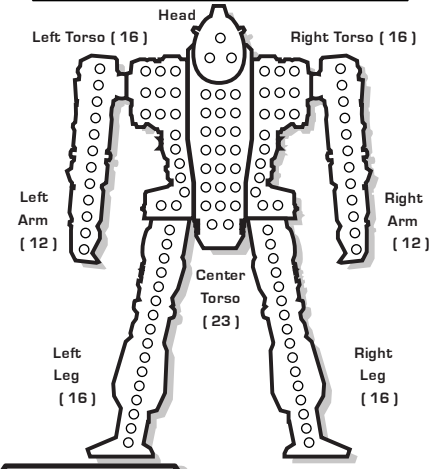
1. XL Fusion Engine
2. XL Fusion Engine
3. Streak SRM 6
4. Streak SRM 6
5. Ammo (Streak SRM 6) 15
6. Endo Steel

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 20 (40)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Timber Wolf (Mad Cat) B

Movement Points:		**Tonnage:**	75
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	0	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
1	Small Pulse Laser	LA	2	3 [P,AI]	—	2	4	6
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	LRM 10 w/Artemis IV	LT	4	1/Msl [M,C,S]	—	7	14	21
1	SRM 4 w/Artemis IV	RT	3	2/Msl [M,C,S]	—	3	6	9

Ammo: (Gauss) 8, (LRM 10 Artemis-capable) 12, (SRM 4 Artemis-capable) 25

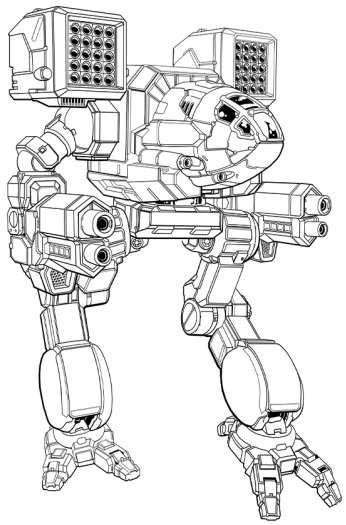
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WARRIOR DATA

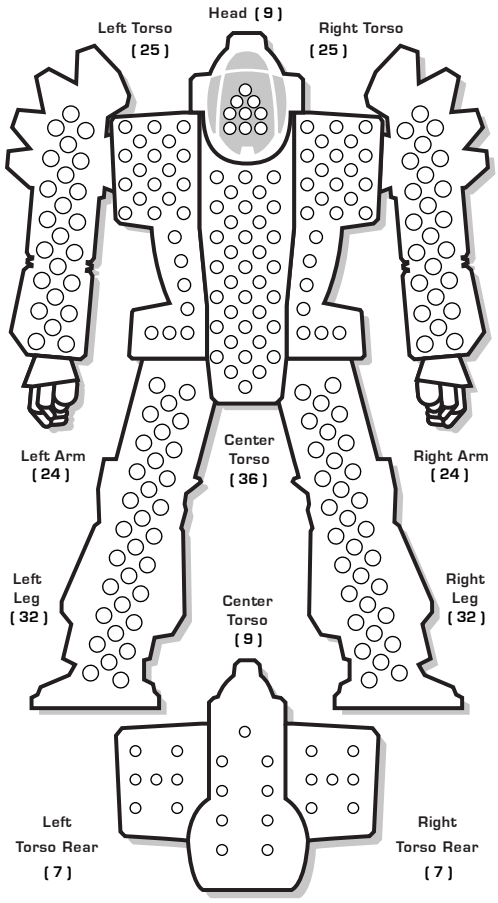
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Pulse Laser
5. Large Pulse Laser
6. Small Pulse Laser

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

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. LRM 10
4. Artemis IV FCS
5. Ammo (LRM 10 Artemis-capable) 12
6. Endo Steel

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

Left Leg

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

Head

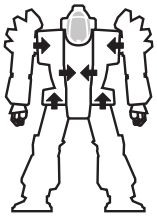
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

4-6
1. Gauss Rifle
2. Gauss Rifle
3. Ammo (Gauss) 8
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Torso (CASE)

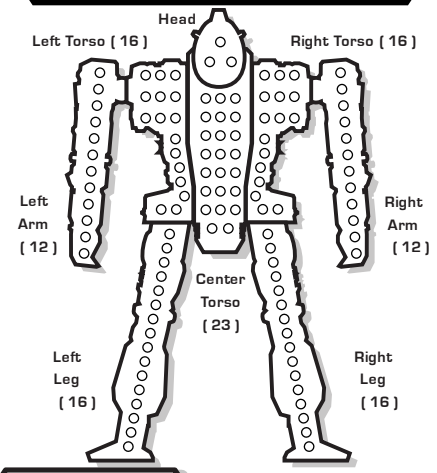
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. SRM 4
4. Artemis IV FCS
5. Ammo (SRM 4 Artemis-capable) 25
6. Endo Steel

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 15 (30)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Timber Wolf (Mad Cat) C

Movement Points:		**Tonnage:**	75
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	0	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	Ultra AC/5	RA	1	5/Sht [DB,R/C]	—	7	14	21
1	LRM 15	LT	5	1/Msl [M,C,S]	—	7	14	21
1	Anti-Missile System	LT	1	[PD]	—	1	—	—
1	LRM 15	RT	5	1/Msl [M,C,S]	—	7	14	21
1	ER Medium Laser	CT	5	7 [DE]	—	5	10	15

Ammo: (AMS) 24, (LRM 15) 16, (Ultra AC/5) 20

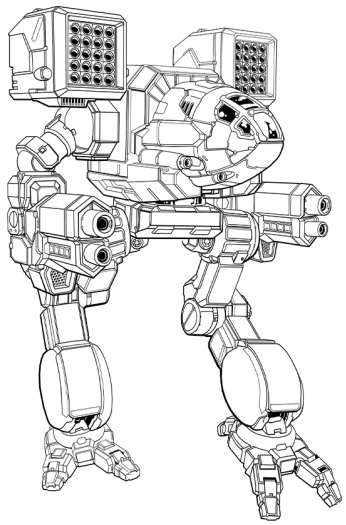
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WARRIOR DATA

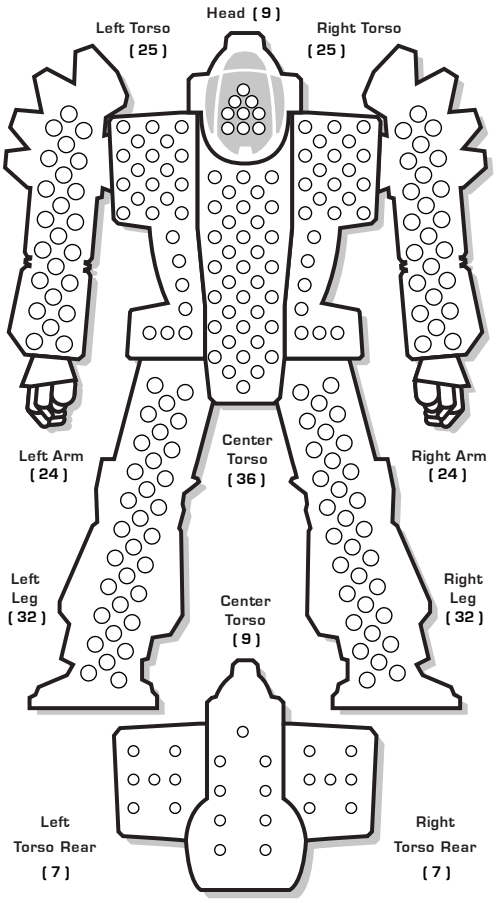
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Large Laser
5. ER Large Laser
6. Ferro-Fibrous

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. LRM 15
4. LRM 15
5. Anti-Missile System
6. Ammo (LRM 15) 8

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

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

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

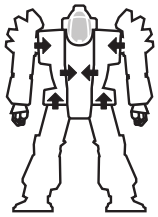
Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ER Medium Laser
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Ultra AC/5
4. Ultra AC/5
5. Ultra AC/5
6. Ammo (Ultra AC/5) 20

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

Right Torso (CASE)

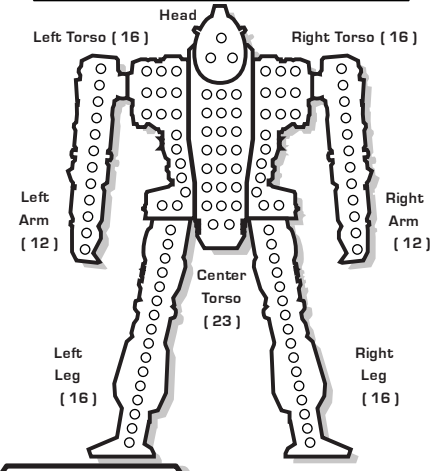
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. LRM 15
4. LRM 15
5. Ammo (LRM 15) 8
6. Ammo (AMS) 24

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 15 (30)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Timber Wolf (Mad Cat) D

Movement Points:		**Tonnage:**	75
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	0	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

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

Ammo: (Streak SRM 6) 45

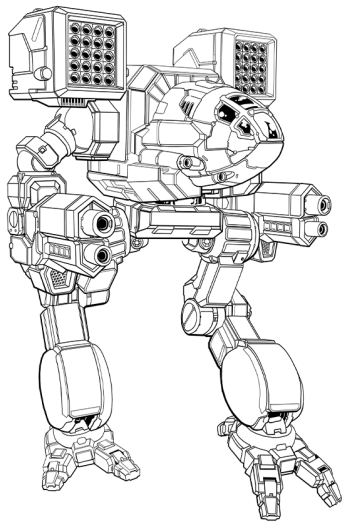
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WARRIOR DATA

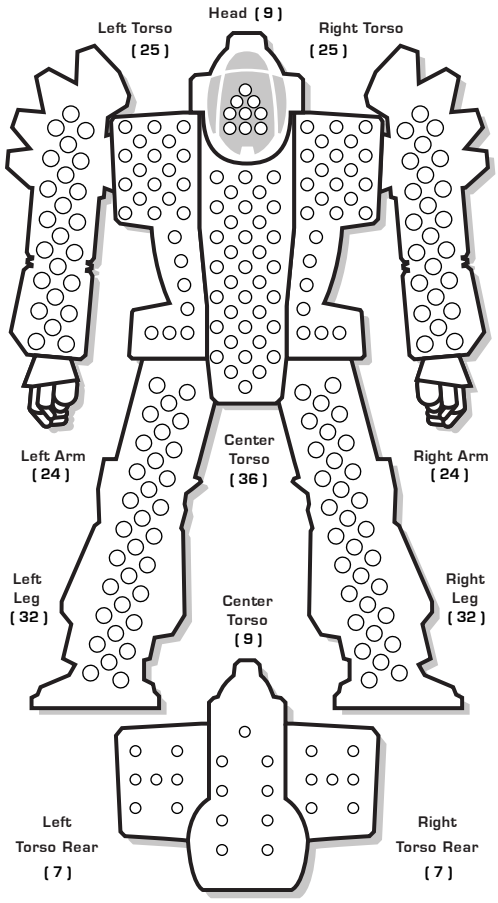
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. ER PPC (1-3)
4. ER PPC (1-3)
5. Ferro-Fibrous
6. Roll Again

(4-6)
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Streak SRM 6 (1-3)
4. Streak SRM 6 (1-3)
5. Streak SRM 6 (R)
6. Streak SRM 6 (R)

(4-6)
1. Ammo (Streak SRM 6) 15
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

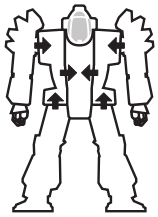
Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

(4-6)
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ER Small Laser
6. Endo Steel

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

CATALYST game labs



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. ER PPC (1-3)
4. ER PPC (1-3)
5. Ferro-Fibrous
6. Roll Again

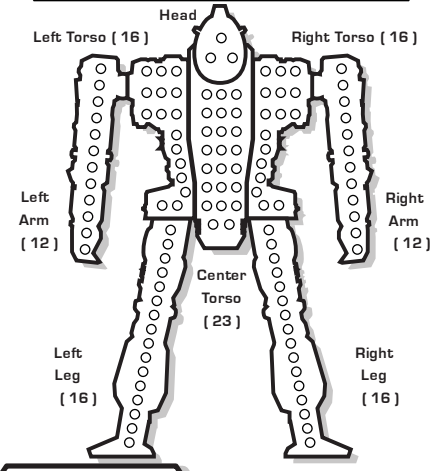
(4-6)
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Streak SRM 6 (1-3)
4. Streak SRM 6 (1-3)
5. Streak SRM 6 (R)
6. Streak SRM 6 (R)

(4-6)
1. Ammo (Streak SRM 6) 15
2. Ammo (Streak SRM 6) 15
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 15 (30)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Timber Wolf (Mad Cat) S

Movement Points:		**Tonnage:**	75
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	5	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
2	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
2	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
1	Machine Gun	LT	—	2 [DB,AI]	—	1	2	3
2	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
1	ER Small Laser	RT	2	5 [DE]	—	2	4	6
1	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3

Ammo: (Machine Gun) 100, (SRM 6) 60

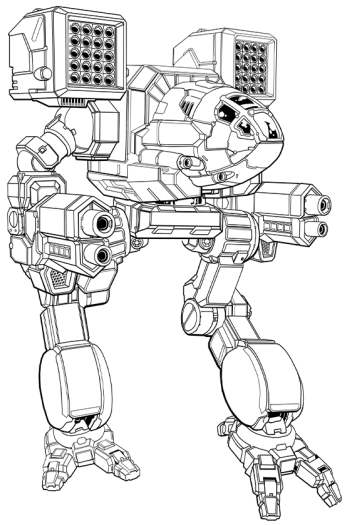
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WARRIOR DATA

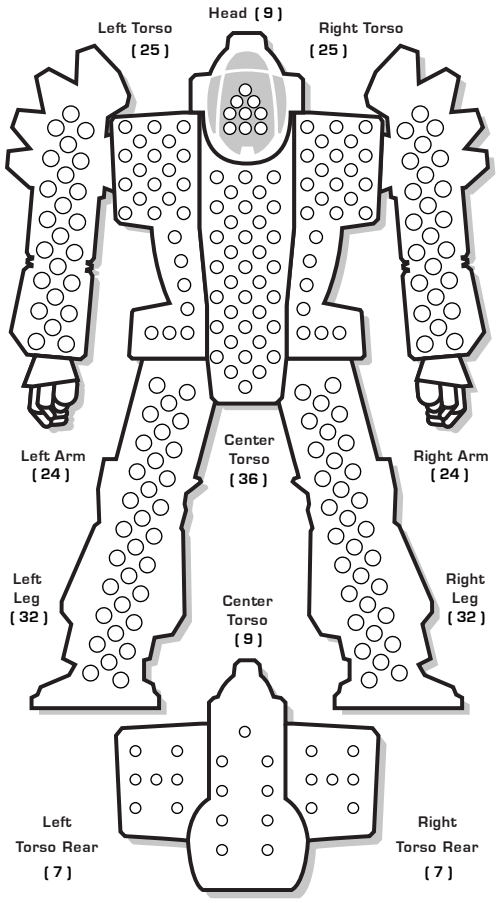
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Pulse Laser
5. Large Pulse Laser
6. Ammo (SRM 6) 15

4-6
1. Ammo (SRM 6) 15
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. SRM 6
6. SRM 6

4-6
1. Machine Gun
2. Ammo (Machine Gun) 100
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Left Leg

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

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

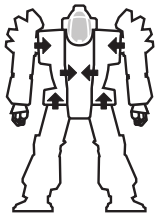
Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Medium Pulse Laser

4-6
1. Medium Pulse Laser
2. Ammo (SRM 6) 15
3. Ammo (SRM 6) 15
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Torso

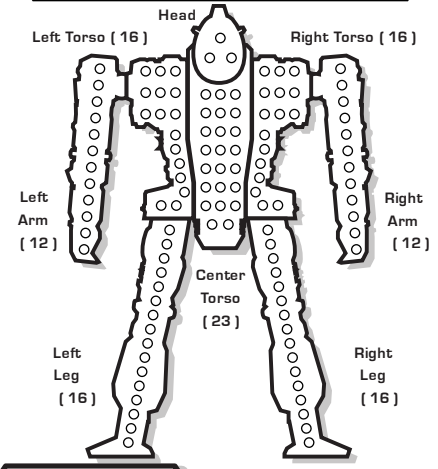
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. SRM 6
6. SRM 6

4-6
1. ER Small Laser
2. Machine Gun
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 16 (32)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Timber Wolf (Mad Cat) TC

Movement Points:		**Tonnage:**	75
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	5	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

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

Ammo: (Streak SRM 6) 30

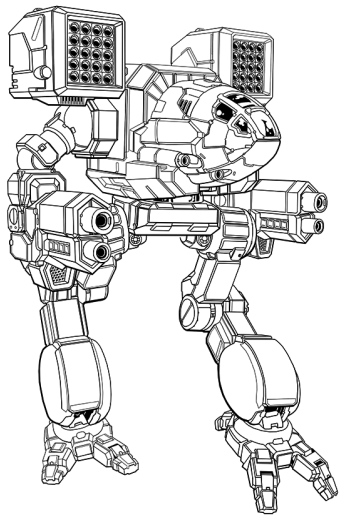
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WARRIOR DATA

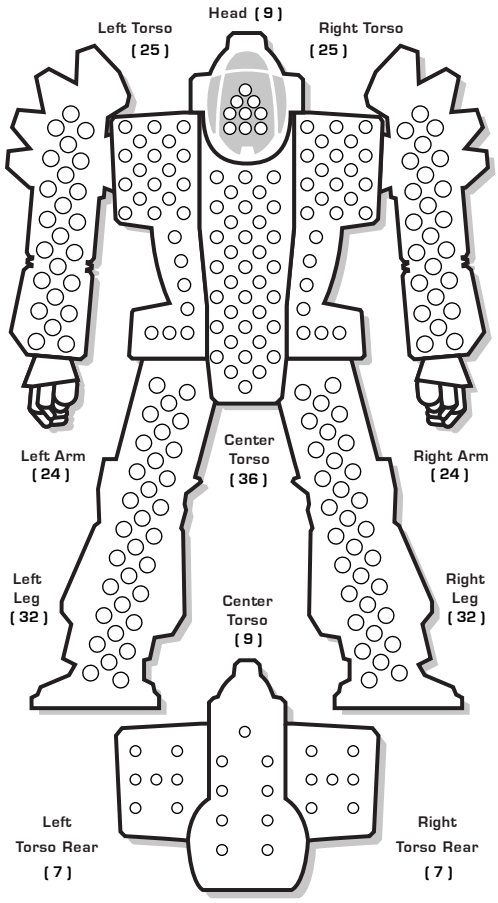
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Pulse Laser
5. Large Pulse Laser
6. ER Medium Laser

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

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. Streak SRM 6
6. Streak SRM 6

4-6
1. ER Small Laser
2. Ammo (Streak SRM 6) 15
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Left Leg

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

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

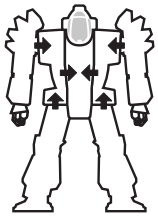
Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Pulse Laser
5. Large Pulse Laser
6. ER Medium Laser

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

Right Torso (CASE)

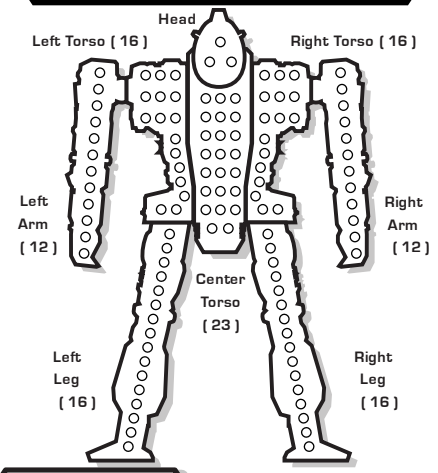
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
5. Streak SRM 6
6. Streak SRM 6

4-6
1. Ammo (Streak SRM 6) 15
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 15 (30)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Gargoyle (Man O' War) Prime

Movement Points:		**Tonnage:**	80
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	0	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	LA	4	2/Msl [M,C,S]	—	3	6	9
1	LB 5-X AC	LA	1	5 [DB,C/F/S]	3	8	15	24
1	SRM 6	RA	4	2/Msl [M,C,S]	—	3	6	9
1	LB 5-X AC	RA	1	5 [DB,C/F/S]	3	8	15	24
1	ER Small Laser	CT	2	5 [DE]	—	2	4	6

Ammo: (LB-5X) 20, (LB-5X Cluster) 20, (SRM 6) 30

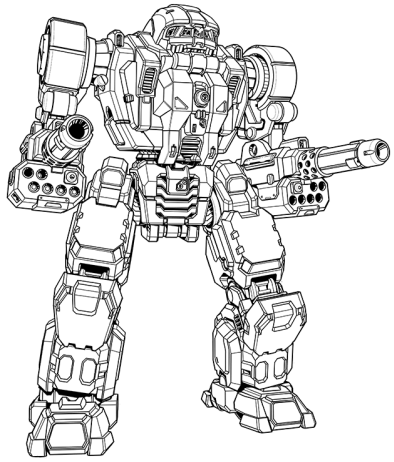
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WARRIOR DATA

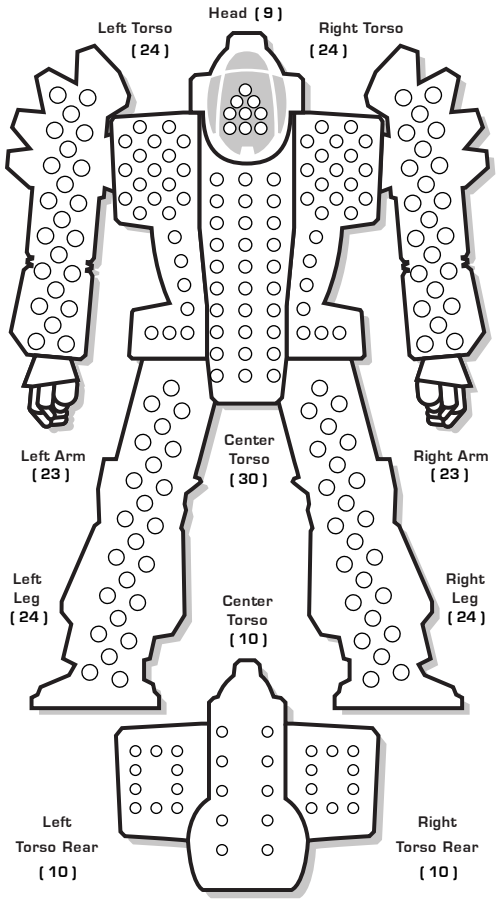
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. SRM 6
4. LB 5-X AC
5. LB 5-X AC
6. LB 5-X AC

4-6
1. LB 5-X AC
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Ammo (SRM 6) 15
4. Ammo (LB-5X) 20
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

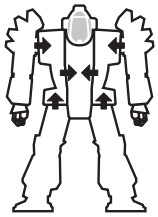
Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ER Small Laser
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. SRM 6
4. LB 5-X AC
5. LB 5-X AC
6. LB 5-X AC

4-6
1. LB 5-X AC
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

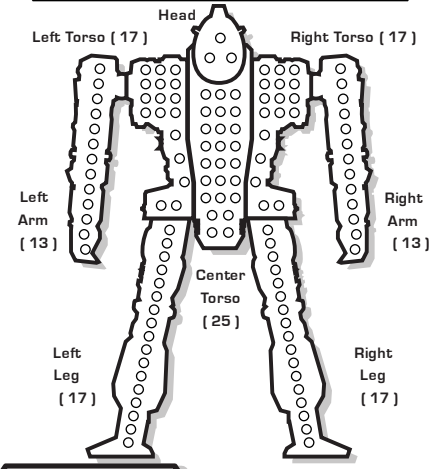
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Ammo (SRM 6) 15
4. Ammo (LB-5X Cluster) 20
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 16 (32)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Gargoyle (Man O' War) A

Movement Points:		**Tonnage:**	80
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	0	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	ER Small Laser	LA	2	5 [DE]	—	2	4	6
2	ER PPC	RA	15	15 [DE]	—	7	14	23

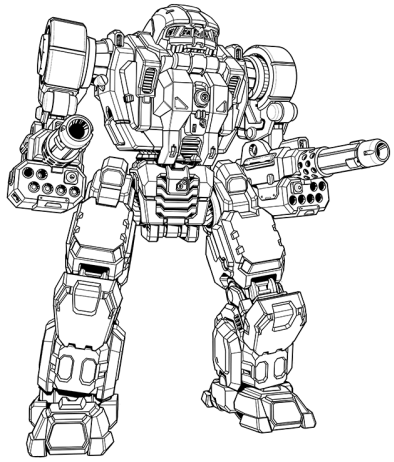
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WARRIOR DATA

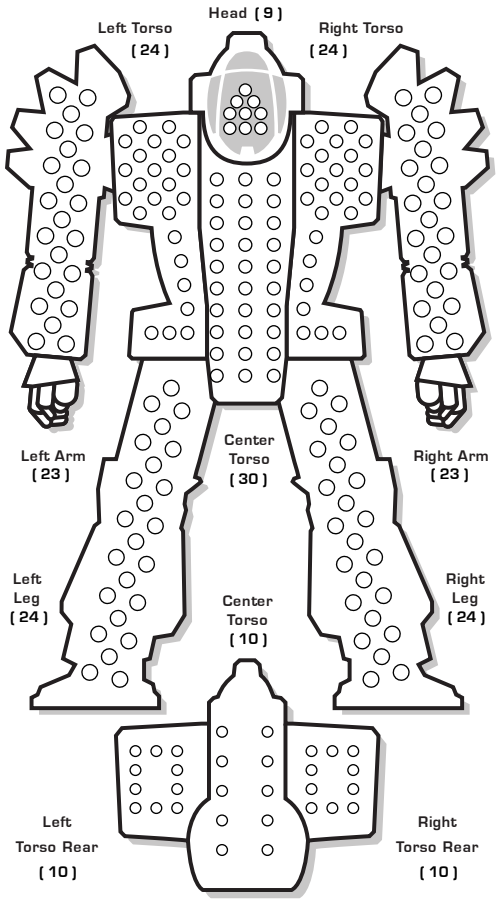
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. [Large Pulse Laser
6. [Large Pulse Laser

4-6
1. ER Medium Laser
2. Medium Pulse Laser
3. ER Small Laser
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

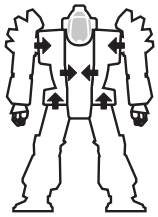
Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. [ER PPC
4. [ER PPC
5. [ER PPC
6. [ER PPC

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

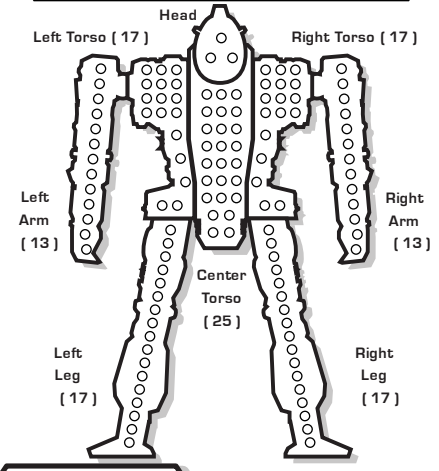
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 16 (32)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Gargoyle (Man O' War) B

Movement Points:		**Tonnage:**	80
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	0	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10 w/Artemis IV	LA	4	1/Msl [M,C,S]	—	7	14	21
1	SRM 4 w/Artemis IV	LA	3	2/Msl [M,C,S]	—	3	6	9
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22

Ammo: (Gauss) 16, (LRM 10 Artemis-capable) 12, (SRM 4 Artemis-capable) 25

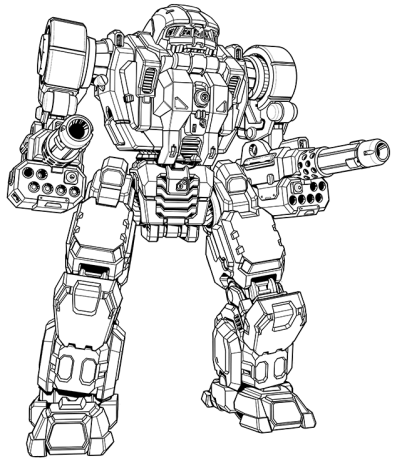
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WARRIOR DATA

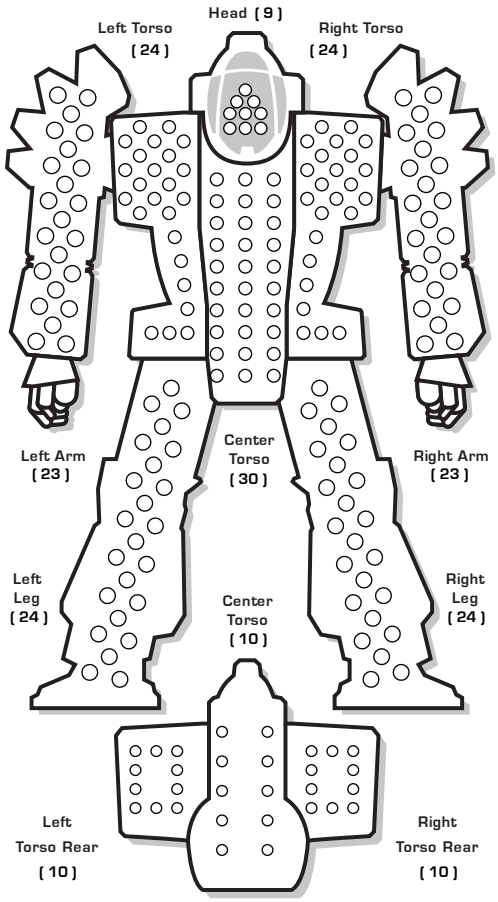
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 10
6. Artemis IV FCS

4-6
1. SRM 4
2. Artemis IV FCS
3. Ammo (SRM 4 Artemis-capable) 25
4. Ammo (LRM 10 Artemis-capable) 12
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

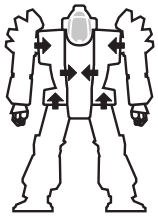
Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

4-6
1. Gauss Rifle
2. Gauss Rifle
3. Ammo (Gauss) 8
4. Ammo (Gauss) 8
5. Roll Again
6. Roll Again

Right Torso

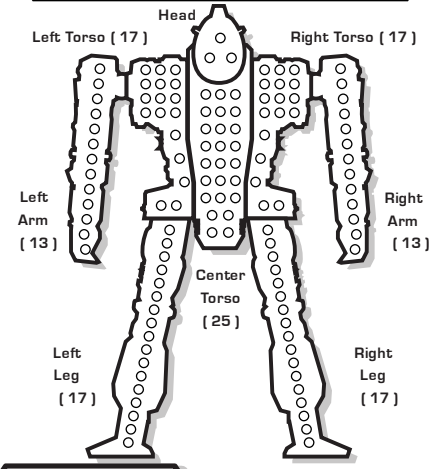
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 16 (32)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Gargoyle (Man O' War) C

Movement Points:		**Tonnage:**	80
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	0	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	A-Pod	LL	—	[PD,OS,AI]	—	—	—	—
2	A-Pod	RL	—	[PD,OS,AI]	—	—	—	—
1	Ultra AC/20	LA	7	20/Sht [DB,R/C]	—	4	8	12
6	ER Medium Laser	RA	5	7 [DE]	—	5	10	15

Ammo: (Ultra AC/20) 10

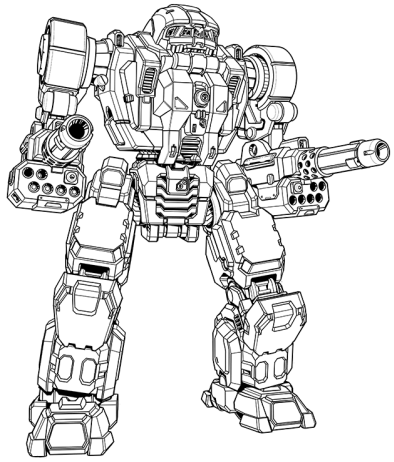
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WARRIOR DATA

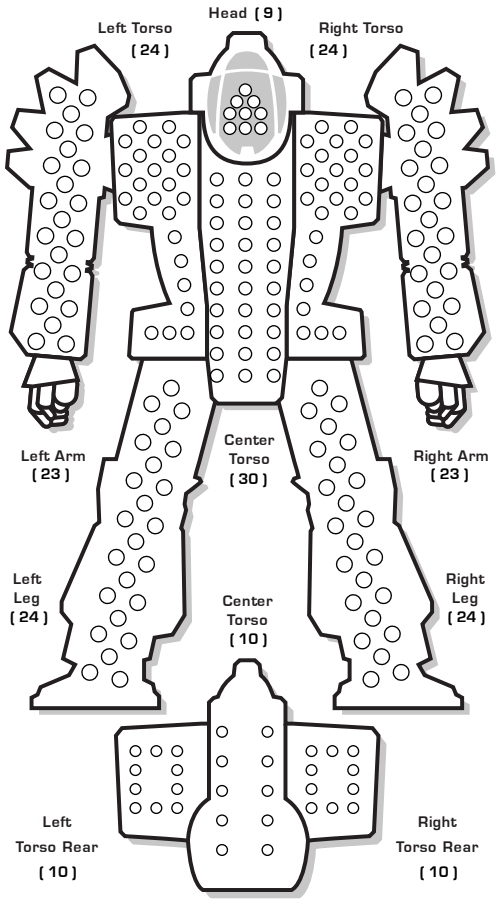
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator

1-3
3. Ultra AC/20
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

4-6
1. Ultra AC/20
2. Ultra AC/20
3. Ultra AC/20
4. Ultra AC/20
5. Roll Again
6. Roll Again

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Ammo (Ultra AC/20) 5
4. Ammo (Ultra AC/20) 5
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. A-Pod
6. Ferro-Fibrous

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

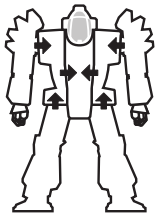
Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator

1-3
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

4-6
1. ER Medium Laser
2. ER Medium Laser
3. ER Medium Laser
4. ER Medium Laser
5. Roll Again
6. Roll Again

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine

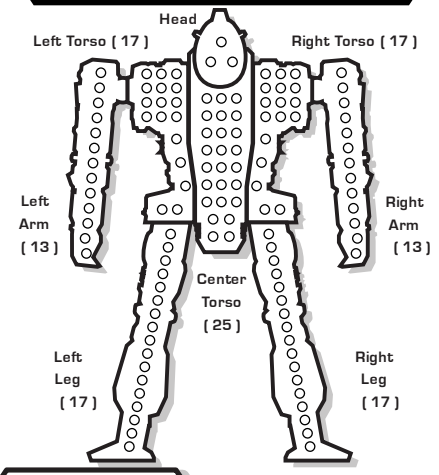
1-3
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. A-Pod
6. A-Pod

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

Double Heat Sinks: 16 (32)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Gargoyle (Man O' War) D

Movement Points:		**Tonnage:**	80
Walking:	5	**Tech Base:**	Clan
Running:	8	**Rules Level:**	Standard
Jumping:	0	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	Medium Pulse Laser	CT	4	7 [P]	—	4	8	12
1	ER Small Laser	CT	2	5 [DE]	—	2	4	6

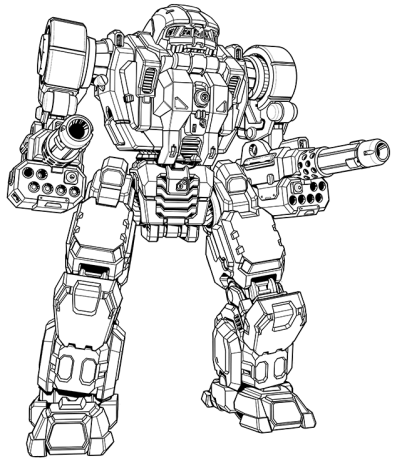
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WARRIOR DATA

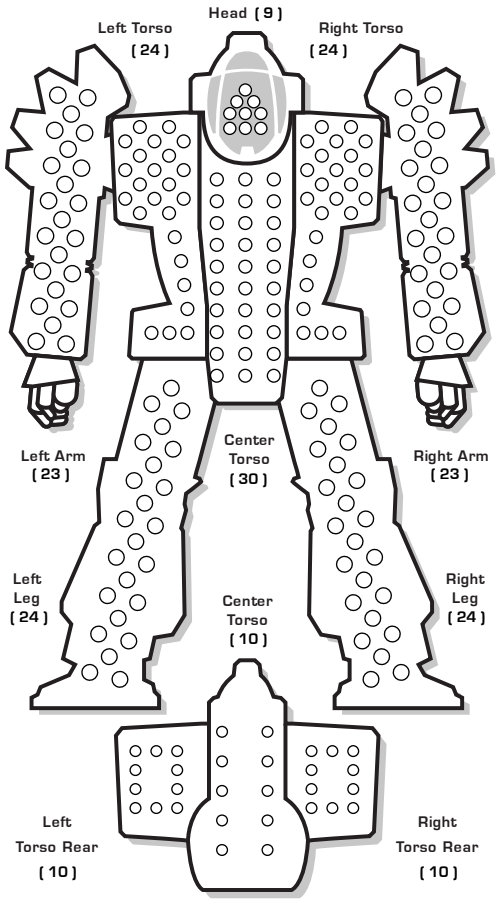
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser
6. Medium Pulse Laser

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

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Targeting Computer
2. Targeting Computer
3. Targeting Computer
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

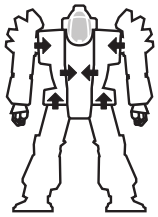
Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Medium Pulse Laser
6. ER Small Laser

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

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser
6. Medium Pulse Laser

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

Right Torso

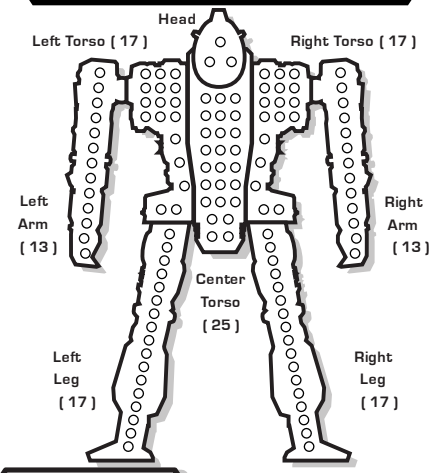
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

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

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 20 (40)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Victor C

Movement Points:		**Tonnage:**	80
Walking:	4	**Tech Base:**	Mixed
Running:	6	**Rules Level:**	Experimental
Jumping:	4	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser (Clan)	LA	5	7 [DE]	—	5	10	15
1	Gauss Rifle (Clan)	RA	1	15 [DB,X]	2	7	15	22
1	Streak SRM 4 (Clan)	LT	3	2/Msl [M,C]	—	4	8	12

Ammo: (Gauss) 24, (Streak SRM 4) 25

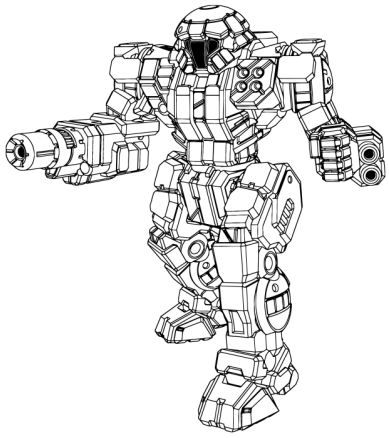
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WARRIOR DATA

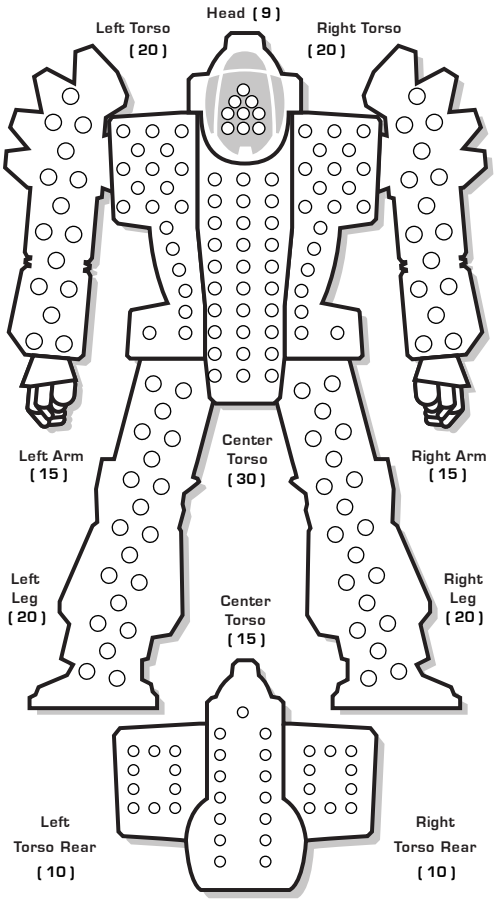
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. Heat Sink
2. Heat Sink
3. Streak SRM 4
4. Ammo (Streak SRM 4) 25
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

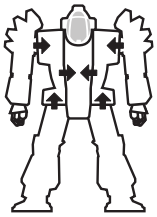
Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

4-6
1. Gauss Rifle
2. Gauss Rifle
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

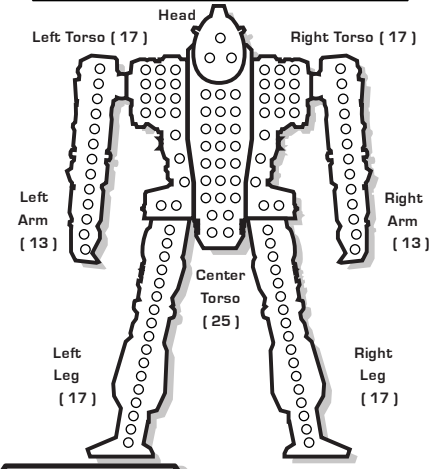
1-3
1. Heat Sink
2. Ammo (Gauss) 8
3. Ammo (Gauss) 8
4. Ammo (Gauss) 8
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Sinks: 17

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

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Warhammer IIC

Movement Points:		**Tonnage:**	80
Walking:	4	**Tech Base:**	Clan
Running:	6	**Rules Level:**	Standard
Jumping:	0	**Role:**	Brawler

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15 [DE]	—	7	14	23
1	ER PPC	RA	15	15 [DE]	—	7	14	23
2	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
2	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
1	Medium Pulse Laser	HD	4	7 [P]	—	4	8	12

Ammo: (SRM 6) 15

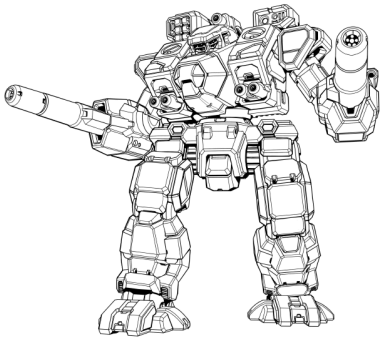
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WARRIOR DATA

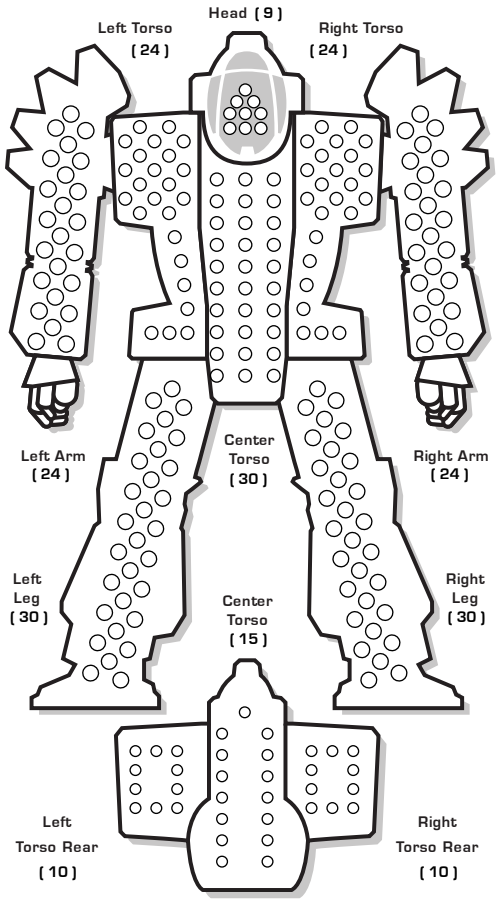
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER PPC
5. ER PPC
6. Endo Steel

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

Left Torso

1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Medium Pulse Laser
2. Medium Pulse Laser
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Medium Pulse Laser
5. Sensors
6. Life Support

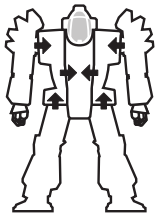
Center Torso

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

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

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER PPC
5. ER PPC
6. Endo Steel

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

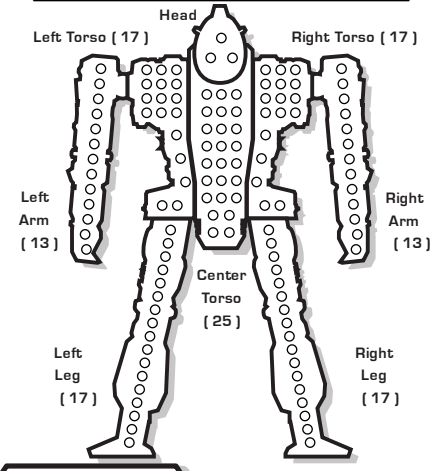
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Medium Pulse Laser
6. Medium Pulse Laser

4-6
1. SRM 6
2. Ammo (SRM 6) 15
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 20 (40)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Warhammer IIC 2

Movement Points:		**Tonnage:**	80
Walking:	4	**Tech Base:**	Clan
Running:	6	**Rules Level:**	Standard
Jumping:	0	**Role:**	Missile Boat

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15 [DE]	—	7	14	23
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	LRM 15	LT	5	1/Msl [M,C,S]	—	7	14	21
1	LRM 15	RT	5	1/Msl [M,C,S]	—	7	14	21
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9

Ammo: (LRM 15) 24, (SRM 6) 15

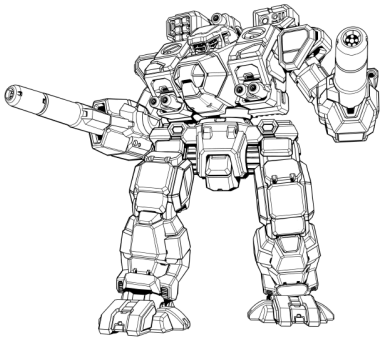
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WARRIOR DATA

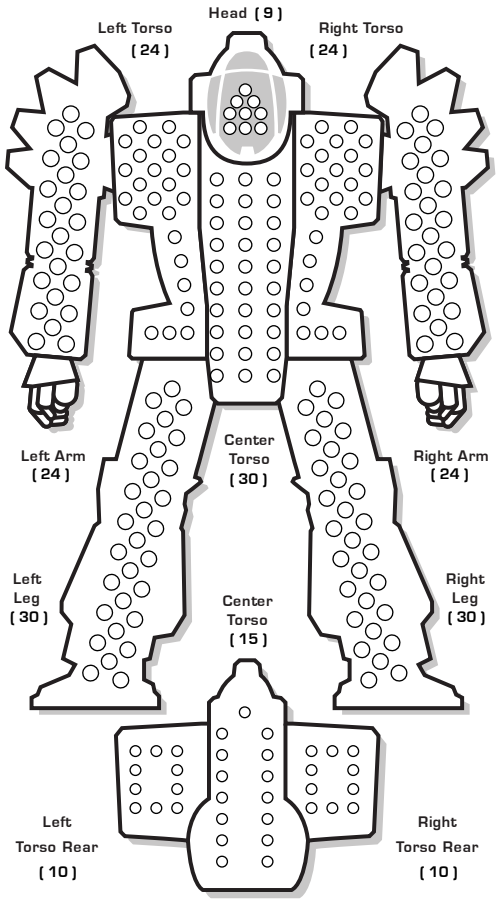
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. ER PPC

4-6
1. ER PPC
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. LRM 15
6. LRM 15

4-6
1. Ammo (LRM 15) 8
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

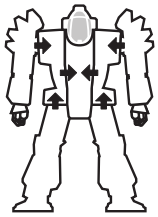
Center Torso

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. ER PPC

4-6
1. ER PPC
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Torso (CASE)

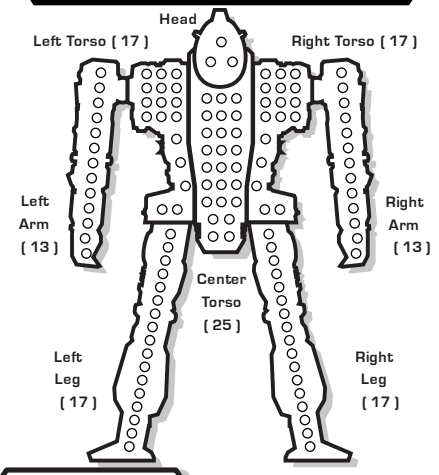
1-3
1. Double Heat Sink
2. Double Heat Sink
3. LRM 15
4. LRM 15
5. SRM 6
6. Ammo (SRM 6) 15

4-6
1. Ammo (LRM 15) 8
2. Ammo (LRM 15) 8
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 20 (40)

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

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Marauder IIC

Movement Points:		**Tonnage:**	85
Walking:	4	**Tech Base:**	Clan
Running:	6	**Rules Level:**	Standard
Jumping:	0	**Role:**	Brawler

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15 [DE]	—	7	14	23
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	ER PPC	LT	15	15 [DE]	—	7	14	23
1	ER Small Laser	LT	2	5 [DE]	—	2	4	6
1	ER Small Laser	RT	2	5 [DE]	—	2	4	6
2	ER Small Laser	CT	2	5 [DE]	—	2	4	6

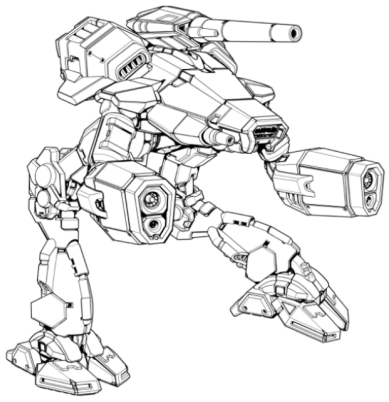
BV: 2,680

WARRIOR DATA

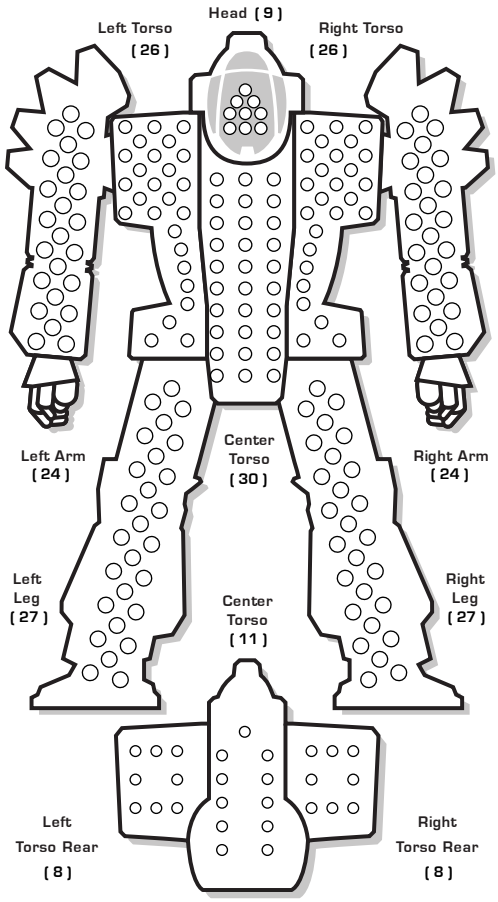
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER PPC
5. ER PPC
6. Medium Pulse Laser

1-3

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

4-6

Left Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. ER PPC
2. ER PPC
3. ER Small Laser
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

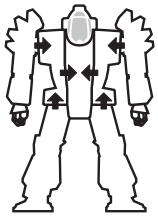
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. ER Small Laser
6. ER Small Laser

4-6

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



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER PPC
5. ER PPC
6. Medium Pulse Laser

1-3

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

4-6

Right Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

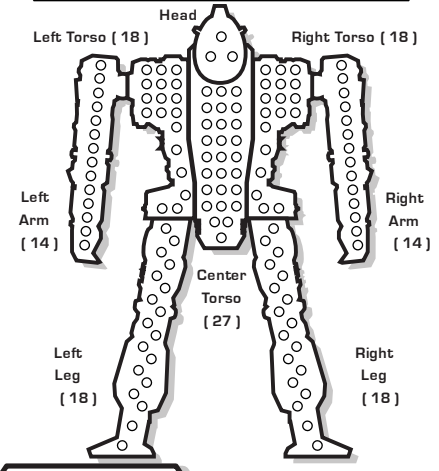
1. ER Small Laser
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Double Heat Sinks: 21 (42)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Marauder IIC 8

Movement Points:		**Tonnage:**	85
Walking:	4	**Tech Base:**	Clan
Running:	6	**Rules Level:**	Standard
Jumping:	0	**Role:**	Brawler

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	ER PPC	LT	15	15 [DE]	—	7	14	23
1	LRM 10	LT	4	1/Msl [M,C,S]	—	7	14	21
1	ER Small Laser	LT	2	5 [DE]	—	2	4	6
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	Medium Pulse Laser	CT	4	7 [P]	—	4	8	12

Ammo: (LRM 10) 12

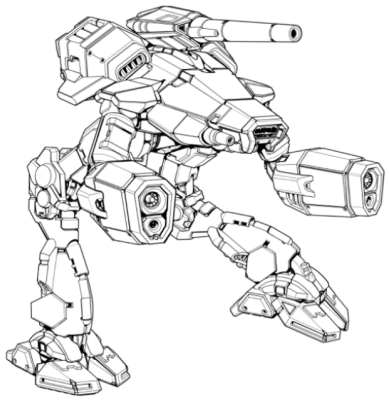
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WARRIOR DATA

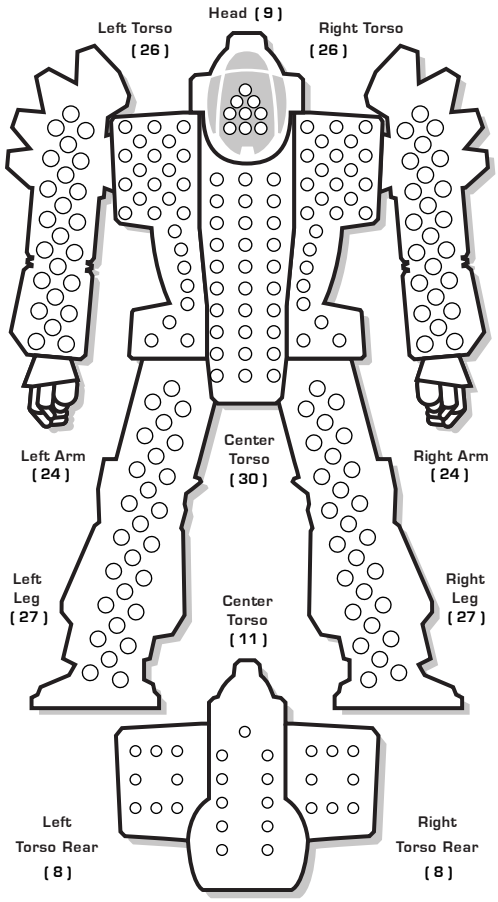
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Medium Pulse Laser

4-6
1. Medium Pulse Laser
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. Double Heat Sink
2. Double Heat Sink
3. ER PPC
4. ER PPC
5. LRM 10
6. ER Small Laser

4-6
1. Ammo (LRM 10) 12
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

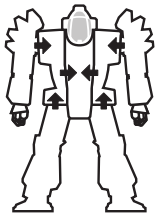
Center Torso

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Pulse Laser
6. Endo Steel

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

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. ER PPC

4-6
1. ER PPC
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Torso

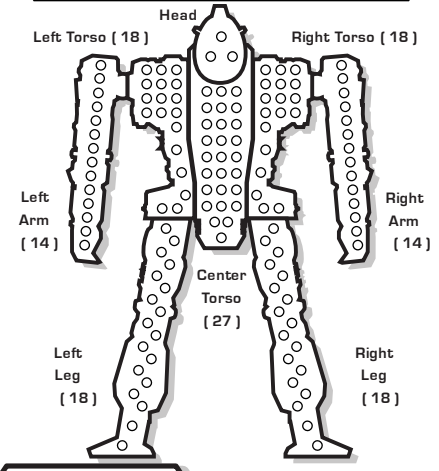
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Medium Pulse Laser
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 21 (42)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Warhawk (Masakari) Prime

Movement Points:		**Tonnage:**	85
Walking:	4	**Tech Base:**	Clan
Running:	6	**Rules Level:**	Standard
Jumping:	0	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER PPC	LA	15	15 [DE]	—	7	14	23
1	LRM 10	LA	4	1/Msl [M,C,S]	—	7	14	21
2	ER PPC	RA	15	15 [DE]	—	7	14	23
1	Targeting Computer	RT	—	[E]	—	—	—	—

Ammo: (LRM 10) 12

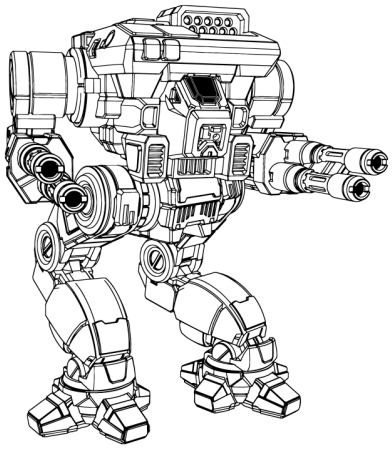
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WARRIOR DATA

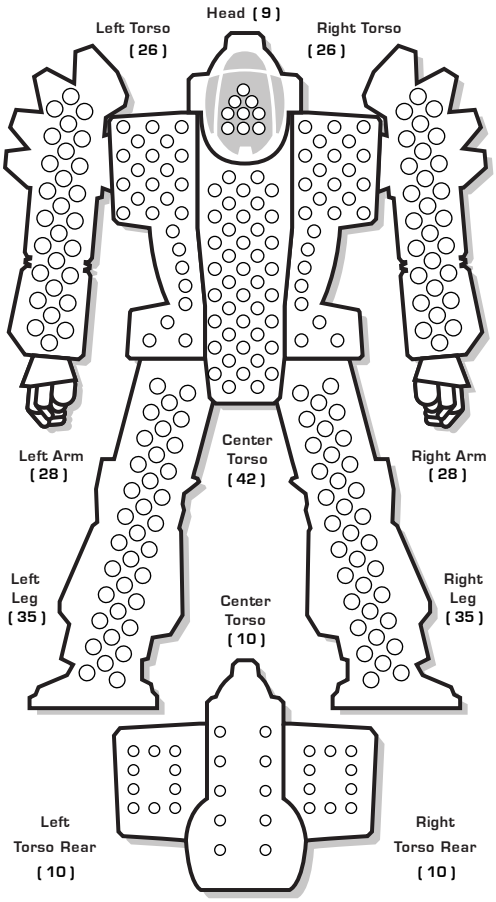
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. ER PPC
4. ER PPC
5. ER PPC
6. ER PPC

1. LRM 10
2. Ammo (LRM 10) 12
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Ferro-Fibrous
6. Ferro-Fibrous

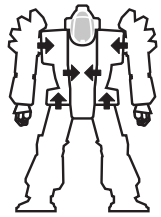
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. ER PPC
4. ER PPC
5. ER PPC
6. ER PPC

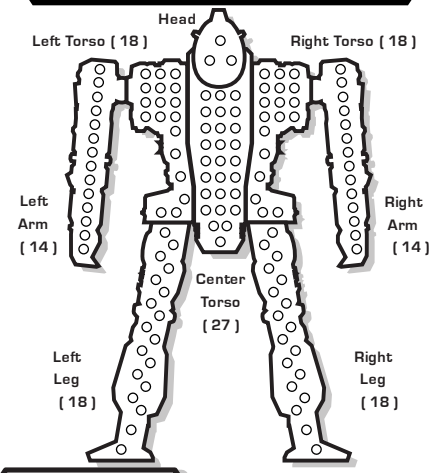
1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Targeting Computer
6. Targeting Computer

1. Targeting Computer
2. Targeting Computer
3. Targeting Computer
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 20 (40)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Warhawk (Masakari) A

Movement Points:		**Tonnage:**	85
Walking:	4	**Tech Base:**	Clan
Running:	6	**Rules Level:**	Standard
Jumping:	0	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 6	LA	4	2/Msl [M,C]	—	4	8	12
2	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	LB 10-X AC	RA	2	10 [DB,C/F/S]	—	6	12	18
1	LRM 15	RT	5	1/Msl [M,C,S]	—	7	14	21
1	Targeting Computer	RT	—	[E]	—	—	—	—

Ammo: (LB-10X) 10, (LB-10X Cluster) 10, (LRM 15) 8, (Streak SRM 6) 15

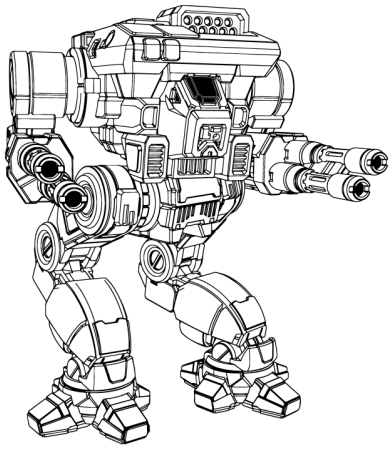
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WARRIOR DATA

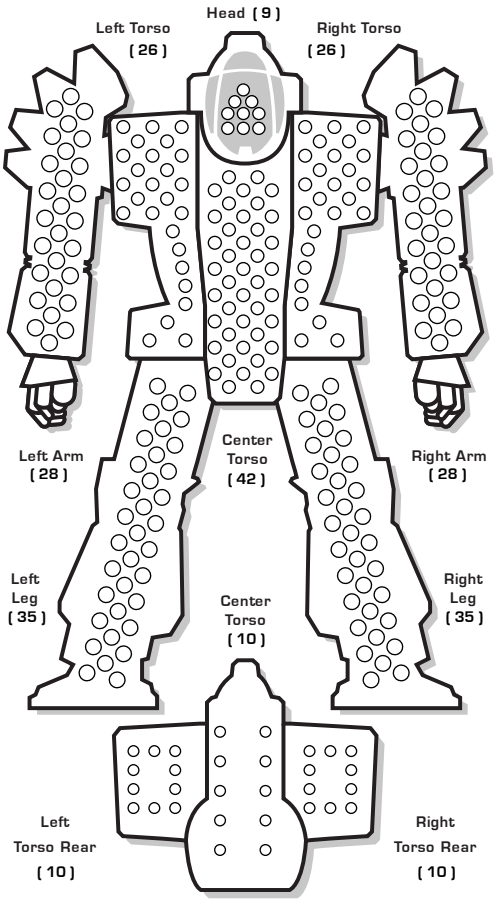
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Streak SRM 6
5. Streak SRM 6
6. ER Large Laser

1. ER Large Laser
2. Ammo (Streak SRM 6) 15

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

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink

4-6
3. Double Heat Sink
4. Double Heat Sink
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine

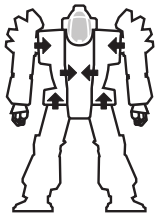
1-3
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine

4-6
3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator

1-3
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

1. LB 10-X AC
2. Ammo (LB-10X) 10

4-6
3. Ammo (LB-10X Cluster) 10
4. Ammo (LRM 15) 8
5. Ferro-Fibrous
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine

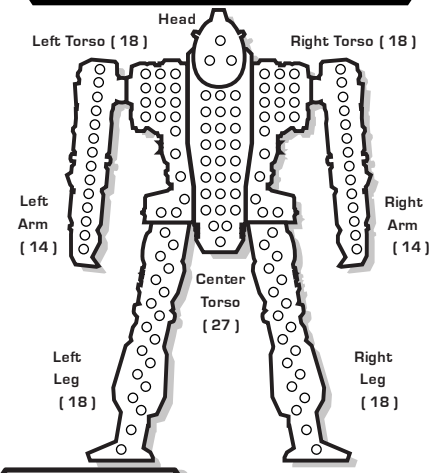
1-3
3. Double Heat Sink
4. Double Heat Sink
5. LRM 15
6. LRM 15

1. Targeting Computer
2. Targeting Computer

4-6
3. Targeting Computer
4. Targeting Computer
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 20 (40)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Warhawk (Masakari) B

Movement Points:		**Tonnage:**	85
Walking:	4	**Tech Base:**	Clan
Running:	6	**Rules Level:**	Standard
Jumping:	0	**Role:**	Brawler

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	ER Small Laser	LA	2	5 [DE]	—	2	4	6
3	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
2	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Narc	CT	—	[M]	—	4	8	12

Ammo: (Gauss) 16, (Narc) 6, (SRM 6 Narc-capable) 75

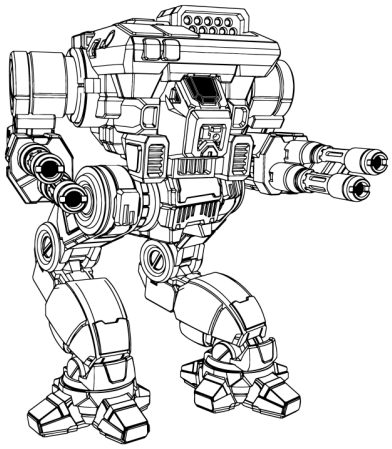
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WARRIOR DATA

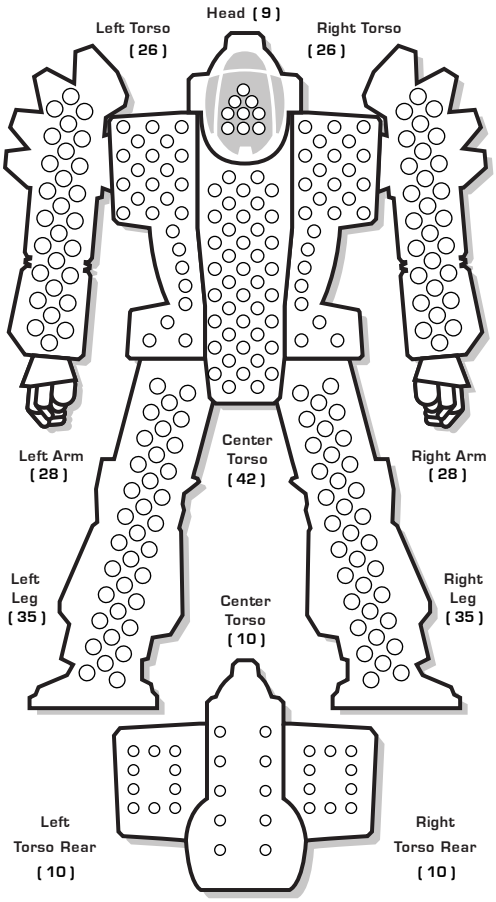
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1-3: 1. Gauss Rifle, 2. Gauss Rifle

4-6: 3. ER Small Laser, 4. Ammo (Gauss) 8, 5. Ammo (Gauss) 8, 6. Ferro-Fibrous

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3: 1. Double Heat Sink, 2. Double Heat Sink

4-6: 3. Double Heat Sink, 4. Double Heat Sink, 5. Ferro-Fibrous, 6. Ferro-Fibrous

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

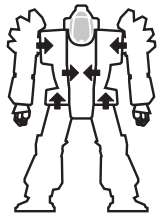
Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3: 1. Gyro, 2. XL Fusion Engine, 3. XL Fusion Engine

4-6: 4. XL Fusion Engine, 5. Narc, 6. Ammo (Narc) 6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Medium Laser
5. ER Medium Laser
6. ER Medium Laser

1-3: 1. Ammo (SRM 6 Narc-capable) 15, 2. Ammo (SRM 6 Narc-capable) 15, 3. Ammo (SRM 6 Narc-capable) 15

4-6: 4. Ammo (SRM 6 Narc-capable) 15, 5. Ammo (SRM 6 Narc-capable) 15, 6. Ferro-Fibrous

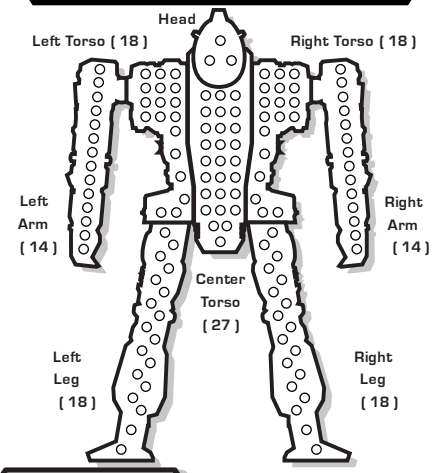
Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. SRM 6
6. SRM 6

1-3: 1. Targeting Computer, 2. Targeting Computer, 3. Targeting Computer

4-6: 4. Targeting Computer, 5. Ferro-Fibrous, 6. Ferro-Fibrous

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Double Heat Sinks: 20 (40)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Warhawk (Masakari) C

Movement Points:		**Tonnage:**	85
Walking:	4	**Tech Base:**	Clan
Running:	6	**Rules Level:**	Standard
Jumping:	0	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER PPC	LA	15	15 [DE]	—	7	14	23
2	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Flamer	CT	3	2 [DE,H,AI]	—	1	2	3

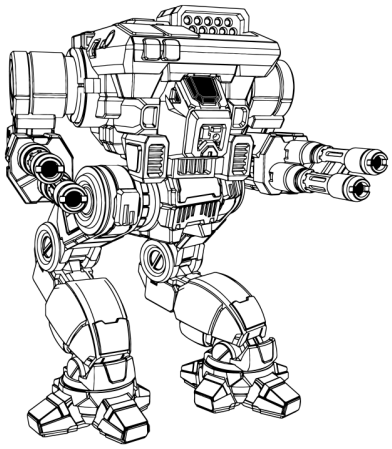
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WARRIOR DATA

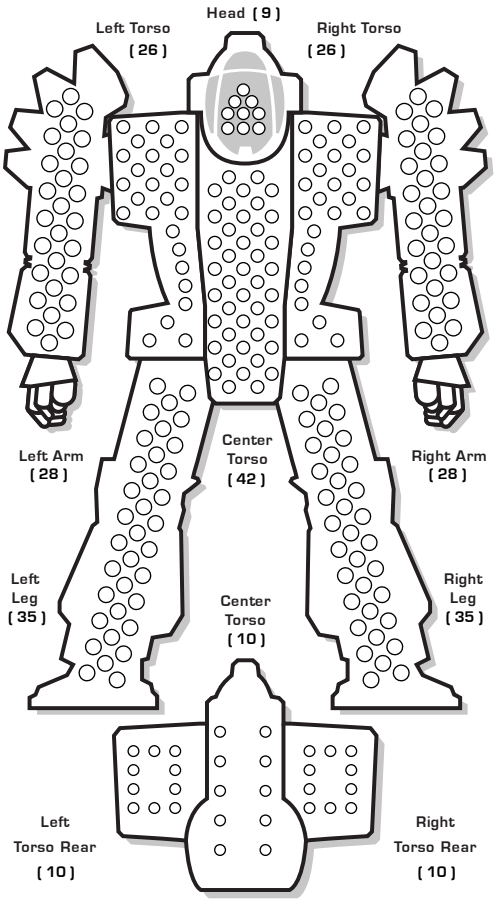
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ER PPC
2. ER PPC
3. ER PPC
4. ER PPC
5. Ferro-Fibrous
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

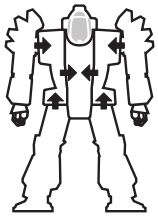
Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Flamer
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Large Pulse Laser

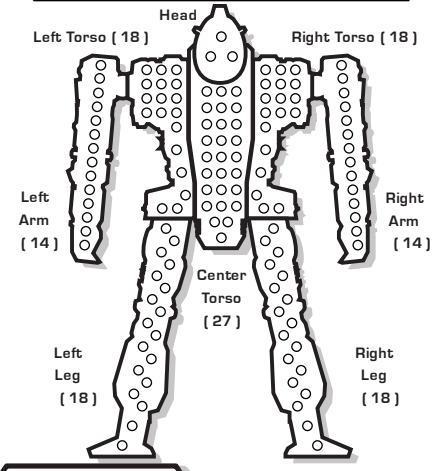
1. Large Pulse Laser
2. Large Pulse Laser
3. Large Pulse Laser
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Targeting Computer
6. Targeting Computer

1. Targeting Computer
2. Targeting Computer
3. Targeting Computer
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 23 (46)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Kingfisher Prime

Movement Points:		**Tonnage:**	90
Walking:	4	**Tech Base:**	Clan
Running:	6	**Rules Level:**	Standard
Jumping:	0	**Role:**	Brawler

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 6	LA	4	2/Msl [M,C]	—	4	8	12
1	ER Small Laser	LA	2	5 [DE]	—	2	4	6
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	LRM 10	LT	4	1/Msl [M,C,S]	—	7	14	21
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	Large Pulse Laser	CT	10	10 [P]	—	6	14	20

Ammo: (LRM 10) 12, (Streak SRM 6) 15

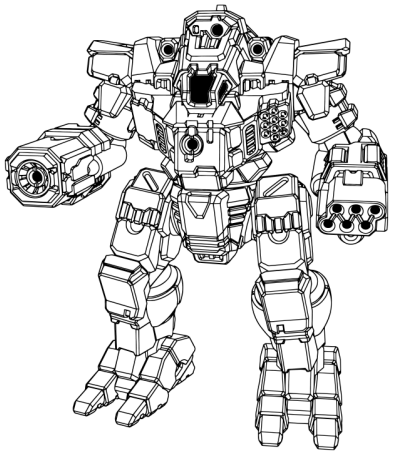
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WARRIOR DATA

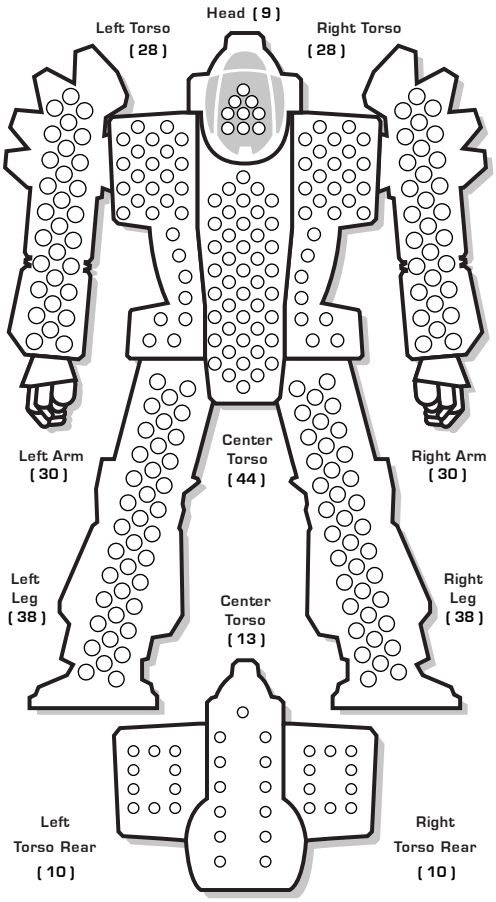
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. [Streak SRM 6
5. [Streak SRM 6
6. ER Small Laser

4-6
1. Ammo (Streak SRM 6) 15
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. Medium Pulse Laser
2. LRM 10
3. Ammo (LRM 10) 12
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. [Double Heat Sink
6. [Double Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

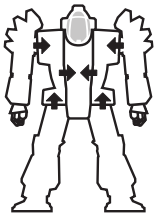
Center Torso

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. [Large Pulse Laser
6. [Large Pulse Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. [Large Pulse Laser
5. [Large Pulse Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

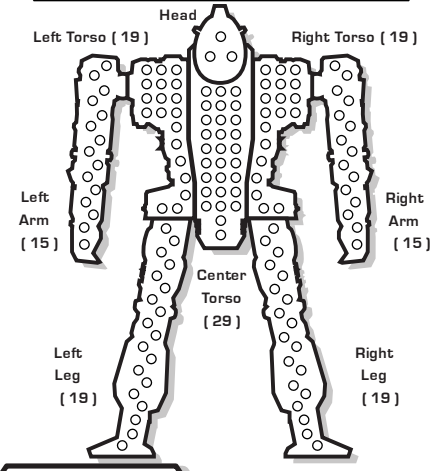
1-3
1. [Double Heat Sink
2. [Double Heat Sink
3. Medium Pulse Laser
4. Endo Steel
5. Endo Steel
6. Endo Steel

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

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. [Double Heat Sink
6. [Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 17 (34)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Kingfisher A

Movement Points:		**Tonnage:**	90
Walking:	4	**Tech Base:**	Clan
Running:	6	**Rules Level:**	Standard
Jumping:	0	**Role:**	Brawler

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	LB 10-X AC	RA	2	10 [DB,C/F/S]	—	6	12	18
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
1	ER Small Laser	RT	2	5 [DE]	—	2	4	6
1	ER PPC	CT	15	15 [DE]	—	7	14	23

Ammo: (LB-10X) 10, (LB-10X Cluster) 10, (SRM 6) 15

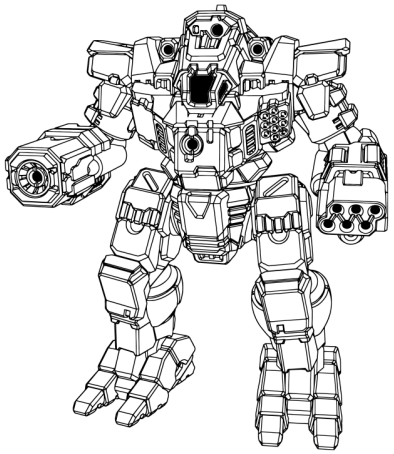
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WARRIOR DATA

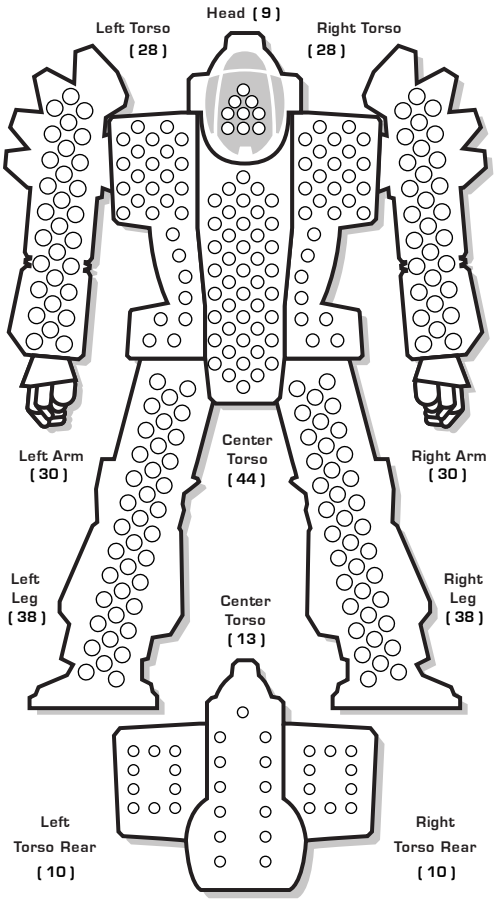
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Medium Laser
5. Medium Pulse Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. SRM 6
2. Ammo (SRM 6) 15
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

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

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head

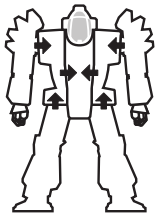
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. ER PPC
6. ER PPC

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

4-6
1. LB 10-X AC
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

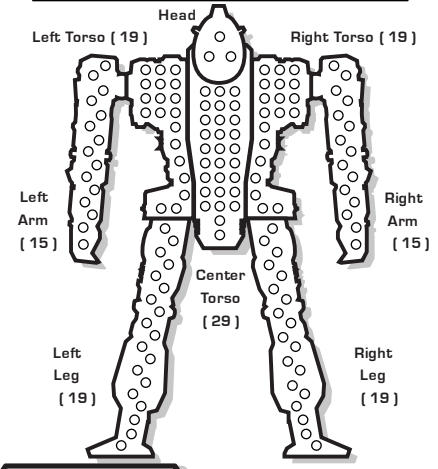
1-3
1. Double Heat Sink
2. Double Heat Sink
3. ER Small Laser
4. Ammo (LB-10X) 10
5. Ammo (LB-10X Cluster) 10
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 17 (34)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Kingfisher B

Movement Points:		**Tonnage:**	90
Walking:	4	**Tech Base:**	Clan
Running:	6	**Rules Level:**	Standard
Jumping:	0	**Role:**	Brawler

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER Small Laser	LA	2	5 [DE]	—	2	4	6
1	Ultra AC/20	RA	7	20/Sht [DB,R/C]	—	4	8	12
2	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	Anti-Missile System	CT	1	[PD]	—	1	—	—

Ammo: (AMS) 24, (Ultra AC/20) 10

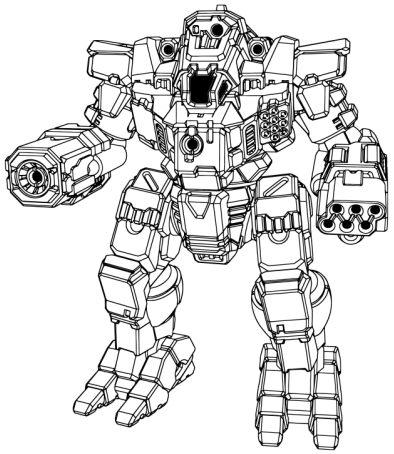
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WARRIOR DATA

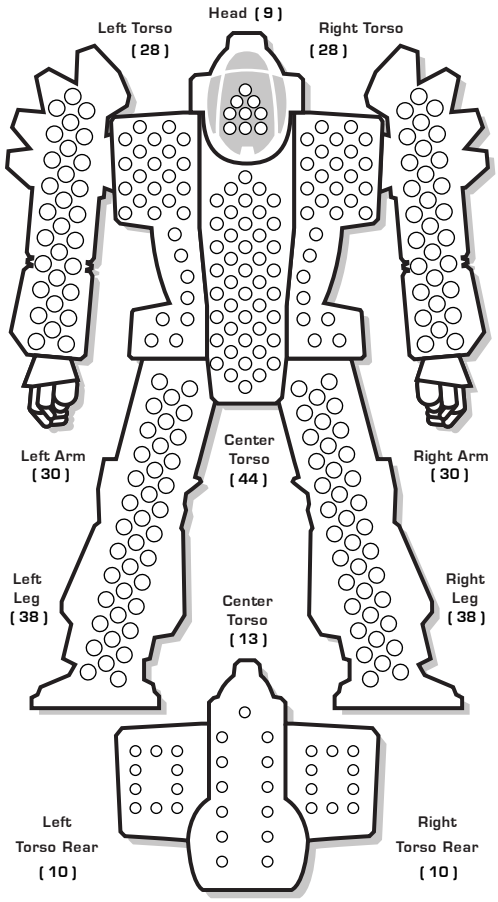
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. ER Large Laser 5. ER Medium Laser 6. ER Small Laser
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Left Torso

1-3	1. ER Medium Laser 2. ER Medium Laser 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Endo Steel
4-6	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Roll Again 5. Roll Again 6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

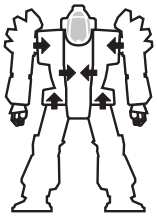
Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso (CASE)

1-3	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
4-6	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Anti-Missile System 6. Ammo (AMS) 24

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



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder 2. Upper Arm Actuator 3. Ultra AC/20 4. Ultra AC/20 5. Ultra AC/20 6. Ultra AC/20
4-6	1. Ultra AC/20 2. Ultra AC/20 3. Ultra AC/20 4. Ultra AC/20 5. Roll Again 6. Roll Again

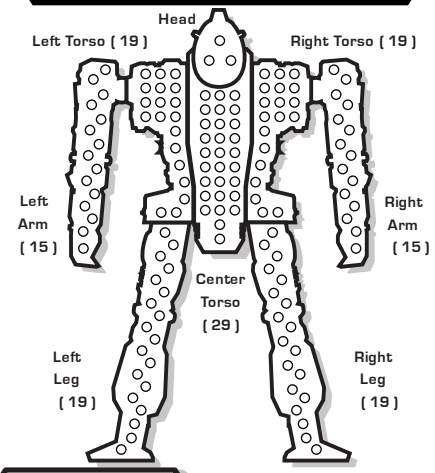
Right Torso (CASE)

1-3	1. Double Heat Sink 2. Double Heat Sink 3. ER Medium Laser 4. Ammo (Ultra AC/20) 5 5. Ammo (Ultra AC/20) 5 6. Endo Steel
4-6	1. Endo Steel 2. Endo Steel 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 17 (34)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Kingfisher C

Movement Points:		**Tonnage:**	90
Walking:	4	**Tech Base:**	Clan
Running:	6	**Rules Level:**	Standard
Jumping:	0	**Role:**	Brawler

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15 [DE]	—	7	14	23
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
2	ER Medium Laser	CT	5	7 [DE]	—	5	10	15

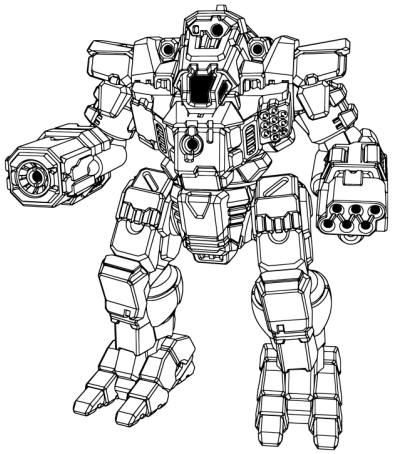
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WARRIOR DATA

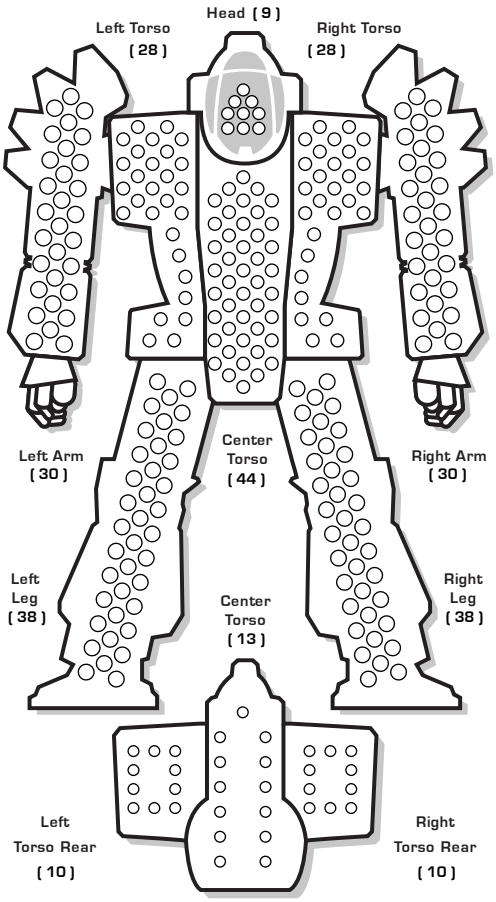
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ER PPC
2. ER PPC
3. ER Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

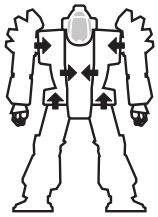
Center Torso

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

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. ER Medium Laser
6. ER Medium Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ER PPC
2. ER PPC
3. ER Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

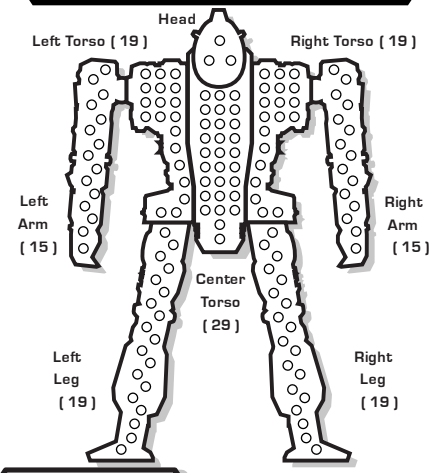
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 25 (50)

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Kingfisher D

Movement Points:		**Tonnage:**	90
Walking:	4	**Tech Base:**	Clan
Running:	6	**Rules Level:**	Standard
Jumping:	0	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	Ultra AC/10	RA	3	10/Sht [DB,R/C]	—	6	12	18
1	ER Large Laser	CT	12	10 [DE]	—	8	15	25

Ammo: (Ultra AC/10) 20

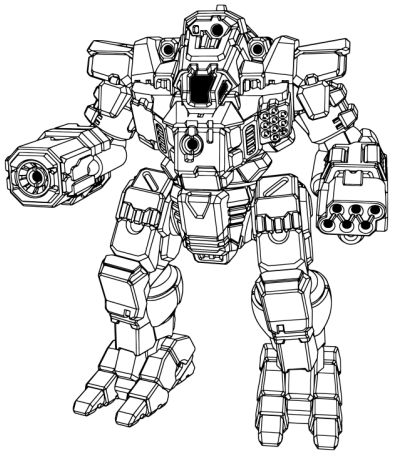
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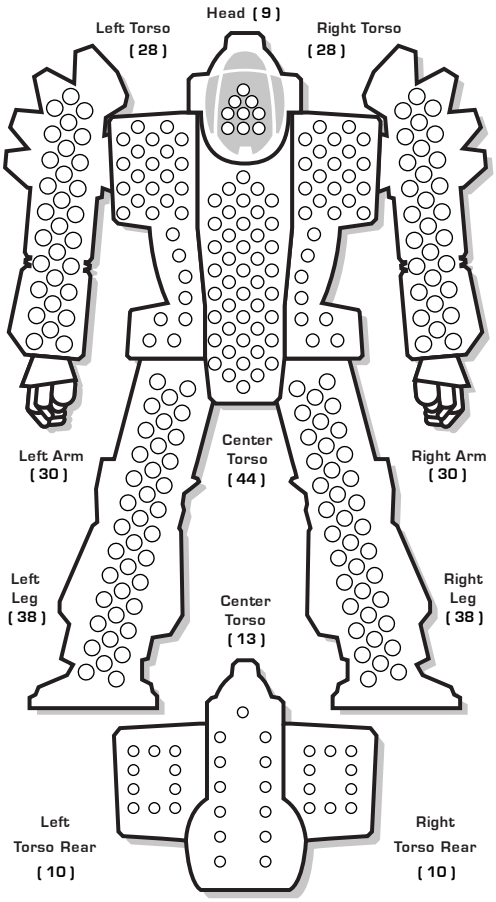
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Large Laser
5. ER Large Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

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

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head

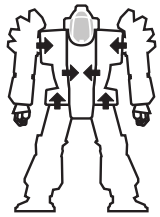
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. ER Large Laser
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Ultra AC/10
4. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

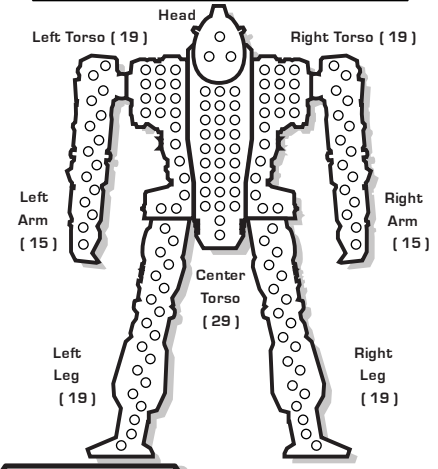
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Ammo (Ultra AC/10) 10
4. Ammo (Ultra AC/10) 10
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 17 (34)

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

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Supernova

Movement Points:		**Tonnage:**	90
Walking:	3	**Tech Base:**	Clan
Running:	5	**Rules Level:**	Standard
Jumping:	3	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	ER Large Laser	LA	12	10 [DE]	—	8	15	25
3	ER Large Laser	RA	12	10 [DE]	—	8	15	25

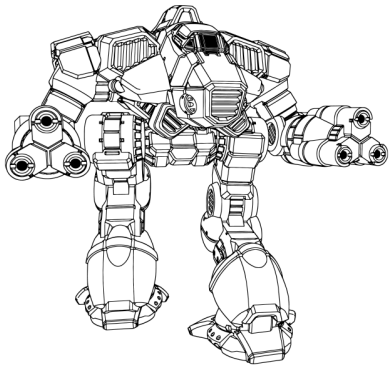
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WARRIOR DATA

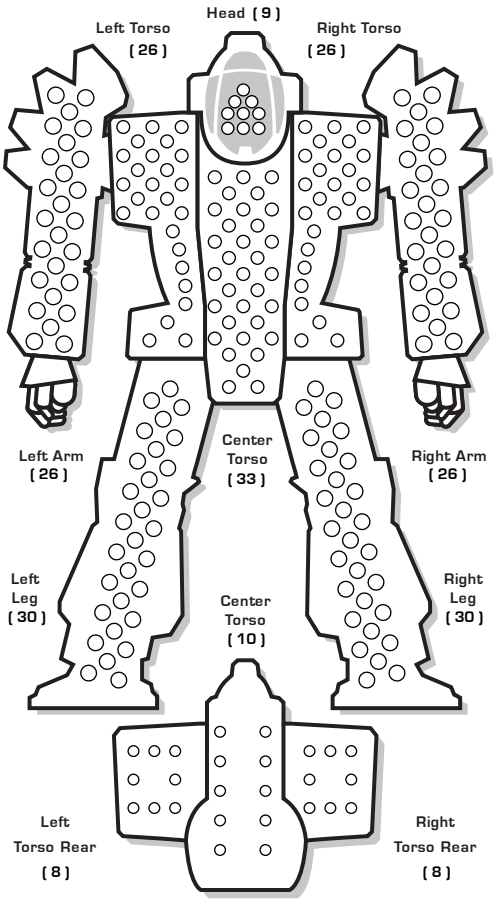
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3

4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink

4-6

2. ER Large Laser
3. ER Large Laser
4. ER Large Laser
5. Roll Again
6. Roll Again

Left Torso

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3

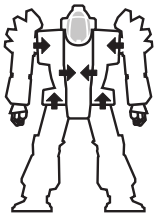
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Roll Again

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

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6

1. Double Heat Sink
2. ER Large Laser
3. ER Large Laser
4. ER Large Laser
5. Roll Again
6. Roll Again

Right Torso

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

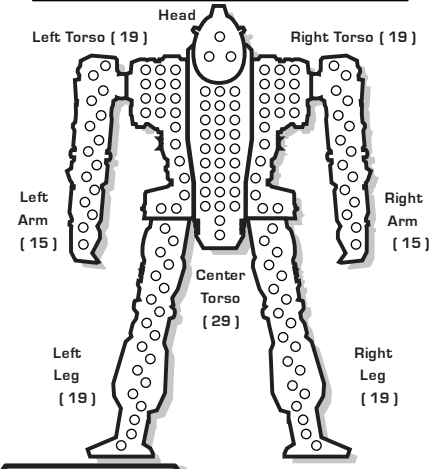
4-6

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 26 (52)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Executioner (Gladiator) Prime

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
2	ER Large Laser	RA	12	10 [DE]	—	8	15	25
2	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3

Ammo: (Gauss) 16, (Machine Gun) 200

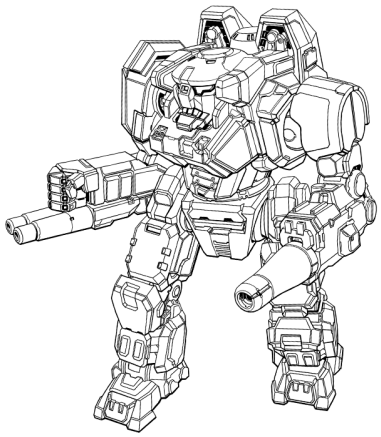
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WARRIOR DATA

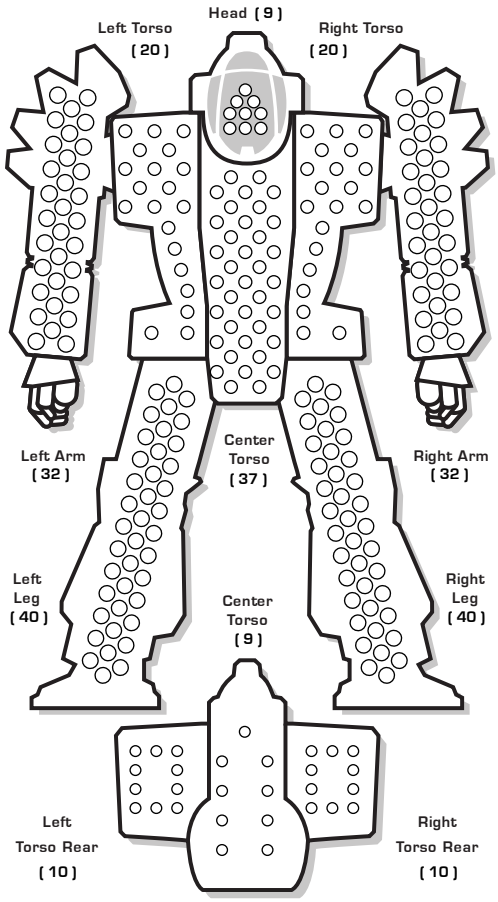
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Ferro-Fibrous
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Ammo (Gauss) 8
4. Ammo (Gauss) 8
5. MASC
6. MASC

1. MASC
2. MASC
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

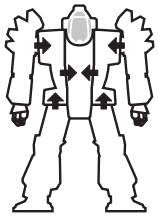
Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ferro-Fibrous
6. Ferro-Fibrous

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

CATALYST game labs



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

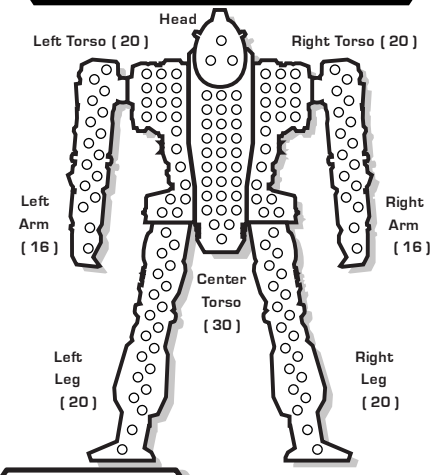
1. Double Heat Sink
2. Double Heat Sink
3. ER Large Laser
4. ER Large Laser
5. Ferro-Fibrous
6. Roll Again

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Machine Gun
6. Machine Gun

1. Ammo (Machine Gun) 200
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 19 (38)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Executioner (Gladiator) A

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
4	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
2	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3

Ammo: (Machine Gun) 200

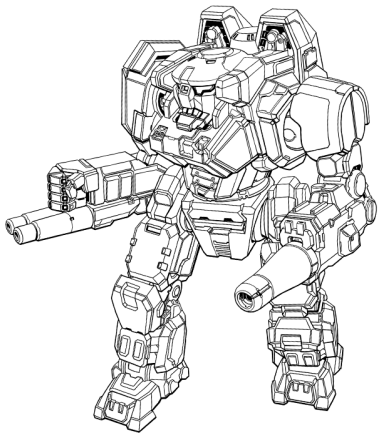
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WARRIOR DATA

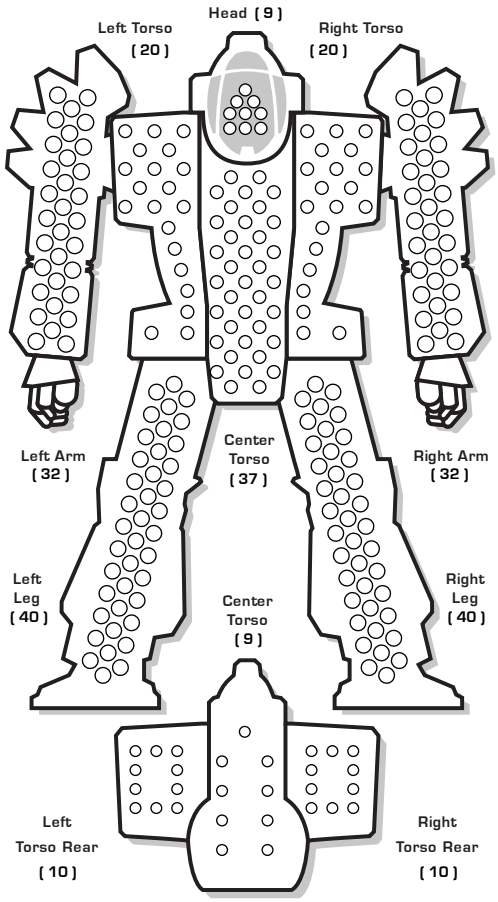
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

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

1-3

1. Large Pulse Laser
2. Large Pulse Laser
3. Large Pulse Laser
4. Large Pulse Laser
5. Ferro-Fibrous
6. Roll Again

4-6

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. MASC
4. MASC
5. MASC
6. MASC

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

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

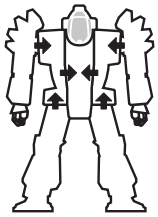
1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

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

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. ER Medium Laser
3. ER Medium Laser
4. ER Medium Laser
5. ER Medium Laser
6. Ferro-Fibrous

4-6

Right Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Machine Gun
6. Machine Gun

1-3

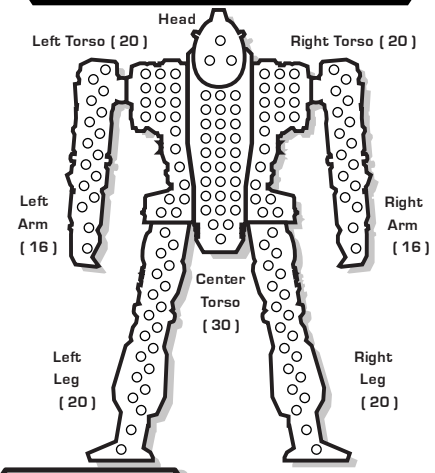
1. Ammo (Machine Gun) 200
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Double Heat Sinks: 19 (38)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Executioner (Gladiator) B

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	LA	7	20/Sht [DB,R/C]	—	4	8	12
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	Anti-Missile System	RT	1	[PD]	—	1	—	—

Ammo: (AMS) 24, (Ultra AC/20) 15

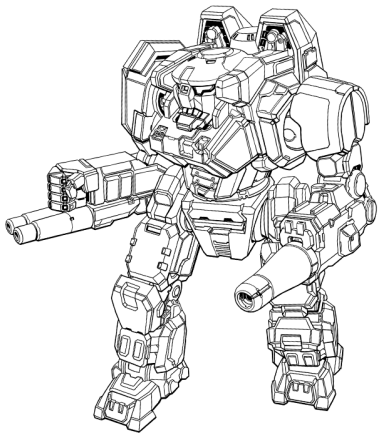
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WARRIOR DATA

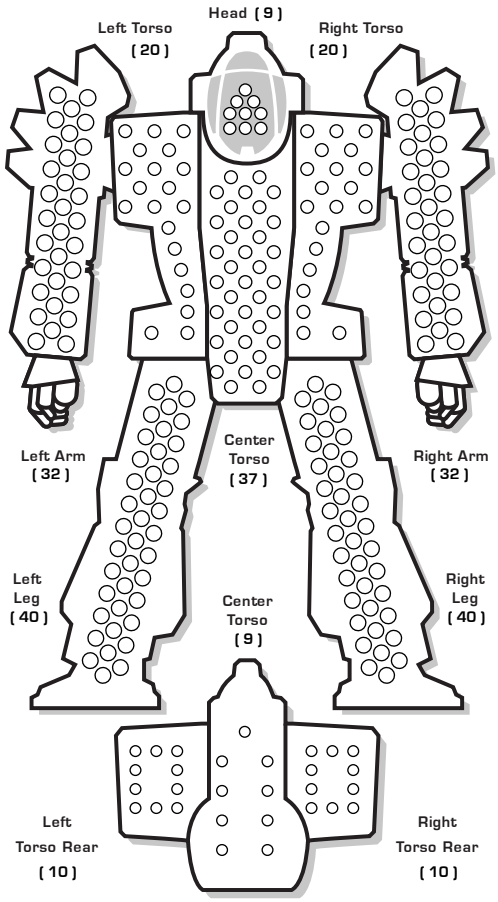
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator

1-3:
3. Ultra AC/20
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

4-6:
1. Ultra AC/20
2. Ultra AC/20
3. Ultra AC/20
4. Ultra AC/20
5. Ferro-Fibrous
6. Roll Again

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. Ammo (Ultra AC/20) 5
4. Ammo (Ultra AC/20) 5
5. Ammo (Ultra AC/20) 5
6. MASC

4-6:
1. MASC
2. MASC
3. MASC
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

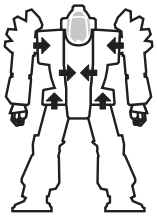
Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

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

4-6:
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ferro-Fibrous
6. Ferro-Fibrous

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



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator

1-3:
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6:
1. Double Heat Sink
2. Double Heat Sink
3. ER PPC
4. ER PPC
5. Ferro-Fibrous
6. Roll Again

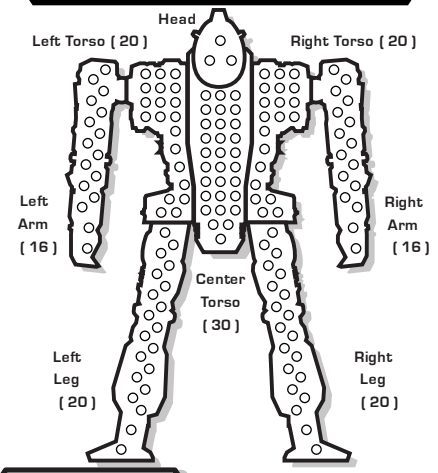
Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. Double Heat Sink
4. Double Heat Sink
5. ER Medium Laser
6. Anti-Missile System

4-6:
1. Ammo (AMS) 24
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 19 (38)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Executioner (Gladiator) C

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20 w/Artemis IV	LA	6	1/Msl [M,C,S]	—	7	14	21
1	Ultra AC/20	RA	7	20/Sht [DB,R/C]	—	4	8	12
1	ER Small Laser	LT	2	5 [DE]	—	2	4	6
1	Targeting Computer	RT	—	[E]	—	—	—	—

Ammo: (LRM 20 Artemis-capable) 12, (Ultra AC/20) 15

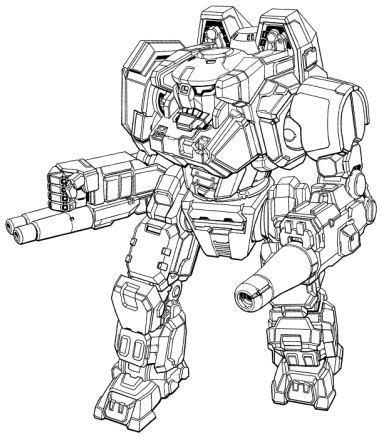
BV: 2,740

WARRIOR DATA

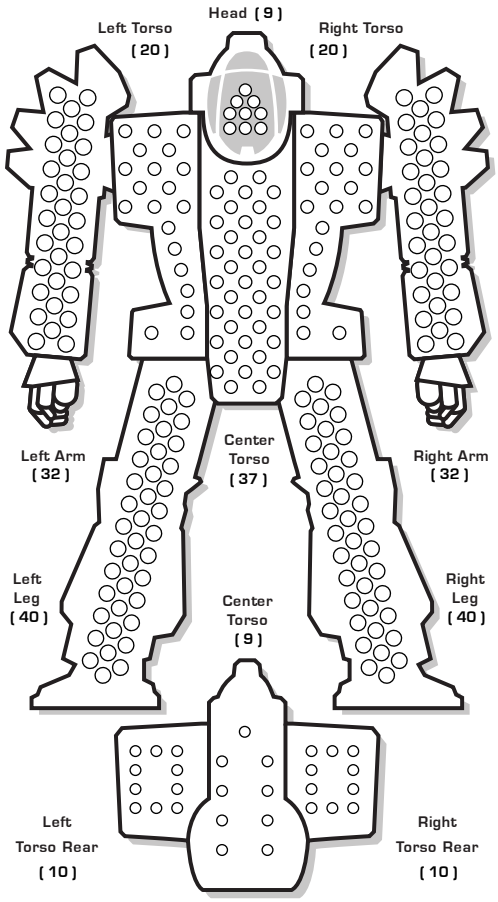
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. LRM 20
5. LRM 20
6. LRM 20

1. LRM 20
2. Artemis IV FCS

4-6
3. Ammo (LRM 20 Artemis-capable) 6
4. Ammo (LRM 20 Artemis-capable) 6
5. Ferro-Fibrous
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Small Laser

1-3
4. MASC
5. MASC
6. MASC

1. MASC
2. Roll Again

4-6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

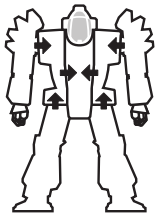
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine

4-6
3. XL Fusion Engine
4. XL Fusion Engine
5. Ferro-Fibrous
6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator

1-3
3. Ultra AC/20
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

1. Ultra AC/20
2. Ultra AC/20
3. Ultra AC/20

4-6
4. Ultra AC/20
5. Ferro-Fibrous
6. Roll Again

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

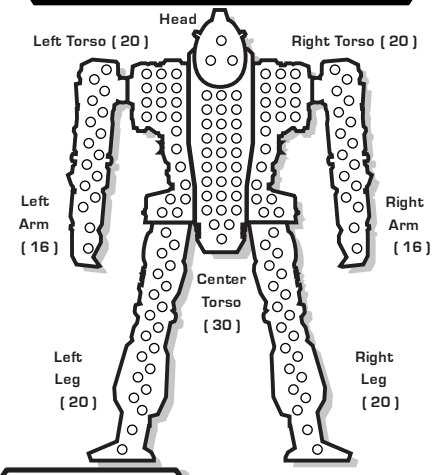
1-3
3. Double Heat Sink
4. Double Heat Sink
5. Ammo (Ultra AC/20) 5
6. Ammo (Ultra AC/20) 5

1. Ammo (Ultra AC/20) 5

4-6
2. Targeting Computer
3. Targeting Computer
4. Targeting Computer
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 16 (32)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Executioner (Gladiator) D

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	SRM 6	LA	4	2/Msl [M,C,S]	—	3	6	9
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
3	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
3	Small Pulse Laser	RA	2	3 [P,AI]	—	2	4	6
1	ER Small Laser	LT	2	5 [DE]	—	2	4	6
2	Small Pulse Laser	RT	2	3 [P,AI]	—	2	4	6

Ammo: (SRM 6) 45

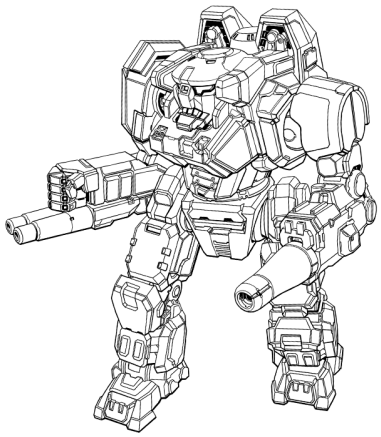
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WARRIOR DATA

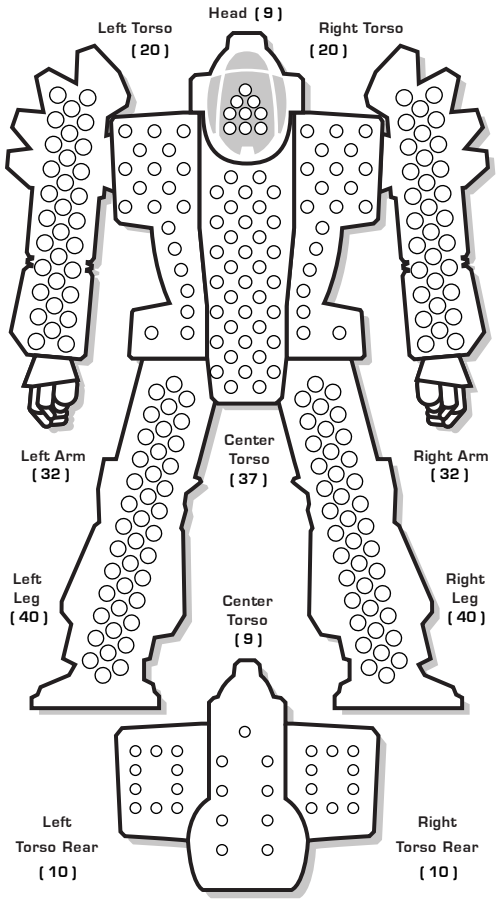
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 6
6. SRM 6

4-6
1. Ammo (SRM 6) 15
2. Ammo (SRM 6) 15
3. Ammo (SRM 6) 15
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. ER Small Laser
6. MASC

4-6
1. MASC
2. MASC
3. MASC
4. Roll Again
5. Roll Again
6. Roll Again

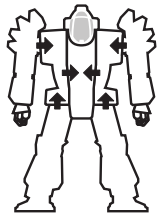
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ferro-Fibrous
6. Ferro-Fibrous

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



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Large Pulse Laser
4. Large Pulse Laser
5. Medium Pulse Laser
6. Medium Pulse Laser

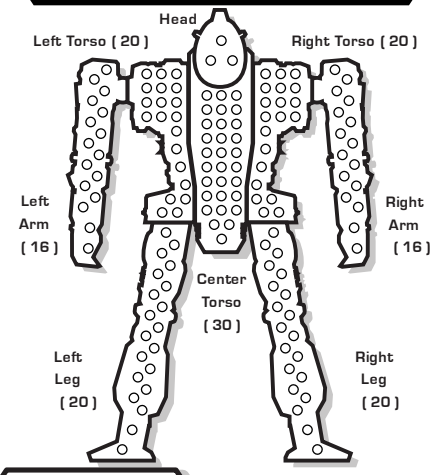
4-6
1. Medium Pulse Laser
2. Small Pulse Laser
3. Small Pulse Laser
4. Small Pulse Laser
5. Ferro-Fibrous
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Small Pulse Laser
4. Small Pulse Laser
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 19 (38)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Executioner (Gladiator) TC

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15 [DE]	—	7	14	23
1	ER Small Laser	LA	2	5 [DE]	—	2	4	6
2	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Targeting Computer	LT	—	[E]	—	—	—	—
2	ER Small Laser	RT	2	5 [DE]	—	2	4	6
1	Active Probe	RT	—	[E]	—	—	—	5

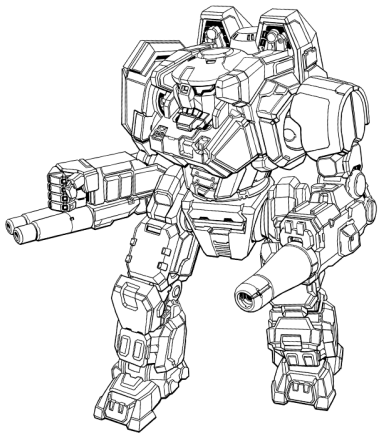
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WARRIOR DATA

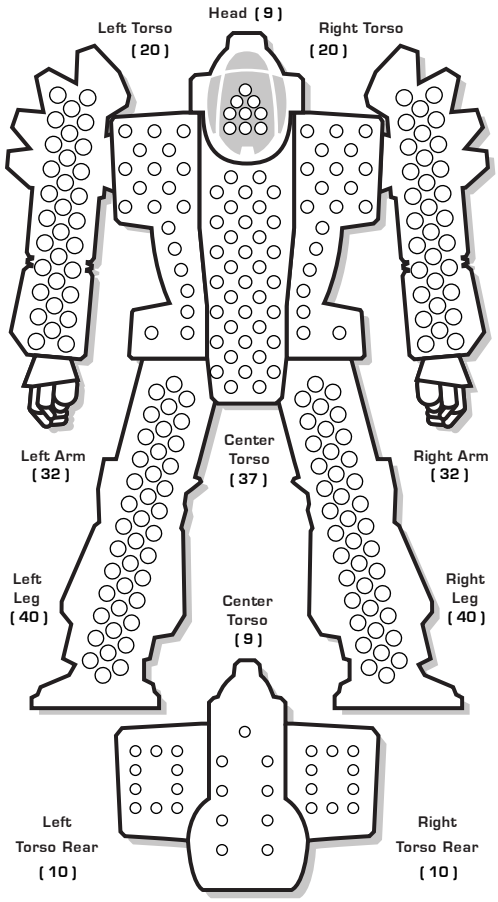
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. ER PPC
6. ER PPC

4-6
1. ER Small Laser
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

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

4-6
1. MASC
2. MASC
3. MASC
4. MASC
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

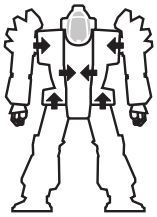
Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ferro-Fibrous
6. Ferro-Fibrous

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

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Pulse Laser
6. Large Pulse Laser

4-6
1. Large Pulse Laser
2. Large Pulse Laser
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

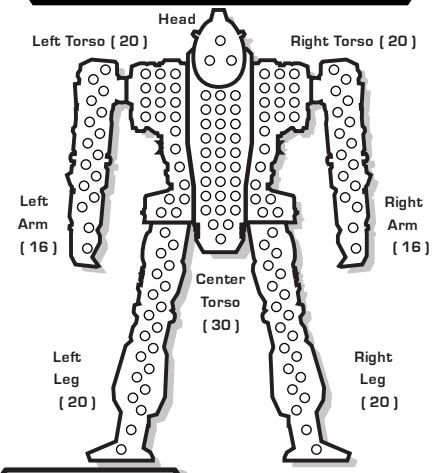
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. ER Small Laser
2. ER Small Laser
3. Active Probe
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Double Heat Sinks: 18 (36)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Turkina Prime

Movement Points:		**Tonnage:**	95
Walking:	3	**Tech Base:**	Clan
Running:	5	**Rules Level:**	Standard
Jumping:	3	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	LB 5-X AC	LA	1	5 [DB,C/F/S]	3	8	15	24
2	ER PPC	RA	15	15 [DE]	—	7	14	23
1	LRM 15	LT	5	1/Msl [M,C,S]	—	7	14	21
1	LRM 15	RT	5	1/Msl [M,C,S]	—	7	14	21

Ammo: (LB-5X) 20, (LB-5X Cluster) 20, (LRM 15) 24

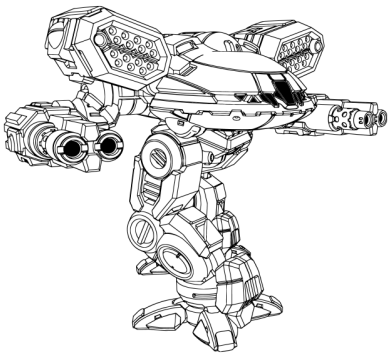
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WARRIOR DATA

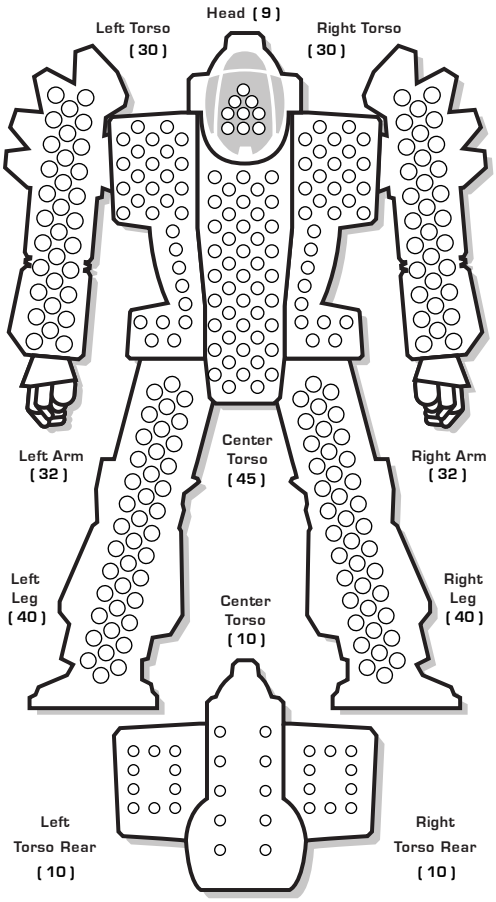
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator

1-3:
3. LB 5-X AC
4. LB 5-X AC
5. LB 5-X AC
6. LB 5-X AC

4-6:
1. LB 5-X AC
2. LB 5-X AC
3. LB 5-X AC
4. LB 5-X AC
5. Ammo (LB-5X) 20
6. Ammo (LB-5X Cluster) 20

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6:
1. Jump Jet
2. LRM 15
3. LRM 15
4. Ammo (LRM 15) 8
5. Ammo (LRM 15) 8
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator

5. Double Heat Sink
6. Double Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

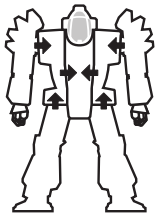
Center Torso

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

4-6:
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

CATALYST game labs



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator

1-3:
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6:
1. ER PPC
2. ER PPC
3. ER PPC
4. ER PPC
5. Roll Again
6. Roll Again

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

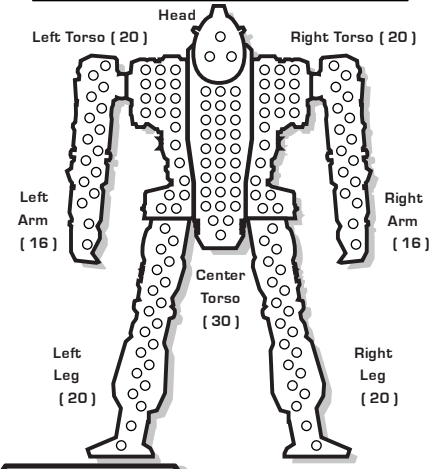
1-3:
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6:
1. Jump Jet
2. LRM 15
3. LRM 15
4. Ammo (LRM 15) 8
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator

5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Double Heat Sinks: 19 (38)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Turkina A

Movement Points:		**Tonnage:**	95
Walking:	3	**Tech Base:**	Clan
Running:	5	**Rules Level:**	Standard
Jumping:	3	**Role:**	Missile Boat

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	LRM 20	LT	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20	RT	6	1/Msl [M,C,S]	—	7	14	21

Ammo: (Gauss) 32, (LRM 20) 24

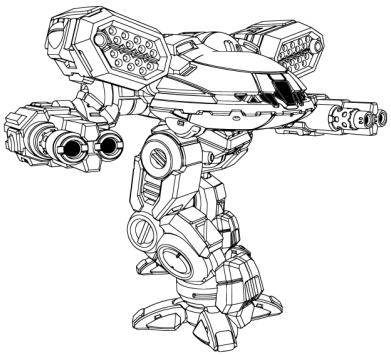
BV: 2,906

WARRIOR DATA

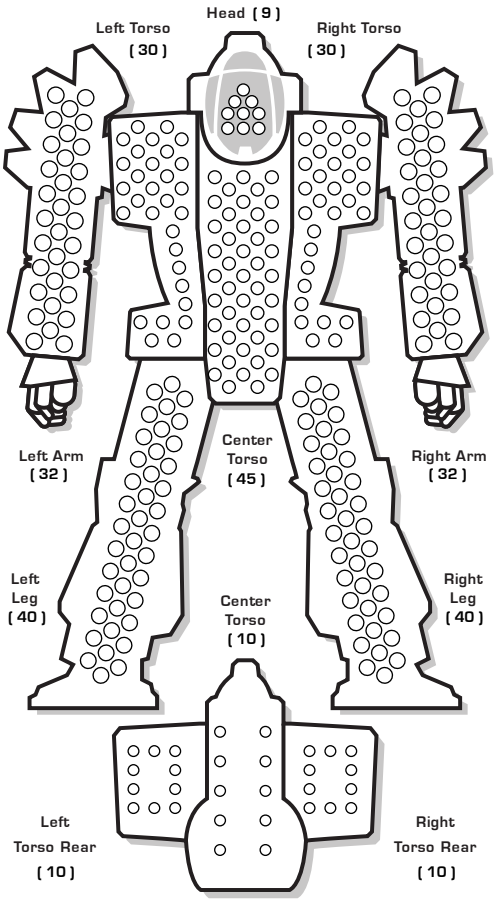
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle
3. Ammo (Gauss) 8
4. Ammo (Gauss) 8
5. Ammo (LRM 20) 6
6. Roll Again

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Jump Jet
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. Ammo (LRM 20) 6

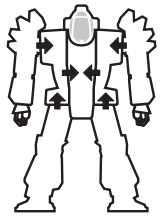
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

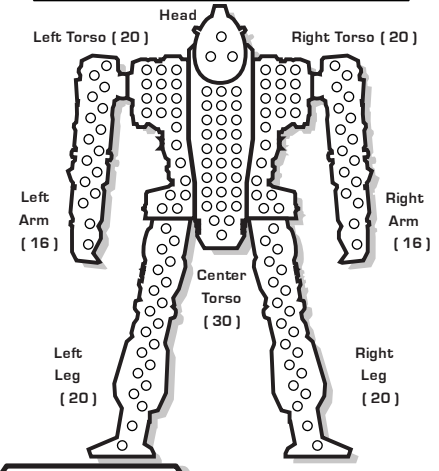
1. Gauss Rifle
2. Gauss Rifle
3. Ammo (Gauss) 8
4. Ammo (Gauss) 8
5. Ammo (LRM 20) 6
6. Roll Again

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Jump Jet
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. Ammo (LRM 20) 6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Double Heat Sinks: 15 (30)

Heat Level*	Effects	
30	Shutdown	
28	Ammo Exp, avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp, avoid on 6+	O O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp, avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Turkina B

Movement Points:		**Tonnage:**	95
Walking:	3	**Tech Base:**	Clan
Running:	5	**Rules Level:**	Standard
Jumping:	3	**Role:**	Juggernaut

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
2	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	Targeting Computer	RA	—	[E]	—	—	—	—
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	Medium Pulse Laser	CT	4	7 [P]	—	4	8	12
1	Medium Pulse Laser	HD	4	7 [P]	—	4	8	12

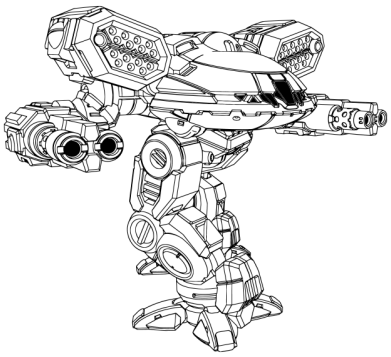
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WARRIOR DATA

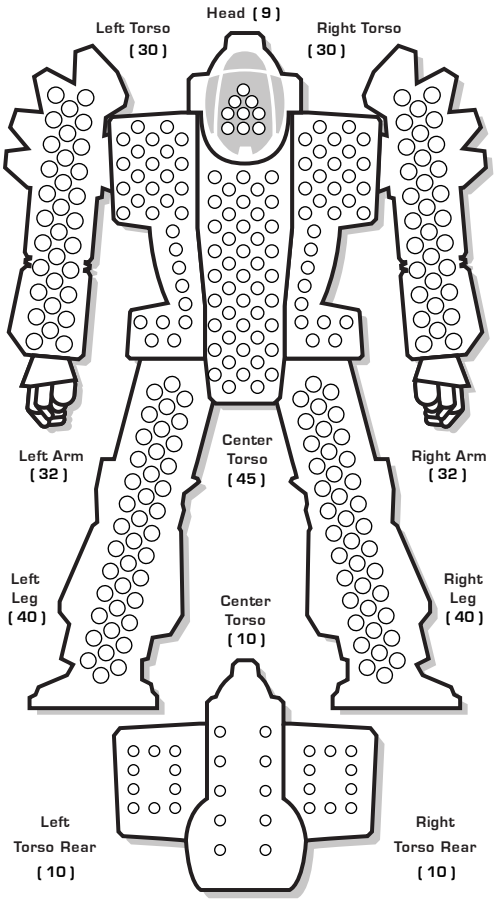
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Large Pulse Laser
4. Large Pulse Laser
5. Large Pulse Laser
6. Large Pulse Laser

4-6

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. ER Medium Laser

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Medium Pulse Laser
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

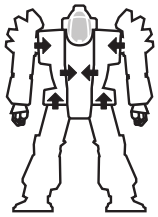
1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Medium Pulse Laser

4-6

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. ER Large Laser
6. ER Large Laser

1-3

1. Targeting Computer
2. Targeting Computer
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

4-6

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

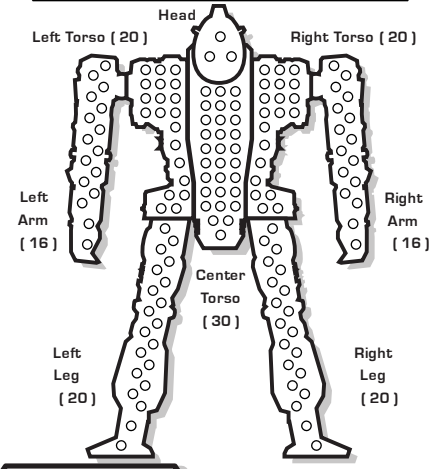
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. ER Medium Laser

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Double Heat Sinks: 25 (50)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Turkina C

Movement Points:		**Tonnage:**	95
Walking:	3	**Tech Base:**	Clan
Running:	5	**Rules Level:**	Standard
Jumping:	3	**Role:**	Juggernaut

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	LL	3	2 [DE,H,AI]	—	1	2	3
1	A-Pod	LL	—	[PD,OS,AI]	—	—	—	—
1	Flamer	RL	3	2 [DE,H,AI]	—	1	2	3
1	A-Pod	RL	—	[PD,OS,AI]	—	—	—	—
1	LB 20-X AC	LA	6	20 [DB,C/F/S]	—	4	8	12
2	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
2	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12
2	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3
1	Active Probe	HD	—	[E]	—	—	—	5

Ammo: (LB-20X) 10, (LB-20X Cluster) 10, (Machine Gun) 100, (Streak SRM 6) 15

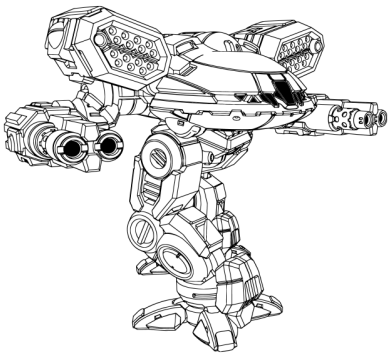
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WARRIOR DATA

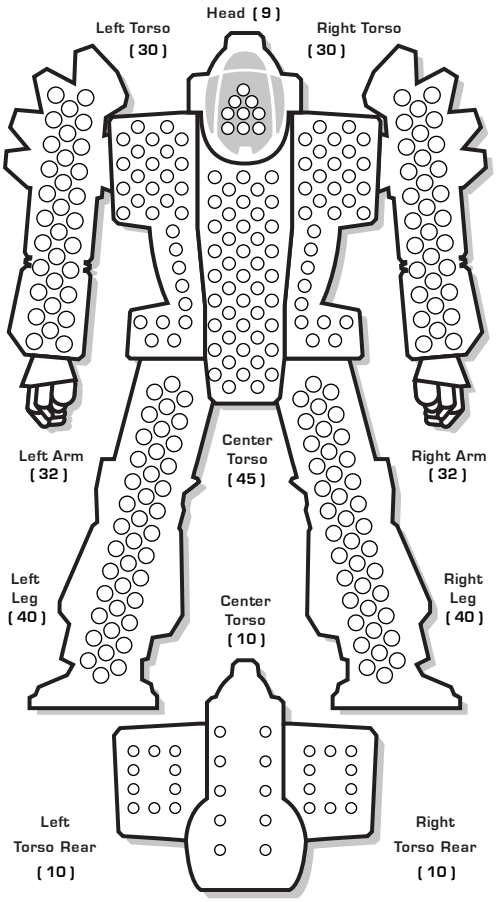
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator

1-3:
3. LB 20-X AC
4. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

4-6:
1. LB 20-X AC
2. LB 20-X AC
3. LB 20-X AC
4. LB 20-X AC
5. LB 20-X AC
6. Ammo (LB-20X) 5

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6:
1. Jump Jet
2. Medium Pulse Laser
3. Medium Pulse Laser
4. Ammo (LB-20X) 5
5. Ammo (LB-20X Cluster) 5
6. Ammo (LB-20X Cluster) 5

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Flamer
6. A-Pod

Head
1. Life Support
2. Sensors
3. Cockpit
4. Active Probe
5. Sensors
6. Life Support

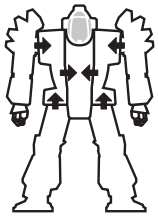
Center Torso (CASE)

1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Ammo (Streak SRM 6) 15

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

CATALYST game labs



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator

1-3:
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6:
1. Large Pulse Laser
2. Large Pulse Laser
3. Large Pulse Laser
4. Large Pulse Laser
5. Roll Again
6. Roll Again

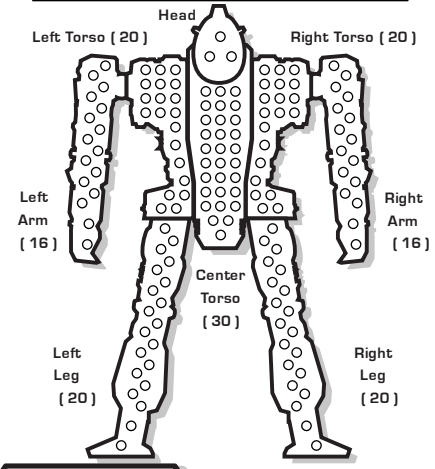
Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6:
1. Jump Jet
2. Streak SRM 6
3. Streak SRM 6
4. Machine Gun
5. Machine Gun
6. Ammo (Machine Gun) 100

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Flamer
6. A-Pod

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

Double Heat Sinks: 17 (34)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Atlas C

Movement Points:		**Tonnage:**	100
Walking:	3	**Tech Base:**	Mixed
Running:	5	**Rules Level:**	Experimental
Jumping:	0	**Role:**	Juggernaut

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	LRM 20 (Clan)	LT	6	1/Msl [M,C,S]	—	7	14	21
1	Streak SRM 6 (Clan)	LT	4	2/Msl [M,C]	—	4	8	12
1	Ultra AC/20 (Clan)	RT	7	20/Sht [DB,R/C]	—	4	8	12
2	Medium Laser (R)	CT	3	5 [DE]	—	3	6	9

Ammo: (LRM 20) 12, (Streak SRM 6) 15, (Ultra AC/20) 15

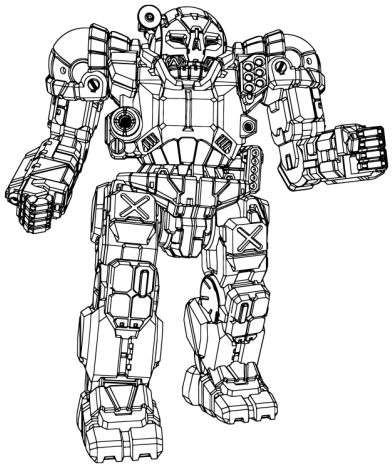
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WARRIOR DATA

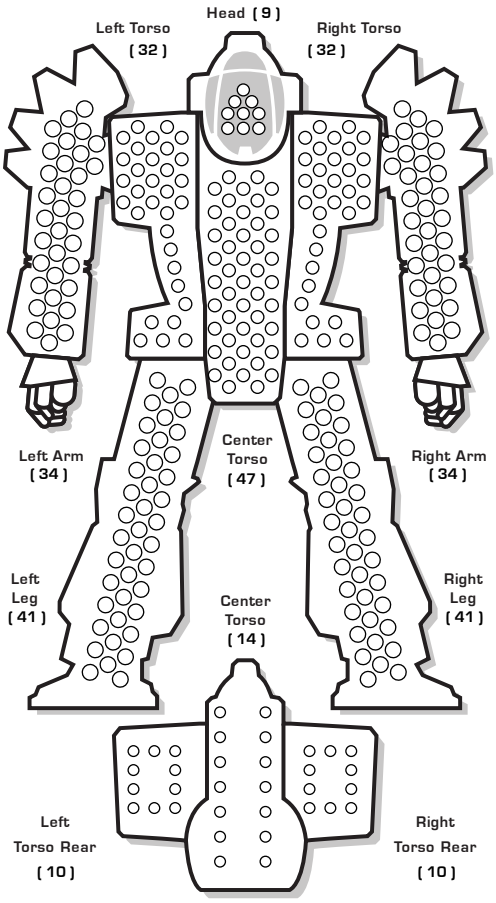
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heat Sink
6. Heat Sink

4-6
1. Heat Sink
2. Medium Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. LRM 20
5. LRM 20
6. LRM 20

4-6
1. LRM 20
2. Streak SRM 6
3. Streak SRM 6
4. Ammo (Streak SRM 6) 15
5. Ammo (LRM 20) 6
6. Ammo (LRM 20) 6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

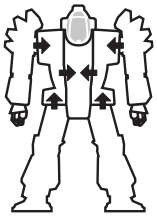
Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser (R)
6. Medium Laser (R)

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heat Sink
6. Heat Sink

4-6
1. Heat Sink
2. Medium Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

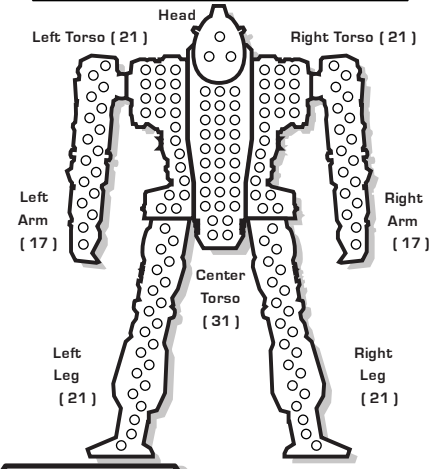
1-3
1. Ultra AC/20
2. Ultra AC/20
3. Ultra AC/20
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

4-6
1. Ultra AC/20
2. Ultra AC/20
3. Ammo (Ultra AC/20) 5
4. Ammo (Ultra AC/20) 5
5. Ammo (Ultra AC/20) 5
6. Roll Again

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 Scale

Overflow
30*
29
28*
27
26*
25*
24*
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 Sinks: 26

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

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Dire Wolf (Daishi) Prime

Movement Points:		**Tonnage:**	100
Walking:	3	**Tech Base:**	Clan
Running:	5	**Rules Level:**	Standard
Jumping:	0	**Role:**	Juggernaut

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	Ultra AC/5	LA	1	5/Sht [DB,R/C]	—	7	14	21
2	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
2	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	Ultra AC/5	RA	1	5/Sht [DB,R/C]	—	7	14	21
2	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	LRM 10	LT	4	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 10) 12, (Ultra AC/5) 40

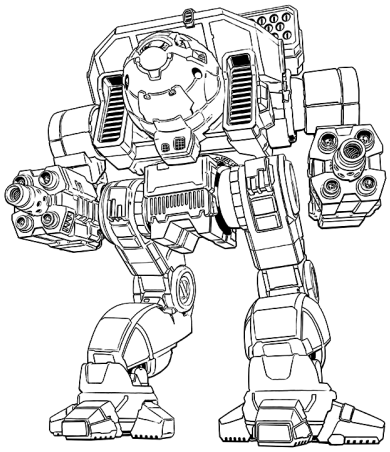
BV: 2,712

WARRIOR DATA

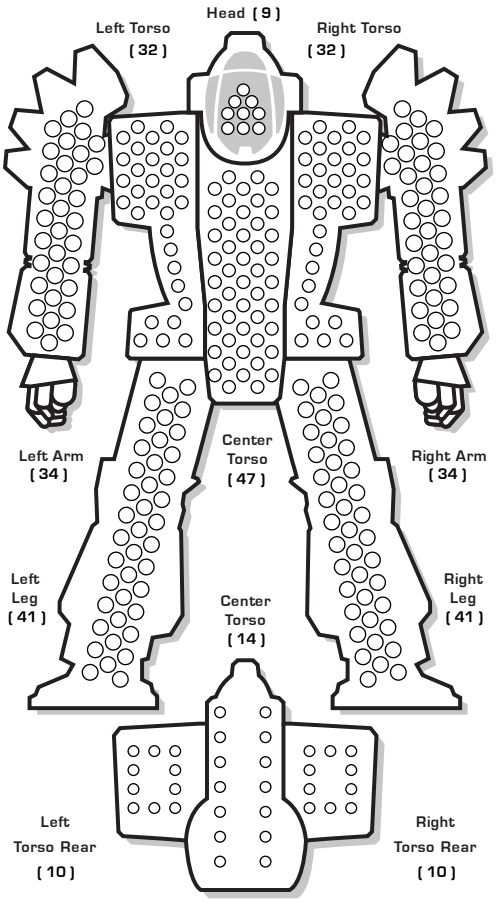
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. ER Large Laser
4. ER Large Laser
5. Ultra AC/5
6. Ultra AC/5

1-3
1. Ultra AC/5
2. Medium Pulse Laser
3. Medium Pulse Laser
4. Ammo (Ultra AC/5) 20
5. Roll Again
6. Roll Again

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. LRM 10
6. Ammo (LRM 10) 12

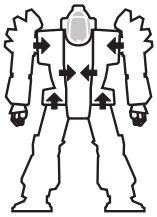
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. ER Large Laser
4. ER Large Laser
5. Ultra AC/5
6. Ultra AC/5

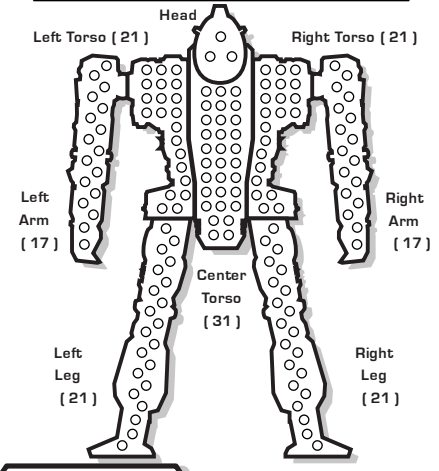
1-3
1. Ultra AC/5
2. Medium Pulse Laser
3. Medium Pulse Laser
4. Ammo (Ultra AC/5) 20
5. Roll Again
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Double Heat Sinks: 22 (44)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Dire Wolf (Daishi) A

Movement Points:		**Tonnage:**	100
Walking:	3	**Tech Base:**	Clan
Running:	5	**Rules Level:**	Standard
Jumping:	0	**Role:**	Juggernaut

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
3	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
2	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12
1	Anti-Missile System	RT	1	[PD]	—	1	—	—

Ammo: (AMS) 72, (Gauss) 24, (Streak SRM 6) 30

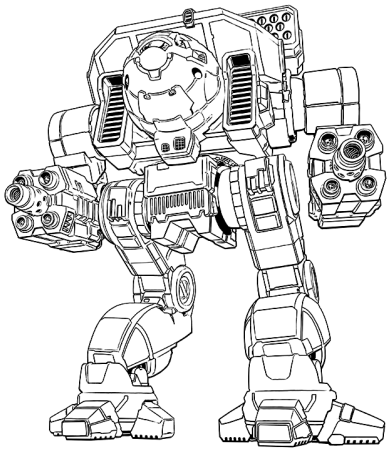
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WARRIOR DATA

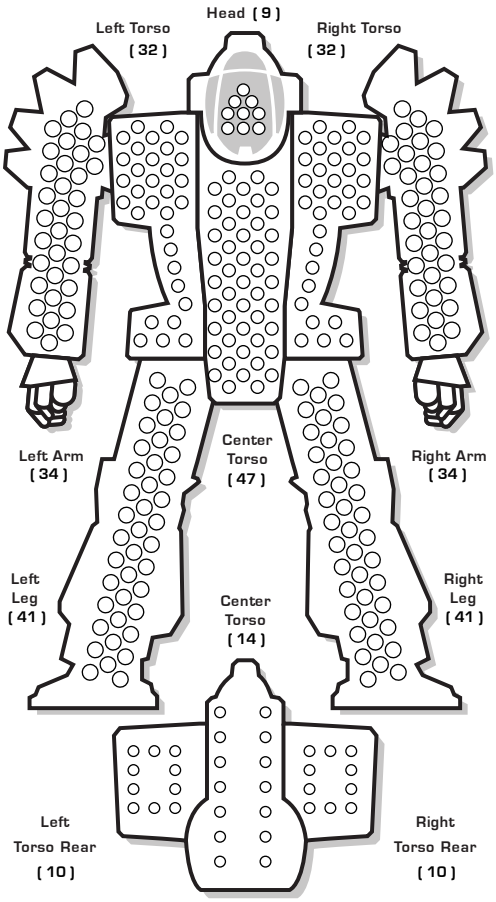
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator

1-3
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle

4-6
3. Ammo (Gauss) 8
4. Ammo (Gauss) 8
5. Ammo (Gauss) 8
6. Roll Again

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Streak SRM 6
2. Streak SRM 6

4-6
3. Streak SRM 6
4. Streak SRM 6
5. Ammo (Streak SRM 6) 15
6. Ammo (Streak SRM 6) 15

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine

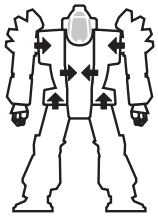
1-3
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine

4-6
3. XL Fusion Engine
4. XL Fusion Engine
5. Double Heat Sink
6. Double Heat Sink

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Large Pulse Laser

1. Large Pulse Laser
2. Large Pulse Laser
3. Large Pulse Laser

4-6
4. Large Pulse Laser
5. Large Pulse Laser
6. Roll Again

Right Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

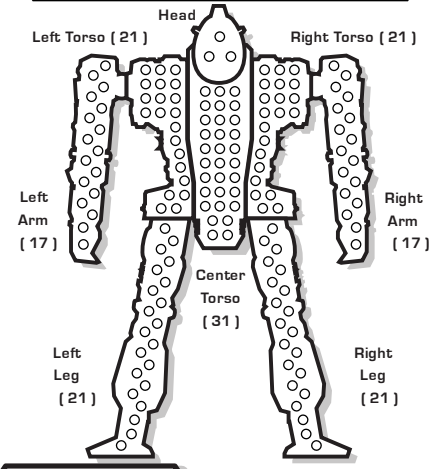
1. Double Heat Sink
2. Double Heat Sink

4-6
3. Anti-Missile System
4. Ammo (AMS) 24
5. Ammo (AMS) 24
6. Ammo (AMS) 24

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Double Heat Sinks: 21 (42)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Dire Wolf (Daishi) B

Movement Points:		**Tonnage:**	100
Walking:	3	**Tech Base:**	Clan
Running:	5	**Rules Level:**	Standard
Jumping:	0	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER PPC	LA	15	15 [DE]	—	7	14	23
2	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	LB 10-X AC	RA	2	10 [DB,C/F/S]	—	6	12	18
2	Ultra AC/2	LT	1	2/Sht [DB,R/C]	2	9	18	27
2	Ultra AC/2	RT	1	2/Sht [DB,R/C]	2	9	18	27
1	ER Small Laser	CT	2	5 [DE]	—	2	4	6

Ammo: (LB-10X) 10, (LB-10X Cluster) 10, (Ultra AC/2) 90

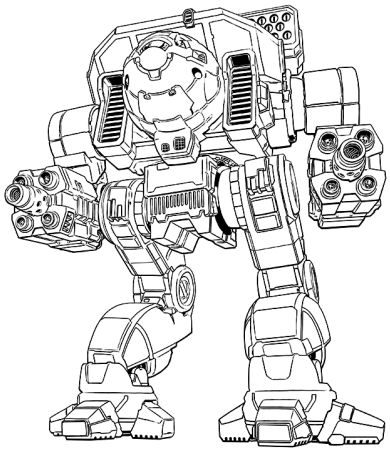
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WARRIOR DATA

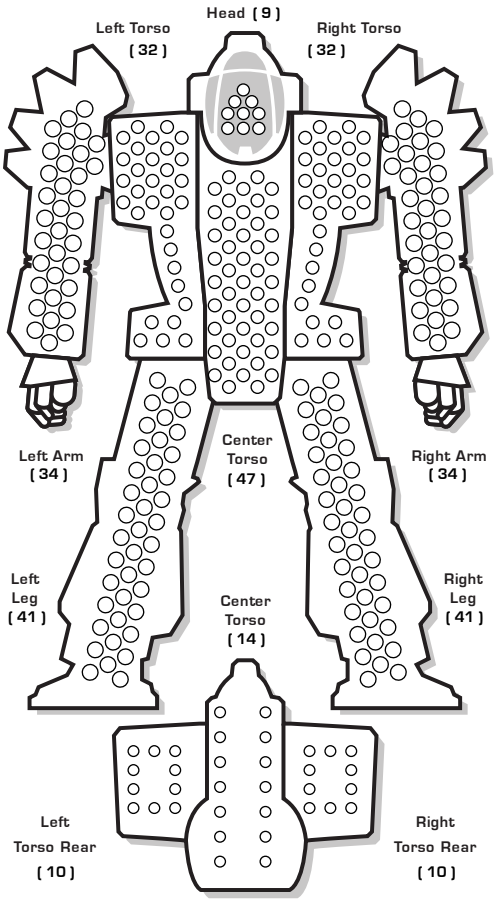
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator

1-3
3. ER PPC
4. ER PPC
5. ER PPC
6. ER PPC

4-6
1. Medium Pulse Laser
2. Medium Pulse Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Double Heat Sink
4. Double Heat Sink
5. Ultra AC/2
6. Ultra AC/2

4-6
1. Ultra AC/2
2. Ultra AC/2
3. Ammo (Ultra AC/2) 45
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator

5. Double Heat Sink
6. Double Heat Sink

Head

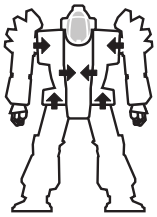
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ER Small Laser
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator

1-3
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

4-6
1. LB 10-X AC
2. Ammo (LB-10X) 10
3. Ammo (LB-10X Cluster) 10
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine

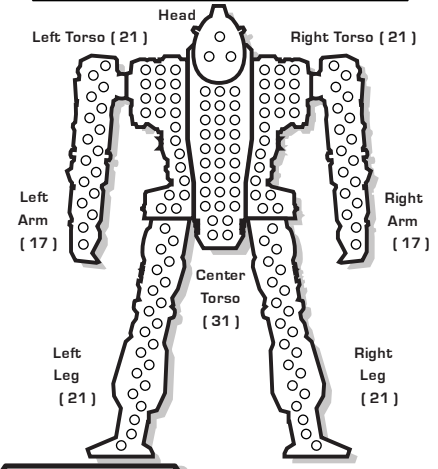
1-3
3. Double Heat Sink
4. Double Heat Sink
5. Ultra AC/2
6. Ultra AC/2

4-6
1. Ultra AC/2
2. Ultra AC/2
3. Ammo (Ultra AC/2) 45
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Double Heat Sinks: 15 (30)

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	

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Dire Wolf (Daishi) S

Movement Points:		**Tonnage:**	100
Walking:	3	**Tech Base:**	Clan
Running:	5	**Rules Level:**	Standard
Jumping:	3	**Role:**	Juggernaut

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	A-Pod	RL	—	[PD,OS,AI]	—	—	—	—
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
1	LB 20-X AC	RA	6	20 [DB,C/F/S]	—	4	8	12
1	Streak SRM 4	LT	3	2/Msl [M,C]	—	4	8	12
2	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	Machine Gun	LT	—	2 [DB,AI]	—	1	2	3
2	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3
1	Streak SRM 4	CT	3	2/Msl [M,C]	—	4	8	12
1	Medium Pulse Laser	HD	4	7 [P]	—	4	8	12

Ammo: (LB-20X) 10, (LB-20X Cluster) 10, (Machine Gun) 200, (Streak SRM 4) 25

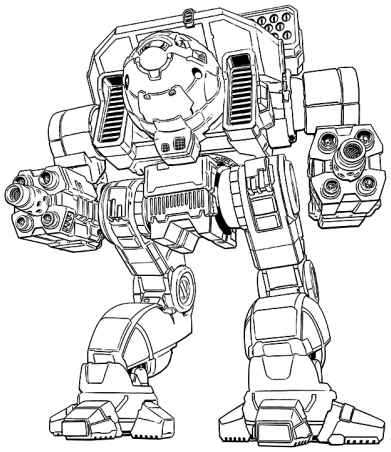
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WARRIOR DATA

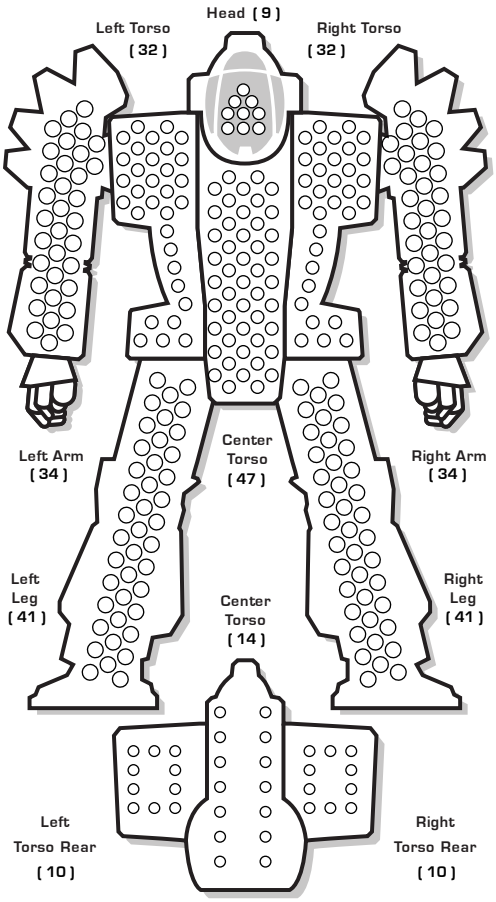
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Medium Pulse Laser
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Streak SRM 4
6. Jump Jet

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

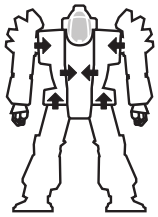
Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. LB 20-X AC
4. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

1. LB 20-X AC
2. LB 20-X AC
3. LB 20-X AC
4. LB 20-X AC
5. LB 20-X AC
6. Ammo (LB-20X) 5

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Medium Pulse Laser

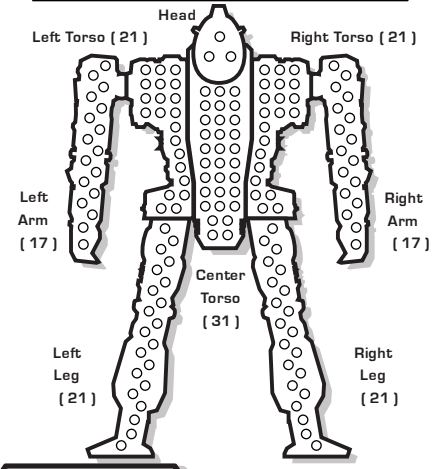
1. Medium Pulse Laser
2. Machine Gun
3. Ammo (Machine Gun) 200
4. Ammo (LB-20X) 5
5. Ammo (LB-20X Cluster) 5
6. Ammo (LB-20X Cluster) 5

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. A-Pod
6. A-Pod



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Double Heat Sinks: 20 (40)

Heat Level*	Effects	
30	Shutdown	O O
28	Ammo Exp, avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp, avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp, avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O O
15	-3 Movement Points	O O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

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BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Dire Wolf (Daishi) W

Movement Points:		**Tonnage:**	100
Walking:	3	**Tech Base:**	Clan
Running:	5	**Rules Level:**	Standard
Jumping:	0	**Role:**	Juggernaut

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	LRM 20	LT	6	1/Msl [M,C,S]	—	7	14	21
1	Ultra AC/20	RT	7	20/Sht [DB,R/C]	—	4	8	12
2	Medium Pulse Laser	CT	4	7 [P]	—	4	8	12
1	ER Small Laser	HD	2	5 [DE]	—	2	4	6

Ammo: (Gauss) 32, (LRM 20) 12, (Ultra AC/20) 10

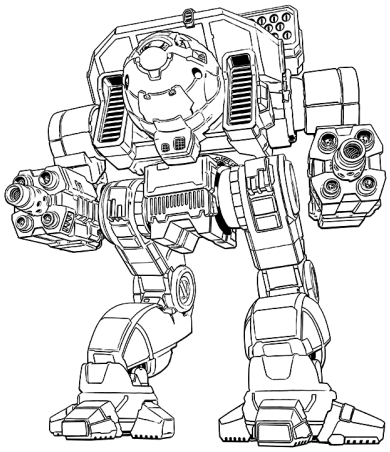
BV: 2,951

WARRIOR DATA

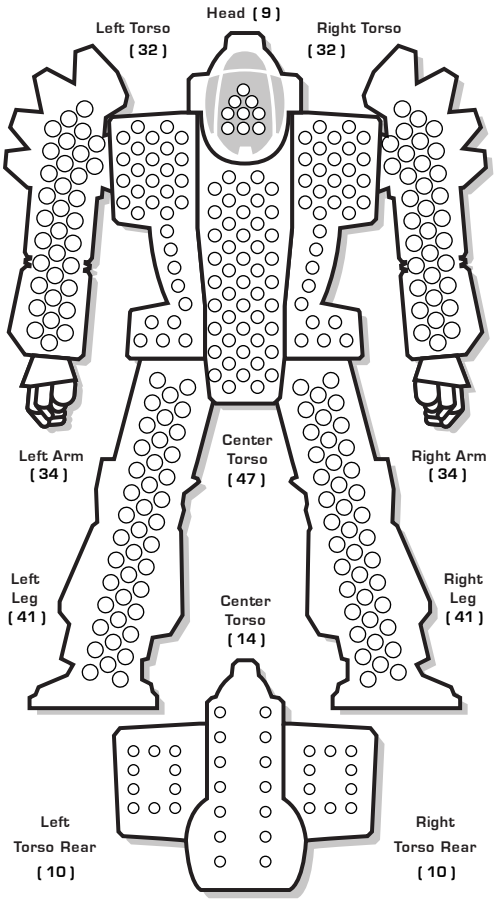
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator

1-3
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle

4-6
3. Ammo (Gauss) 8
4. Ammo (Gauss) 8
5. Ammo (Gauss) 8
6. Ammo (Gauss) 8

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Double Heat Sink
4. Double Heat Sink
5. LRM 20
6. LRM 20

1. LRM 20
2. LRM 20

4-6
3. Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
5. Ammo (Ultra AC/20) 5
6. Ammo (Ultra AC/20) 5

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. ER Small Laser
5. Sensors
6. Life Support

Center Torso

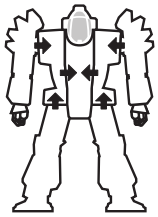
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine

4-6
3. XL Fusion Engine
4. XL Fusion Engine
5. Medium Pulse Laser
6. Medium Pulse Laser

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator

1-3
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink

4-6
3. Double Heat Sink
4. Double Heat Sink
5. ER Large Laser
6. Roll Again

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Double Heat Sink
4. Double Heat Sink
5. Ultra AC/20
6. Ultra AC/20

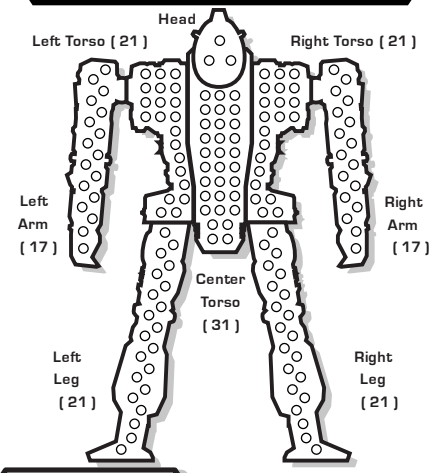
1. Ultra AC/20
2. Ultra AC/20

4-6
3. Ultra AC/20
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Double Heat Sinks: 20 (40)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Kodiak

Movement Points:		**Tonnage:**	100
Walking:	4	**Tech Base:**	Clan
Running:	6	**Rules Level:**	Standard
Jumping:	0	**Role:**	Brawler

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
4	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
2	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12
1	Ultra AC/20	RT	7	20/Sht [DB,R/C]	—	4	8	12
1	ER Large Laser	CT	12	10 [DE]	—	8	15	25

Ammo: (Streak SRM 6) 30, (Ultra AC/20) 10

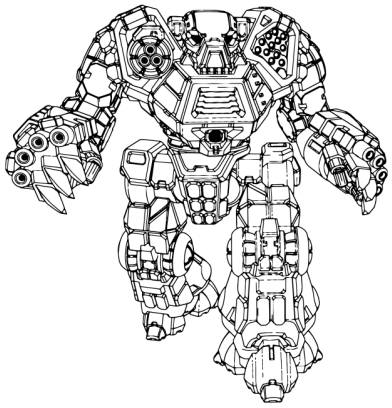
BV: 2,927

WARRIOR DATA

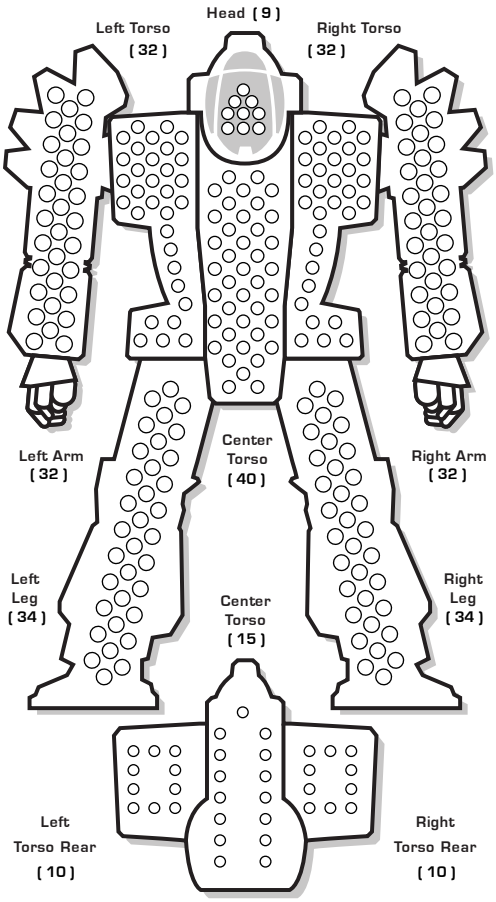
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

1. ER Medium Laser
2. ER Medium Laser
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Streak SRM 6
2. Streak SRM 6
3. Streak SRM 6
4. Streak SRM 6
5. Ammo (Streak SRM 6) 15
6. Ammo (Streak SRM 6) 15

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

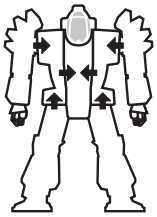
Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ER Large Laser
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

1. ER Medium Laser
2. ER Medium Laser
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Torso (CASE)

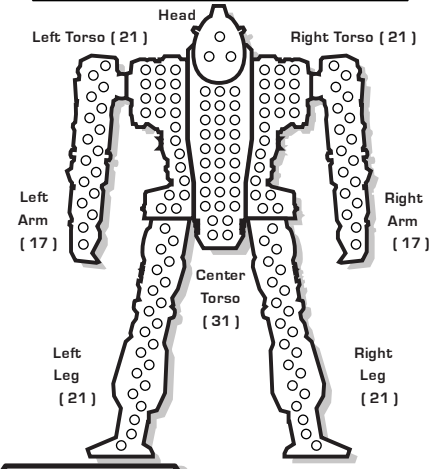
1. XL Fusion Engine
2. XL Fusion Engine
3. Ultra AC/20
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

1. Ultra AC/20
2. Ultra AC/20
3. Ultra AC/20
4. Ultra AC/20
5. Ammo (Ultra AC/20) 5
6. Ammo (Ultra AC/20) 5

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Double Heat Sinks: 20 (40)

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

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Stone Rhino (Behemoth)

Movement Points:		**Tonnage:**	100
Walking:	3	**Tech Base:**	Clan
Running:	5	**Rules Level:**	Standard
Jumping:	3	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Gauss Rifle	LT	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	Small Pulse Laser	HD	2	3 [P,AI]	—	2	4	6

Ammo: (Gauss) 32

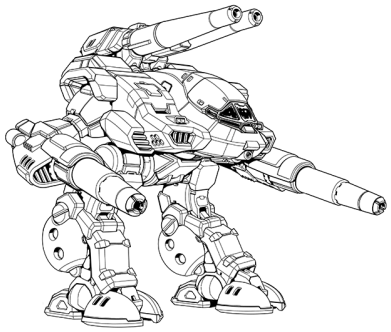
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WARRIOR DATA

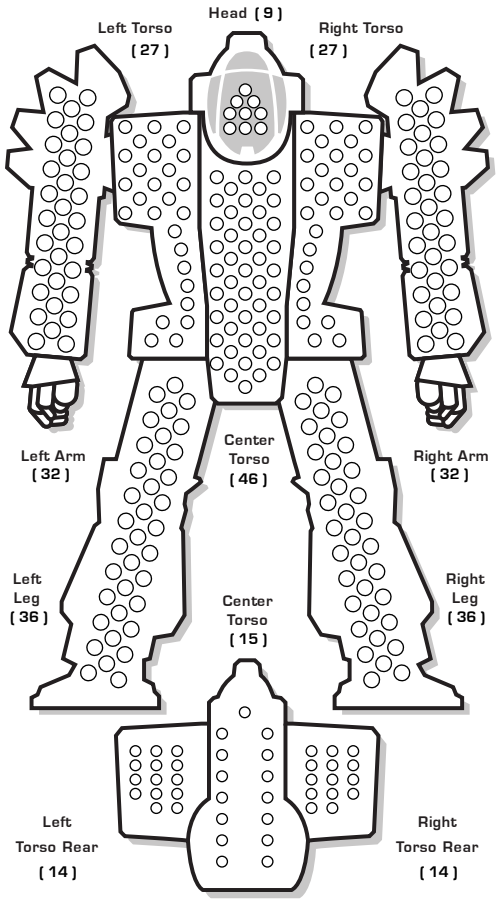
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Pulse Laser
5. Large Pulse Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

4-6
1. Ammo (Gauss) 8
2. Ammo (Gauss) 8
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Small Pulse Laser
5. Sensors
6. Life Support

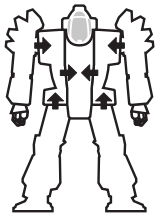
Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Pulse Laser
5. Large Pulse Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)

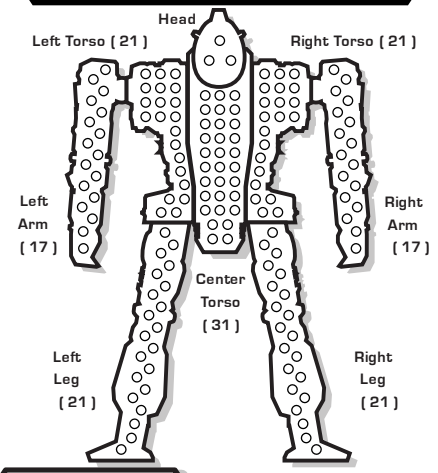
1-3
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

4-6
1. Ammo (Gauss) 8
2. Ammo (Gauss) 8
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Stone Rhino (Behemoth) 4

Movement Points:		**Tonnage:**	100
Walking:	3	**Tech Base:**	Clan
Running:	5	**Rules Level:**	Standard
Jumping:	3	**Role:**	Juggernaut

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
2	Machine Gun	LA	—	2 [DB,AI]	—	1	2	3
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
2	Machine Gun	RA	—	2 [DB,AI]	—	1	2	3
1	Ultra AC/10	LT	3	10/Sht [DB,R/C]	—	6	12	18
2	LRM 10	LT	4	1/Msl [M,C,S]	—	7	14	21
1	Ultra AC/10	RT	3	10/Sht [DB,R/C]	—	6	12	18
2	LRM 10	RT	4	1/Msl [M,C,S]	—	7	14	21

Ammo: (LRM 10) 48, (Machine Gun) 400, (Ultra AC/10) 40

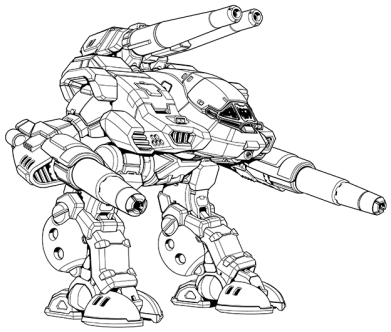
BV: 2,601

WARRIOR DATA

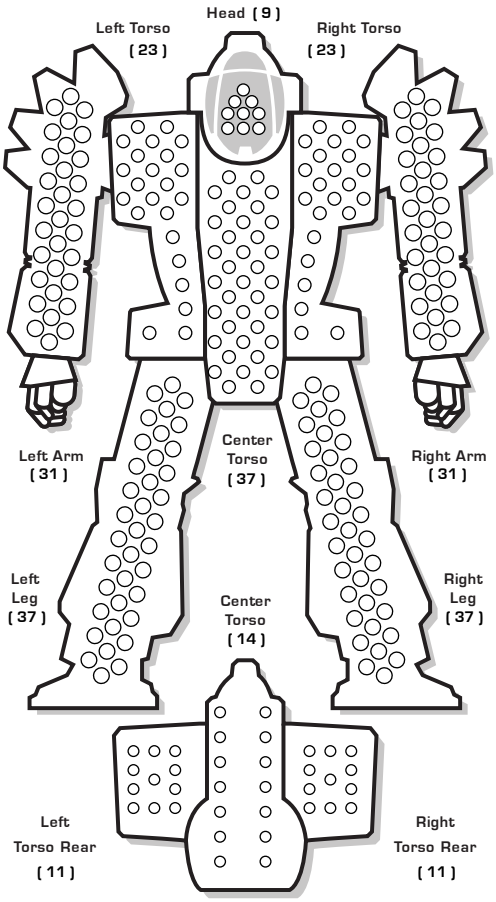
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Heat Sink
5. ER Medium Laser
6. ER Medium Laser

4-6
1. Machine Gun
2. Machine Gun
3. Ammo (Machine Gun) 200
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Ultra AC/10
4. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10

4-6
1. LRM 10
2. LRM 10
3. Ammo (LRM 10) 12
4. Ammo (LRM 10) 12
5. Ammo (Ultra AC/10) 10
6. Ammo (Ultra AC/10) 10

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

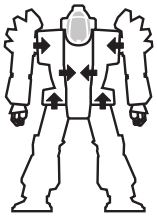
Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Heat Sink
5. ER Medium Laser
6. ER Medium Laser

4-6
1. Machine Gun
2. Machine Gun
3. Ammo (Machine Gun) 200
4. Roll Again
5. Roll Again
6. Roll Again

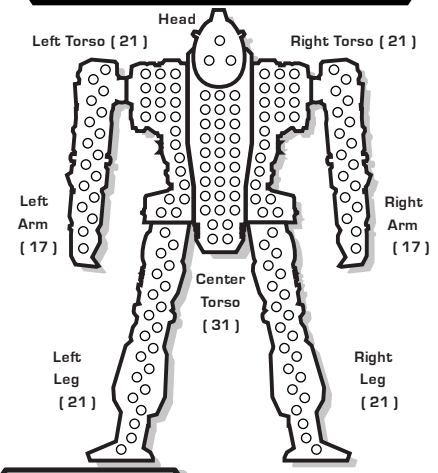
Right Torso (CASE)

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Ultra AC/10
4. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10

4-6
1. LRM 10
2. LRM 10
3. Ammo (LRM 10) 12
4. Ammo (LRM 10) 12
5. Ammo (Ultra AC/10) 10
6. Ammo (Ultra AC/10) 10

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Sinks: 17

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

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Stone Rhino (Behemoth) 5

Movement Points:		**Tonnage:**	100
Walking:	4	**Tech Base:**	Clan
Running:	6	**Rules Level:**	Standard
Jumping:	0	**Role:**	Juggernaut

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
3	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
2	LB 5-X AC	LT	1	5 [DB,C/F/S]	3	8	15	24
2	LB 5-X AC	RT	1	5 [DB,C/F/S]	3	8	15	24

Ammo: (LB-5X) 40, (LB-5X Cluster) 40

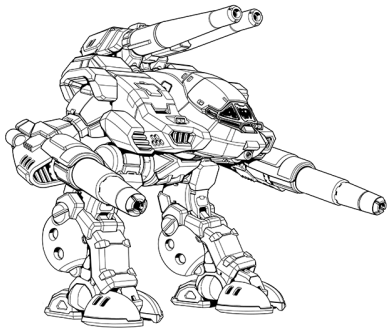
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WARRIOR DATA

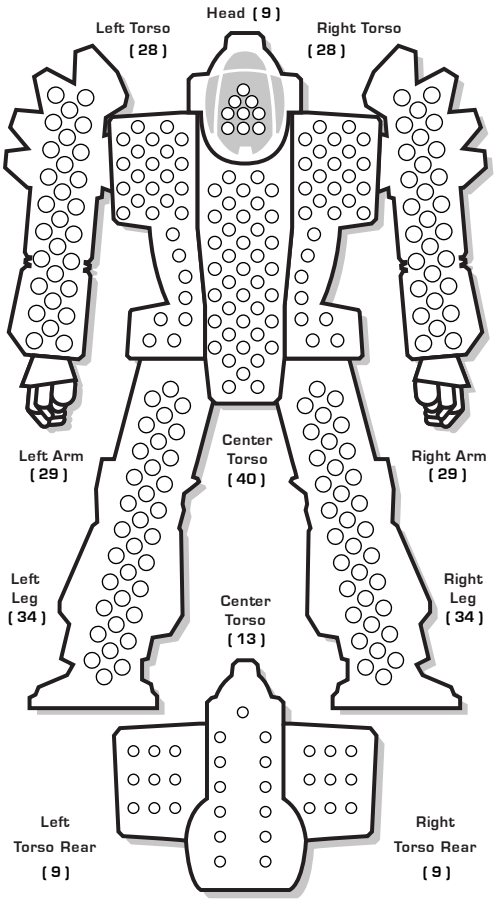
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Medium Laser
5. ER Medium Laser
6. ER Medium Laser

1-3

4-6: 1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. LB 5-X AC
4. LB 5-X AC
5. LB 5-X AC
6. LB 5-X AC

1-3

4-6: 1. LB 5-X AC 2. LB 5-X AC 3. LB 5-X AC 4. LB 5-X AC 5. Ammo (LB-5X) 20 6. Ammo (LB-5X Cluster) 20

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

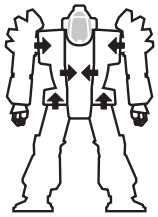
Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

4-6: 1. Gyro 2. XL Fusion Engine 3. XL Fusion Engine 4. XL Fusion Engine 5. Roll Again 6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Medium Laser
5. ER Medium Laser
6. ER Medium Laser

1-3

4-6: 1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Right Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. LB 5-X AC
4. LB 5-X AC
5. LB 5-X AC
6. LB 5-X AC

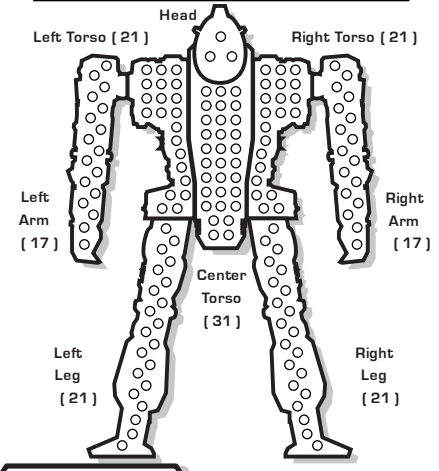
1-3

4-6: 1. LB 5-X AC 2. LB 5-X AC 3. LB 5-X AC 4. LB 5-X AC 5. Ammo (LB-5X) 20 6. Ammo (LB-5X Cluster) 20

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Double Heat Sinks: 12 (24)

Heat Level*	Effects	
30	Shutdown	
28	Ammo Exp, avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp, avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp, avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Stone Rhino (Behemoth) 6

Movement Points:		**Tonnage:**	100
Walking:	4	**Tech Base:**	Clan
Running:	6	**Rules Level:**	Standard
Jumping:	2	**Role:**	Brawler

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
7	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
7	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	ER Small Laser	HD	2	5 [DE]	—	2	4	6

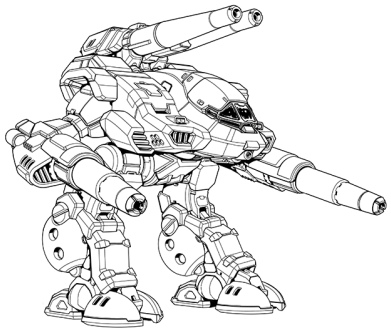
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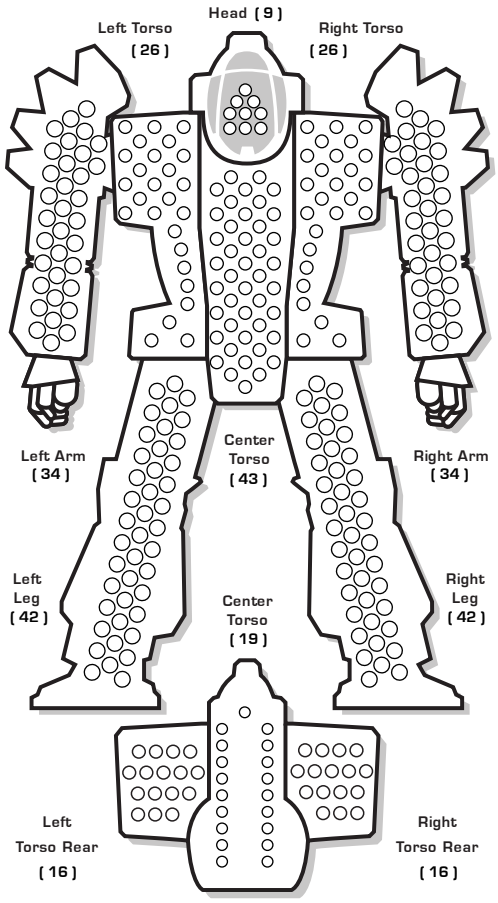
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Medium Pulse Laser
4. Medium Pulse Laser
5. Medium Pulse Laser
6. Medium Pulse Laser

1-3

1. Medium Pulse Laser
2. Medium Pulse Laser
3. Medium Pulse Laser
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. ER Small Laser
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

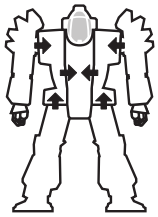
1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Jump Jet

4-6

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

1-3

1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Medium Pulse Laser
4. Medium Pulse Laser
5. Medium Pulse Laser
6. Medium Pulse Laser

1-3

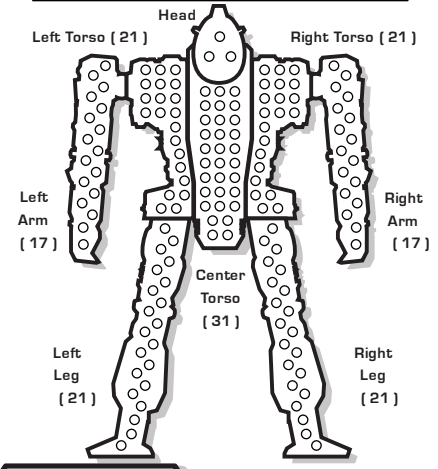
1. Medium Pulse Laser
2. Medium Pulse Laser
3. Medium Pulse Laser
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Double Heat Sinks: 18 (36)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Locust LCT-1V

Movement Points:		**Tonnage:**	20
Walking:	8	**Tech Base:**	Inner Sphere
Running:	12	**Rules Level:**	Introductory
Jumping:	0	**Role:**	Scout

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Machine Gun	LA	—	2 [DB,AI]	—	1	2	3
1	Machine Gun	RA	—	2 [DB,AI]	—	1	2	3
1	Medium Laser	CT	3	5 [DE]	—	3	6	9

Ammo: (Machine Gun) 200

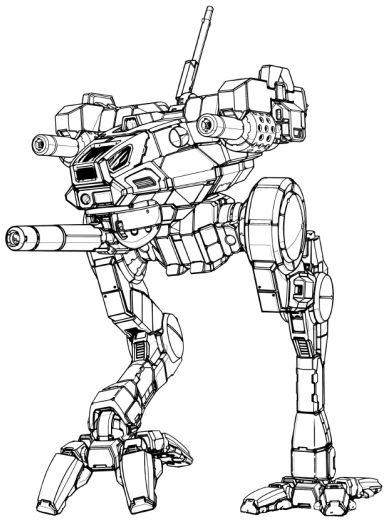
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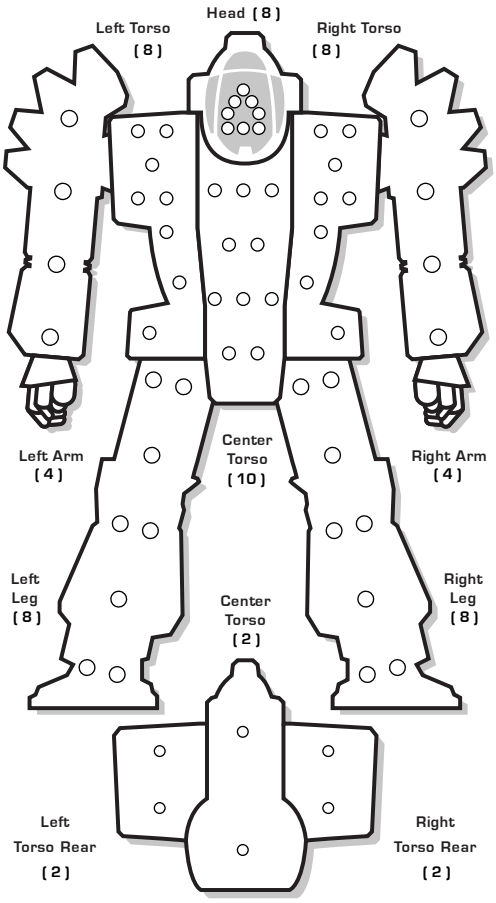
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Machine Gun
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

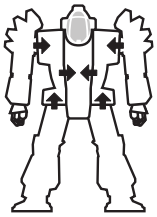
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Ammo (Machine Gun) 200

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Machine Gun
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

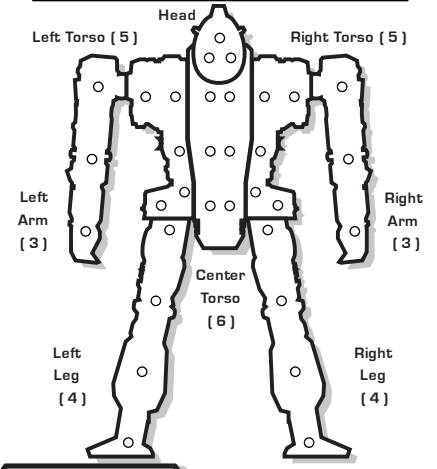
1-3
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Sinks: 10

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Mercury MCY-97

Movement Points:		**Tonnage:**	20
Walking:	8	**Tech Base:**	Inner Sphere
Running:	12 [16]	**Rules Level:**	Standard
Jumping:	0	**Role:**	Scout

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Active Probe (Beagle)	LT	—	[E]	—	—	—	3
1	Small Laser	CT	1	3 [DE]	—	1	2	3

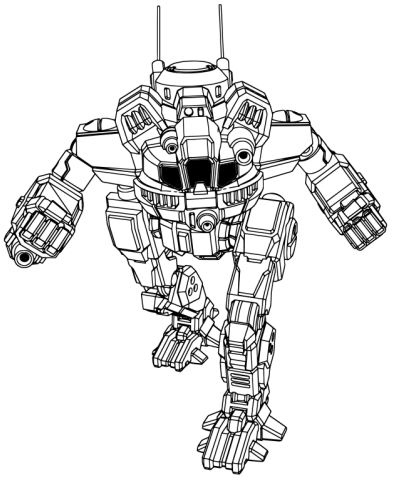
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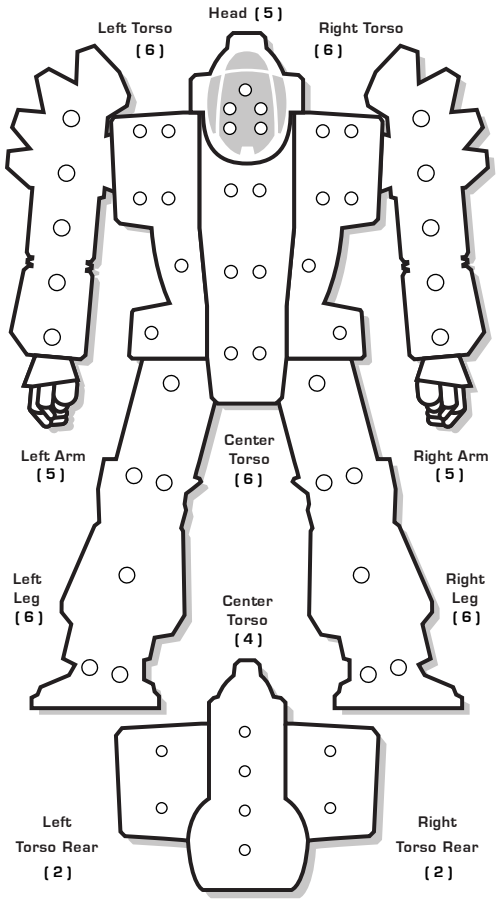
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Roll Again 6. Roll Again
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Left Torso

1-3	1. Active Probe (Beagle) 2. Active Probe (Beagle) 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous
4-6	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Roll Again 5. Roll Again 6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

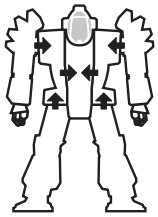
Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
4-6	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Small Laser 6. MASC

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Laser 6. Roll Again
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

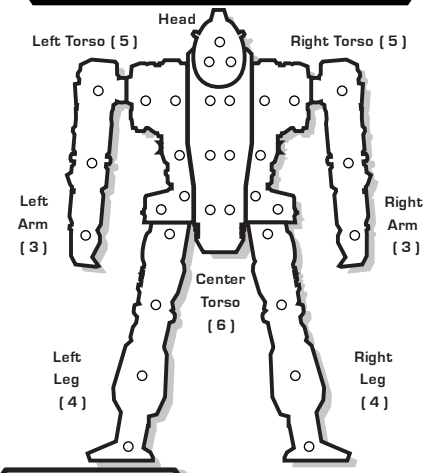
Right Torso

1-3	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous
4-6	1. Ferro-Fibrous 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

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 Scale

Overflow

30* 29 28* 27 26* 25* 24* 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 Sinks: 10

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Mercury MCY-99

Movement Points:		**Tonnage:**	20
Walking:	8	**Tech Base:**	Inner Sphere
Running:	12 [16]	**Rules Level:**	Standard
Jumping:	0	**Role:**	Scout

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

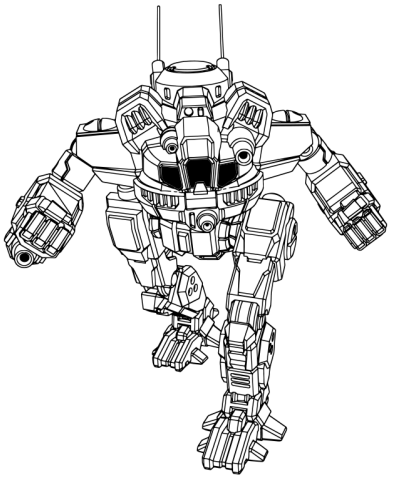
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WARRIOR DATA

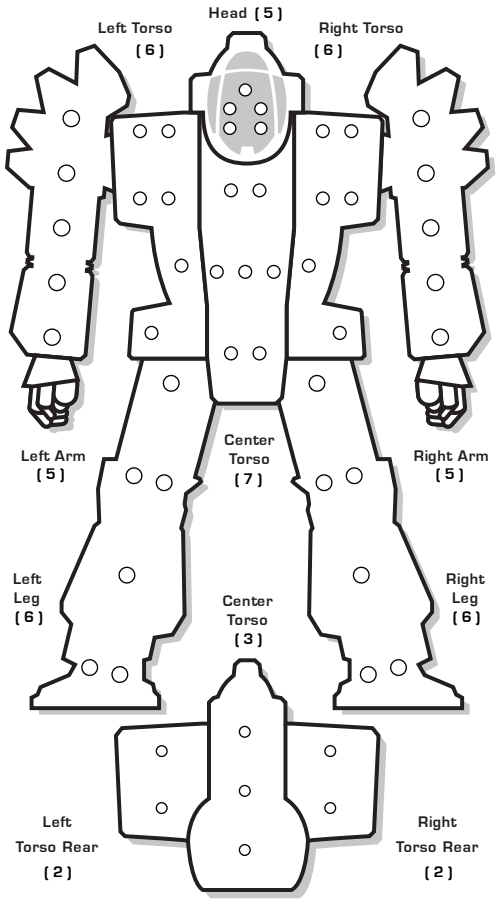
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Medium Laser
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

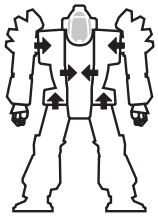
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Small Laser
6. MASC

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

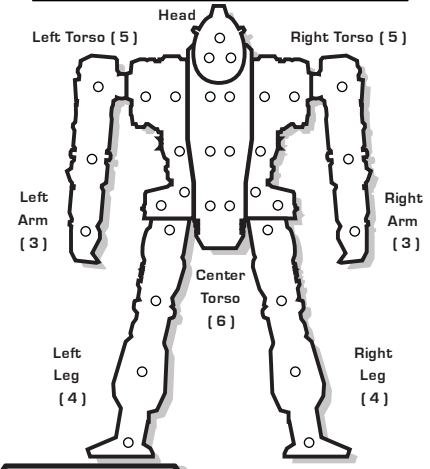
1-3
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6
1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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 Scale

Overflow
30*
29
28*
27
26*
25*
24*
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 Sinks: 10

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Stinger STG-3R

Movement Points:		**Tonnage:**	20
Walking:	6	**Tech Base:**	Inner Sphere
Running:	9	**Rules Level:**	Introductory
Jumping:	6	**Role:**	Scout

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Machine Gun	LA	—	2 [DB,AI]	—	1	2	3
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Machine Gun	RA	—	2 [DB,AI]	—	1	2	3

Ammo: (Machine Gun) 200

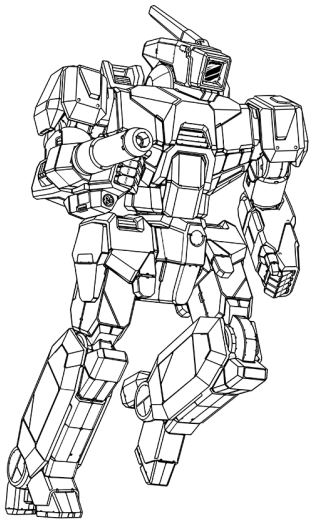
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WARRIOR DATA

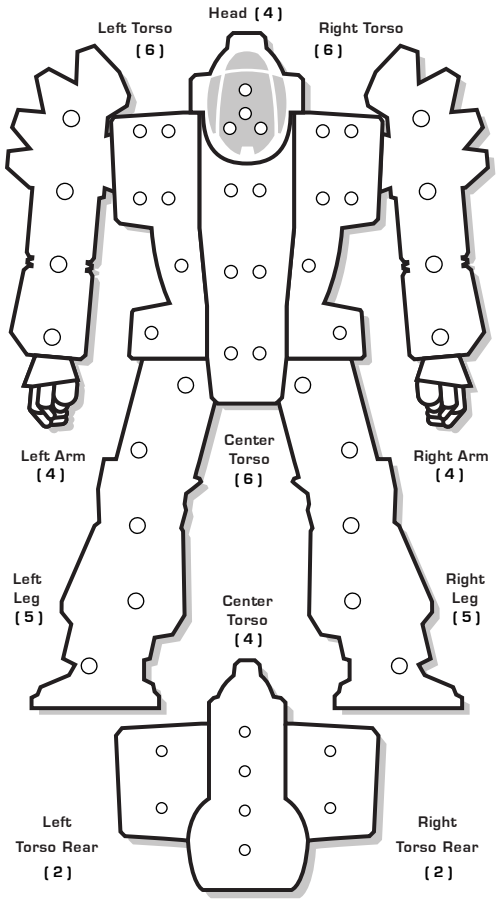
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Machine Gun
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Jump Jet
5. Jump Jet
6. Jump Jet

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

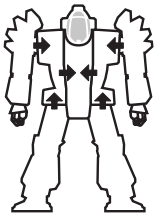
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (Machine Gun) 200
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Machine Gun

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

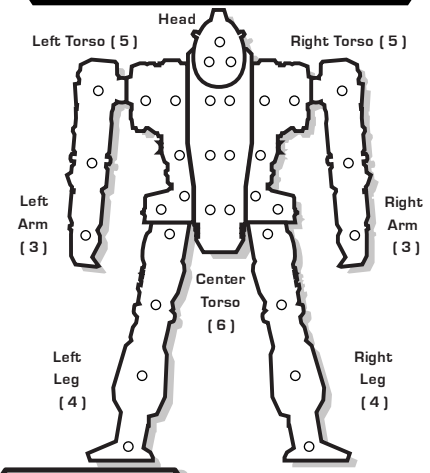
1-3
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Jump Jet
5. Jump Jet
6. Jump Jet

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Sinks: 10

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Wasp WSP-1A

Movement Points:		**Tonnage:**	20
Walking:	6	**Tech Base:**	Inner Sphere
Running:	9	**Rules Level:**	Introductory
Jumping:	6	**Role:**	Scout

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 2	LL	2	2/Msl [M,C,S]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9

Ammo: (SRM 2) 50

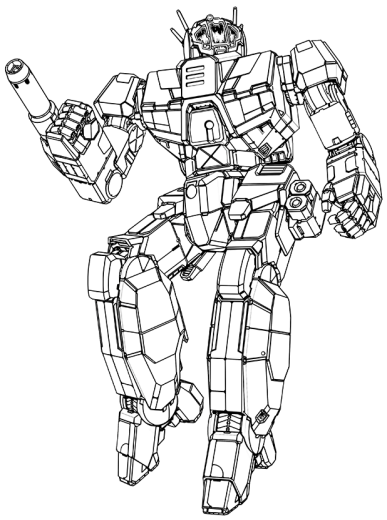
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WARRIOR DATA

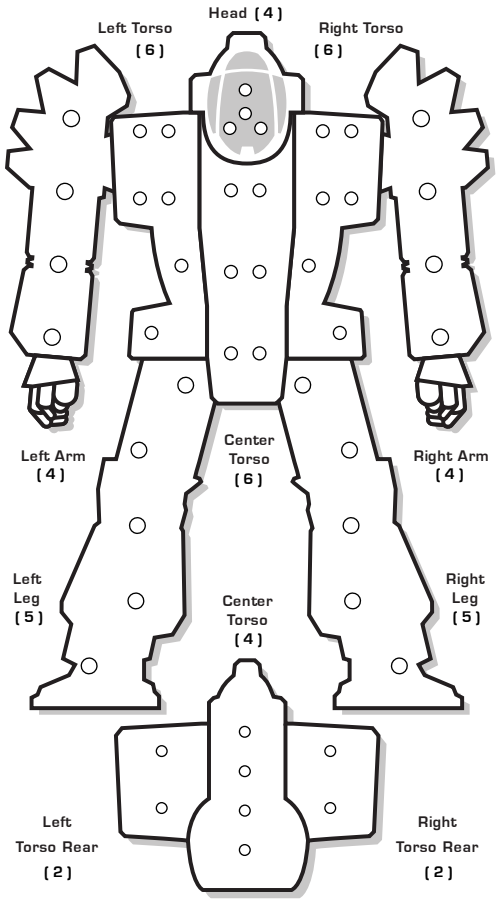
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Jump Jet
5. Ammo (SRM 2) 50
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. SRM 2

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

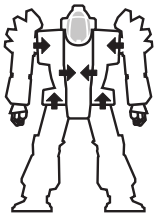
Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Jump Jet

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

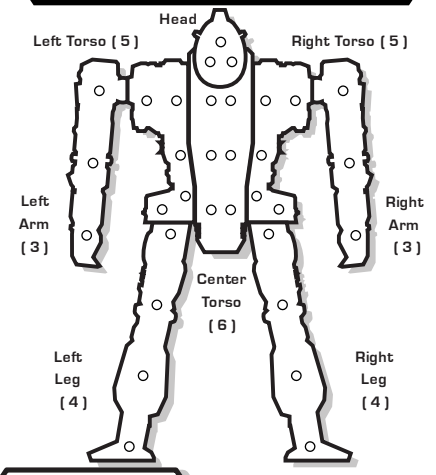
1-3
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Jump Jet
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Sinks: 10

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Mongoose MON-66

Movement Points:		**Tonnage:**	25
Walking:	8	**Tech Base:**	Inner Sphere
Running:	12	**Rules Level:**	Standard
Jumping:	0	**Role:**	Scout

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Active Probe (Beagle)	LT	—	[E]	—	—	—	3
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Small Laser	HD	1	3 [DE]	—	1	2	3

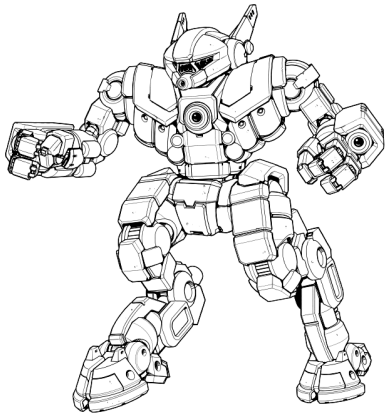
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WARRIOR DATA

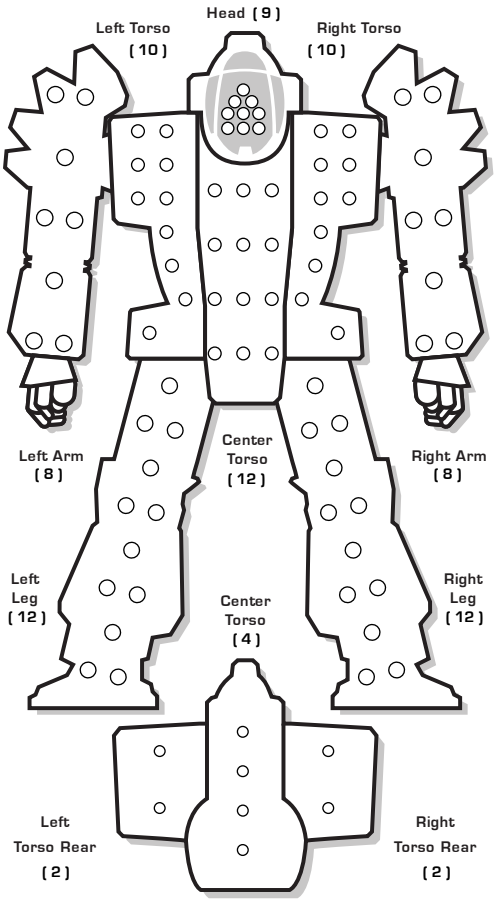
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Laser 6. Ferro-Fibrous
4-6	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous

Left Torso

1-3	1. Active Probe (Beagle) 2. Active Probe (Beagle) 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Endo Steel
4-6	1. Endo Steel 2. Endo Steel 3. Endo Steel 4. Roll Again 5. Roll Again 6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

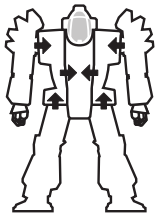
Head

1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

Center Torso

1-3	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
4-6	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Medium Laser 6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Laser 6. Ferro-Fibrous
4-6	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous

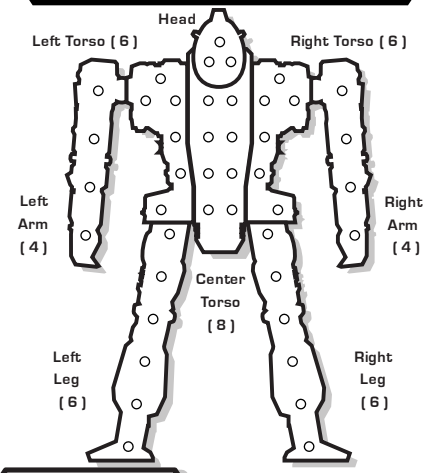
Right Torso

1-3	1. Endo Steel 2. Endo Steel 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Endo Steel
4-6	1. Endo Steel 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Sinks: 10

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Spider SDR-5V

Movement Points:		**Tonnage:**	30
Walking:	8	**Tech Base:**	Inner Sphere
Running:	12	**Rules Level:**	Introductory
Jumping:	8	**Role:**	Scout

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5 [DE]	—	3	6	9

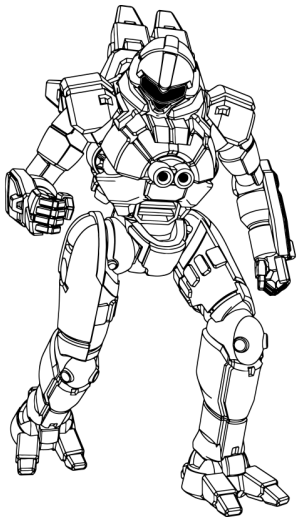
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WARRIOR DATA

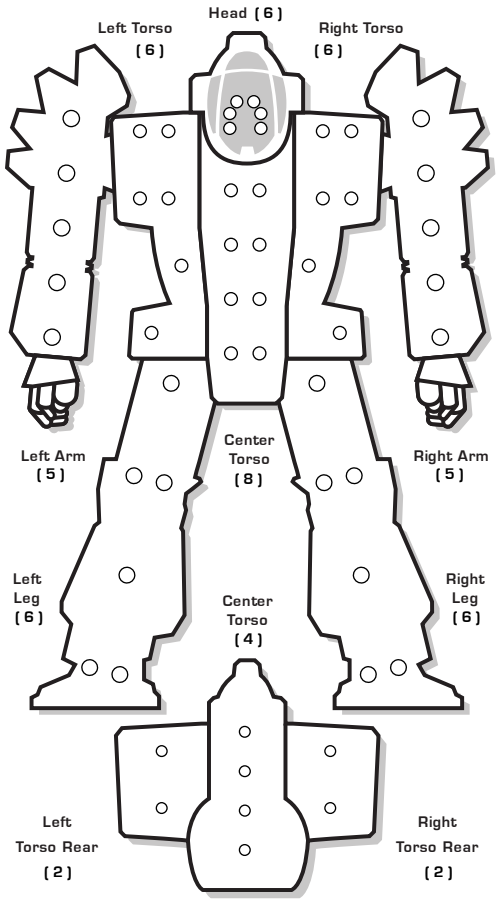
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Roll Again 6. Roll Again
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Left Torso

1-3	1. Jump Jet 2. Jump Jet 3. Jump Jet 4. Jump Jet 5. Roll Again 6. Roll Again
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

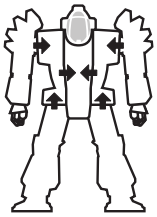
Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

Center Torso

1-3	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
4-6	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Medium Laser 6. Medium Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Roll Again 6. Roll Again
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

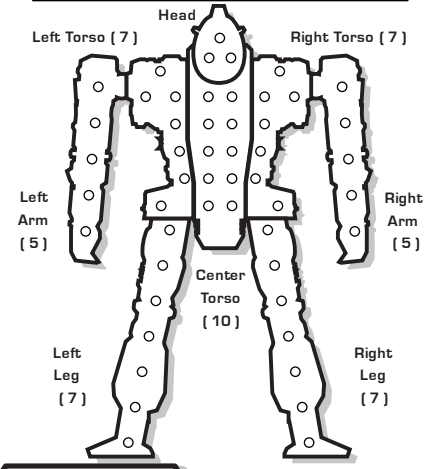
Right Torso

1-3	1. Jump Jet 2. Jump Jet 3. Jump Jet 4. Jump Jet 5. Roll Again 6. Roll Again
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Sinks: 10

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: UrbanMech UM-R60

Movement Points:		**Tonnage:**	30
Walking:	2	**Tech Base:**	Inner Sphere
Running:	3	**Rules Level:**	Introductory
Jumping:	2	**Role:**	Ambusher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	LA	1	3 [DE]	—	1	2	3
1	AC/10	RA	3	10 [DB,S]	—	5	10	15

Ammo: (AC/10) 10

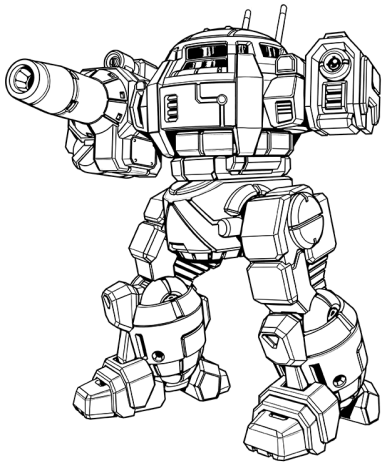
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WARRIOR DATA

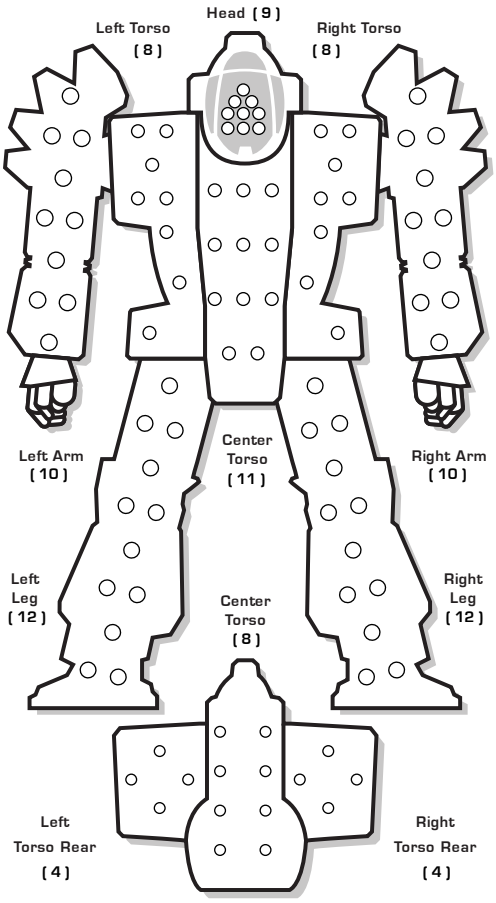
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Small Laser
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Heat Sink
2. Heat Sink
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

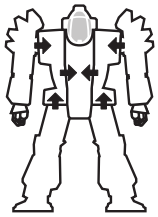
Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Jump Jet

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. AC/10
4. AC/10
5. AC/10
6. AC/10

4-6
1. AC/10
2. AC/10
3. AC/10
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

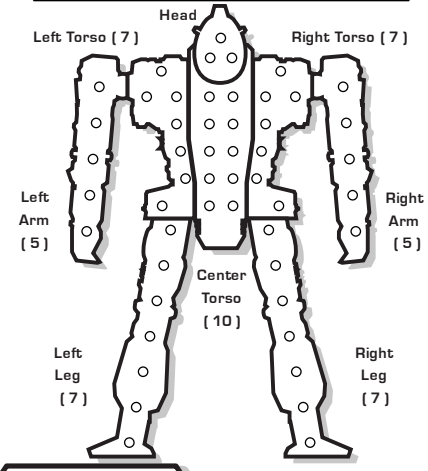
1-3
1. Heat Sink
2. Heat Sink
3. Ammo (AC/10) 10
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Sinks: 11

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: UrbanMech UM-R63

Movement Points:		**Tonnage:**	30
Walking:	2	**Tech Base:**	Inner Sphere
Running:	3	**Rules Level:**	Standard
Jumping:	2	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	LA	1	3 [DE]	—	1	2	3
1	LB 10-X AC	RA	2	10 [DB,C/F/S]	—	6	12	18
1	Small Pulse Laser	LT	2	3 [P,AI]	—	1	2	3

Ammo: (LB 10-X) 10

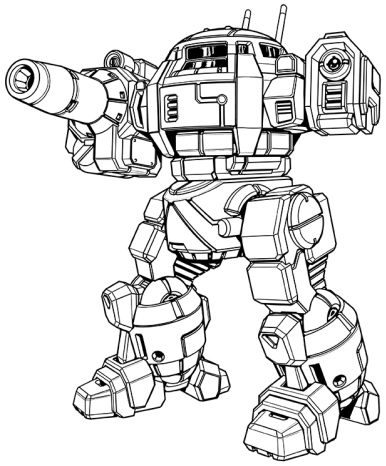
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WARRIOR DATA

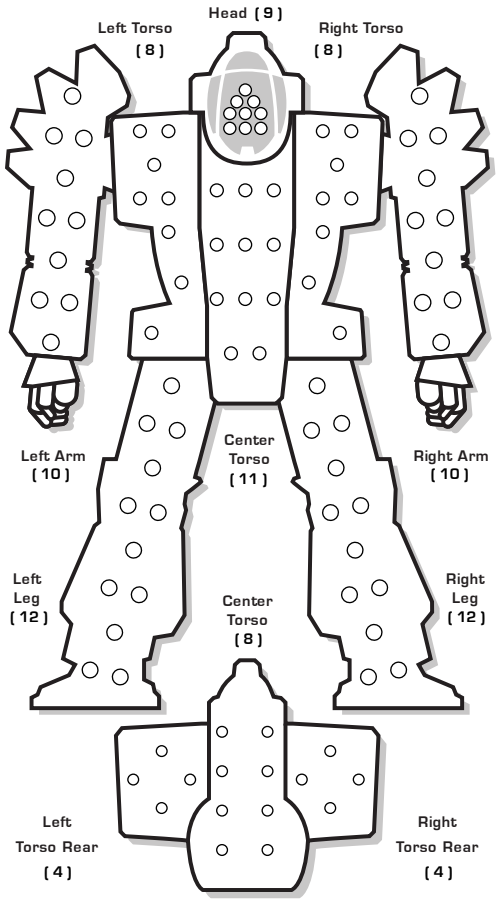
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Small Laser
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Heat Sink
2. Heat Sink
3. Small Pulse Laser
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

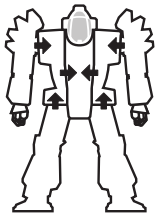
Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Jump Jet

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

4-6
1. LB 10-X AC
2. LB 10-X AC
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

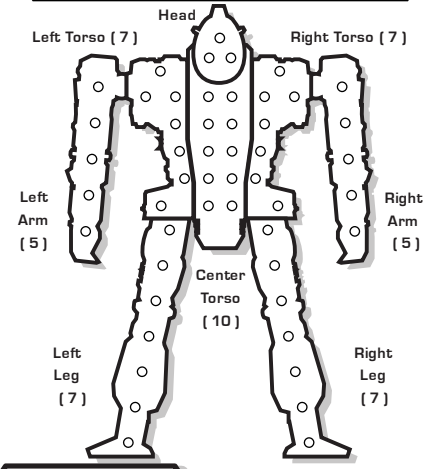
1-3
1. Heat Sink
2. Heat Sink
3. Ammo (LB 10-X) 10
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Sinks: 11

Heat Level*	Effects	
30	Shutdown	O O
28	Ammo Exp, avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp, avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp, avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Valkyrie VLK-QA

Movement Points:		**Tonnage:**	30
Walking:	5	**Tech Base:**	Inner Sphere
Running:	8	**Rules Level:**	Introductory
Jumping:	5	**Role:**	Missile Boat

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 10	LT	4	1/Msl [M,C,S]	6	7	14	21

Ammo: (LRM 10) 12

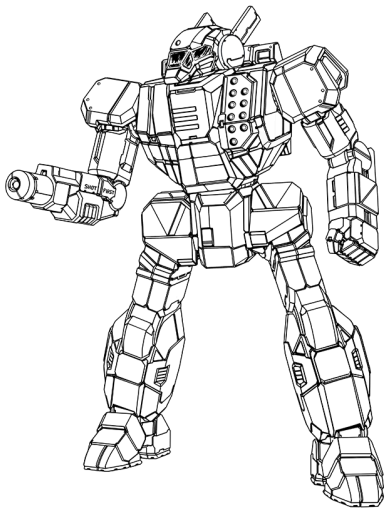
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WARRIOR DATA

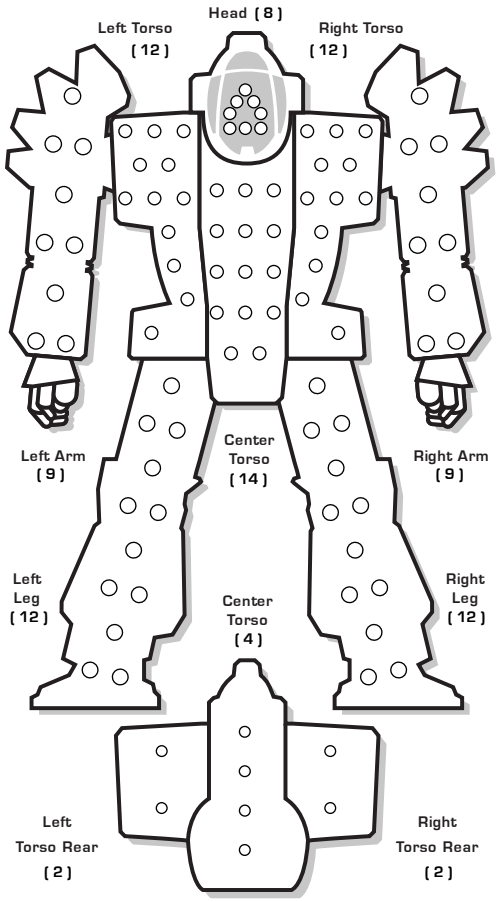
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Heat Sink
2. Heat Sink
3. LRM 10
4. LRM 10
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

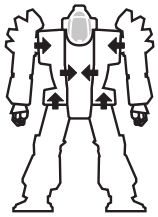
Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Jump Jet

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

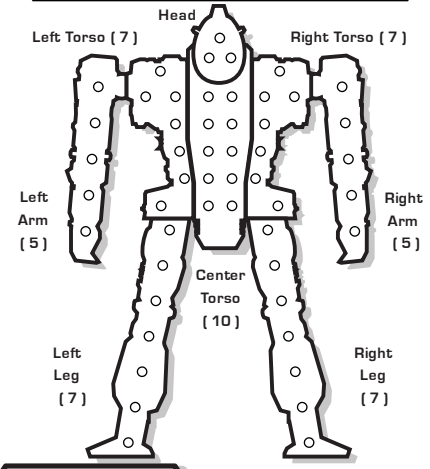
1-3
1. Heat Sink
2. Heat Sink
3. Ammo (LRM 10) 12
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Sinks: 11

Heat Level*	Effects	
30	Shutdown	O O
28	Ammo Exp, avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp, avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp, avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Panther PNT-8Z

Movement Points:		**Tonnage:**	35
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Introductory
Jumping:	4	**Role:**	Brawler

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	SRM 4	CT	3	2/Msl [M,C,S]	—	3	6	9

Ammo: (SRM 4) 25

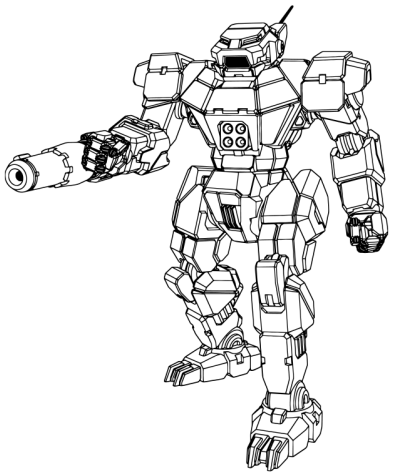
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WARRIOR DATA

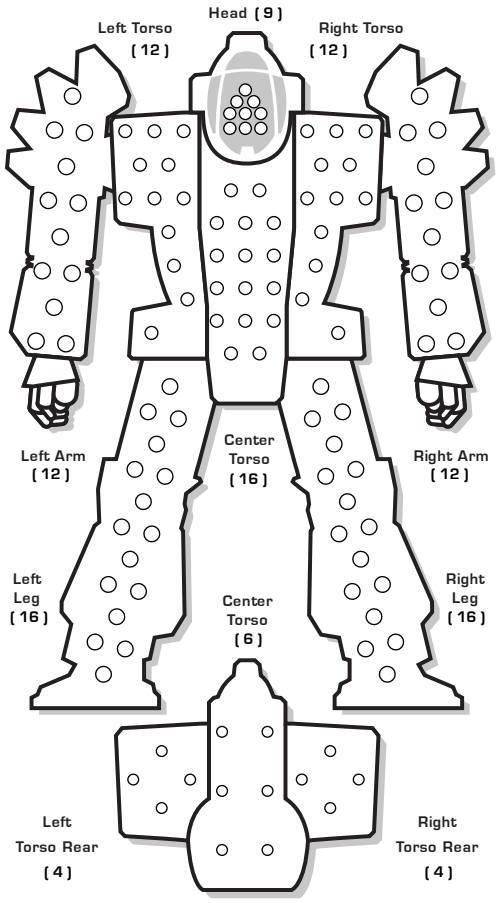
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Ammo (SRM 4) 25
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

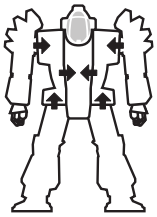
Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. SRM 4

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Laser
6. Large Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

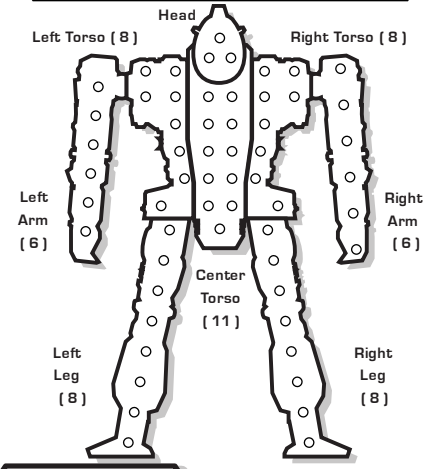
1-3
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Sinks: 14

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Sentinel STN-3L

Movement Points:		**Tonnage:**	40
Walking:	6	**Tech Base:**	Inner Sphere
Running:	9	**Rules Level:**	Standard
Jumping:	0	**Role:**	Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	LA	1	5/Sht [DB,R/C]	2	6	13	20
1	Streak SRM 2	RT	2	2/Msl [M,C]	—	3	6	9
1	Small Laser	RT	1	3 [DE]	—	1	2	3

Ammo: (Streak SRM 2) 50, (Ultra AC/5) 20

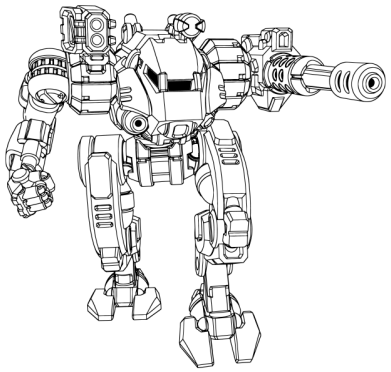
BV: 717

WARRIOR DATA

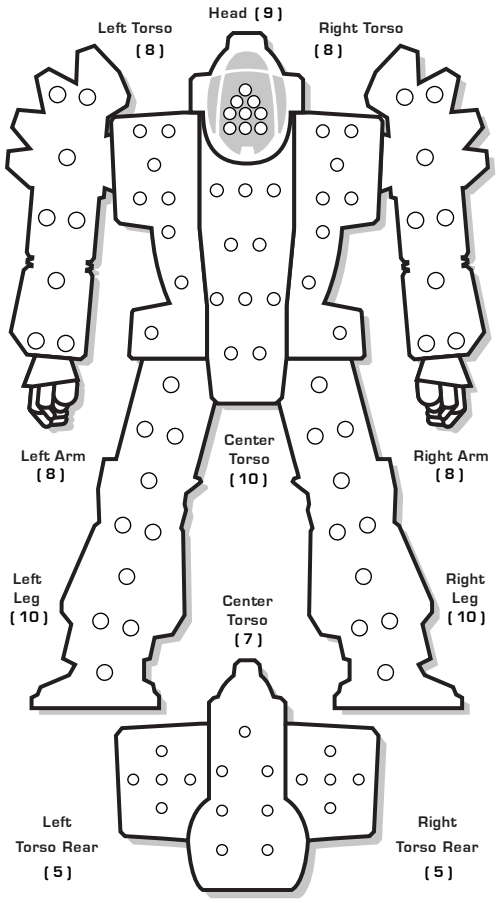
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator

1-3:
3. Ultra AC/5
4. Ultra AC/5
5. Ultra AC/5
6. Ultra AC/5

4-6:
1. Ultra AC/5
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Heat Sink
2. Ammo (Ultra AC/5) 20

1-3:
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

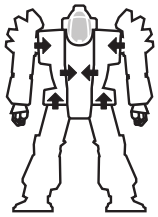
Center Torso

1-3:
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

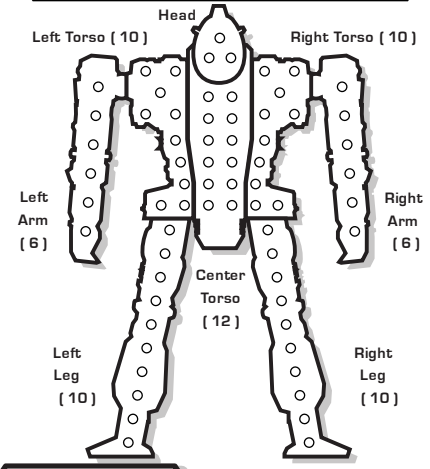
1-3:
1. Streak SRM 2
2. Small Laser
3. Ammo (Streak SRM 2) 50
4. Roll Again
5. Roll Again
6. Roll Again

4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Sinks: 10

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Blackjack BJ-1

Movement Points:		**Tonnage:**	45
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Introductory
Jumping:	4	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	AC/2	LA	1	2 [DB,S]	4	8	16	24
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	AC/2	RA	1	2 [DB,S]	4	8	16	24
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9

Ammo: [AC/2] 45

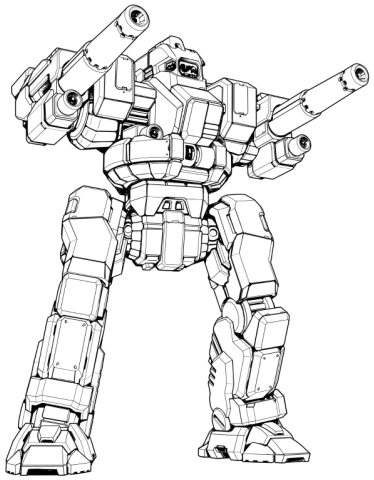
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WARRIOR DATA

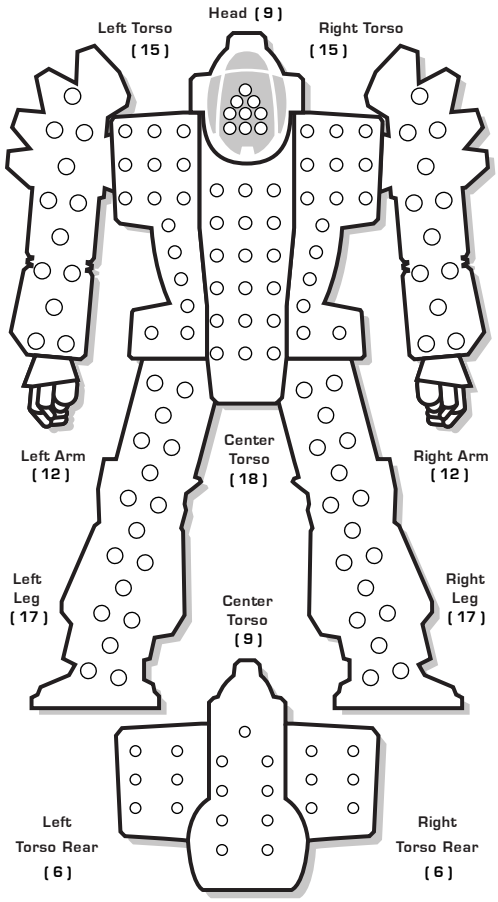
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3	1. Shoulder 2. Upper Arm Actuator 3. Medium Laser 4. AC/2 5. Roll Again 6. Roll Again
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Left Torso

1-3	1. Heat Sink 2. Heat Sink 3. Medium Laser 4. Roll Again 5. Roll Again 6. Roll Again
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

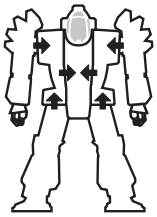
Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
4-6	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Ammo (AC/2) 45 6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder 2. Upper Arm Actuator 3. Medium Laser 4. AC/2 5. Roll Again 6. Roll Again
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

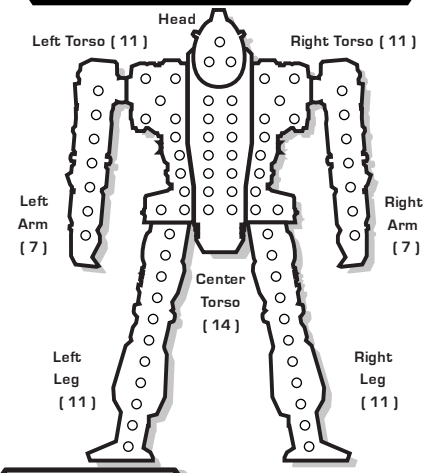
Right Torso

1-3	1. Heat Sink 2. Heat Sink 3. Medium Laser 4. Roll Again 5. Roll Again 6. Roll Again
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Sinks: 11

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Blackjack BJ-2

Movement Points:		**Tonnage:**	45
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Standard
Jumping:	4	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
2	Streak SRM 2	LT	2	2/Msl [M,C]	—	3	6	9
2	Streak SRM 2	RT	2	2/Msl [M,C]	—	3	6	9

Ammo: (Streak SRM 2) 50

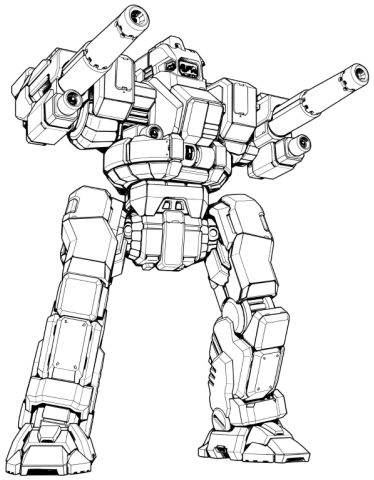
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WARRIOR DATA

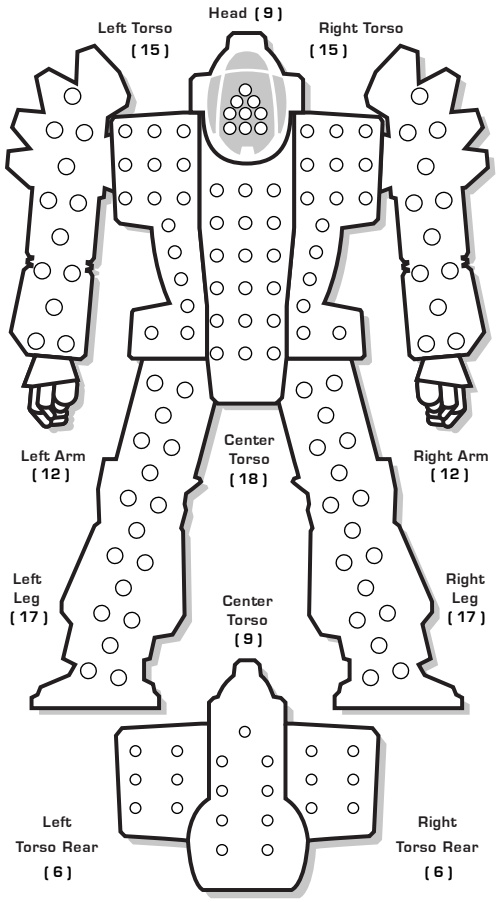
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. ER Large Laser
4. ER Large Laser
5. Roll Again
6. Roll Again

Left Arm 1-3

Left Arm 4-6

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

Left Torso 1-3

1. Streak SRM 2
2. Streak SRM 2
3. Ammo (Streak SRM 2) 50
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso 4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

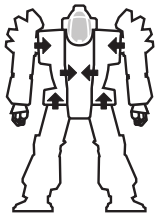
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

Center Torso 1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Center Torso 4-6

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. ER Large Laser
4. ER Large Laser
5. Roll Again
6. Roll Again

Right Arm 1-3

Right Arm 4-6

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

Right Torso 1-3

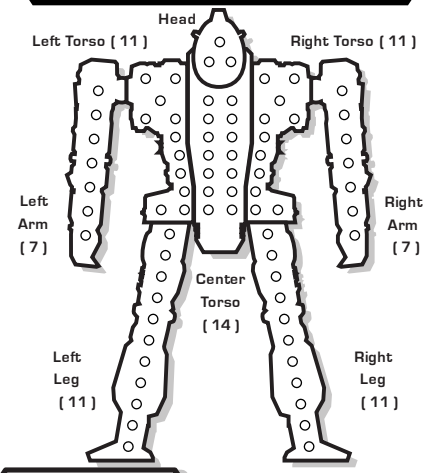
1. Streak SRM 2
2. Streak SRM 2
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso 4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Double Heat Sinks: 11 (22)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Phoenix Hawk PXH-1

Movement Points:		**Tonnage:**	45
Walking:	6	**Tech Base:**	Inner Sphere
Running:	9	**Rules Level:**	Introductory
Jumping:	6	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Machine Gun	LA	—	2 [DB,AI]	—	1	2	3
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Machine Gun	RA	—	2 [DB,AI]	—	1	2	3

Ammo: (Machine Gun) 200

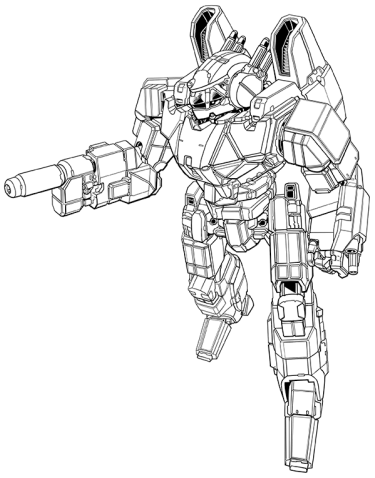
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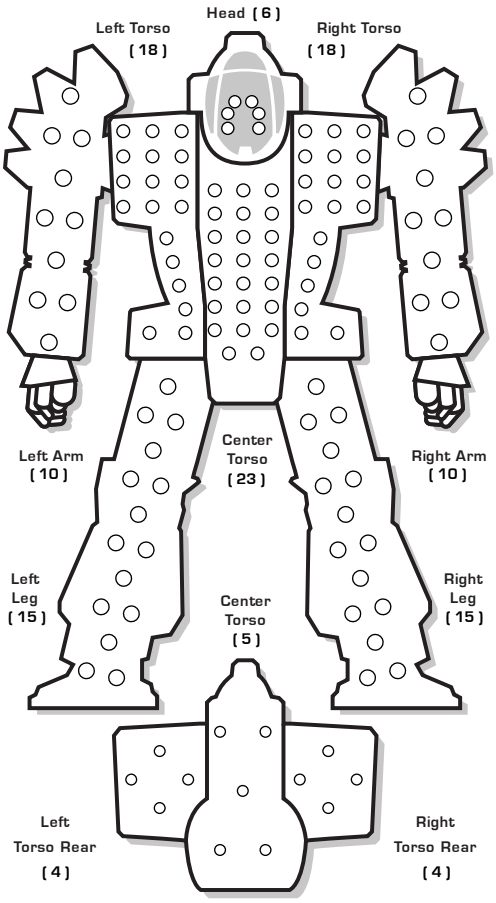
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Machine Gun

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

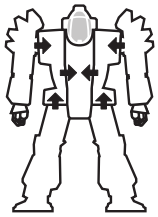
Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (Machine Gun) 200
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. [Large Laser
6. [Large Laser

4-6
1. Medium Laser
2. Machine Gun
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

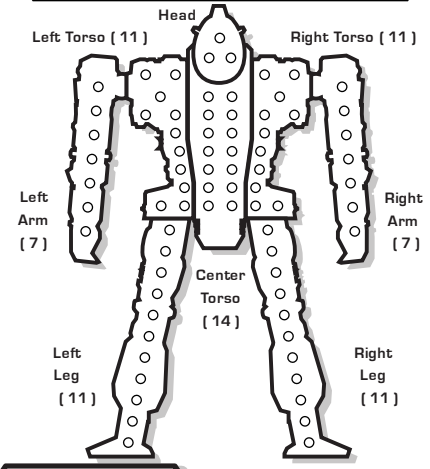
1-3
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Sinks: 10

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Phoenix Hawk PXH-1bC

Movement Points:		**Tonnage:**	45
Walking:	6	**Tech Base:**	Inner Sphere
Running:	9	**Rules Level:**	Standard
Jumping:	6	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Narc	LA	—	[M]	—	3	6	9
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Flamer	RA	3	2 [DE,H,AI]	—	1	2	3
1	ECM Suite (Guardian)	CT	—	[E]	—	—	—	6

Ammo: (Narc) 18

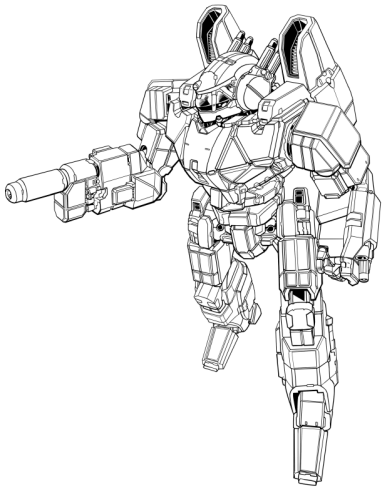
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WARRIOR DATA

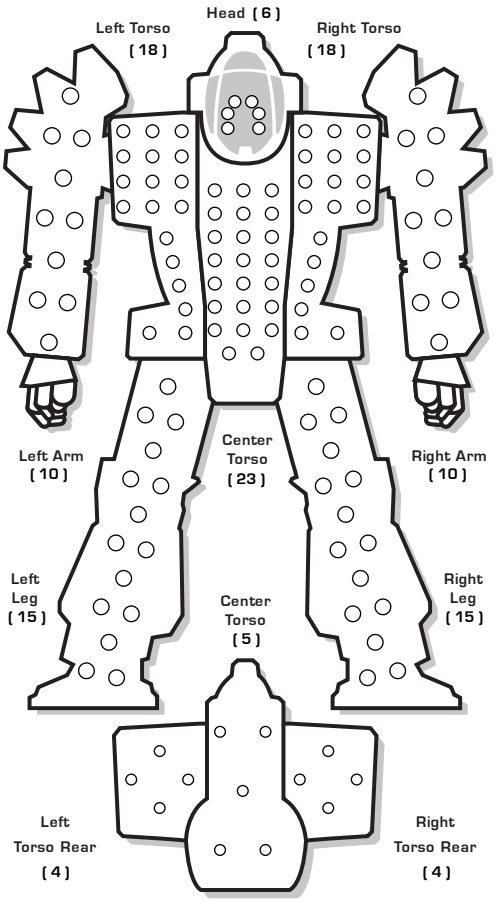
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Medium Laser
3. Narc
4. Narc
5. Endo Steel
6. Endo Steel

4-6

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet
6. Jump Jet

1-3

1. Ammo (Narc) 6
2. Ammo (Narc) 6
3. Ammo (Narc) 6
4. CASE
5. Endo Steel
6. Roll Again

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

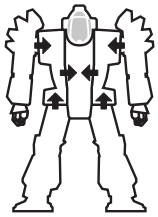
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ECM Suite (Guardian)
6. ECM Suite (Guardian)

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. ER Large Laser
3. ER Large Laser
4. Medium Laser
5. Flamer
6. Endo Steel

4-6

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet
6. Jump Jet

1-3

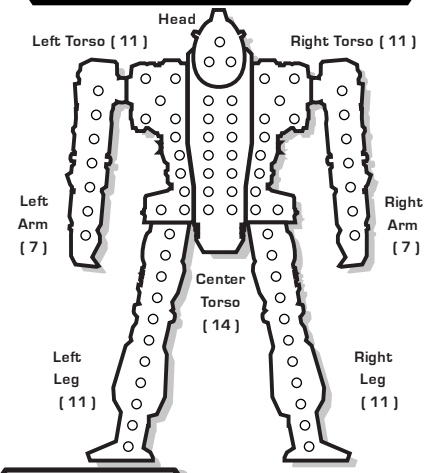
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Double Heat Sinks: 12 (24)

Heat Level*	Effects	
30	Shutdown	
28	Ammo Exp, avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp, avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp, avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Phoenix Hawk PXH-3M

Movement Points:		**Tonnage:**	45
Walking:	6	**Tech Base:**	Inner Sphere
Running:	9	**Rules Level:**	Standard
Jumping:	6	**Role:**	Striker

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
1	Machine Gun	LA	—	2 [DB,AI]	—	1	2	3
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	Anti-Missile System	RA	1	[PD]	—	1	—	—

Ammo: (AMS) 24, (Machine Gun) 200

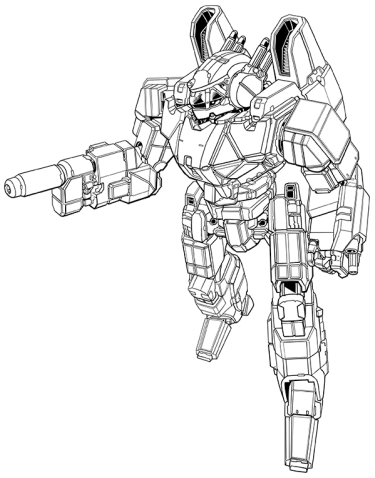
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WARRIOR DATA

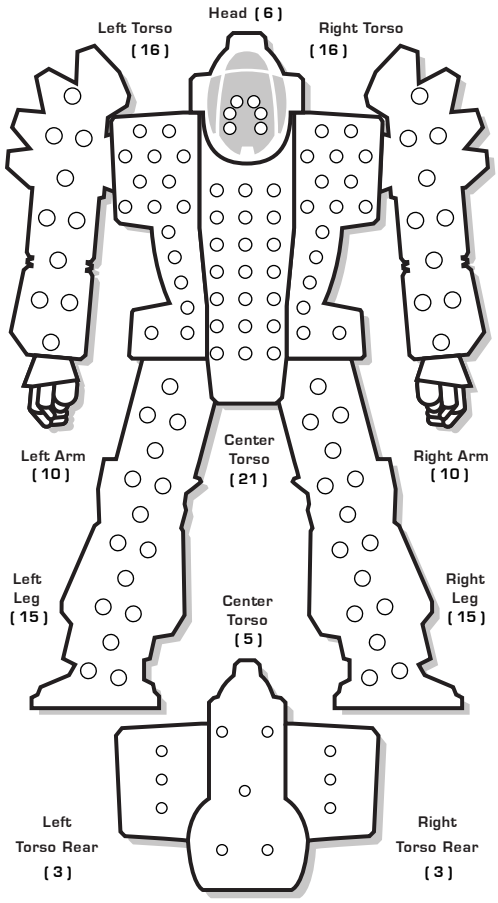
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser
6. ER Large Laser

4-6
1. Medium Pulse Laser
2. Machine Gun
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet
6. Jump Jet

4-6
1. Ammo (AMS) 12
2. Ammo (AMS) 12
3. Ammo (Machine Gun) 200
4. CASE
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

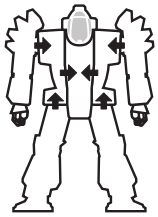
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser
6. ER Large Laser

4-6
1. Medium Pulse Laser
2. Anti-Missile System
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

Right Torso

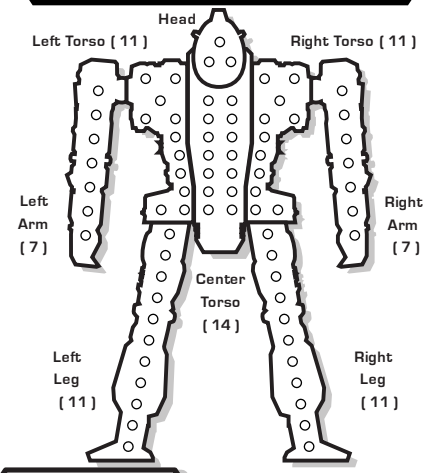
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet
6. Jump Jet

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Centurion CN9-A

Movement Points:		**Tonnage:**	50
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Introductory
Jumping:	0	**Role:**	Brawler

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AC/10	RA	3	10 [DB,S]	—	5	10	15
1	LRM 10	LT	4	1/Msl [M,C,S]	6	7	14	21
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Medium Laser (R)	CT	3	5 [DE]	—	3	6	9

Ammo: (AC/10) 20, (LRM 10) 24

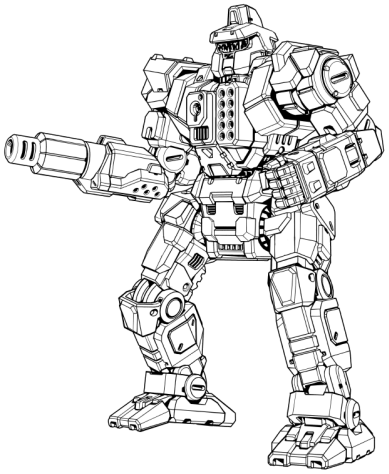
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WARRIOR DATA

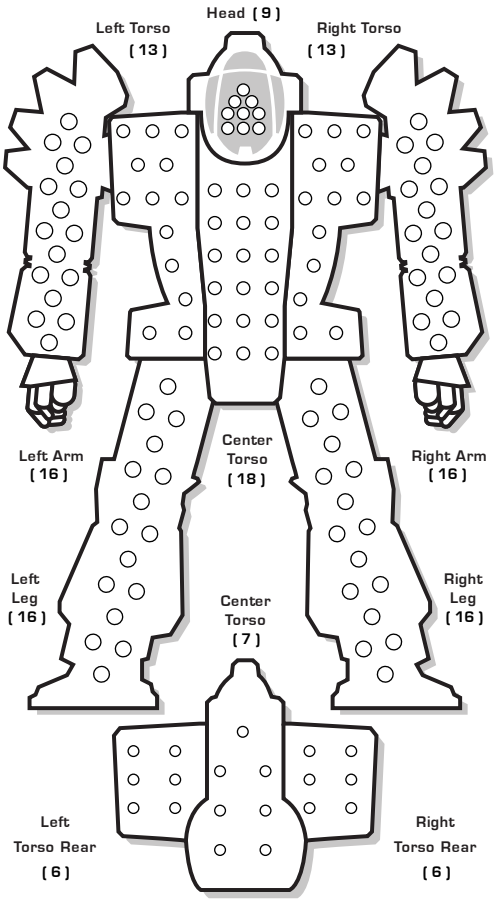
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Heat Sink
2. LRM 10
3. LRM 10
4. Ammo (LRM 10) 12
5. Ammo (LRM 10) 12
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

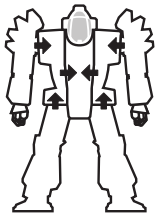
Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Medium Laser (R)

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. AC/10
5. AC/10
6. AC/10

4-6
1. AC/10
2. AC/10
3. AC/10
4. AC/10
5. Roll Again
6. Roll Again

Right Torso

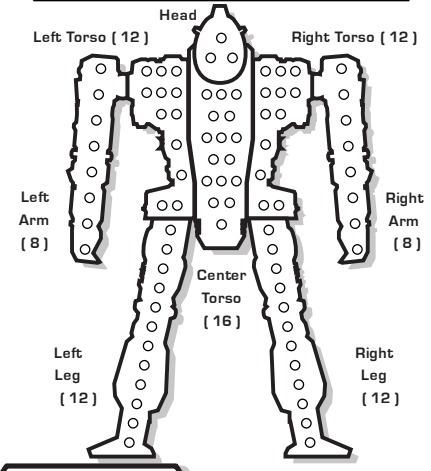
1-3
1. Heat Sink
2. Ammo (AC/10) 10
3. Ammo (AC/10) 10
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Sinks: 10

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Crab CRB-27

Movement Points:		**Tonnage:**	50
Walking:	5	**Tech Base:**	Inner Sphere
Running:	8	**Rules Level:**	Standard
Jumping:	0	**Role:**	Skirmisher

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht (hexes)	Med (hexes)	Lng (hexes)
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Small Laser	HD	1	3 [DE]	—	1	2	3

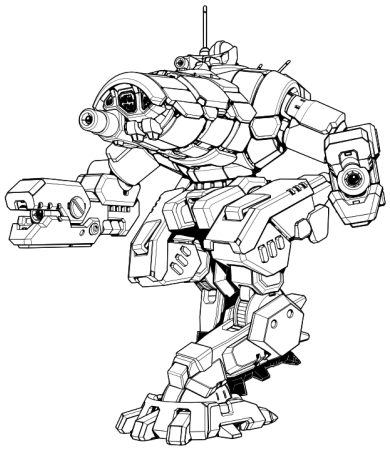
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WARRIOR DATA

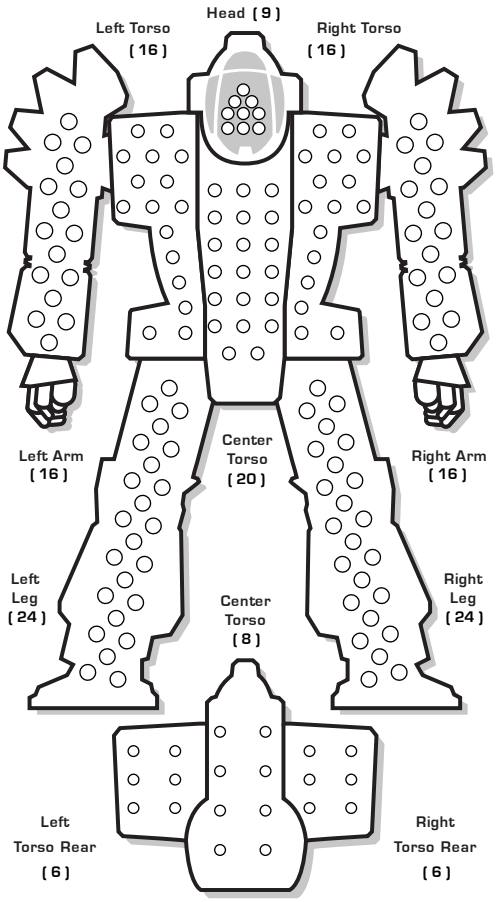
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. [Large Laser
5. [Large Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Heat Sink
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

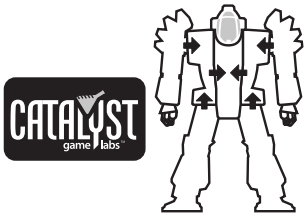
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. [Large Laser
6. [Large Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

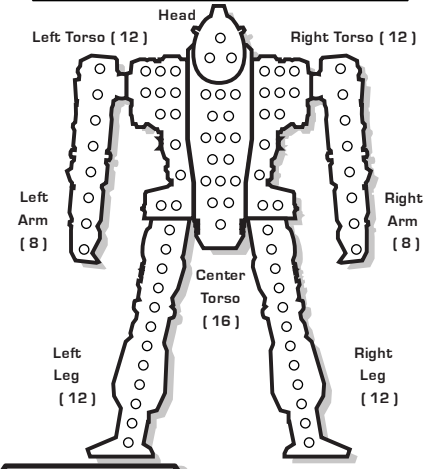
1-3
1. Heat Sink
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Sinks: 16

Heat Level*	Effects	
30	Shutdown	O O
28	Ammo Exp, avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp, avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O
19	Ammo Exp, avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Hunchback HBK-4G

Movement Points:		**Tonnage:**	50
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Introductory
Jumping:	0	**Role:**	Juggernaut

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	AC/20	RT	7	20 [DB,S]	—	3	6	9
1	Small Laser	HD	1	3 [DE]	—	1	2	3

Ammo: (AC/20) 10

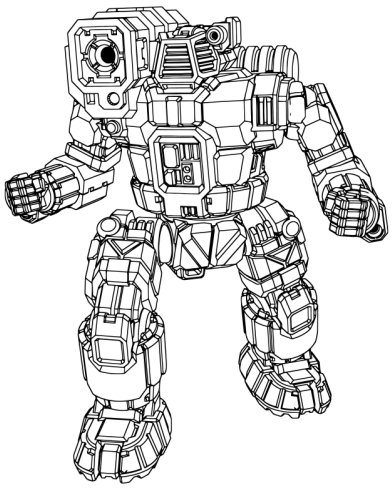
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WARRIOR DATA

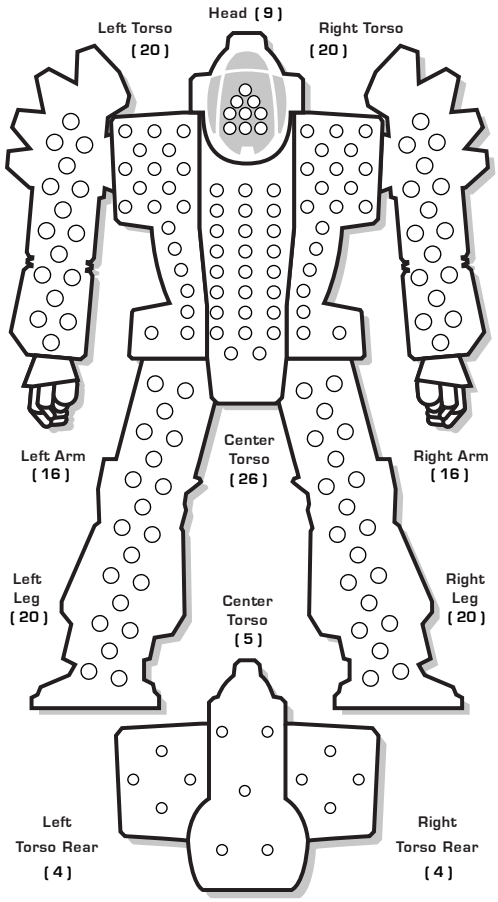
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Laser 6. Roll Again
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Left Torso

1-3	1. Ammo (AC/20) 5 2. Ammo (AC/20) 5 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

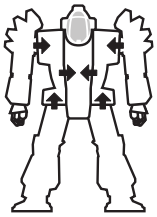
Head

1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

Center Torso

1-3	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
4-6	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Heat Sink 6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Laser 6. Roll Again
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

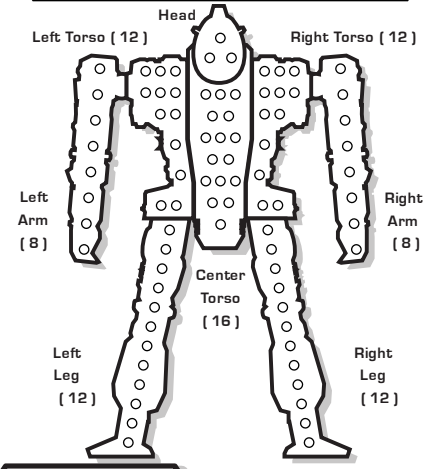
Right Torso

1-3	1. AC/20 2. AC/20 3. AC/20 4. AC/20 5. AC/20 6. AC/20
4-6	1. AC/20 2. AC/20 3. AC/20 4. AC/20 5. Roll Again 6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Sinks: 13

Heat Level*	Effects	
30	Shutdown	
28	Ammo Exp, avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O
23	Ammo Exp, avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp, avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Hunchback HBK-5M

Movement Points:		**Tonnage:**	50
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Standard
Jumping:	0	**Role:**	Juggernaut

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	AC/20	RT	7	20 [DB,S]	—	3	6	9
1	Small Pulse Laser	HD	2	3 [P,AI]	—	1	2	3

Ammo: (AC/20) 5

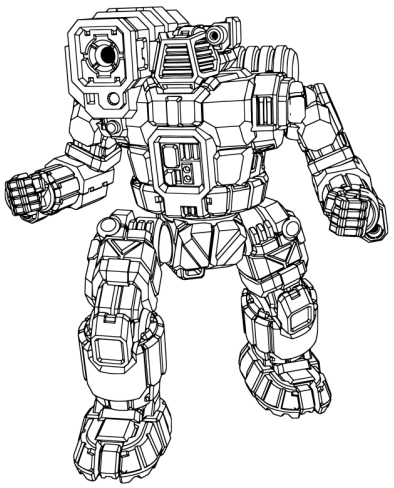
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WARRIOR DATA

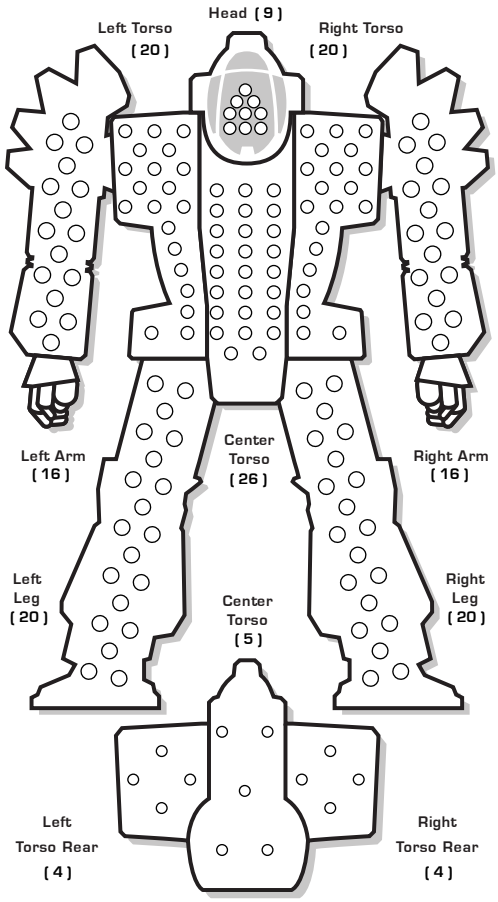
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Medium Laser
6. Roll Again

Left Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Ammo (AC/20) 5
5. CASE
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

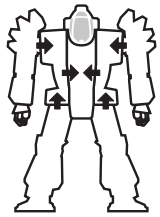
1. Life Support
2. Sensors
3. Cockpit
4. Small Pulse Laser
5. Sensors
6. Life Support

Center Torso

1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Medium Laser
6. Roll Again

Right Torso

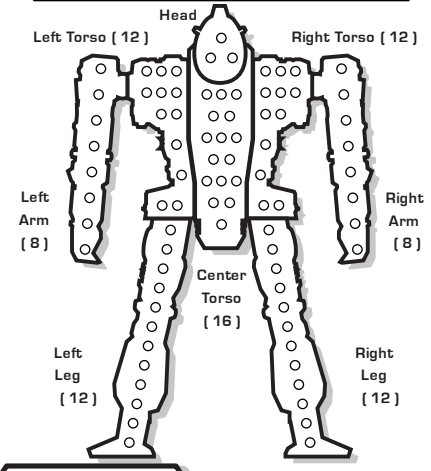
1. AC/20
2. AC/20
3. AC/20
4. AC/20
5. AC/20
6. AC/20

1. AC/20
2. AC/20
3. AC/20
4. AC/20
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Double Heat Sinks: 13 (26)

Heat Level*	Effects	
30	Shutdown	
28	Ammo Exp, avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O
23	Ammo Exp, avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp, avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Griffin GRF-1N

Movement Points:		**Tonnage:**	55
Walking:	5	**Tech Base:**	Inner Sphere
Running:	8	**Rules Level:**	Introductory
Jumping:	5	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10 [DE]	3	6	12	18
1	LRM 10	RT	4	1/Msl [M,C,S]	6	7	14	21

Ammo: (LRM 10) 24

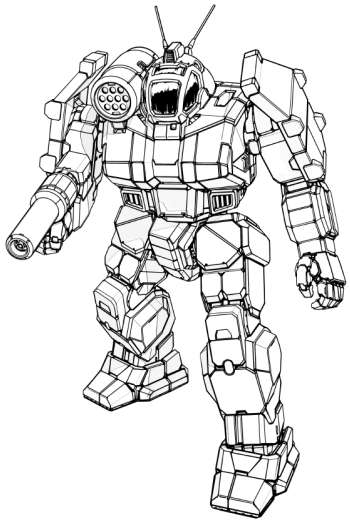
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WARRIOR DATA

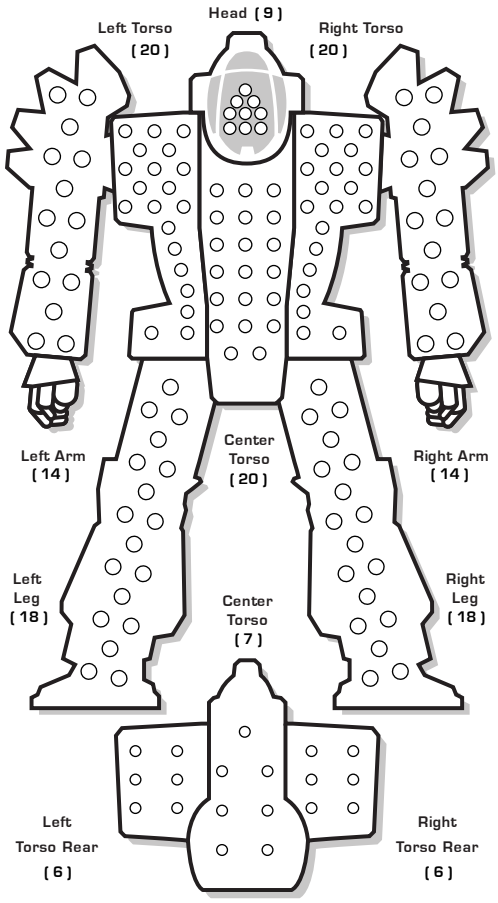
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Jump Jet
2. Jump Jet
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

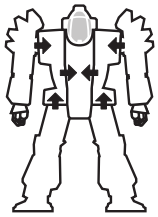
Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Jump Jet

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. PPC
6. PPC

4-6
1. PPC
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

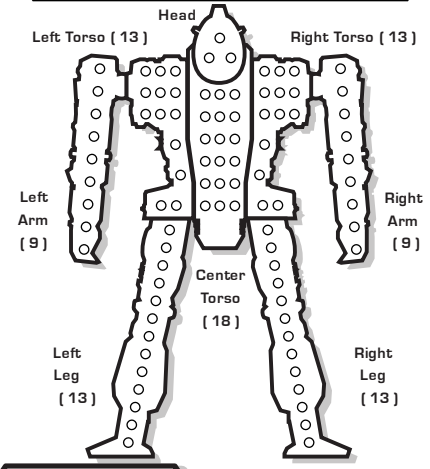
1-3
1. Jump Jet
2. Jump Jet
3. LRM 10
4. LRM 10
5. Ammo (LRM 10) 12
6. Ammo (LRM 10) 12

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Sinks: 12

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

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Griffin GRF-2N

Movement Points:		**Tonnage:**	55
Walking:	5	**Tech Base:**	Inner Sphere
Running:	8	**Rules Level:**	Standard
Jumping:	5	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
1	ECM Suite (Guardian)	LT	—	[E]	—	—	—	6
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9

Ammo: (SRM 6) 30

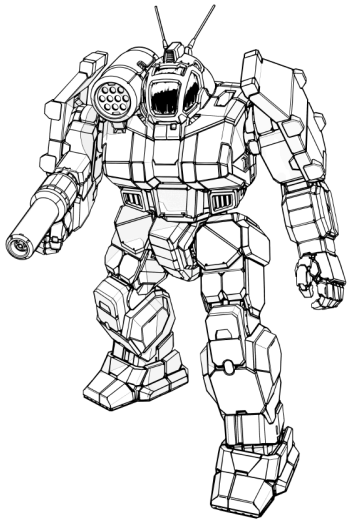
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WARRIOR DATA

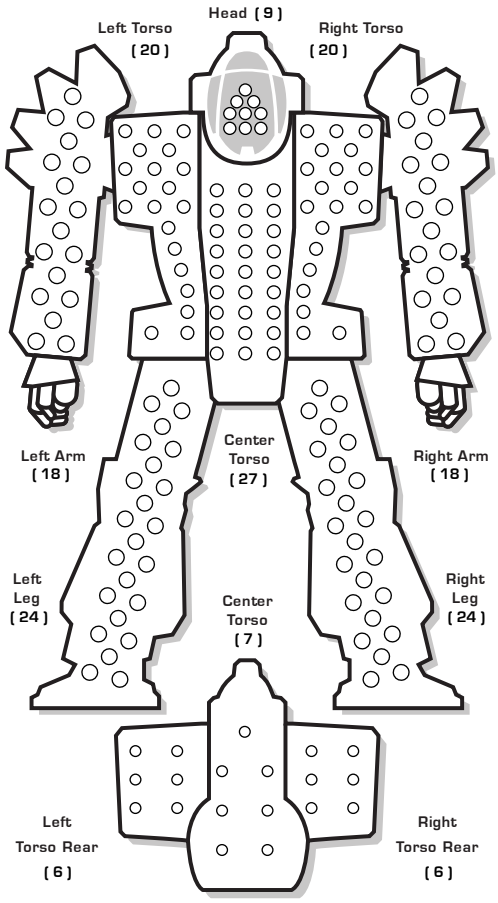
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Jump Jet
2. Jump Jet
3. [SRM 6
4. [SRM 6
5. [ECM Suite (Guardian)
6. [ECM Suite (Guardian)

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

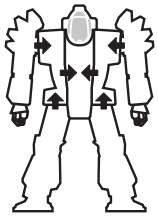
Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. [ER PPC
6. [ER PPC

4-6
1. [ER PPC
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso

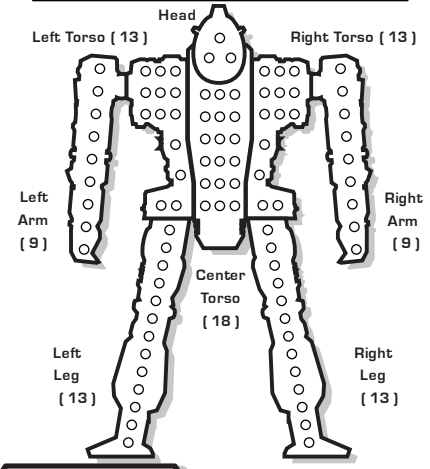
1-3
1. Jump Jet
2. Jump Jet
3. [SRM 6
4. [SRM 6
5. Ammo (SRM 6) 15
6. Ammo (SRM 6) 15

4-6
1. CASE
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Double Heat Sinks: 11 (22)

Heat Level*	Effects	
30	Shutdown	O O
28	Ammo Exp, avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp, avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp, avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Shadow Hawk SHD-2H

Movement Points:		**Tonnage:**	55
Walking:	5	**Tech Base:**	Inner Sphere
Running:	8	**Rules Level:**	Introductory
Jumping:	3	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	AC/5	LT	1	5 [DB,S]	3	6	12	18
1	LRM 5	RT	2	1/Msl [M,C,S]	6	7	14	21
1	SRM 2	HD	2	2/Msl [M,C,S]	—	3	6	9

Ammo: (AC/5) 20, (LRM 5) 24, (SRM 2) 50

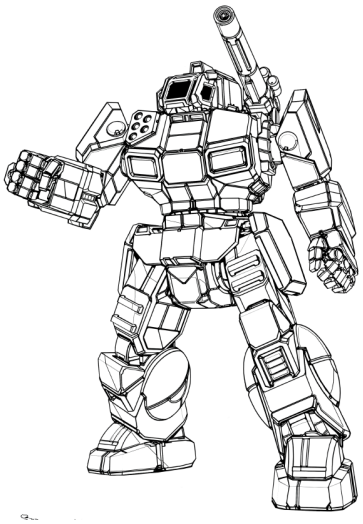
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WARRIOR DATA

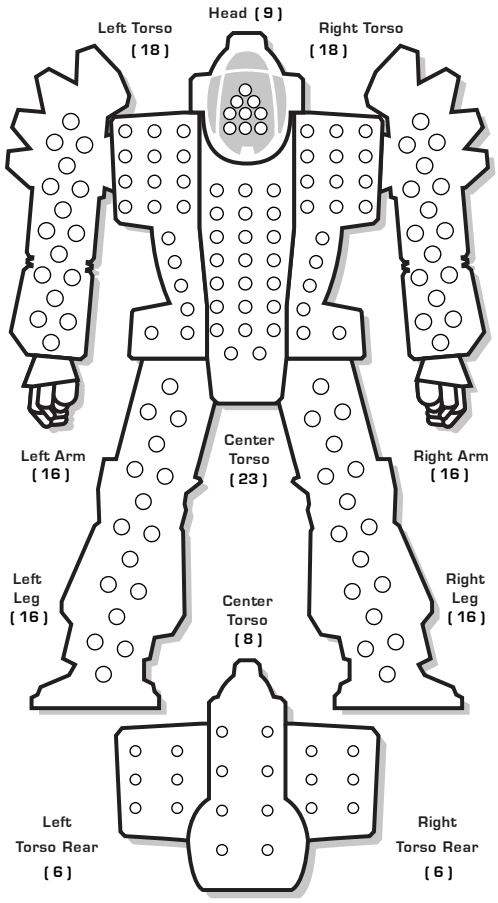
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Jump Jet
2. AC/5
3. AC/5
4. AC/5
5. AC/5
6. Ammo (AC/5) 20

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

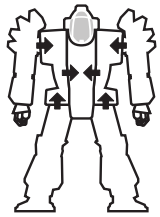
1. Life Support
2. Sensors
3. Cockpit
4. SRM 2
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Ammo (SRM 2) 50

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

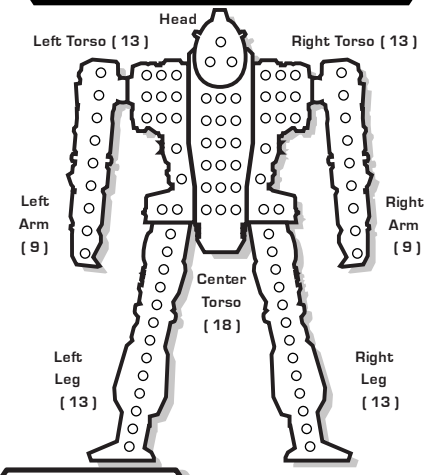
1-3
1. Heat Sink
2. Jump Jet
3. LRM 5
4. Ammo (LRM 5) 24
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Sinks: 12

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

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Shadow Hawk SHD-2Hb

Movement Points:		**Tonnage:**	55
Walking:	5	**Tech Base:**	Inner Sphere
Running:	8	**Rules Level:**	Standard
Jumping:	3	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	LB 10-X AC	LT	2	10 [DB,C/F/S]	—	6	12	18
1	Streak SRM 2	RT	2	2/Msl [M,C]	—	3	6	9
1	Streak SRM 2	HD	2	2/Msl [M,C]	—	3	6	9

Ammo: (LB 10-X) 10, (LB 10-X Cluster) 10, (Streak SRM 2) 50

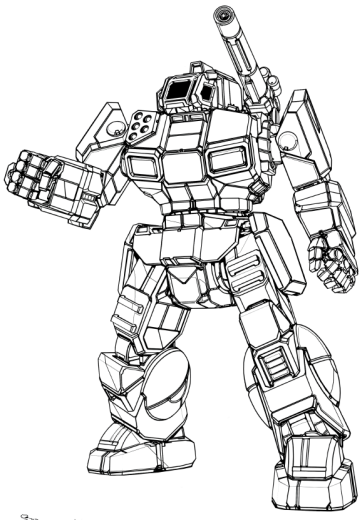
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WARRIOR DATA

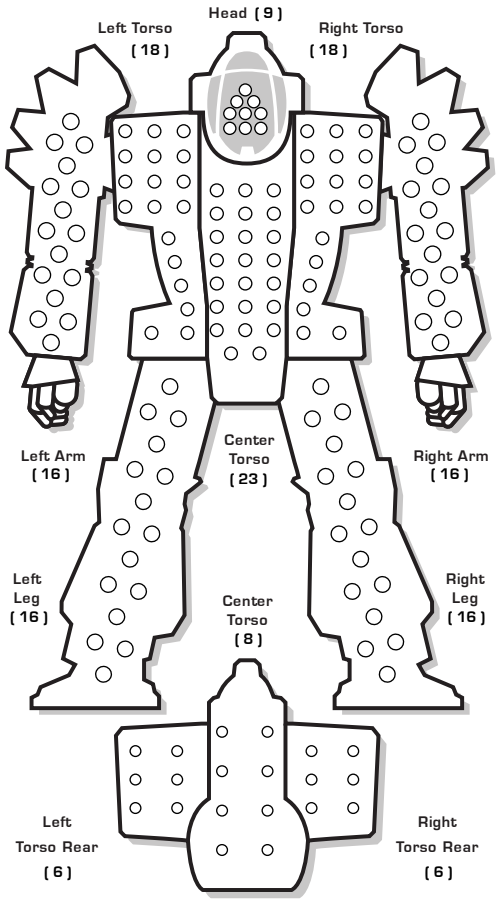
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso

1-3
1. Jump Jet
2. LB 10-X AC
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

4-6
1. LB 10-X AC
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Cockpit
4. Streak SRM 2
5. Sensors
6. Life Support

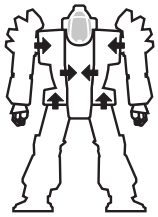
Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso

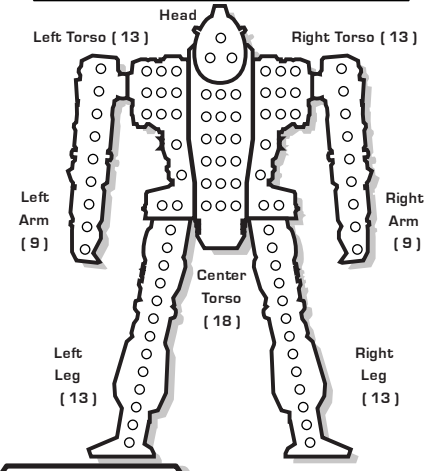
1-3
1. Jump Jet
2. Streak SRM 2
3. Ammo (Streak SRM 2) 50
4. Ammo (LB 10-X) 10
5. Ammo (LB 10-X Cluster) 10
6. CASE

4-6
1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Double Heat Sinks: 11 (22)

Heat Level*	Effects	
30	Shutdown	O O
28	Ammo Exp, avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp, avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp, avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Shadow Hawk SHD-2Ht

Movement Points:		**Tonnage:**	55
Walking:	5	**Tech Base:**	Inner Sphere
Running:	8	**Rules Level:**	Standard
Jumping:	5	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Large Laser	LT	8	8 [DE]	—	5	10	15
5	Streak SRM 2	RT	2	2/Msl [M,C]	—	3	6	9

Ammo: (Streak SRM 2) 50

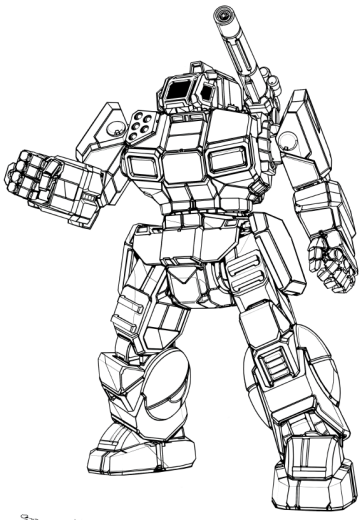
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WARRIOR DATA

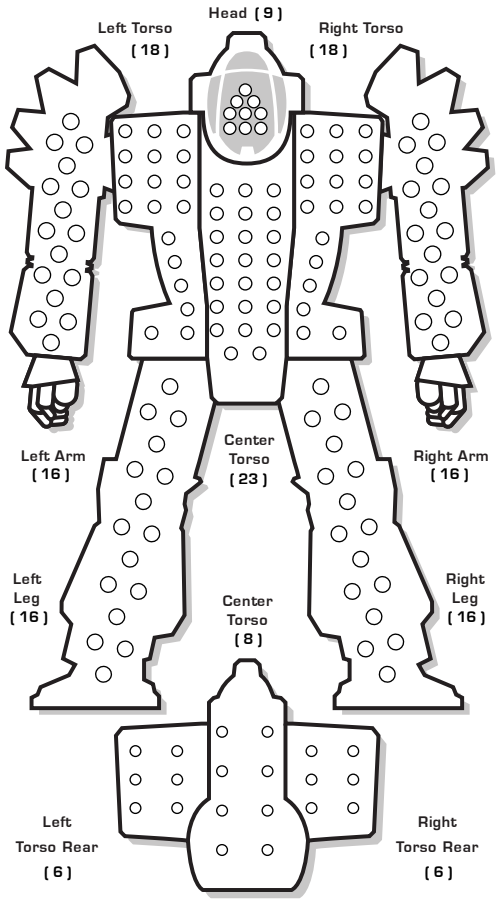
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Laser 6. Roll Again
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Left Torso

1-3	1. Jump Jet 2. Large Laser 3. Large Laser 4. Roll Again 5. Roll Again 6. Roll Again
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Left Leg

1-6	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Roll Again

Head

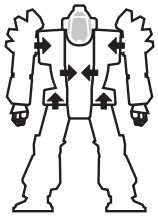
1-6	1. Life Support 2. Sensors 3. Cockpit 4. Roll Again 5. Sensors 6. Life Support

Center Torso

1-3	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
4-6	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Jump Jet 6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Laser 6. Roll Again
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

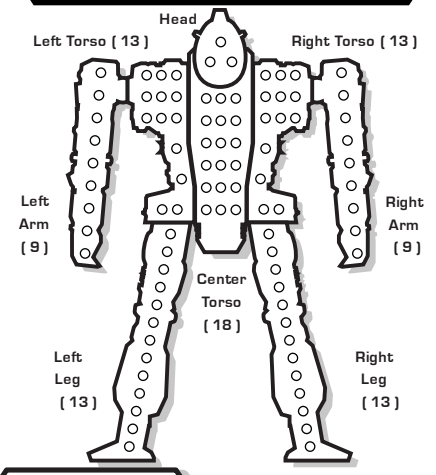
Right Torso

1-3	1. Jump Jet 2. Streak SRM 2 3. Streak SRM 2 4. Streak SRM 2 5. Streak SRM 2 6. Streak SRM 2
4-6	1. Ammo (Streak SRM 2) 50 2. CASE 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Right Leg

1-6	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Wolverine WVR-6R

Movement Points:		**Tonnage:**	55
Walking:	5	**Tech Base:**	Inner Sphere
Running:	8	**Rules Level:**	Introductory
Jumping:	5	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AC/5	RA	1	5 [DB,S]	3	6	12	18
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
1	Medium Laser	HD	3	5 [DE]	—	3	6	9

Ammo: (AC/5) 20, (SRM 6) 15

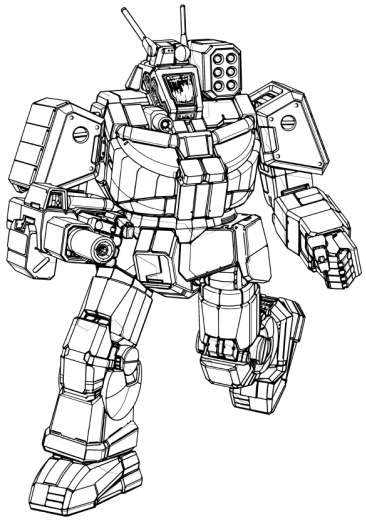
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WARRIOR DATA

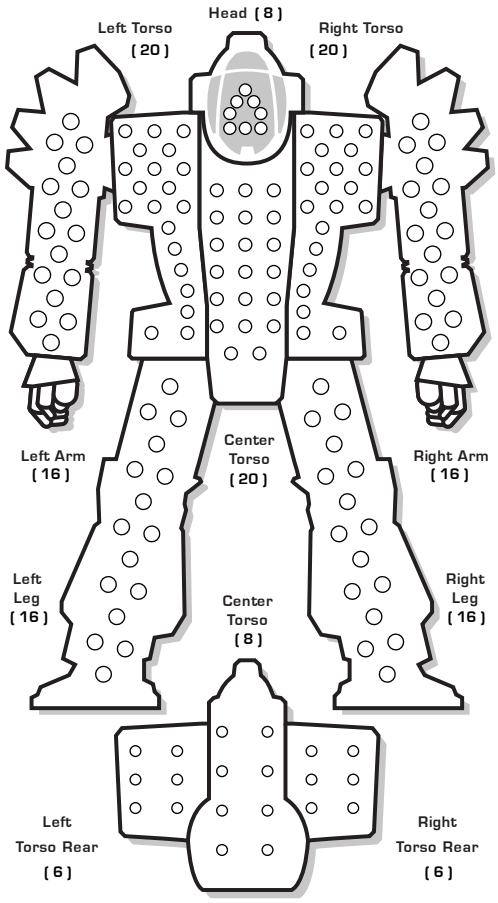
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Roll Again 6. Roll Again
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Left Torso

1-3	1. SRM 6 2. SRM 6 3. Ammo (SRM 6) 15 4. Roll Again 5. Roll Again 6. Roll Again
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

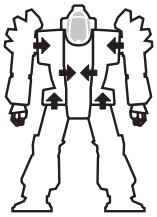
Head

1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

Center Torso

1-3	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
4-6	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Jump Jet 6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. AC/5 6. AC/5
4-6	1. AC/5 2. AC/5 3. Ammo (AC/5) 20 4. Roll Again 5. Roll Again 6. Roll Again

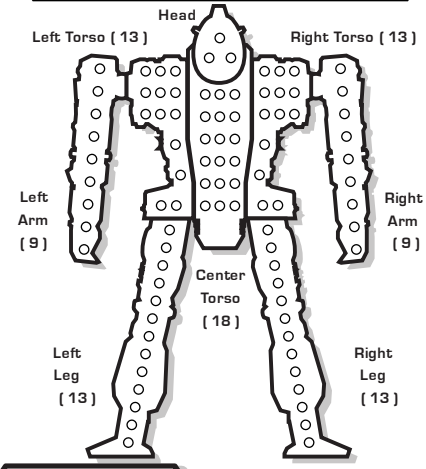
Right Torso

1-3	1. Heat Sink 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Sinks: 12

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Wolverine WVR-7M

Movement Points:		**Tonnage:**	55
Walking:	5	**Tech Base:**	Inner Sphere
Running:	8 [10]	**Rules Level:**	Standard
Jumping:	5	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Medium Pulse Laser	HD	4	6 [P]	—	2	4	6

Ammo: (SRM 6) 15

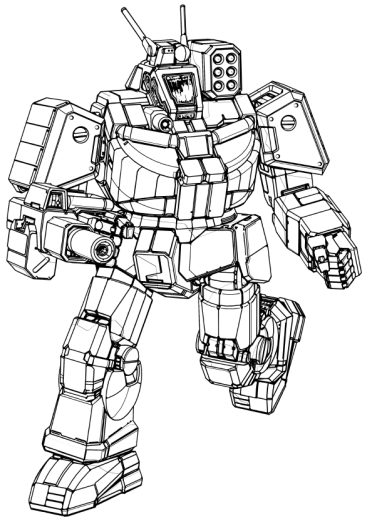
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WARRIOR DATA

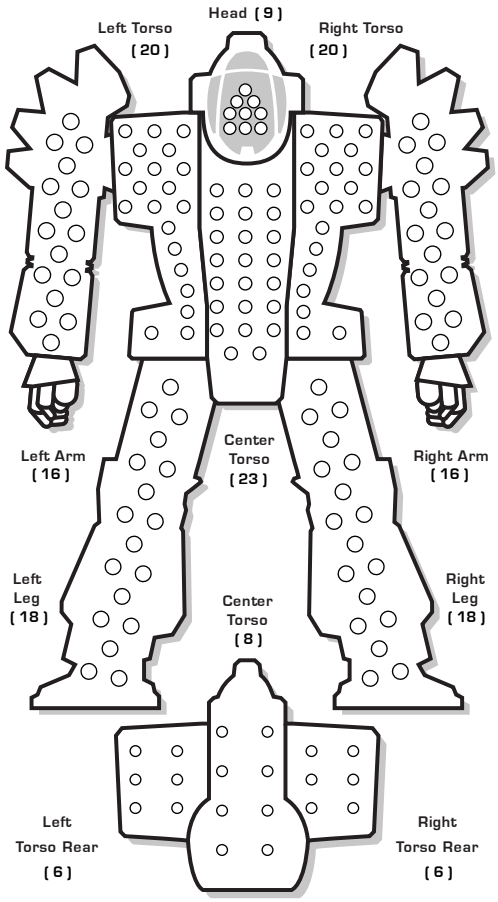
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Jump Jet
2. Jump Jet
3. SRM 6
4. SRM 6
5. Ammo (SRM 6) 15
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

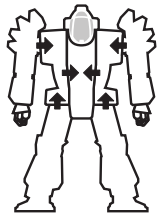
1. Life Support
2. Sensors
3. Cockpit
4. Medium Pulse Laser
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser
6. ER Large Laser

4-6
1. ER Large Laser
2. ER Large Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

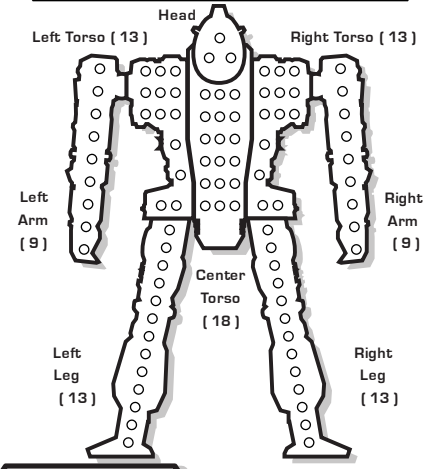
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet
6. Medium Pulse Laser

4-6
1. MASC
2. MASC
3. MASC
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Double Heat Sinks: 12 (24)

Heat Level*	Effects	
30	Shutdown	
28	Ammo Exp, avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp, avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp, avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Lancelot LNC25-01

Movement Points:		**Tonnage:**	60
Walking:	6	**Tech Base:**	Inner Sphere
Running:	9	**Rules Level:**	Standard
Jumping:	0	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	Large Laser	RA	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

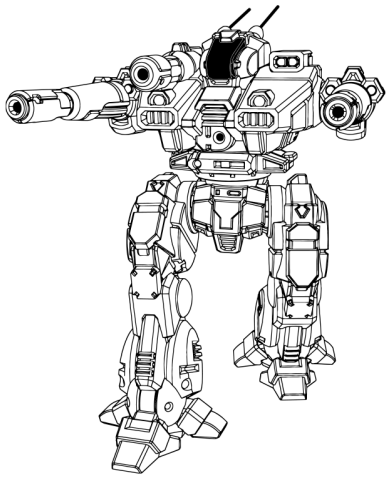
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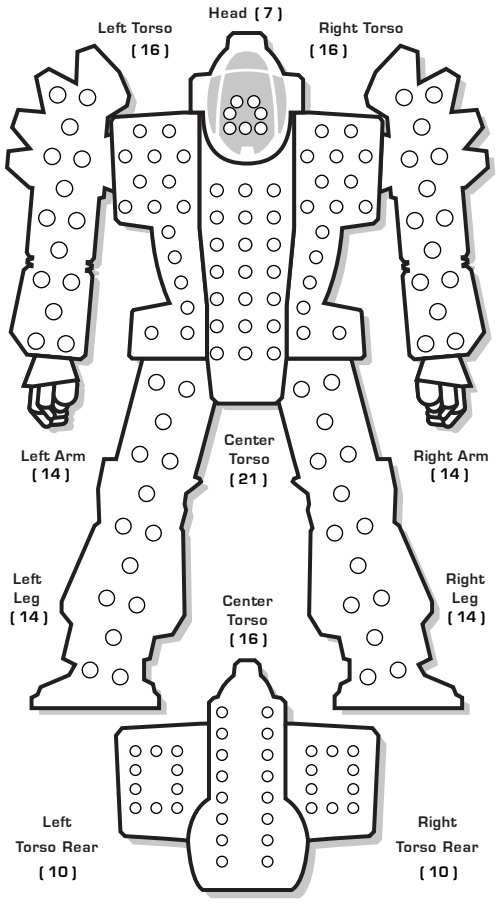
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Large Laser (1-3)
4. Large Laser (1-3)
5. Roll Again
6. Roll Again

1. Roll Again (4-6)
2. Roll Again (4-6)
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Roll Again (1-3)
5. Roll Again (1-3)
6. Roll Again (1-3)

1. Roll Again (4-6)
2. Roll Again (4-6)
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

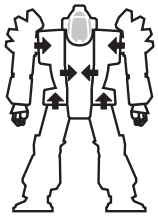
Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)

1. Gyro (4-6)
2. XL Fusion Engine (4-6)
3. XL Fusion Engine (4-6)
4. XL Fusion Engine (4-6)
5. Medium Laser (4-6)
6. Roll Again (4-6)

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Large Laser (1-3)
4. Large Laser (1-3)
5. Roll Again
6. Roll Again

1. Roll Again (4-6)
2. Roll Again (4-6)
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Right Torso

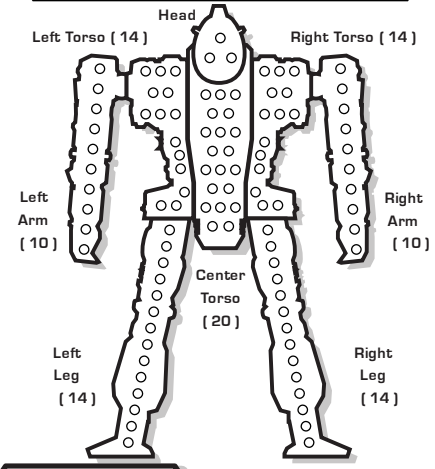
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. PPC (1-3)
5. PPC (1-3)
6. PPC (1-3)

1. Roll Again (4-6)
2. Roll Again (4-6)
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Double Heat Sinks: 13 (26)

Heat Level*	Effects	
30	Shutdown	O O
28	Ammo Exp, avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp, avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp, avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Lancelot LNC25-05

Movement Points:		**Tonnage:**	60
Walking:	6	**Tech Base:**	Inner Sphere
Running:	9	**Rules Level:**	Standard
Jumping:	0	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	—	5	10	15
2	Machine Gun	LA	—	2 [DB,AI]	—	1	2	3
1	Large Laser	RA	8	8 [DE]	—	5	10	15
2	Machine Gun	RA	—	2 [DB,AI]	—	1	2	3
1	PPC	RT	10	10 [DE]	3	6	12	18

Ammo: (Machine Gun) 200

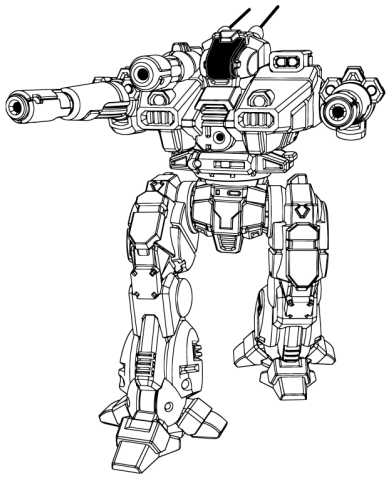
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WARRIOR DATA

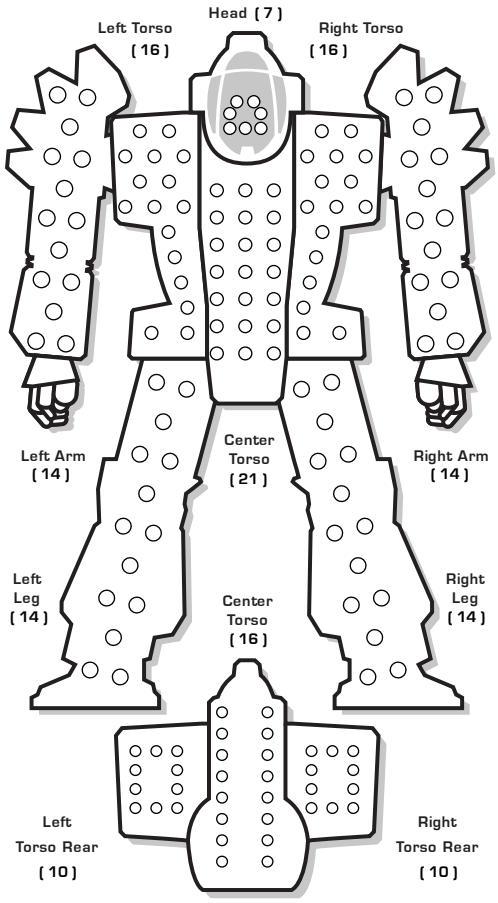
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Large Laser (1-3)
4. Large Laser (1-3)
5. Machine Gun
6. Machine Gun

4-6: Roll Again

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Roll Again
5. Roll Again
6. Roll Again

4-6: Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

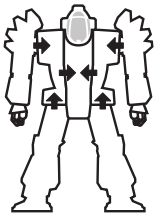
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ammo (Machine Gun) 200
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Large Laser (1-3)
4. Large Laser (1-3)
5. Machine Gun
6. Machine Gun

4-6: Roll Again

Right Torso

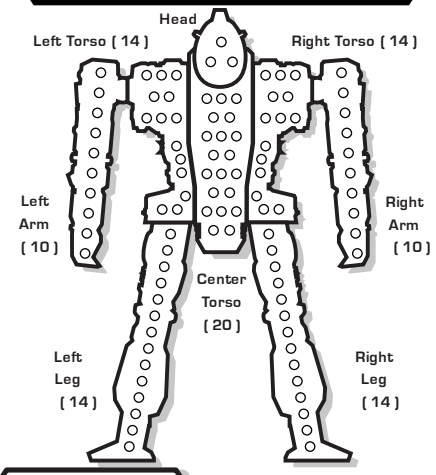
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. PPC
5. PPC
6. PPC

4-6: Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Double Heat Sinks: 11 (22)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Rifleman RFL-3N

Movement Points:		**Tonnage:**	60
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Introductory
Jumping:	0	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	AC/5	LA	1	5 [DB,S]	3	6	12	18
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	AC/5	RA	1	5 [DB,S]	3	6	12	18
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9

Ammo: [AC/5] 20

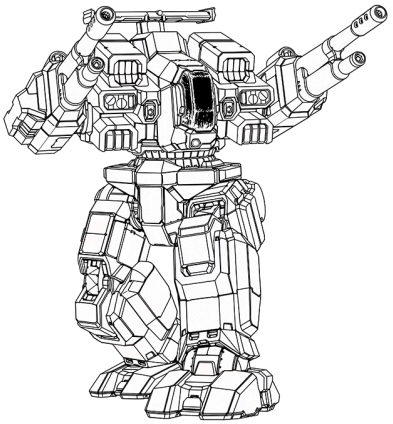
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WARRIOR DATA

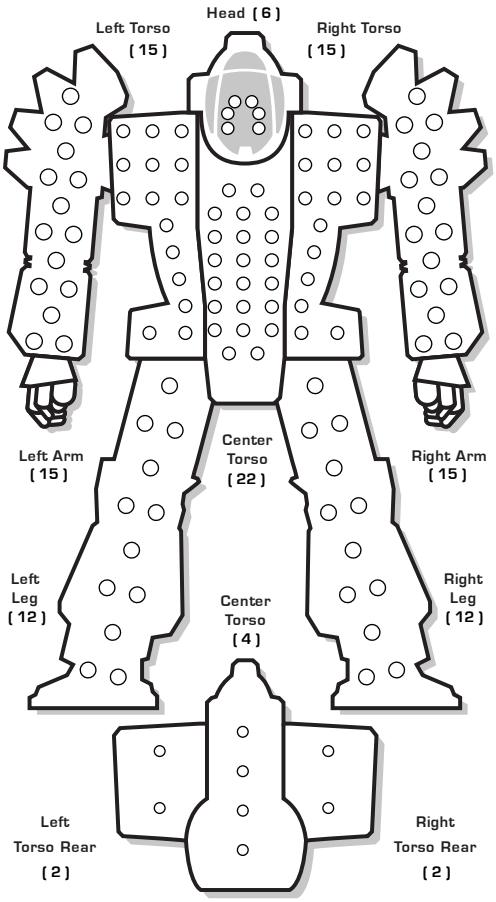
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Large Laser
4. Large Laser
5. AC/5
6. AC/5

1. AC/5
2. AC/5
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

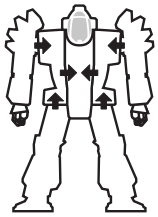
Center Torso

1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (AC/5) 20
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Large Laser
4. Large Laser
5. AC/5
6. AC/5

1. AC/5
2. AC/5
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

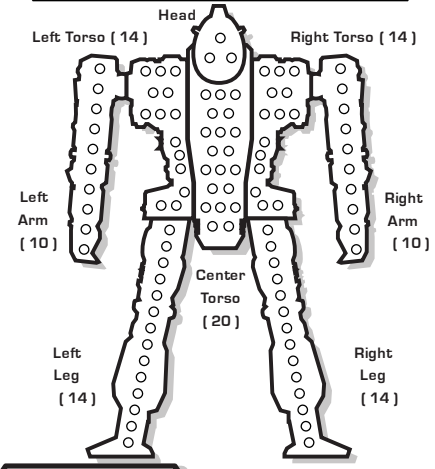
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Sinks: 10

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Rifleman RFL-5CS

Movement Points:		**Tonnage:**	60
Walking:	5	**Tech Base:**	Inner Sphere
Running:	8	**Rules Level:**	Standard
Jumping:	0	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	Ultra AC/5	LA	1	5/Sht [DB,R/C]	2	6	13	20
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Ultra AC/5	RA	1	5/Sht [DB,R/C]	2	6	13	20

Ammo: [Ultra AC/5] 40

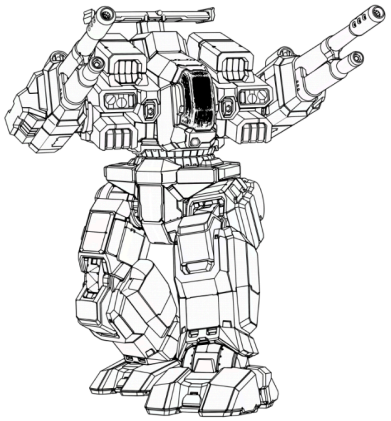
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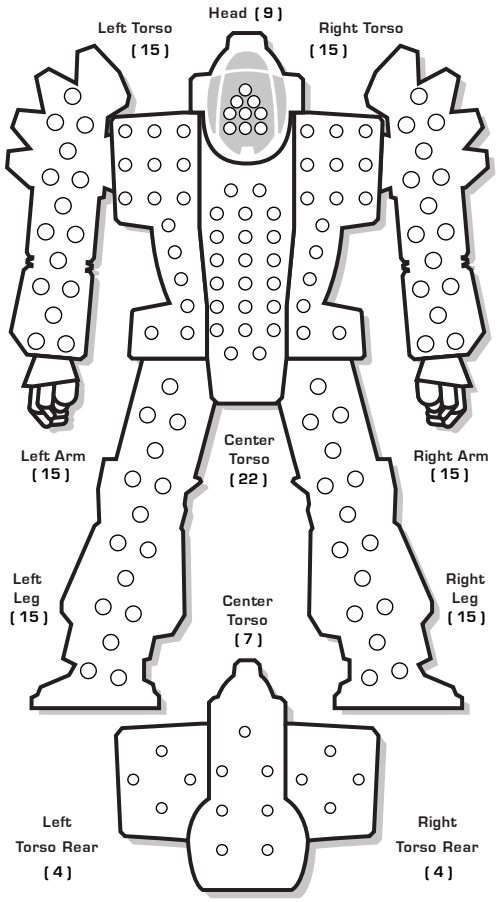
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Large Laser
4. Large Laser
5. Ultra AC/5
6. Ultra AC/5

1. Ultra AC/5
2. Ultra AC/5
3. Ultra AC/5
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Ammo (Ultra AC/5) 20
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

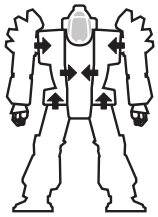
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Large Laser
4. Large Laser
5. Ultra AC/5
6. Ultra AC/5

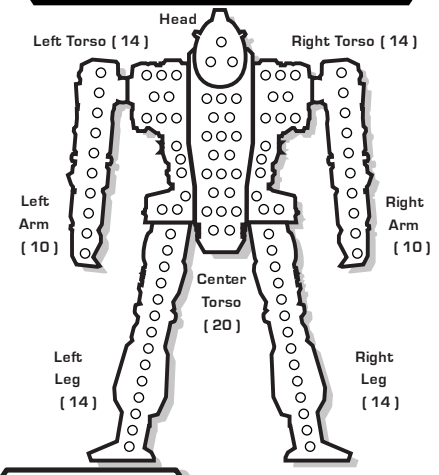
1. Ultra AC/5
2. Ultra AC/5
3. Ultra AC/5
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Ammo (Ultra AC/5) 20
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Catapult CPLT-C1

Movement Points:		**Tonnage:**	65
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Introductory
Jumping:	4	**Role:**	Missile Boat

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LA	5	1/Msl [M,C,S]	6	7	14	21
1	LRM 15	RA	5	1/Msl [M,C,S]	6	7	14	21
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
2	Medium Laser	CT	3	5 [DE]	—	3	6	9

Ammo: (LRM 15) 16

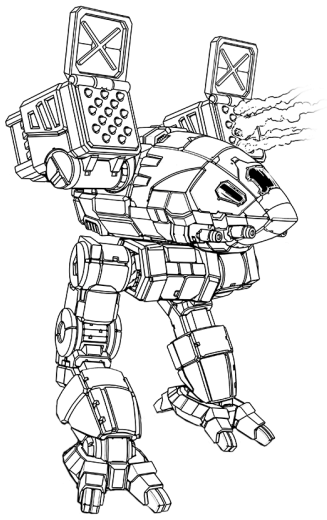
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WARRIOR DATA

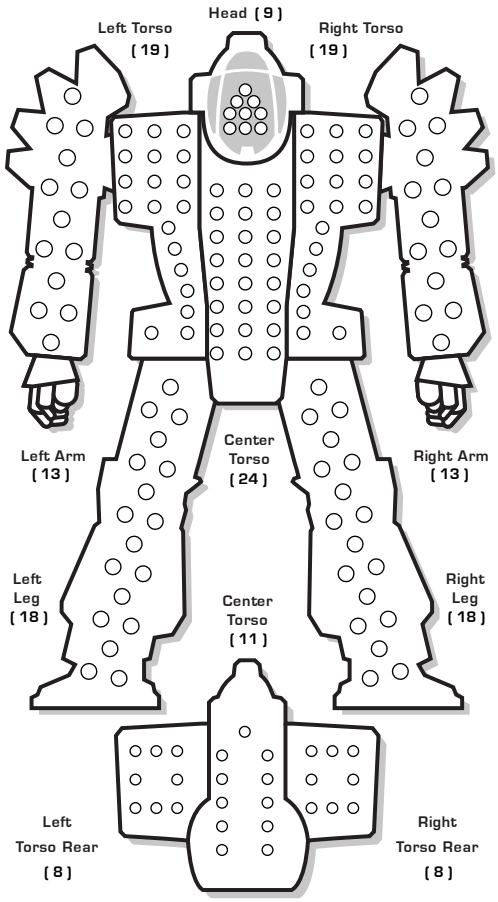
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. LRM 15
4. LRM 15
5. LRM 15
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Jump Jet
2. Jump Jet
3. Medium Laser
4. Ammo (LRM 15) 8
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

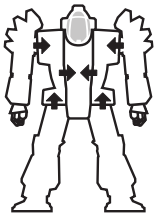
Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Medium Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. LRM 15
4. LRM 15
5. LRM 15
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

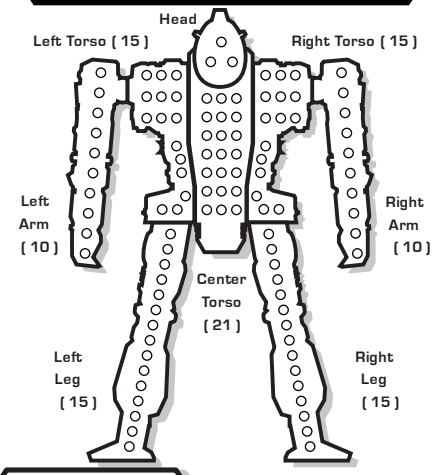
1-3
1. Jump Jet
2. Jump Jet
3. Medium Laser
4. Ammo (LRM 15) 8
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Sinks: 15

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

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Catapult CPLT-C3

Movement Points:		**Tonnage:**	65
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Advanced
Jumping:	4	**Role:**	Missile Boat

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Arrow IV	RT/RA	10	20[AE,S,F]	—	1	2	8
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
2	Medium Laser	CT	3	5 [DE]	—	3	6	9

Ammo: [Arrow IV] 5

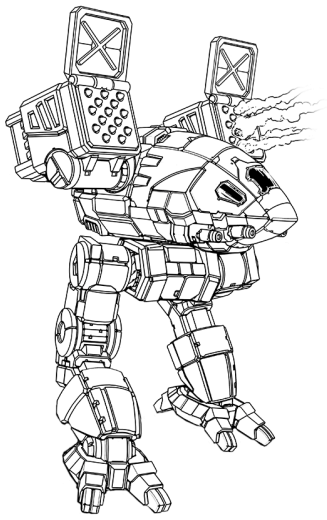
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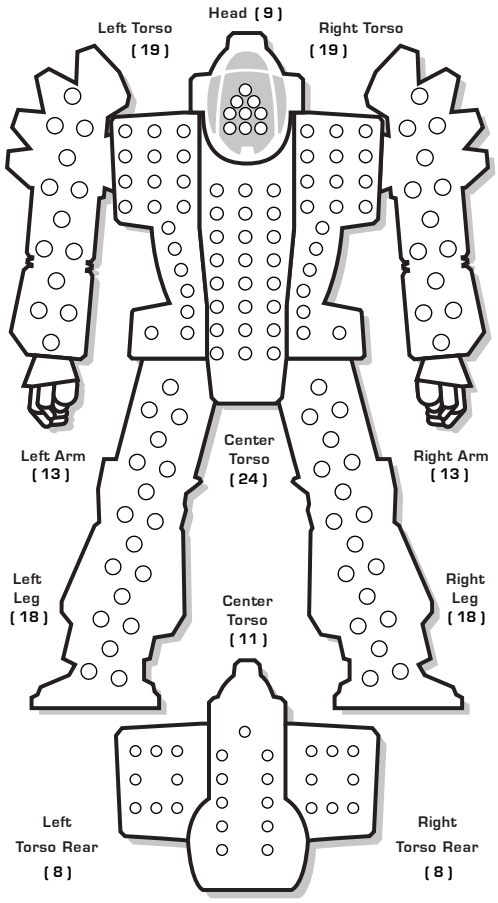
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Jump Jet
2. Jump Jet
3. Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

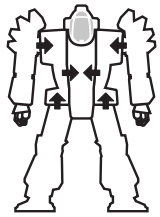
1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Medium Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Arrow IV
4. Arrow IV
5. Arrow IV
6. Arrow IV

4-6
1. Arrow IV
2. Arrow IV
3. Arrow IV
4. Arrow IV
5. Arrow IV
6. Roll Again

Right Torso

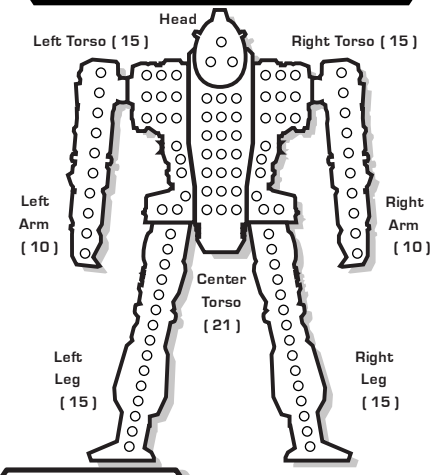
1-3
1. Jump Jet
2. Jump Jet
3. Arrow IV
4. Arrow IV
5. Arrow IV
6. Arrow IV

4-6
1. Arrow IV
2. Arrow IV
3. Medium Laser
4. Ammo (Arrow IV) 5
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Sinks: 15

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

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Catapult CPLT-C1b

Movement Points:		**Tonnage:**	65
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Standard
Jumping:	4	**Role:**	Missile Boat

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LA	5	1/Msl [M,C,S]	6	7	14	21
1	LRM 15	RA	5	1/Msl [M,C,S]	6	7	14	21
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
2	Medium Laser	CT	3	5 [DE]	—	3	6	9

Ammo: (LRM 15) 32

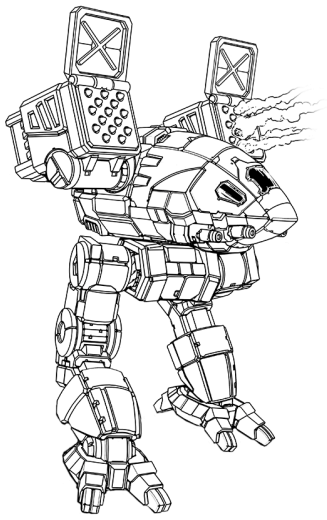
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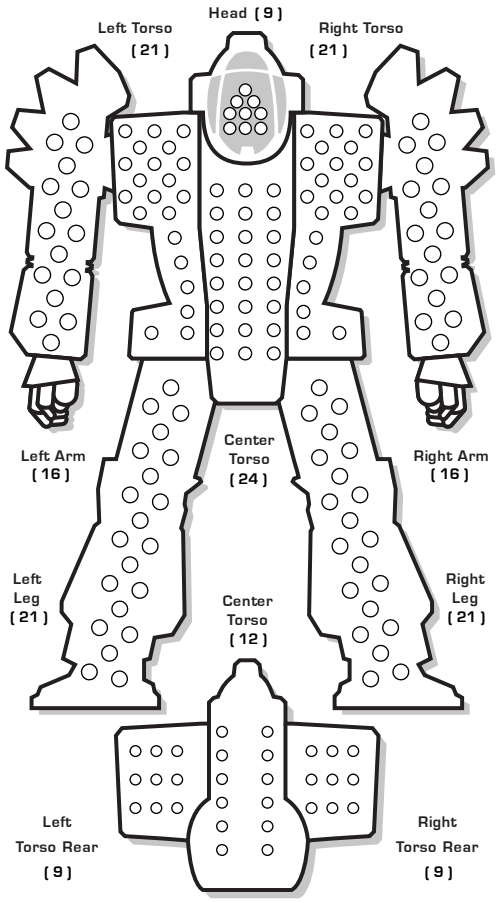
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. LRM 15 (1-3)
4. LRM 15 (1-3)
5. LRM 15 (1-3)
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Double Heat Sink (1-3)
2. Double Heat Sink (1-3)
3. Double Heat Sink (1-3)
4. Jump Jet
5. Jump Jet
6. Medium Laser

1. Ammo (LRM 15) 8
2. Ammo (LRM 15) 8
3. CASE
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head

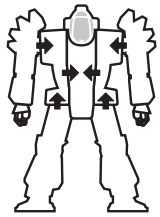
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Medium Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. LRM 15 (1-3)
4. LRM 15 (1-3)
5. LRM 15 (1-3)
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

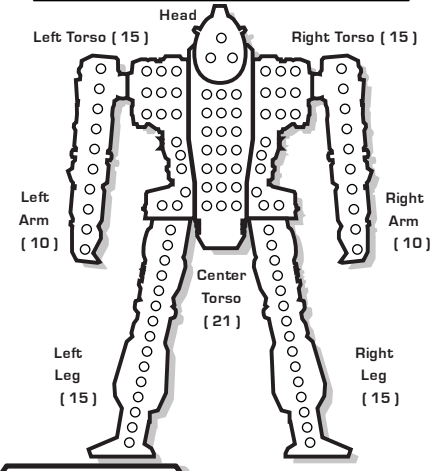
1. Double Heat Sink (1-3)
2. Double Heat Sink (1-3)
3. Double Heat Sink (1-3)
4. Jump Jet
5. Jump Jet
6. Medium Laser

1. Ammo (LRM 15) 8
2. Ammo (LRM 15) 8
3. CASE
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Double Heat Sinks: 12 (24)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Exterminator EXT-4D

Movement Points:		**Tonnage:**	65
Walking:	6	**Tech Base:**	Inner Sphere
Running:	9	**Rules Level:**	Standard
Jumping:	6	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	LA	3	5 [DE]	—	3	6	9
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	LRM 10	LT	4	1/Msl [M,C,S]	6	7	14	21
1	Anti-Missile System	RT	1	[PD]	—	1	—	—
1	Small Laser	HD	1	3 [DE]	—	1	2	3

Ammo: (AMS) 12, (LRM 10) 12

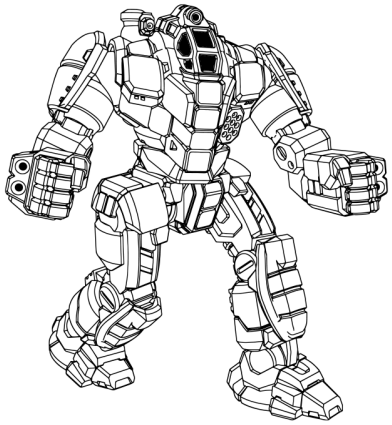
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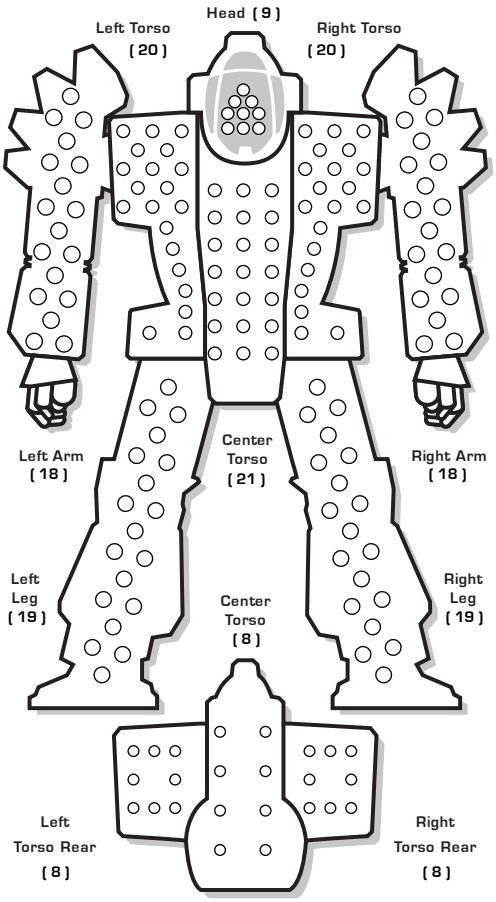
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Medium Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet
6. Jump Jet

4-6
1. LRM 10
2. LRM 10
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

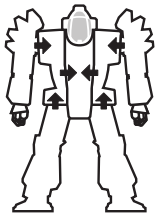
Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ammo (LRM 10) 12
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Medium Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

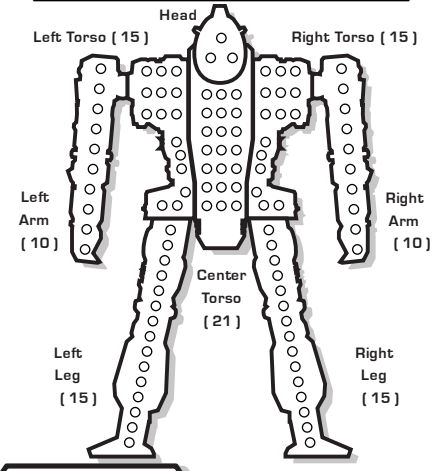
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Jump Jet
5. Jump Jet
6. Jump Jet

4-6
1. Anti-Missile System
2. Ammo (AMS) 12
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Thunderbolt TDR-5S

Movement Points:		**Tonnage:**	65
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Introductory
Jumping:	0	**Role:**	Brawler

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Machine Gun	LA	—	2 [DB,AI]	—	1	2	3
1	Large Laser	RA	8	8 [DE]	—	5	10	15
3	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	LRM 15	RT	5	1/Msl [M,C,S]	6	7	14	21
1	SRM 2	RT	2	2/Msl [M,C,S]	—	3	6	9

Ammo: (LRM 15) 16, (Machine Gun) 200, (SRM 2) 50

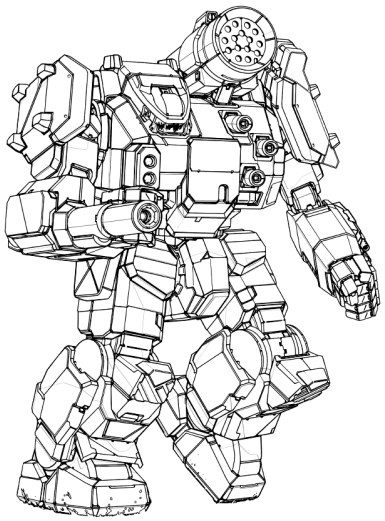
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WARRIOR DATA

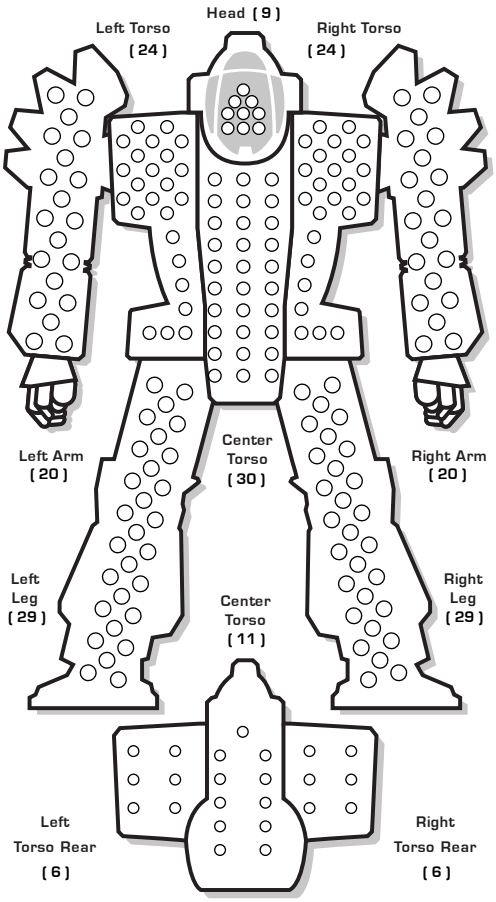
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Machine Gun
6. Machine Gun

4-6
1. Ammo (Machine Gun) 200
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Medium Laser
2. Medium Laser
3. Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

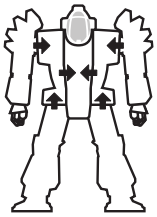
1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Large Laser
6. Large Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

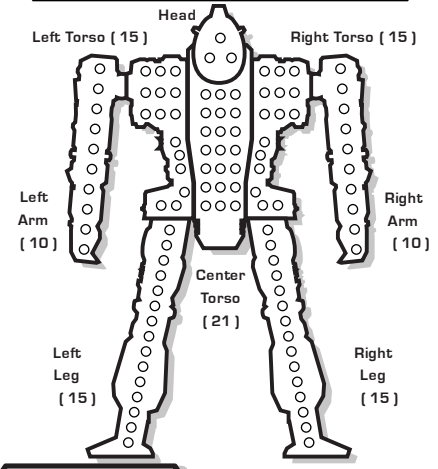
1-3
1. LRM 15
2. LRM 15
3. LRM 15
4. SRM 2
5. Ammo (SRM 2) 50
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Sinks: 15

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Thunderbolt TDR-7M

Movement Points:		**Tonnage:**	65
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Standard
Jumping:	0	**Role:**	Brawler

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Machine Gun	LA	—	2 [DB,AI]	—	1	2	3
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
3	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Streak SRM 2	LT	2	2/Msl [M,C]	—	3	6	9
1	LRM 15	RT	5	1/Msl [M,C,S]	6	7	14	21

Ammo: (LRM 15) 16, (Machine Gun) 200, (Streak SRM 2) 50

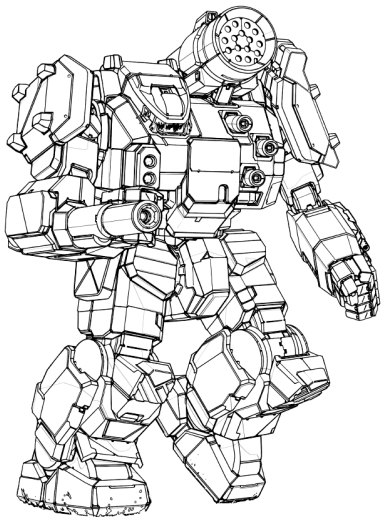
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WARRIOR DATA

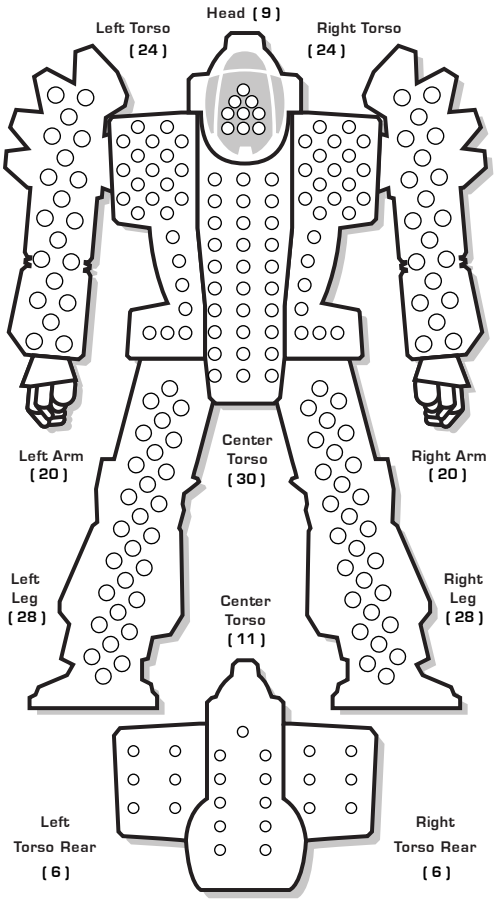
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Machine Gun
6. Machine Gun

Left Torso

1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Medium Laser
5. Medium Laser
6. Medium Laser

4-6
1. Streak SRM 2
2. Ammo (LRM 15) 8
3. Ammo (LRM 15) 8
4. Ammo (Machine Gun) 200
5. CASE
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

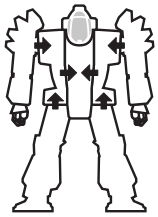
Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ferro-Fibrous
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Large Laser
6. ER Large Laser

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso

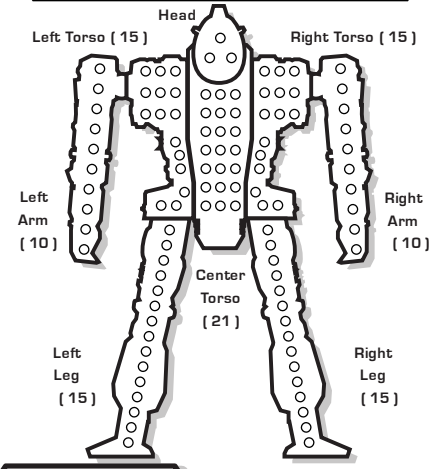
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. LRM 15
2. LRM 15
3. LRM 15
4. Ammo (Streak SRM 2) 50
5. CASE
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Double Heat Sinks: 15 (30)

Heat Level*	Effects	
30	Shutdown	
28	Ammo Exp, avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp, avoid on 6+	O O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp, avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Archer ARC-2R

Movement Points:		**Tonnage:**	70
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Introductory
Jumping:	0	**Role:**	Missile Boat

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	LRM 20	LT	6	1/Msl [M,C,S]	6	7	14	21
1	LRM 20	RT	6	1/Msl [M,C,S]	6	7	14	21
2	Medium Laser (R)	CT	3	5 [DE]	—	3	6	9

Ammo: (LRM 20) 24

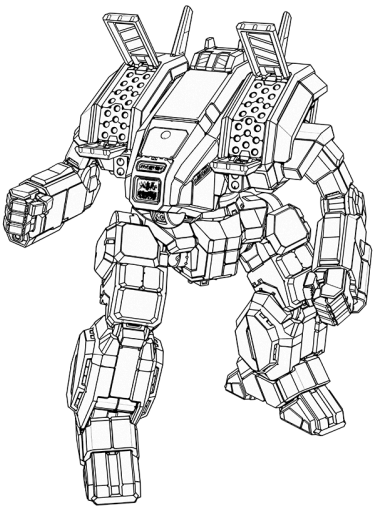
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WARRIOR DATA

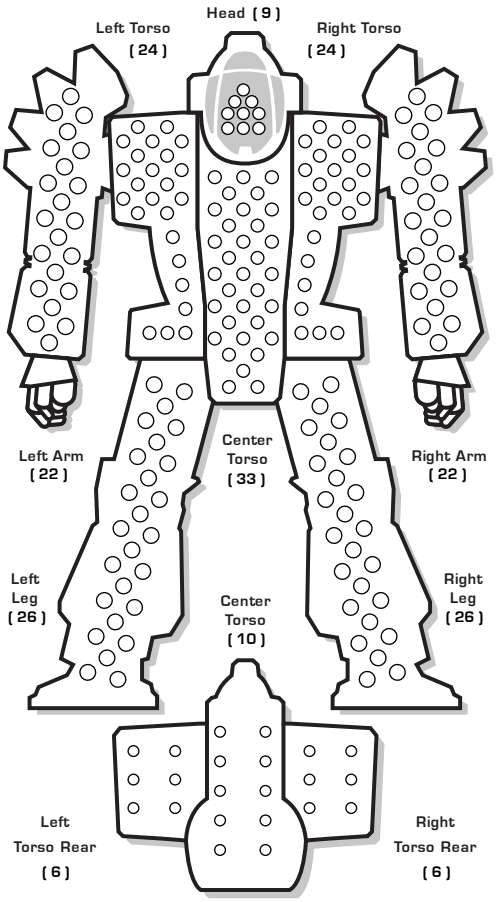
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. Ammo (LRM 20) 6

4-6
1. Ammo (LRM 20) 6
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

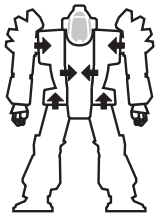
Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser (R)
6. Medium Laser (R)

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

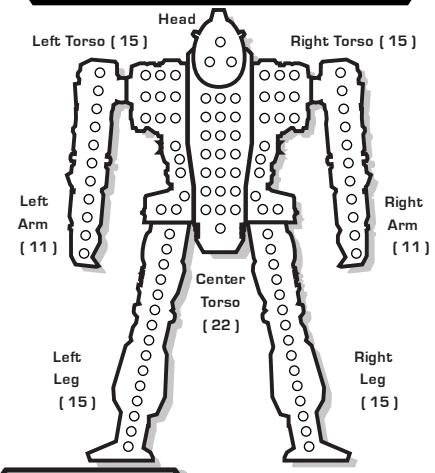
1-3
1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. Ammo (LRM 20) 6

4-6
1. Ammo (LRM 20) 6
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Sinks: 10

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Archer ARC-5CS

Movement Points:		**Tonnage:**	70
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Standard
Jumping:	0	**Role:**	Missile Boat

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
2	LRM 15 w/Artemis IV	LT	5	1/Msl [M,C,S]	6	7	14	21
2	LRM 15 w/Artemis IV	RT	5	1/Msl [M,C,S]	6	7	14	21

Ammo: (LRM 15 Artemis-capable) 48

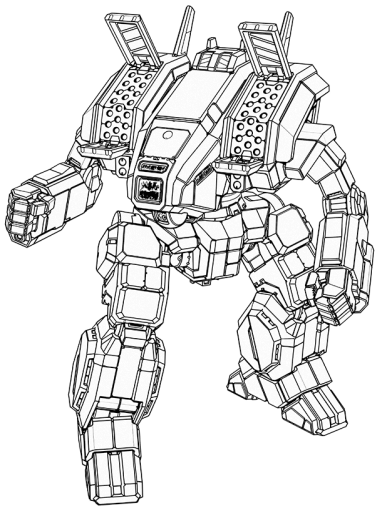
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WARRIOR DATA

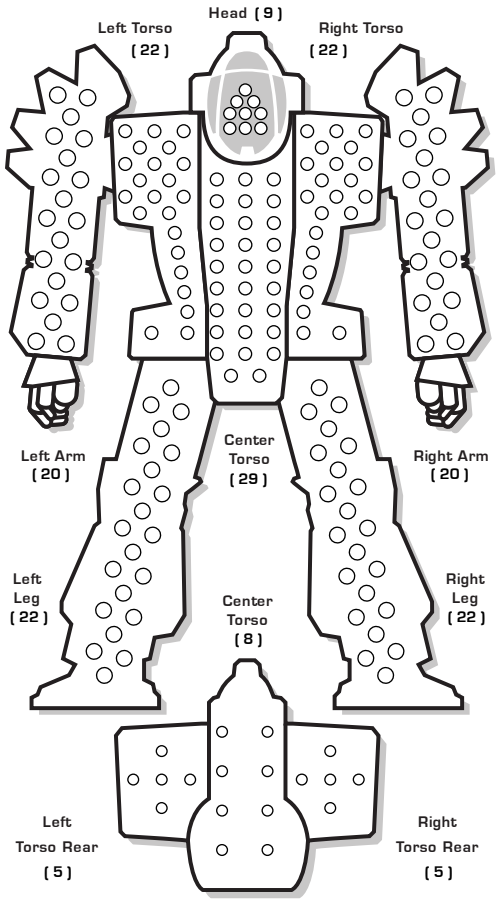
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. LRM 15
5. LRM 15
6. LRM 15

4-6
1. Artemis IV FCS
2. LRM 15
3. LRM 15
4. LRM 15
5. Artemis IV FCS
6. Ammo (LRM 15 Artemis-capable) 8

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (LRM 15 Artemis-capable) 8
6. Ammo (LRM 15 Artemis-capable) 8

Head

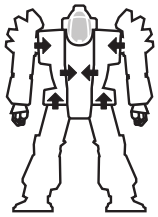
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso

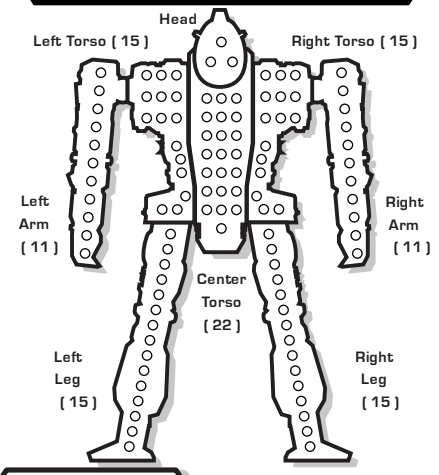
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. LRM 15
5. LRM 15
6. LRM 15

4-6
1. Artemis IV FCS
2. LRM 15
3. LRM 15
4. LRM 15
5. Artemis IV FCS
6. Ammo (LRM 15 Artemis-capable) 8

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (LRM 15 Artemis-capable) 8
6. Ammo (LRM 15 Artemis-capable) 8

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

Double Heat Sinks: 11 (22)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Warhammer WHM-6R

Movement Points:		**Tonnage:**	70
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Introductory
Jumping:	0	**Role:**	Brawler

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	LA	10	10 [DE]	3	6	12	18
1	PPC	RA	10	10 [DE]	3	6	12	18
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Small Laser	LT	1	3 [DE]	—	1	2	3
1	Machine Gun	LT	—	2 [DB,AI]	—	1	2	3
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Small Laser	RT	1	3 [DE]	—	1	2	3
1	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3

Ammo: (Machine Gun) 200, (SRM 6) 15

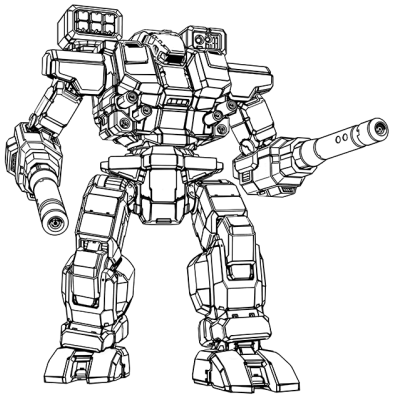
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WARRIOR DATA

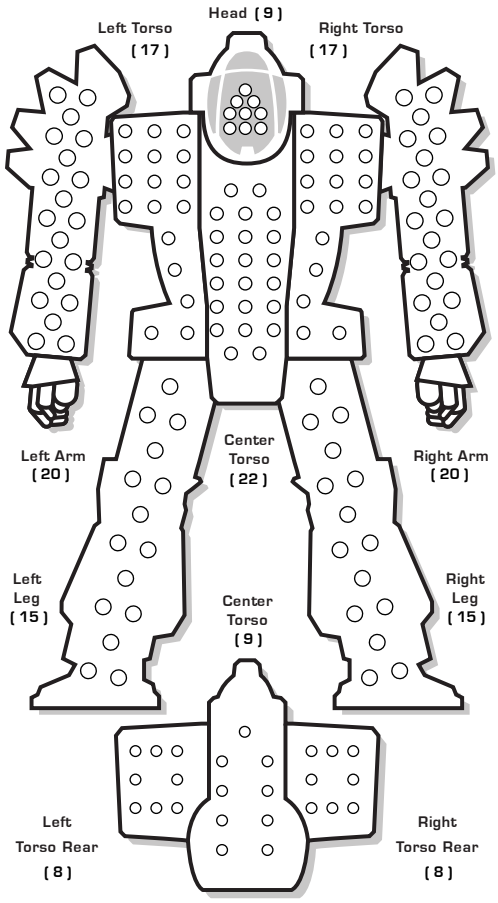
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Heat Sink
5. PPC
6. PPC

4-6
1. PPC
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Medium Laser
2. Small Laser
3. Machine Gun
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

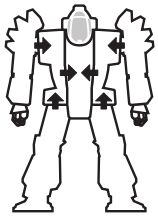
Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (Machine Gun) 200
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Heat Sink
5. PPC
6. PPC

4-6
1. PPC
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

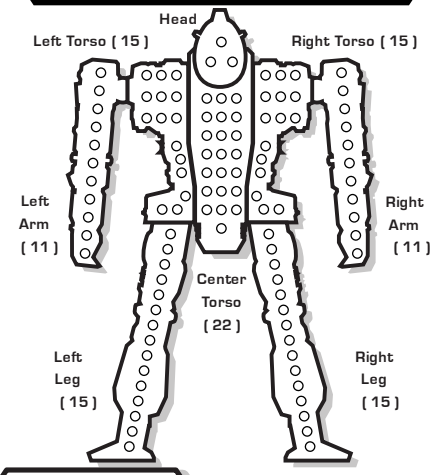
1-3
1. SRM 6
2. SRM 6
3. Medium Laser
4. Small Laser
5. Machine Gun
6. Ammo (SRM 6) 15

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Sinks: 18

Heat Level*	Effects	
30	Shutdown	O O
28	Ammo Exp, avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp, avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp, avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Warhammer WHM-7M

Movement Points:		**Tonnage:**	70
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Standard
Jumping:	0	**Role:**	Brawler

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10 [DE]	—	7	14	23
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Anti-Missile System	LT	1	[PD]	—	1	—	—
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3

Ammo: (AMS) 12, (Machine Gun) 200, (SRM 6) 15

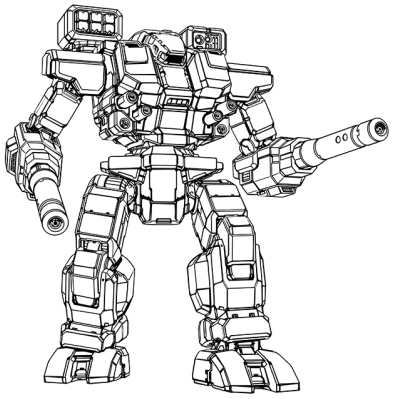
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WARRIOR DATA

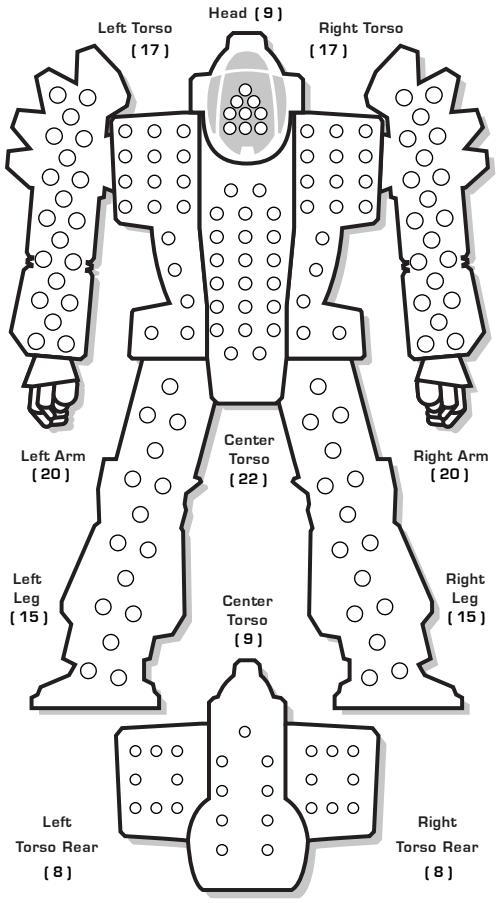
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3

4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ER PPC
2. ER PPC
3. ER PPC

4-6

4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Medium Laser
5. Anti-Missile System
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

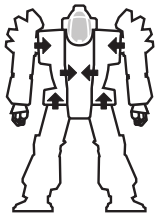
1-3

1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Ammo (Machine Gun) 200
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm

1-3

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6

1. ER PPC
2. ER PPC
3. ER PPC
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

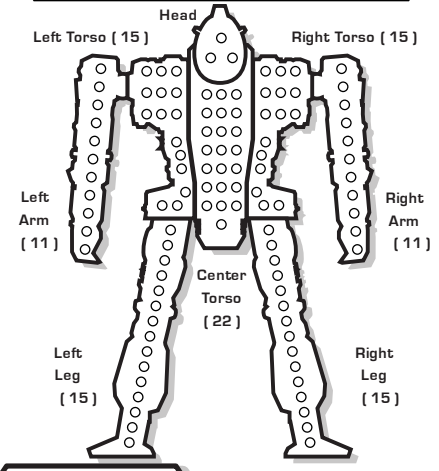
4-6

1. SRM 6
2. SRM 6
3. Medium Laser
4. Machine Gun
5. Ammo (SRM 6) 15
6. Ammo (AMS) 12

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Double Heat Sinks: 18 (36)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Warhammer WHM-7CS

Movement Points:		**Tonnage:**	70
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Standard
Jumping:	4	**Role:**	Brawler

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10 [DE]	—	7	14	23
1	ER PPC	RA	15	10 [DE]	—	7	14	23
2	Medium Laser	LT	3	5 [DE]	—	3	6	9
2	Medium Laser	RT	3	5 [DE]	—	3	6	9
3	Streak SRM 2	RT	2	2/Msl [M,C]	—	3	6	9

Ammo: (Streak SRM 2) 50

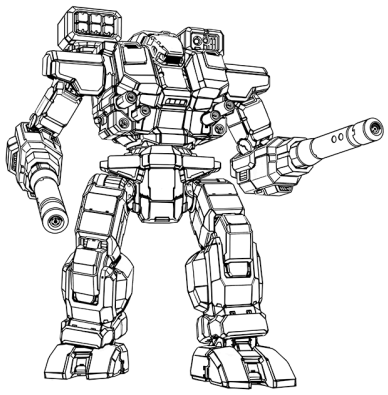
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WARRIOR DATA

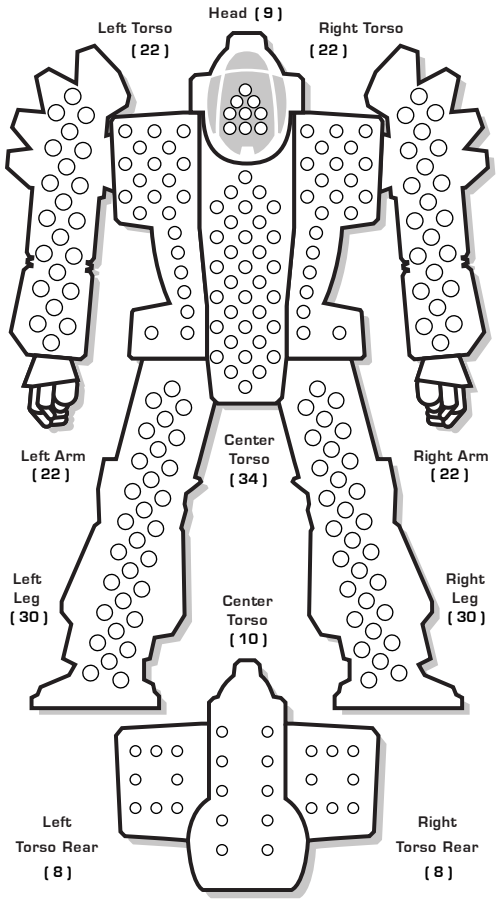
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3

4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. ER PPC
5. ER PPC
6. ER PPC

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3

4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Medium Laser
5. Medium Laser
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3

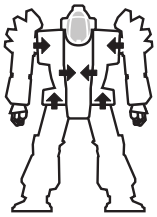
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3

4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. ER PPC
5. ER PPC
6. ER PPC

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3

4. Medium Laser
5. Medium Laser
6. Streak SRM 2

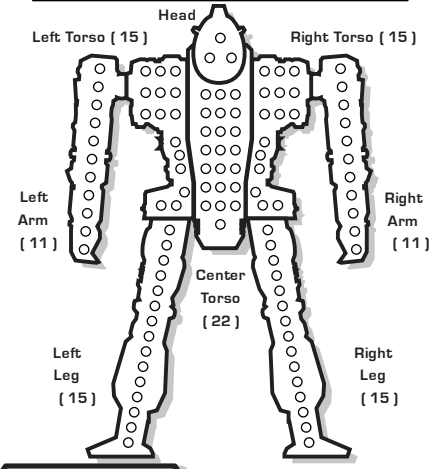
4-6

1. Streak SRM 2
2. Streak SRM 2
3. Ammo (Streak SRM 2) 50
4. CASE
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Double Heat Sinks: 17 (34)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Black Knight BL-6-KNT

Movement Points:		**Tonnage:**	75
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Standard
Jumping:	0	**Role:**	Brawler

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	PPC	RA	10	10 [DE]	3	6	12	18
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Large Laser	LT	8	8 [DE]	—	5	10	15
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Large Laser	RT	8	8 [DE]	—	5	10	15
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Active Probe (Beagle)	CT	—	[E]	—	—	—	3
1	Small Laser	HD	1	3 [DE]	—	1	2	3

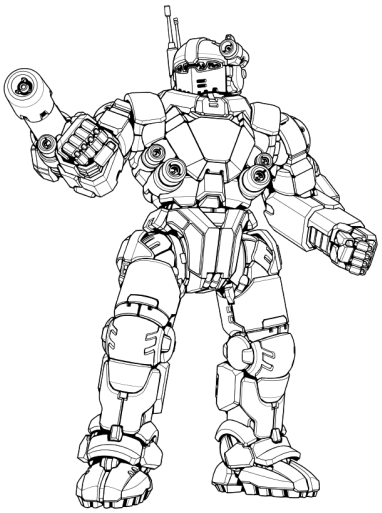
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WARRIOR DATA

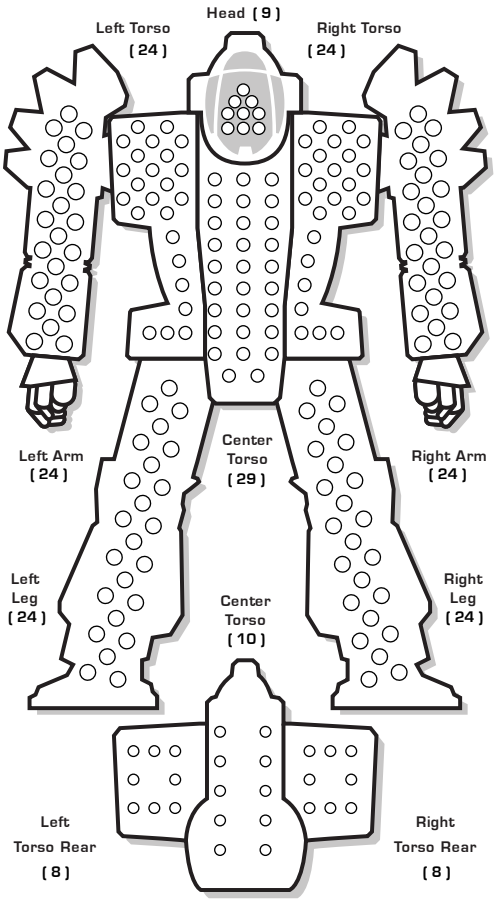
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Heat Sink
2. Heat Sink
3. Large Laser
4. Large Laser
5. Medium Laser
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

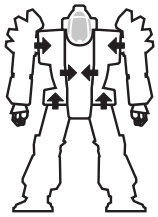
Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Active Probe (Beagle)
6. Active Probe (Beagle)

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. PPC
6. PPC

4-6
1. PPC
2. Medium Laser
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso

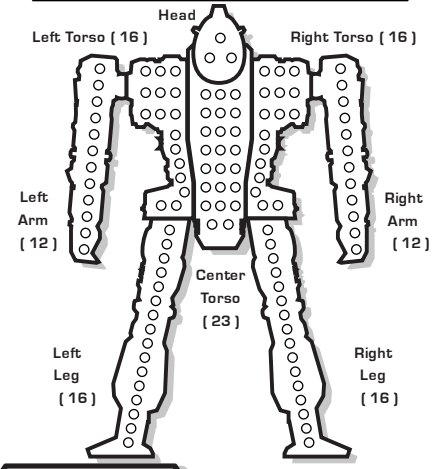
1-3
1. Heat Sink
2. Heat Sink
3. Large Laser
4. Large Laser
5. Medium Laser
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Sinks: 20

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Black Knight BL-6b-KNT

Movement Points:		**Tonnage:**	75
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Standard
Jumping:	0	**Role:**	Brawler

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Large Pulse Laser	LT	10	9 [P]	—	3	7	10
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Large Pulse Laser	RT	10	9 [P]	—	3	7	10
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Active Probe (Beagle)	CT	—	[E]	—	—	—	3
1	Small Laser	HD	1	3 [DE]	—	1	2	3

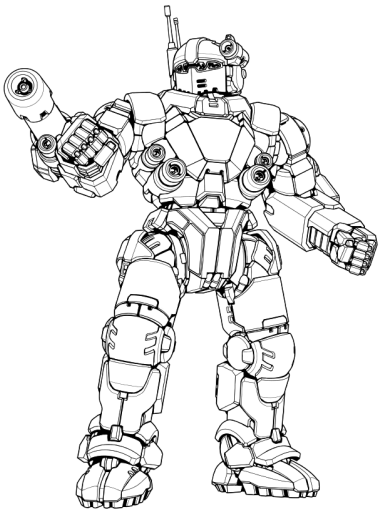
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WARRIOR DATA

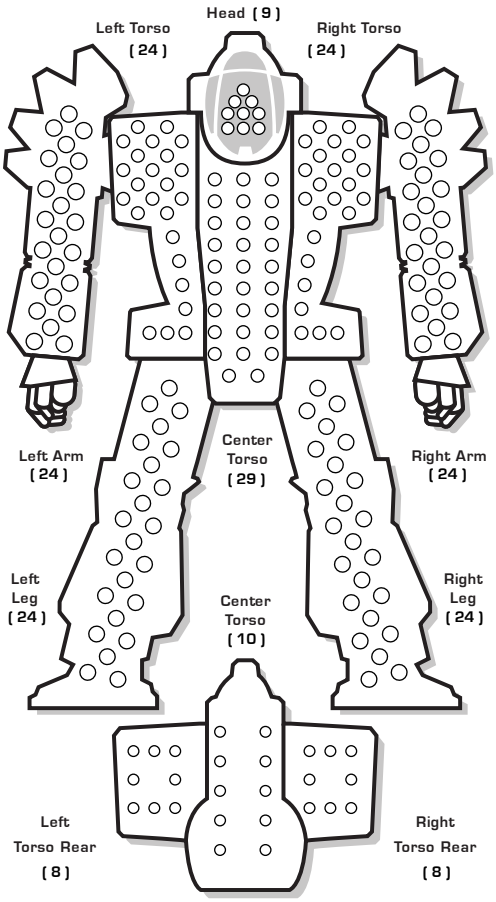
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Medium Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Large Pulse Laser
5. Large Pulse Laser
6. Medium Laser

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

Head

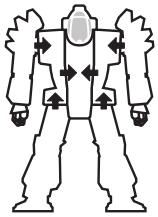
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Active Probe (Beagle)
6. Active Probe (Beagle)

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. ER PPC
3. ER PPC
4. ER PPC
5. Medium Laser
6. Roll Again

Right Torso

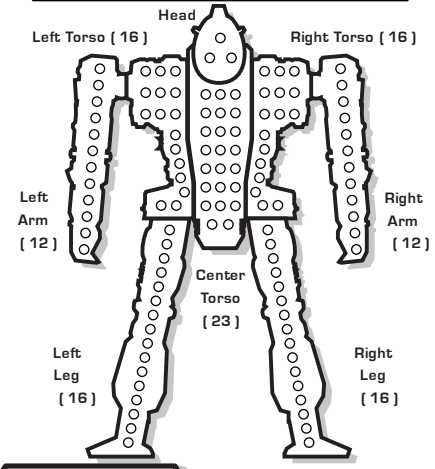
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Large Pulse Laser
5. Large Pulse Laser
6. Medium Laser

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Double Heat Sinks: 16 (32)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Black Knight BL-9-KNT

Movement Points:		**Tonnage:**	75
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Standard
Jumping:	0	**Role:**	Brawler

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
1	Hatchet	LA	—	15	—	—	—	—
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	Large Laser	LT	8	8 [DE]	—	5	10	15
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	Large Laser	RT	8	8 [DE]	—	5	10	15
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Large Pulse Laser	CT	10	9 [P]	—	3	7	10

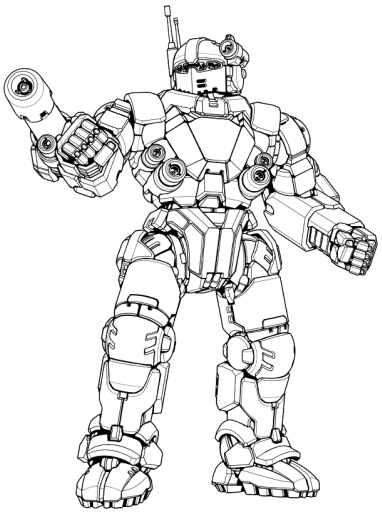
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WARRIOR DATA

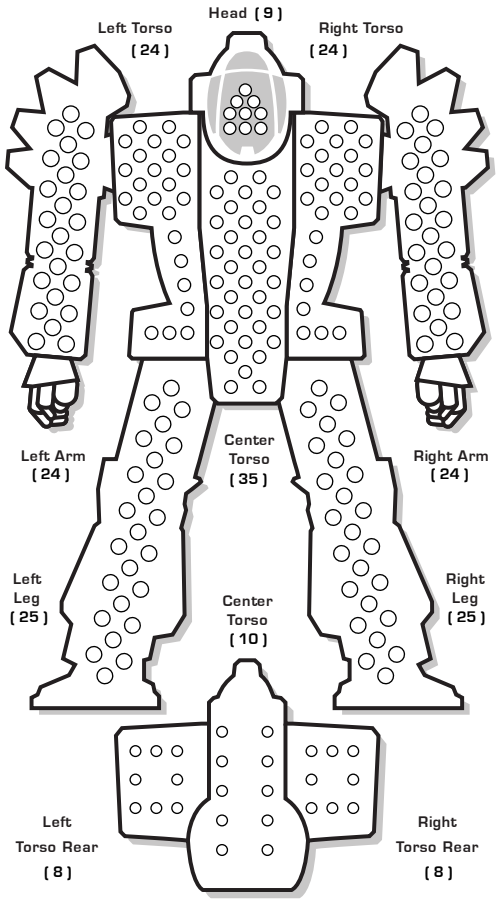
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. Hatchet

1-3

1. Hatchet
2. Hatchet
3. Hatchet
4. Hatchet

4-6

5. Endo Steel
6. Endo Steel

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Large Laser
2. Large Laser
3. Medium Pulse Laser
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

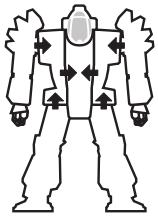
1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Large Pulse Laser
6. Large Pulse Laser

4-6

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. ER PPC
3. ER PPC
4. ER PPC
5. Medium Pulse Laser
6. Endo Steel

4-6

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

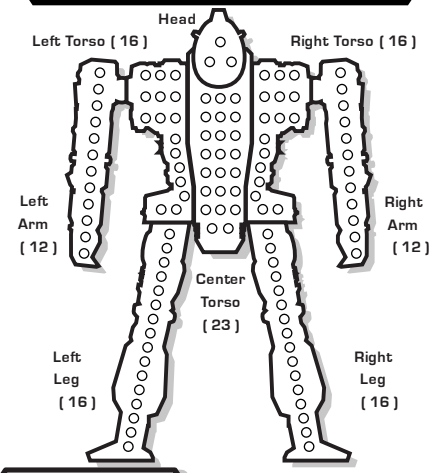
1. Large Laser
2. Large Laser
3. Medium Pulse Laser
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Double Heat Sinks: 15 (30)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Flashman FLS-8K

Movement Points:		**Tonnage:**	75
Walking:	5	**Tech Base:**	Inner Sphere
Running:	8	**Rules Level:**	Standard
Jumping:	0	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser (R)	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Anti-Missile System	RT	1	[PD]	—	1	—	—
1	Large Laser	CT	8	8 [DE]	—	5	10	15
1	Flamer	HD	3	2 [DE,H,AI]	—	1	2	3

Ammo: (AMS) 12

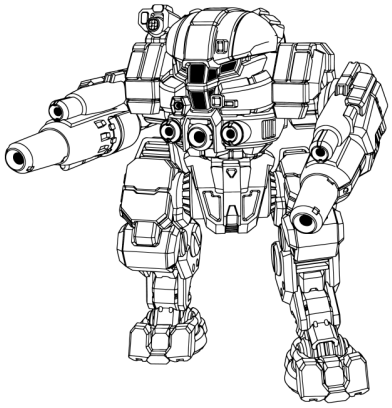
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WARRIOR DATA

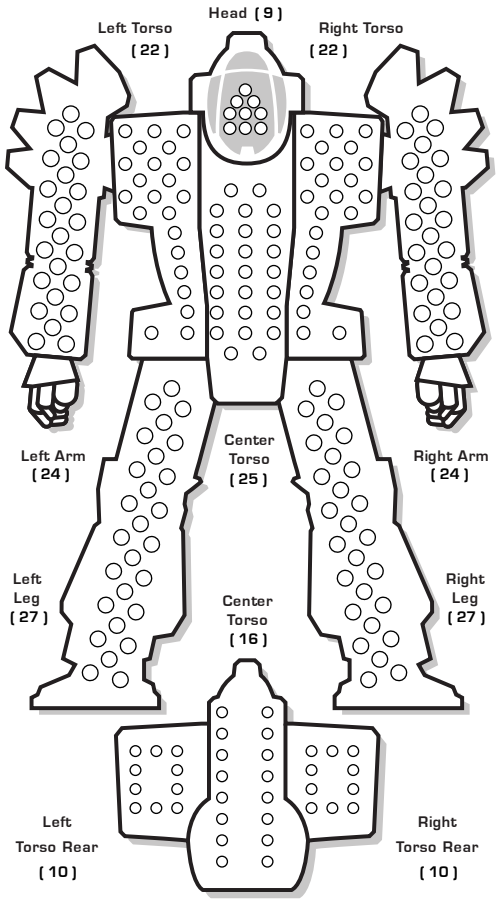
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. [Large Laser
5. [Large Laser
6. Medium Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Medium Laser
5. Medium Laser (R)
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Flamer
5. Sensors
6. Life Support

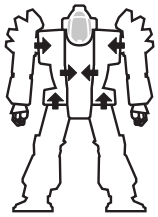
Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. [Large Laser
6. [Large Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. [Large Laser
5. [Large Laser
6. Medium Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

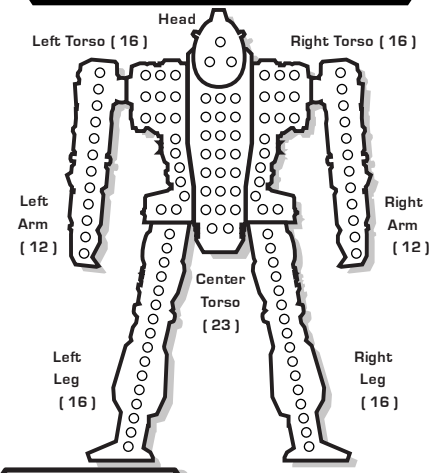
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Medium Laser
5. Anti-Missile System
6. Ammo (AMS) 12

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Double Heat Sinks: 15 (30)

Heat Level*	Effects	
30	Shutdown	
28	Ammo Exp, avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp, avoid on 6+	O O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp, avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Marauder MAD-1R

Movement Points:		**Tonnage:**	75
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Standard
Jumping:	0	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	LA	10	10 [DE]	3	6	12	18
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	PPC	RA	10	10 [DE]	3	6	12	18
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	AC/5	RT	1	5 [DB,S]	3	6	12	18

Ammo: (AC/5) 20

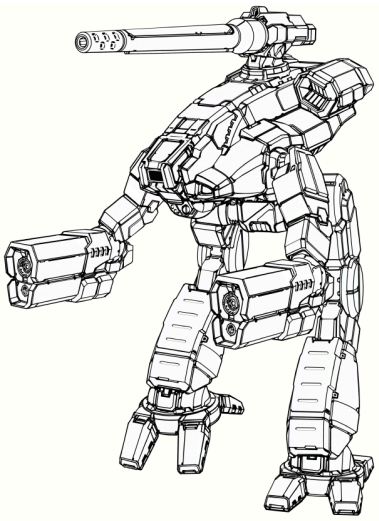
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WARRIOR DATA

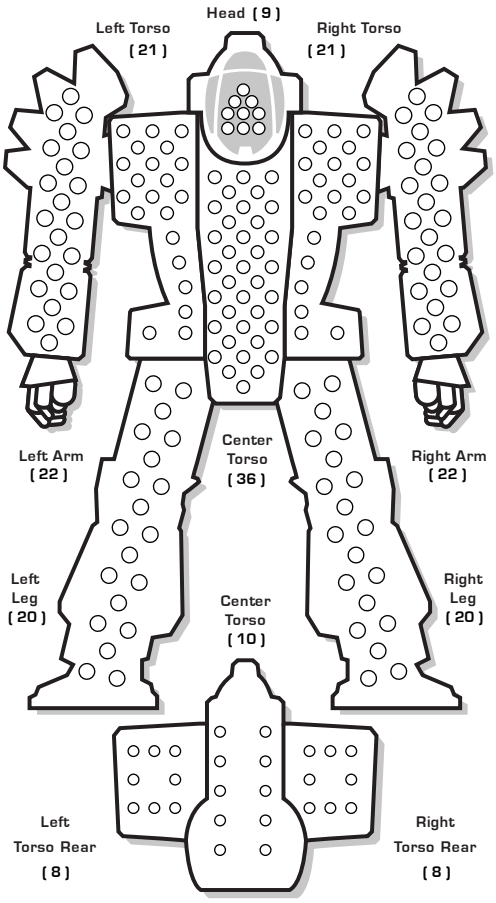
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. PPC
5. PPC
6. PPC

1. Medium Laser
2. Ferro-Fibrous

4-6
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Torso

1. Ferro-Fibrous
2. Ferro-Fibrous

1-3
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again

4-6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

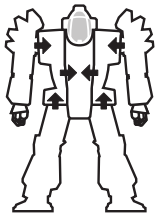
1. Fusion Engine
2. Fusion Engine

1-3
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. PPC
5. PPC
6. PPC

1. Medium Laser
2. Ferro-Fibrous

4-6
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Torso

1. AC/5

1-3
2. AC/5
3. AC/5
4. AC/5
5. Ammo (AC/5) 20
6. CASE

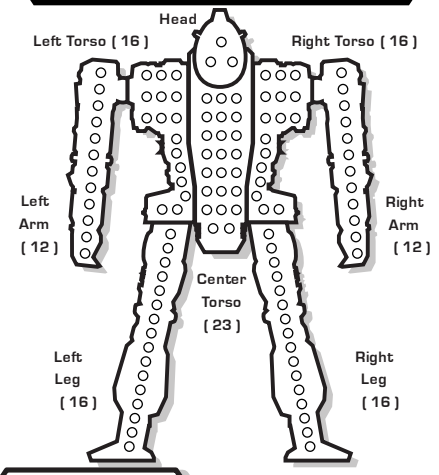
1. Ferro-Fibrous
2. Ferro-Fibrous

4-6
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Sinks: 16

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

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Marauder MAD-3R

Movement Points:		**Tonnage:**	75
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Introductory
Jumping:	0	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	LA	10	10 [DE]	3	6	12	18
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	PPC	RA	10	10 [DE]	3	6	12	18
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	AC/5	RT	1	5 [DB,S]	3	6	12	18

Ammo: (AC/5) 20

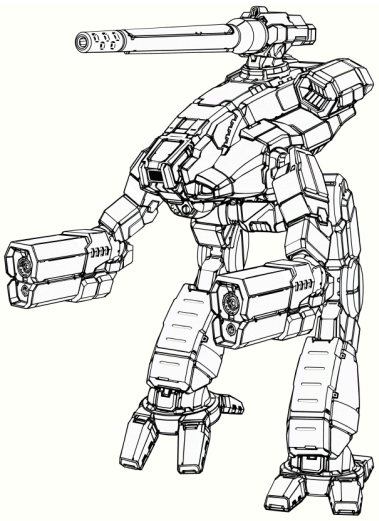
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WARRIOR DATA

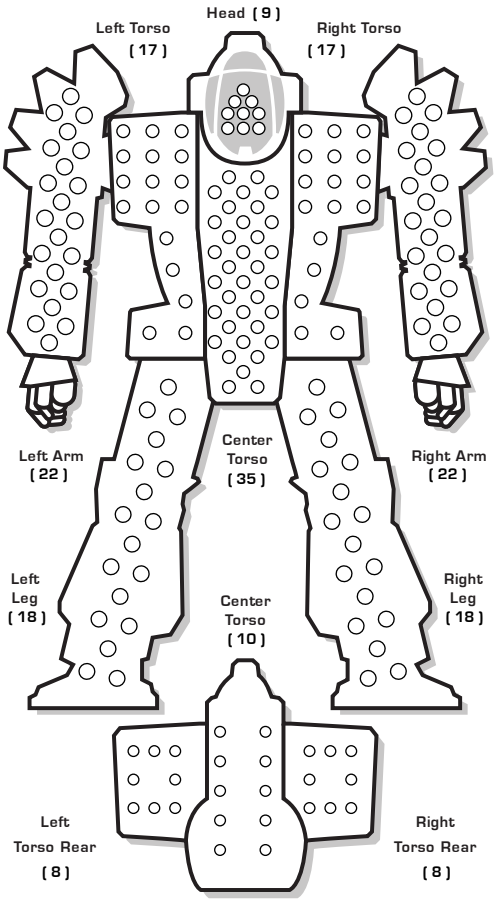
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- **1-3**
4. PPC
5. PPC
6. PPC

- **4-6**
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

- **1-3**
1. Ammo (AC/5) 20
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

- **4-6**
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

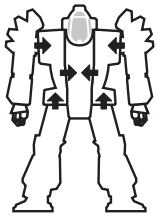
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

- **1-3**
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

- **4-6**
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm

- **1-3**
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. PPC
5. PPC
6. PPC

- **4-6**
1. Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

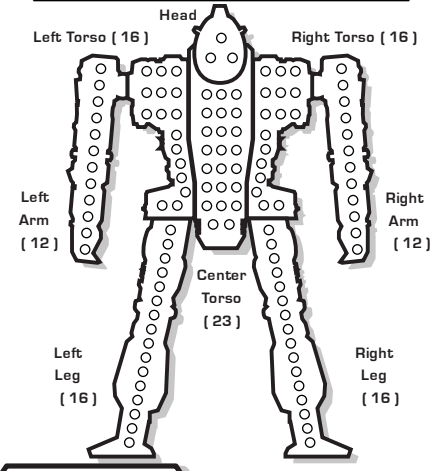
- **1-3**
1. AC/5
2. AC/5
3. AC/5
4. AC/5
5. Roll Again
6. Roll Again

- **4-6**
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Sinks: 16

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

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Marauder MAD-5CS

Movement Points:		**Tonnage:**	75
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Standard
Jumping:	0	**Role:**	Sniper

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min (hexes)	Sht (hexes)	Med (hexes)	Lng (hexes)
1	ER PPC	LA	15	10 [DE]	—	7	14	23
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	LB 10-X AC	RT	2	10 [DB,C/F/S]	—	6	12	18

Ammo: (LB 10-X) 10, (LB 10-X Cluster) 10

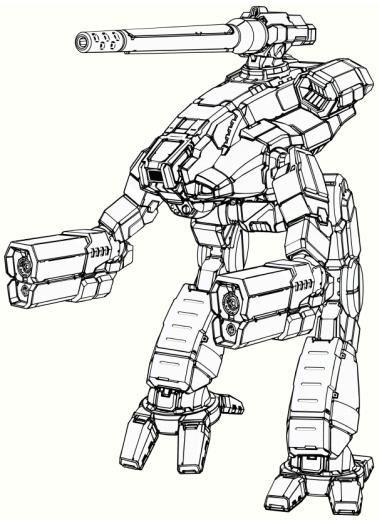
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WARRIOR DATA

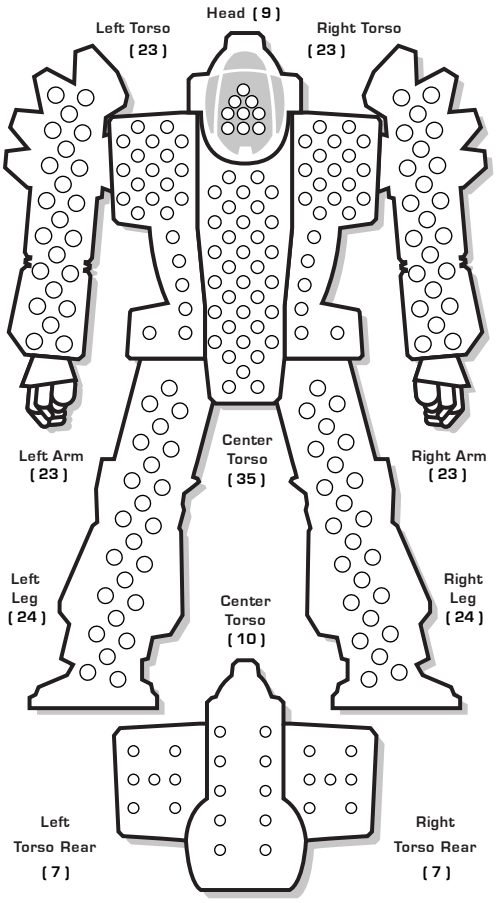
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3

4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ER PPC
2. ER PPC
3. ER PPC

4-6

4. Medium Pulse Laser
5. Roll Again
6. Roll Again

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3

4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

4-6

4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3

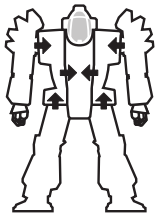
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine

4-6

4. XL Fusion Engine
5. Ammo (LB 10-X) 10
6. Ammo (LB 10-X Cluster) 10

Engine Hits ○ ○ ○
Gyro Hits ○ ○
Sensor Hits ○ ○
Life Support ○



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3

4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ER PPC
2. ER PPC
3. ER PPC

4-6

4. Medium Pulse Laser
5. Roll Again
6. Roll Again

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3

4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC

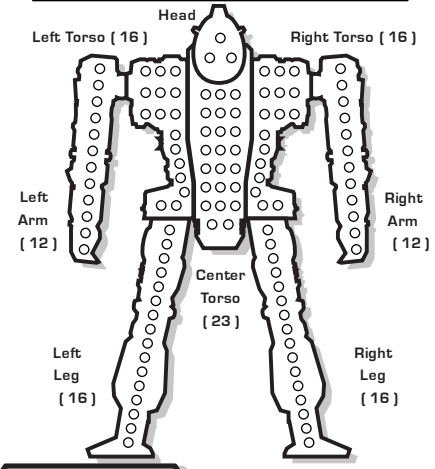
4-6

4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Double Heat Sinks: 18 (36)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Marauder MAD-5M

Movement Points:		**Tonnage:**	75
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Standard
Jumping:	4	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LA	10	9 [P]	—	3	7	10
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
1	Large Pulse Laser	RA	10	9 [P]	—	3	7	10
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	LB 10-X AC	RT	2	10 [DB,C/F/S]	—	6	12	18

Ammo: (LB 10-X) 10

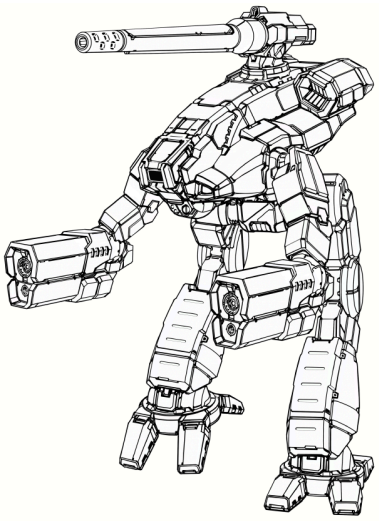
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WARRIOR DATA

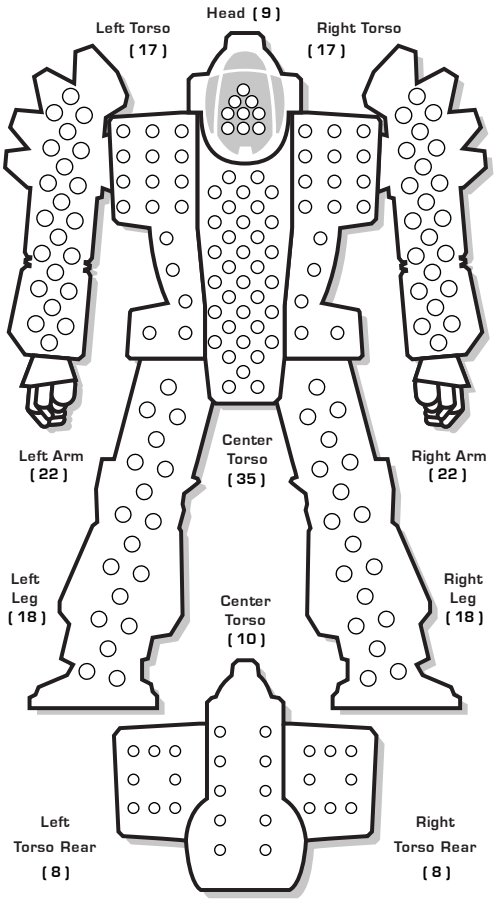
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3

4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Large Pulse Laser
2. Large Pulse Laser

4-6

3. Medium Pulse Laser
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3

4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

4-6

4. Ammo (LB 10-X) 10
5. CASE
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3

4. Gyro
5. Gyro
6. Gyro

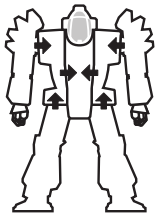
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine

4-6

4. XL Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3

4. Large Pulse Laser
5. Large Pulse Laser
6. Medium Pulse Laser

1. Roll Again
2. Roll Again
3. Roll Again

4-6

4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3

4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC

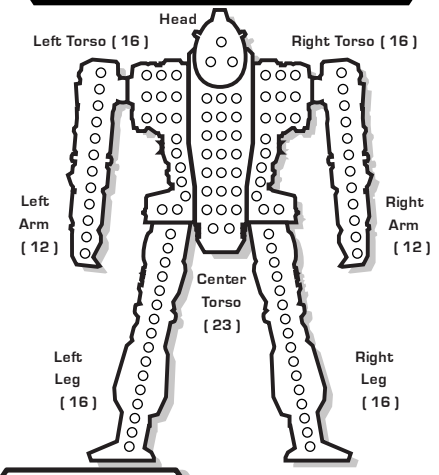
4-6

4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Double Heat Sinks: 16 (32)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Orion ON1-K

Movement Points:		**Tonnage:**	75
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Introductory
Jumping:	0	**Role:**	Brawler

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	LRM 15	LT	5	1/Msl [M,C,S]	6	7	14	21
1	SRM 4	LT	3	2/Msl [M,C,S]	—	3	6	9
1	AC/10	RT	3	10 [DB,S]	—	5	10	15

Ammo: (AC/10) 20, (LRM 15) 16, (SRM 4) 25

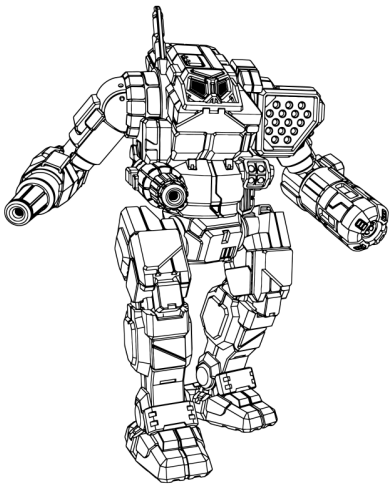
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WARRIOR DATA

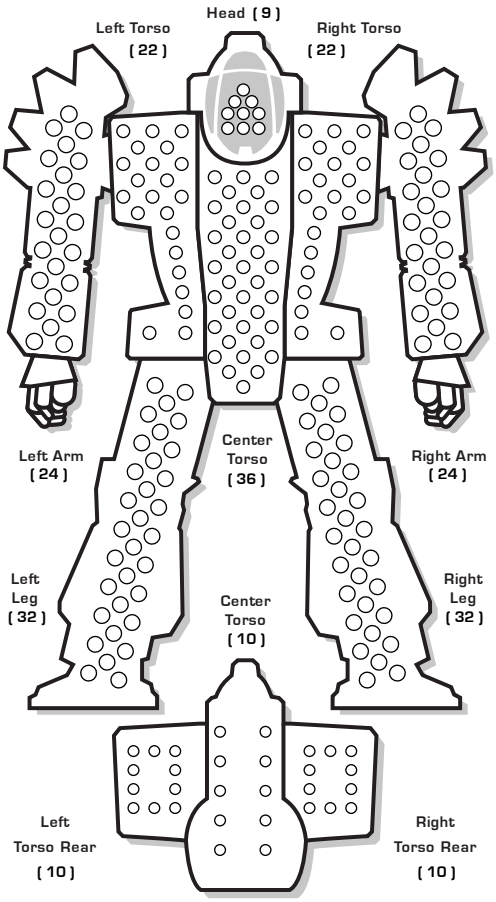
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Medium Laser 5. Roll Again 6. Roll Again
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Left Torso

1-3	1. LRM 15 2. LRM 15 3. LRM 15 4. SRM 4 5. Ammo (SRM 4) 25 6. Ammo (LRM 15) 8
4-6	1. Ammo (LRM 15) 8 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

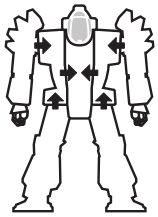
Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
4-6	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Roll Again 6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Medium Laser 5. Roll Again 6. Roll Again
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

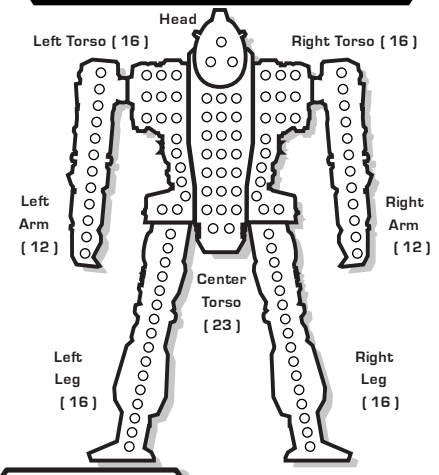
Right Torso

1-3	1. AC/10 2. AC/10 3. AC/10 4. AC/10 5. AC/10 6. AC/10
4-6	1. AC/10 2. Ammo (AC/10) 10 3. Ammo (AC/10) 10 4. Roll Again 5. Roll Again 6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Sinks: 10

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Orion ON1-M

Movement Points:		**Tonnage:**	75
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Standard
Jumping:	0	**Role:**	Brawler

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	LA	6	1/Msl [M,C,S]	6	7	14	21
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	SRM 4	LT	3	2/Msl [M,C,S]	—	3	6	9
1	LB 10-X AC	RT	2	10 [DB,C/F/S]	—	6	12	18
1	Narc	CT	—	[M]	—	3	6	9

Ammo: (LB 10-X) 10, (LB 10-X Cluster) 10, (LRM 20 Narc-capable) 12, (Narc) 12, (SRM 4 Narc-capable) 50

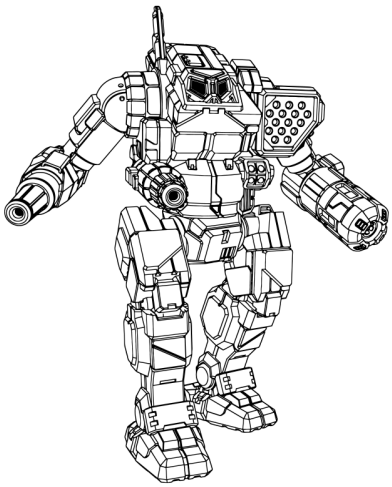
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WARRIOR DATA

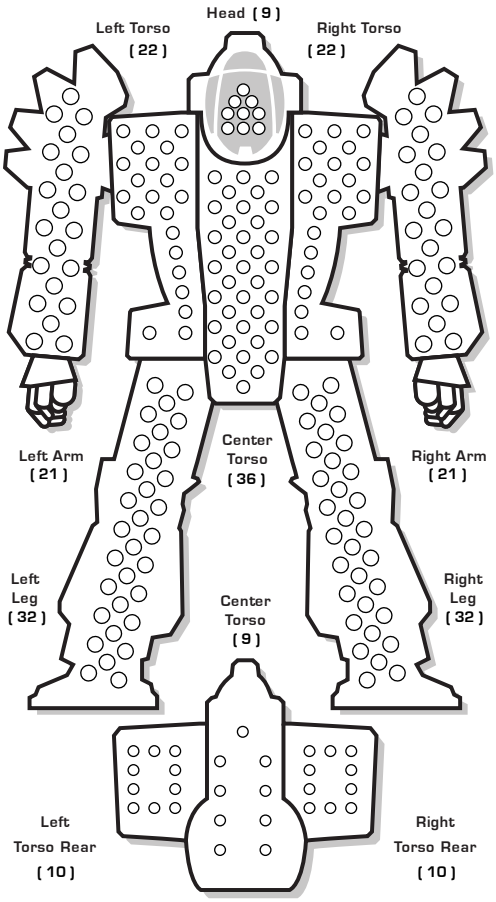
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. LRM 20
5. LRM 20
6. LRM 20

4-6
1. LRM 20
2. LRM 20
3. Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. SRM 4
5. Ammo (SRM 4 Narc-capable) 25
6. Ammo (SRM 4 Narc-capable) 25

4-6
1. Ammo (LRM 20 Narc-capable) 6
2. Ammo (LRM 20 Narc-capable) 6
3. Ammo (Narc) 6
4. Ammo (Narc) 6
5. CASE
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

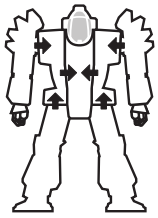
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Narc
6. Narc

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Medium Laser
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

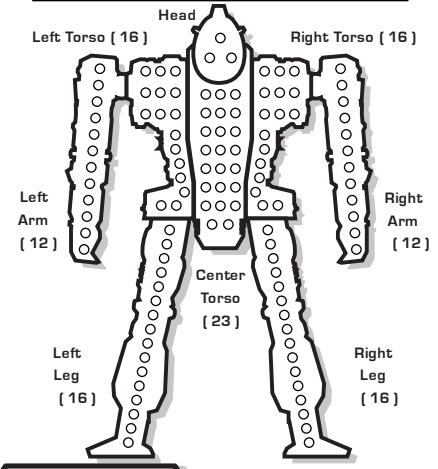
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

4-6
1. LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC
4. Ammo (LB 10-X) 10
5. Ammo (LB 10-X Cluster) 10
6. CASE

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Double Heat Sinks: 11 (22)

Heat Level*	Effects	
30	Shutdown	O O
28	Ammo Exp, avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp, avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp, avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Awesome AWS-8Q

Movement Points:		**Tonnage:**	80
Walking:	3	**Tech Base:**	Inner Sphere
Running:	5	**Rules Level:**	Introductory
Jumping:	0	**Role:**	Sniper

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	LT	10	10 [DE]	3	6	12	18
1	PPC	RT	10	10 [DE]	3	6	12	18
1	Small Laser	HD	1	3 [DE]	—	1	2	3

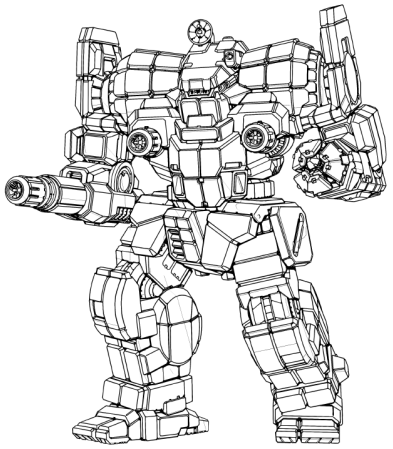
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WARRIOR DATA

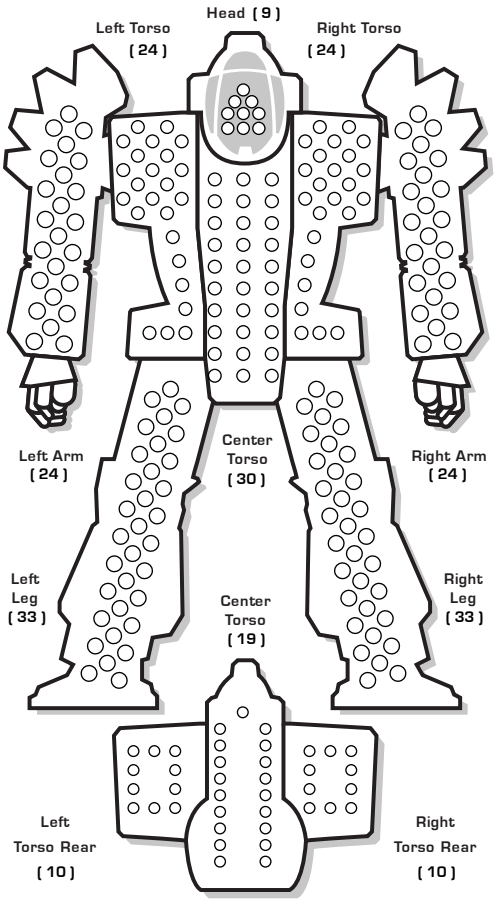
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. Heat Sink
5. Heat Sink
6. PPC

4-6
1. PPC
2. PPC
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

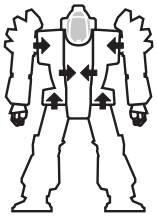
Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Heat Sink

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Heat Sink
5. Heat Sink
6. Heat Sink

4-6
1. Heat Sink
2. Heat Sink
3. PPC
4. PPC
5. PPC
6. Roll Again

Right Torso

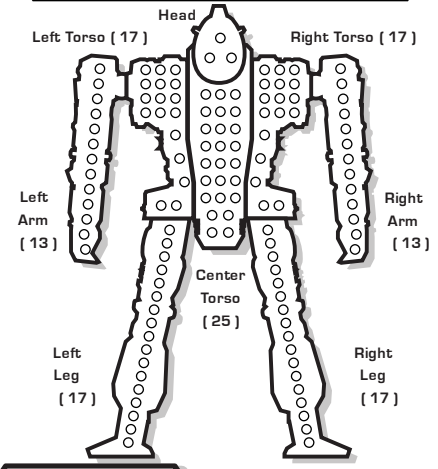
1-3
1. Heat Sink
2. Heat Sink
3. Heat Sink
4. PPC
5. PPC
6. PPC

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Sinks: 28

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

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Thug THG-11E

Movement Points:		**Tonnage:**	80
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Standard
Jumping:	0	**Role:**	Brawler

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	LA	10	10 [DE]	3	6	12	18
1	PPC	RA	10	10 [DE]	3	6	12	18
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9

Ammo: (SRM 6) 30

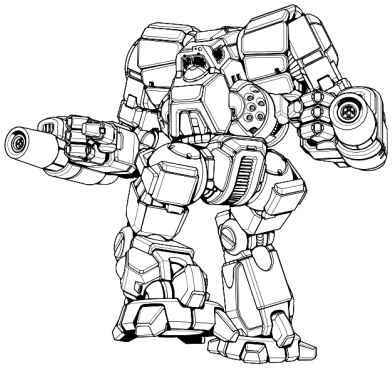
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WARRIOR DATA

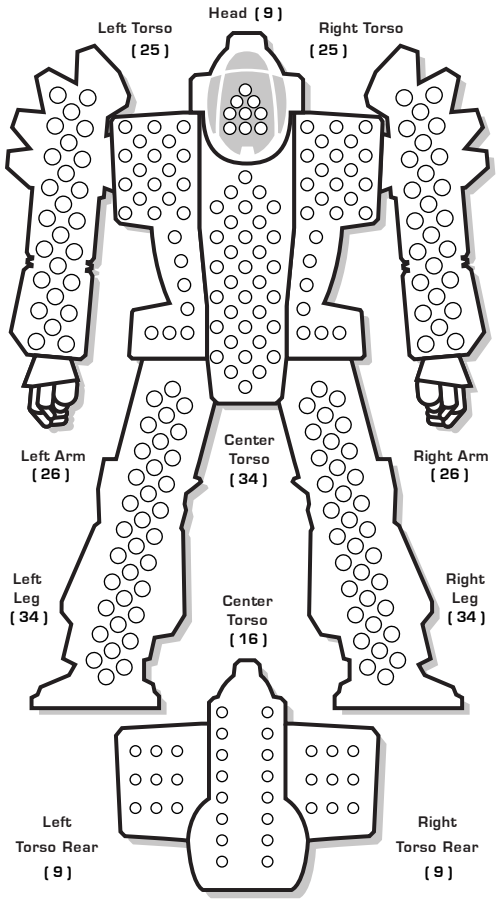
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. PPC
3. PPC
4. PPC
5. Endo Steel
6. Endo Steel

4-6

Left Torso

1-3: 1. Double Heat Sink, 2. Double Heat Sink, 3. Double Heat Sink, 4. Double Heat Sink, 5. Double Heat Sink, 6. Double Heat Sink

4-6: 1. SRM 6, 2. SRM 6, 3. Ammo (SRM 6) 15, 4. CASE, 5. Endo Steel, 6. Endo Steel

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

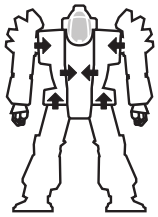
Center Torso

1-3: 1. Fusion Engine, 2. Fusion Engine, 3. Fusion Engine, 4. Gyro, 5. Gyro, 6. Gyro

4-6: 1. Gyro, 2. Fusion Engine, 3. Fusion Engine, 4. Fusion Engine, 5. Endo Steel, 6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3: 1. Shoulder, 2. Upper Arm Actuator, 3. Lower Arm Actuator, 4. Hand Actuator, 5. Double Heat Sink, 6. Double Heat Sink

4-6: 1. Double Heat Sink, 2. PPC, 3. PPC, 4. PPC, 5. Endo Steel, 6. Endo Steel

Right Torso

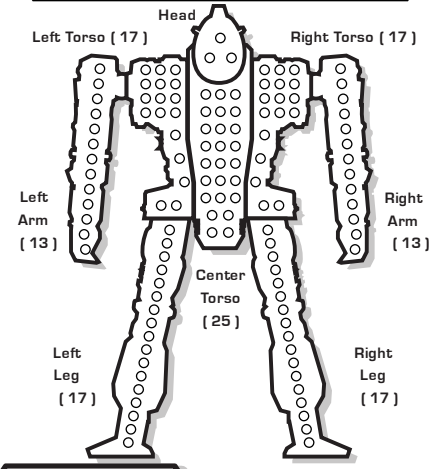
1-3: 1. Double Heat Sink, 2. Double Heat Sink, 3. Double Heat Sink, 4. Double Heat Sink, 5. Double Heat Sink, 6. Double Heat Sink

4-6: 1. SRM 6, 2. SRM 6, 3. Ammo (SRM 6) 15, 4. CASE, 5. Endo Steel, 6. Endo Steel

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Double Heat Sinks: 18 (36)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Victor VTR-9B

Movement Points:		**Tonnage:**	80
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Introductory
Jumping:	4	**Role:**	Skirmisher

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	AC/20	RA	7	20 [DB,S]	—	3	6	9
1	SRM 4	LT	3	2/Msl [M,C,S]	—	3	6	9

Ammo: (AC/20) 15, (SRM 4) 25

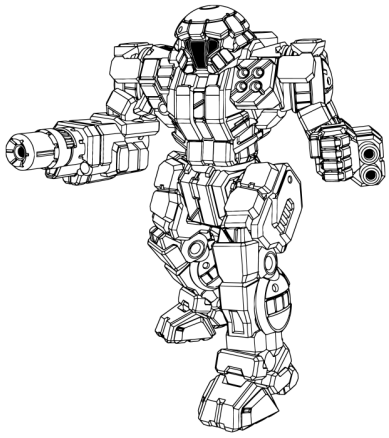
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WARRIOR DATA

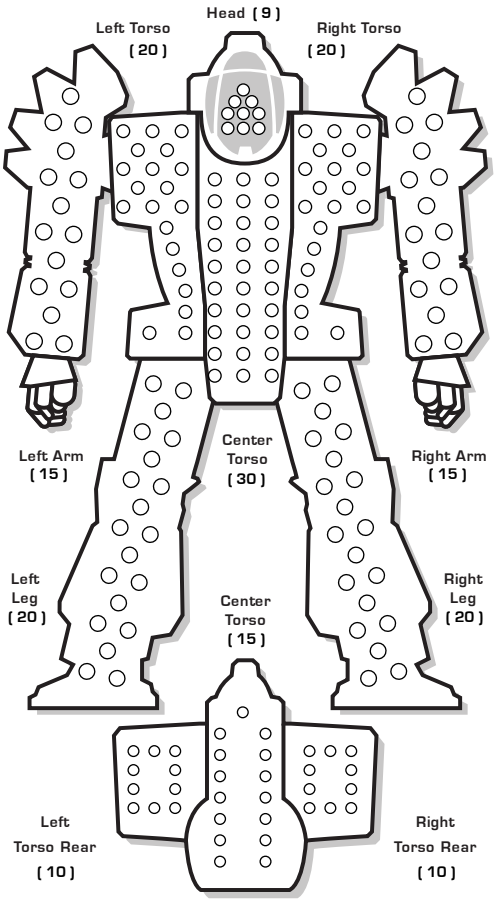
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Medium Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. SRM 4
2. Ammo (SRM 4) 25
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Jump Jet

Head

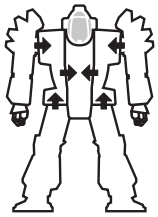
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Jump Jet

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. AC/20
4. AC/20
5. AC/20
6. AC/20

4-6
1. AC/20
2. AC/20
3. AC/20
4. AC/20
5. AC/20
6. AC/20

Right Torso

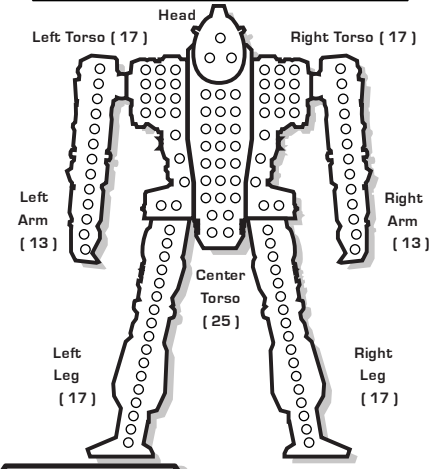
1-3
1. Heat Sink
2. Ammo (AC/20) 5
3. Ammo (AC/20) 5
4. Ammo (AC/20) 5
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Sinks: 15

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

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: BattleMaster BLR-1G

Movement Points:		**Tonnage:**	85
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Introductory
Jumping:	0	**Role:**	Brawler

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Machine Gun	LA	—	2 [DB,AI]	—	1	2	3
1	PPC	RA	10	10 [DE]	3	6	12	18
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
2	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser (R)	LT	3	5 [DE]	—	3	6	9
2	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser (R)	RT	3	5 [DE]	—	3	6	9

Ammo: (Machine Gun) 200, (SRM 6) 30

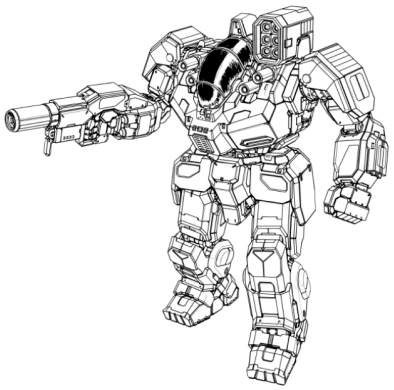
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WARRIOR DATA

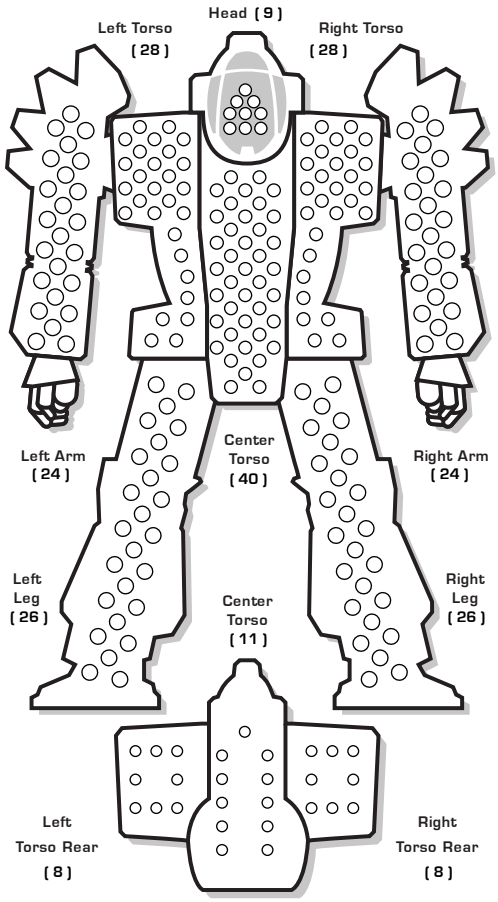
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Machine Gun
6. Machine Gun

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. SRM 6
2. SRM 6
3. Medium Laser
4. Medium Laser
5. Medium Laser (R)
6. Ammo (SRM 6) 15

4-6
1. Ammo (SRM 6) 15
2. Ammo (Machine Gun) 200
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

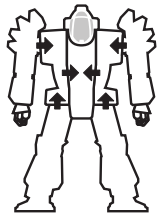
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. PPC
6. PPC

4-6
1. PPC
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

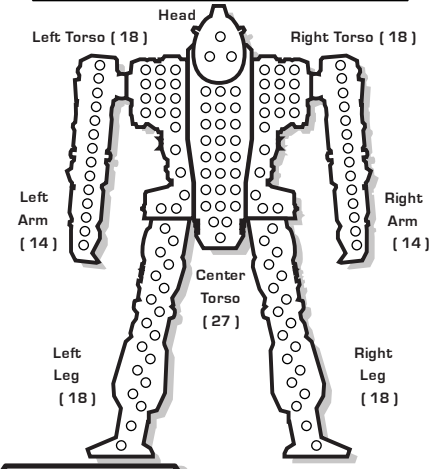
1-3
1. Heat Sink
2. Medium Laser
3. Medium Laser
4. Medium Laser (R)
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Sinks: 18

Heat Level*	Effects	
30	Shutdown	O O
28	Ammo Exp, avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp, avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp, avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: BattleMaster BLR-2C

Movement Points:		**Tonnage:**	85
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Advanced
Jumping:	0	**Role:**	Brawler

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Anti-Missile System	LA	1	[PD]	—	1	—	—
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
2	Medium Laser	LT	3	5 [DE]	—	3	6	9
2	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Active Probe (Beagle)	CT	—	[E]	—	—	—	3

Ammo: (AMS) 12, (SRM 6) 15

BV: 1,563

WARRIOR DATA

Pilot: _____

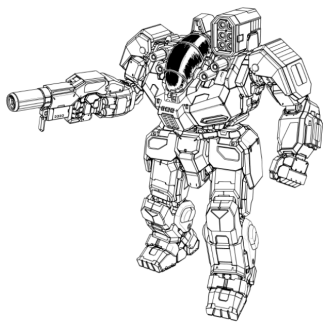
Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead

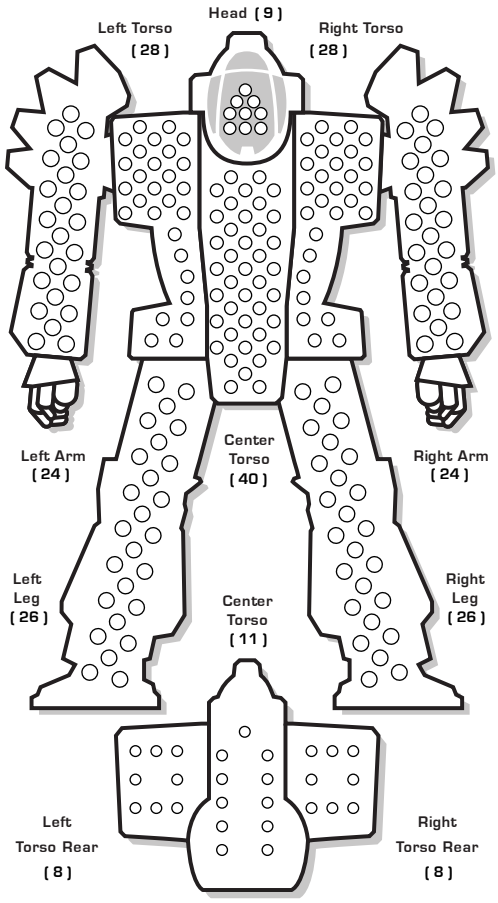
Commander: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Anti-Missile System
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Heat Sink
2. SRM 6
3. SRM 6
4. Medium Laser
5. Medium Laser
6. Ammo (SRM 6) 15

4-6
1. Ammo (AMS) 12
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

Head

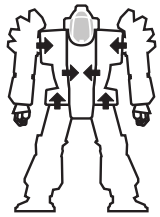
1. Life Support
2. Sensors
3. Cockpit
4. Command Console
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Active Probe (Beagle)
6. Active Probe (Beagle)

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER PPC
6. ER PPC

4-6
1. ER PPC
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

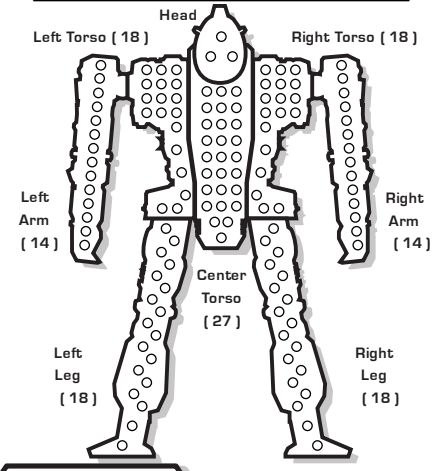
1-3
1. Heat Sink
2. Medium Laser
3. Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Sinks: 17

Heat Level*	Effects	
30	Shutdown	
28	Ammo Exp, avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp, avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp, avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: BattleMaster BLR-3M

Movement Points:		**Tonnage:**	85
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Standard
Jumping:	0	**Role:**	Brawler

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Machine Gun	LA	—	2 [DB,AI]	—	1	2	3
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
2	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser (R)	LT	3	5 [DE]	—	3	6	9
2	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	Medium Laser (R)	RT	3	5 [DE]	—	3	6	9

Ammo: (Machine Gun) 200, (SRM 6) 30

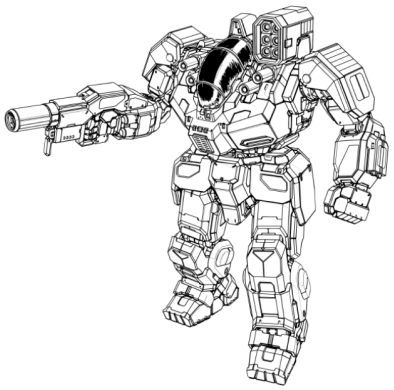
BV: 1,679

WARRIOR DATA

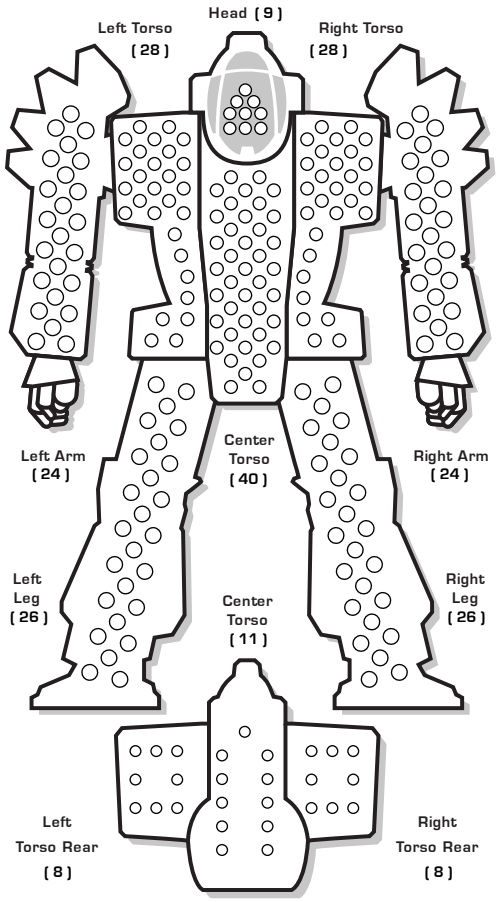
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Machine Gun
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. SRM 6
5. SRM 6
6. Medium Laser

4-6
1. Medium Laser
2. Medium Laser (R)
3. Ammo (SRM 6) 15
4. Ammo (SRM 6) 15
5. Ammo (Machine Gun) 200
6. CASE

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

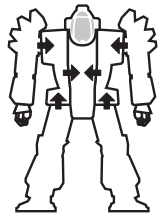
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER PPC
6. ER PPC

4-6
1. ER PPC
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

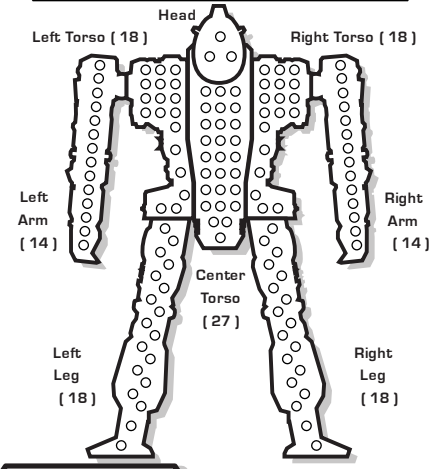
1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Medium Laser
5. Medium Laser
6. Medium Laser (R)

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Double Heat Sinks: 18 (36)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Crockett CRK-5003-1

Movement Points:		**Tonnage:**	85
Walking:	3	**Tech Base:**	Inner Sphere
Running:	5	**Rules Level:**	Standard
Jumping:	3	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19
1	Small Laser	LA	1	3 [DE]	—	1	2	3
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	Small Laser	RA	1	3 [DE]	—	1	2	3
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
1	LB 10-X AC	LT	2	10 [DB,C/F/S]	—	6	12	18
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9

Ammo: (LB 10-X) 20, (LB 10-X Cluster) 10, (SRM 6) 30

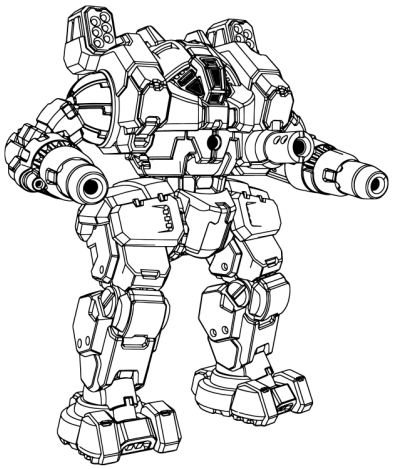
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WARRIOR DATA

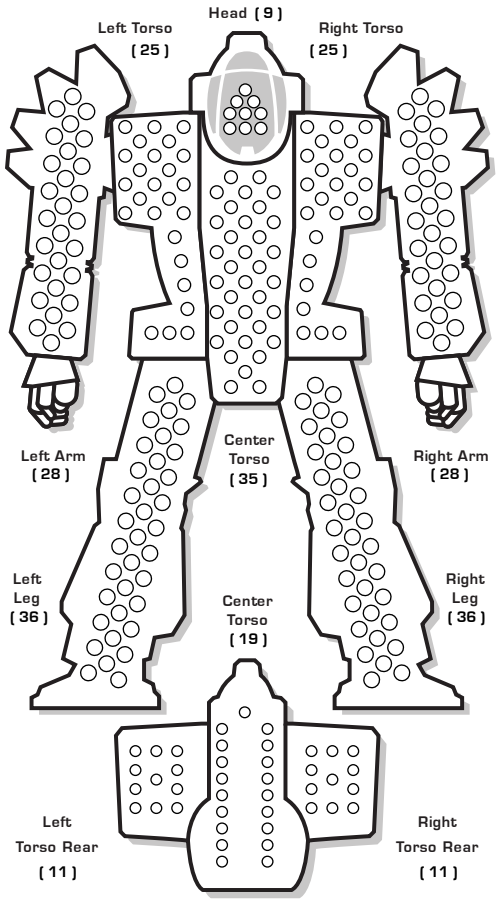
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3

4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ER Large Laser
2. ER Large Laser

4-6

3. Small Laser
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

1-3

4. SRM 6
5. SRM 6
6. LB 10-X AC

1. LB 10-X AC
2. LB 10-X AC

4-6

3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. Ammo (LB 10-X Cluster) 10

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Fusion Engine
2. Fusion Engine
3. Fusion Engine

1-3

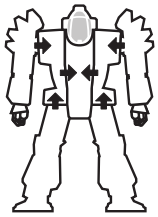
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine

4-6

4. Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3

4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ER Large Laser
2. ER Large Laser

4-6

3. Small Laser
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

1-3

4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. SRM 6
2. SRM 6

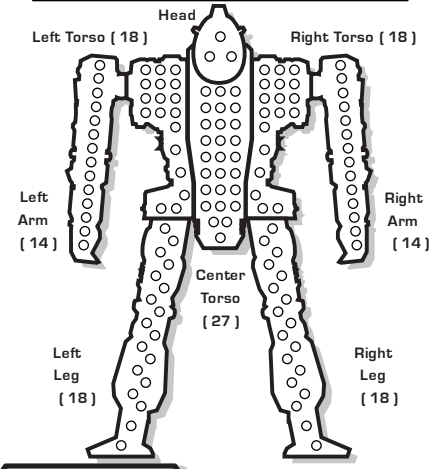
4-6

3. Ammo (SRM 6) 15
4. Ammo (SRM 6) 15
5. Ammo (LB 10-X) 10
6. Ammo (LB 10-X) 10

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Double Heat Sinks: 15 (30)

Heat Level*	Effects	
30	Shutdown	
28	Ammo Exp, avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp, avoid on 6+	O O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp, avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Stalker STK-3F

Movement Points:		**Tonnage:**	85
Walking:	3	**Tech Base:**	Inner Sphere
Running:	5	**Rules Level:**	Introductory
Jumping:	0	**Role:**	Juggernaut

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LA	4	1/Msl [M,C,S]	6	7	14	21
2	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	LRM 10	RA	4	1/Msl [M,C,S]	6	7	14	21
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Large Laser	LT	8	8 [DE]	—	5	10	15
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
1	Large Laser	RT	8	8 [DE]	—	5	10	15
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9

Ammo: (LRM 10) 24, (SRM 6) 30

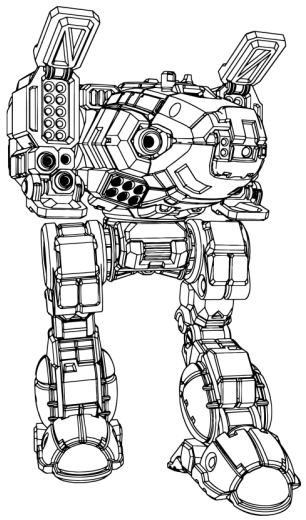
BV: 1,559

WARRIOR DATA

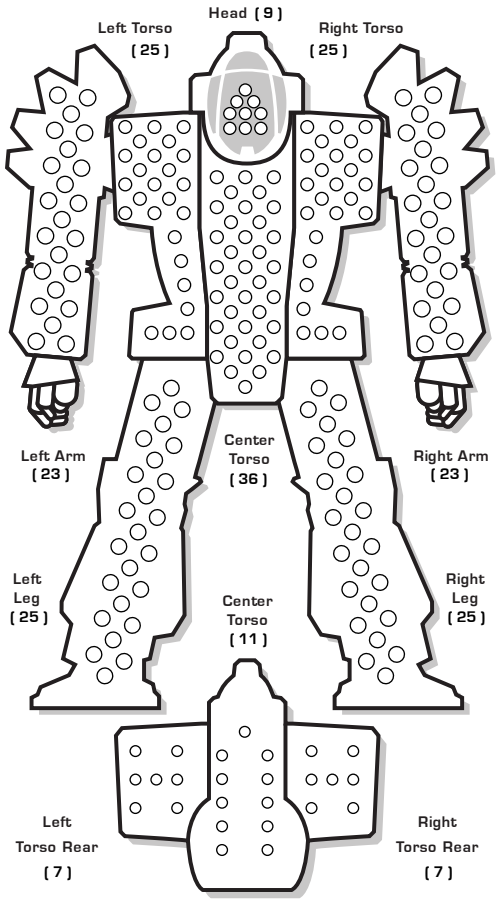
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Heat Sink
4. [LRM 10
5. [LRM 10
6. Medium Laser

4-6
1. Medium Laser
2. Ammo (LRM 10) 12
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Heat Sink
2. [Large Laser
3. [Large Laser
4. [SRM 6
5. [SRM 6
6. Ammo (SRM 6) 15

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

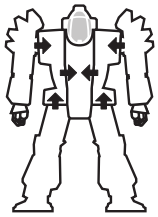
Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Heat Sink

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Heat Sink
4. [LRM 10
5. [LRM 10
6. Medium Laser

4-6
1. Medium Laser
2. Ammo (LRM 10) 12
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

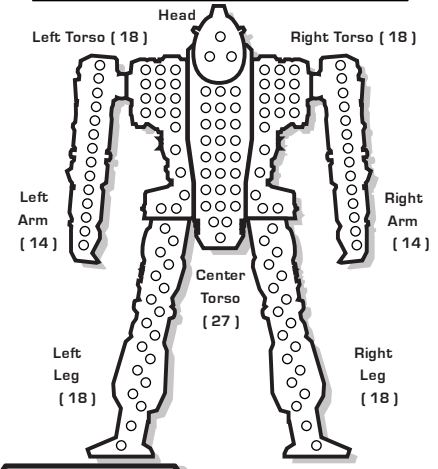
1-3
1. Heat Sink
2. [Large Laser
3. [Large Laser
4. [SRM 6
5. [SRM 6
6. Ammo (SRM 6) 15

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Sinks: 20

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 Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Stalker STK-5M

Movement Points:		**Tonnage:**	85
Walking:	3	**Tech Base:**	Inner Sphere
Running:	5	**Rules Level:**	Standard
Jumping:	0	**Role:**	Juggernaut

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LA	4	1/Msl [M,C,S]	6	7	14	21
2	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	LRM 10	RA	4	1/Msl [M,C,S]	6	7	14	21
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Narc	LT	—	[M]	—	3	6	9
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
1	ER Large Laser	CT	12	8 [DE]	—	7	14	19

Ammo: (LRM 10 Narc-capable) 48, (Narc) 12, (SRM 6 Narc-capable) 30

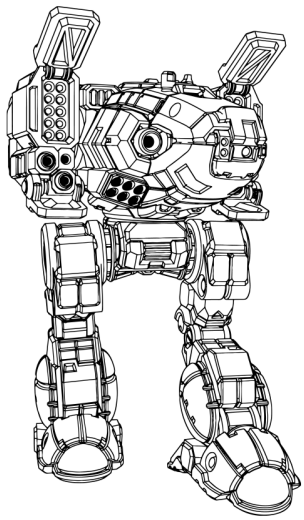
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WARRIOR DATA

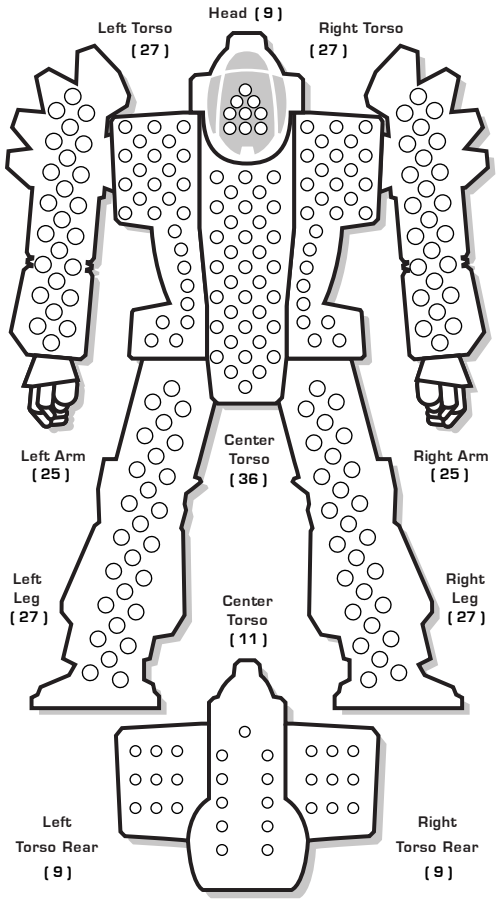
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. LRM 10

1. LRM 10
2. Medium Laser
3. Medium Laser
4. Ammo (LRM 10 Narc-capable) 12
5. Ammo (LRM 10 Narc-capable) 12
6. Roll Again

Left Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Narc
2. Narc
3. SRM 6
4. SRM 6
5. Ammo (SRM 6 Narc-capable) 15
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (Narc) 6
6. Ammo (Narc) 6

Head

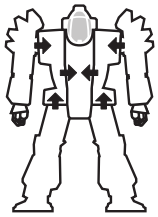
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. ER Large Laser
6. ER Large Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. LRM 10

1. LRM 10
2. Medium Laser
3. Medium Laser
4. Ammo (LRM 10 Narc-capable) 12
5. Ammo (LRM 10 Narc-capable) 12
6. Roll Again

Right Torso

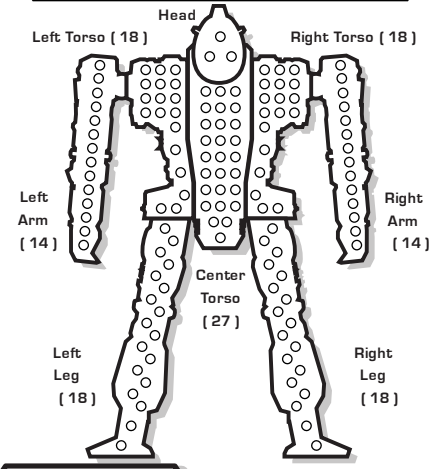
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. SRM 6
5. SRM 6
6. Ammo (SRM 6 Narc-capable) 15

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Double Heat Sinks: 17 (34)

Heat Level*	Effects	
30	Shutdown	O O
28	Ammo Exp, avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp, avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp, avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Cyclops CP-10-Z

Movement Points:		**Tonnage:**	90
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Introductory
Jumping:	0	**Role:**	Juggernaut

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	LRM 10	LT	4	1/Msl [M,C,S]	6	7	14	21
1	AC/20	RT	7	20 [DB,S]	—	3	6	9
1	SRM 4	CT	3	2/Msl [M,C,S]	—	3	6	9

Ammo: (AC/20) 20, (LRM 10) 12, (SRM 4) 25

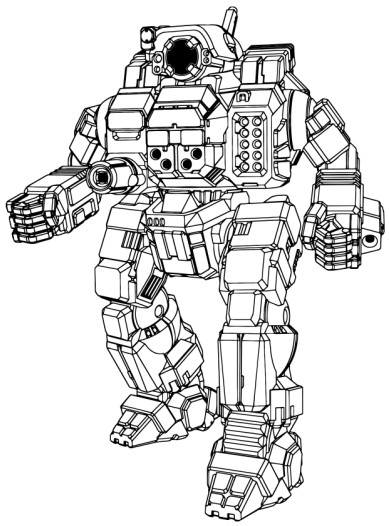
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WARRIOR DATA

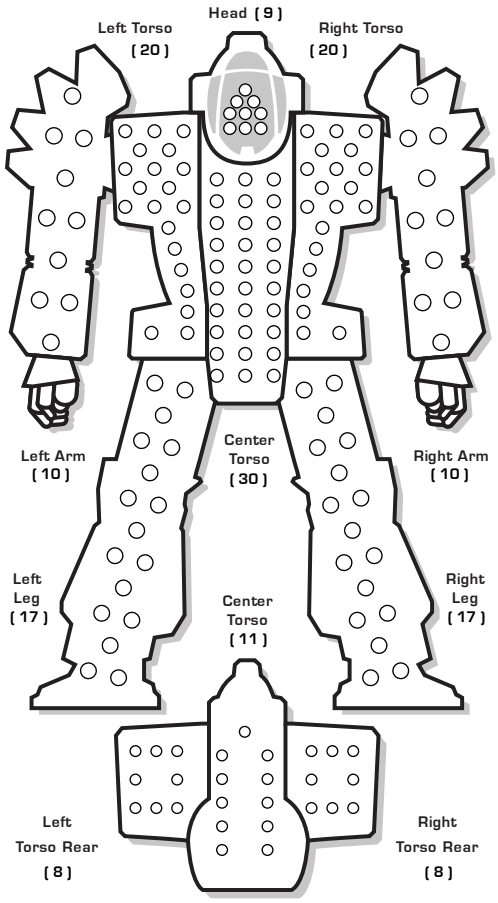
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. LRM 10
2. LRM 10
3. Ammo (LRM 10) 12
4. Ammo (AC/20) 5
5. Ammo (AC/20) 5
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

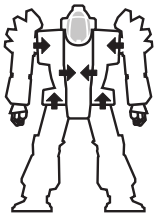
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. SRM 4
6. Ammo (SRM 4) 25

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

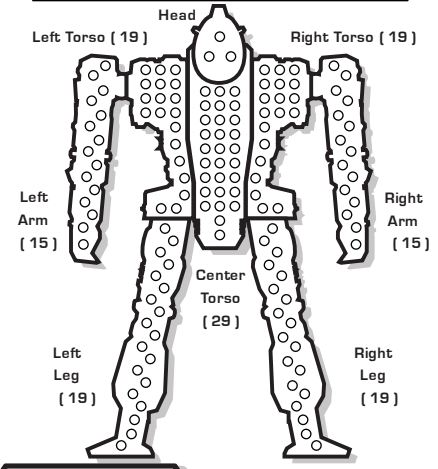
1-3
1. AC/20
2. AC/20
3. AC/20
4. AC/20
5. AC/20
6. AC/20

4-6
1. AC/20
2. AC/20
3. AC/20
4. AC/20
5. Ammo (AC/20) 5
6. Ammo (AC/20) 5

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Sinks: 12

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

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Cyclops CP-11-A

Movement Points:		**Tonnage:**	90
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Standard
Jumping:	0	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	LRM 10	LT	4	1/Msl [M,C,S]	6	7	14	21
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	SRM 4	CT	3	2/Msl [M,C,S]	—	3	6	9

Ammo: (Gauss) 16, (LRM 10) 24, (SRM 4) 25

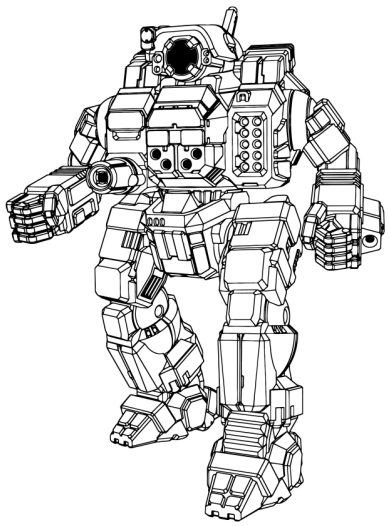
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WARRIOR DATA

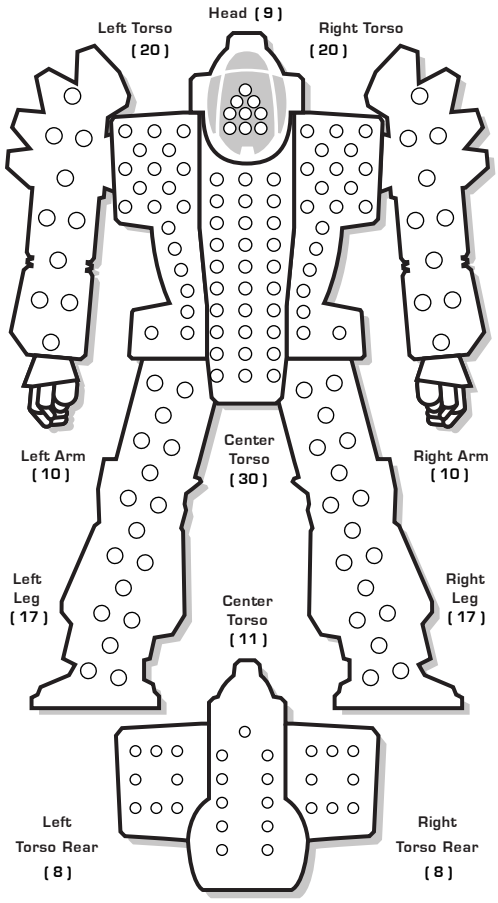
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. LRM 10
2. LRM 10
3. Ammo (LRM 10) 12
4. Ammo (LRM 10) 12
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

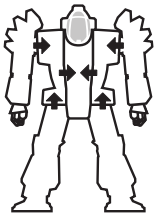
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. SRM 4
6. Ammo (SRM 4) 25

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

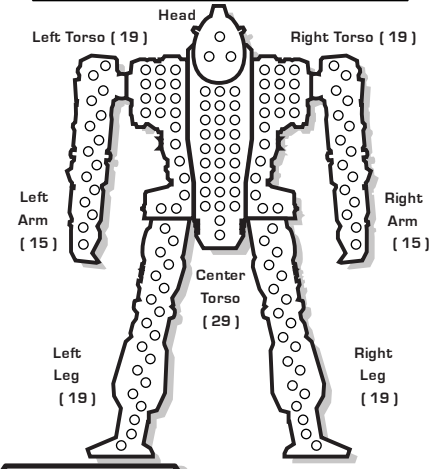
1-3
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

4-6
1. Gauss Rifle
2. Ammo (Gauss) 8
3. Ammo (Gauss) 8
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Sinks: 12

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

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Highlander HGN-732

Movement Points:		**Tonnage:**	90
Walking:	3	**Tech Base:**	Inner Sphere
Running:	5	**Rules Level:**	Standard
Jumping:	3	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	LA	4	2/Msl [M,C,S]	—	3	6	9
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	LRM 20	LT	6	1/Msl [M,C,S]	6	7	14	21
2	Medium Laser	RT	3	5 [DE]	—	3	6	9

Ammo: (Gauss) 16, (LRM 20) 12, (SRM 6) 30

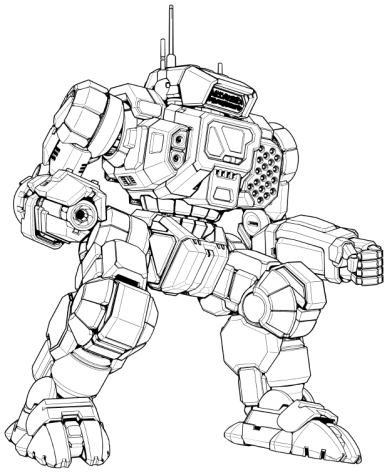
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WARRIOR DATA

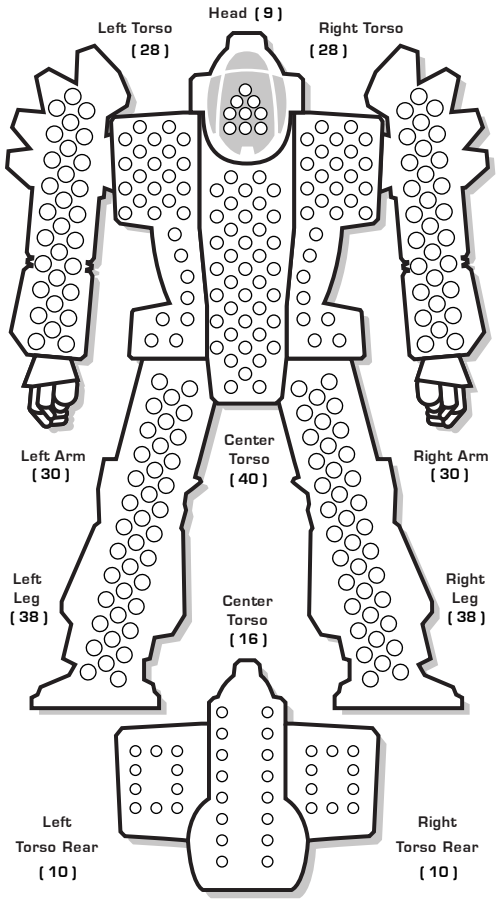
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. SRM 6
6. SRM 6

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Jump Jet
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

4-6
1. Ammo (LRM 20) 6
2. Ammo (LRM 20) 6
3. Ammo (SRM 6) 15
4. Ammo (SRM 6) 15
5. CASE
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Ferro-Fibrous

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

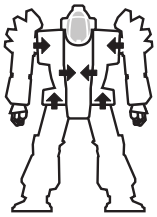
Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

4-6
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso

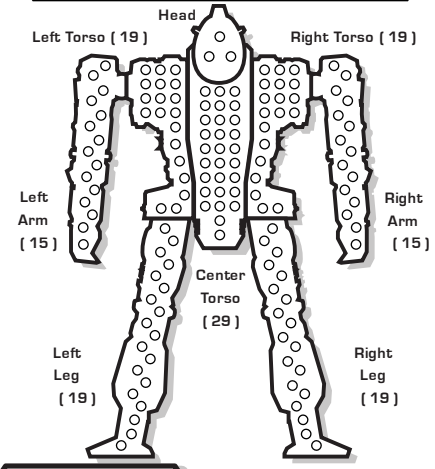
1-3
1. Jump Jet
2. Medium Laser
3. Medium Laser
4. Ammo (Gauss) 8
5. Ammo (Gauss) 8
6. CASE

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Sinks: 12

Heat Level*	Effects	
30	Shutdown	O O
28	Ammo Exp, avoid on 8+	O O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp, avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp, avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Banshee BNC-3E

Movement Points:		**Tonnage:**	95
Walking:	4	**Tech Base:**	Inner Sphere
Running:	6	**Rules Level:**	Introductory
Jumping:	0	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AC/5	LT	1	5 [DB,S]	3	6	12	18
1	PPC	RT	10	10 [DE]	3	6	12	18
1	Small Laser	HD	1	3 [DE]	—	1	2	3

Ammo: (AC/5) 20

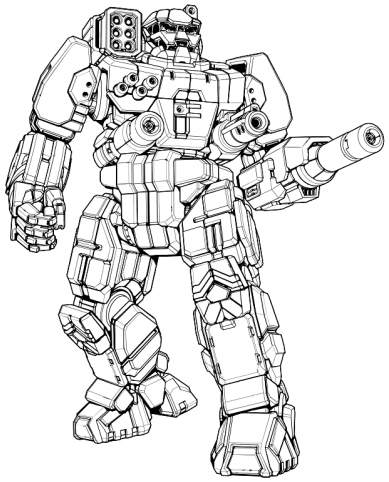
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WARRIOR DATA

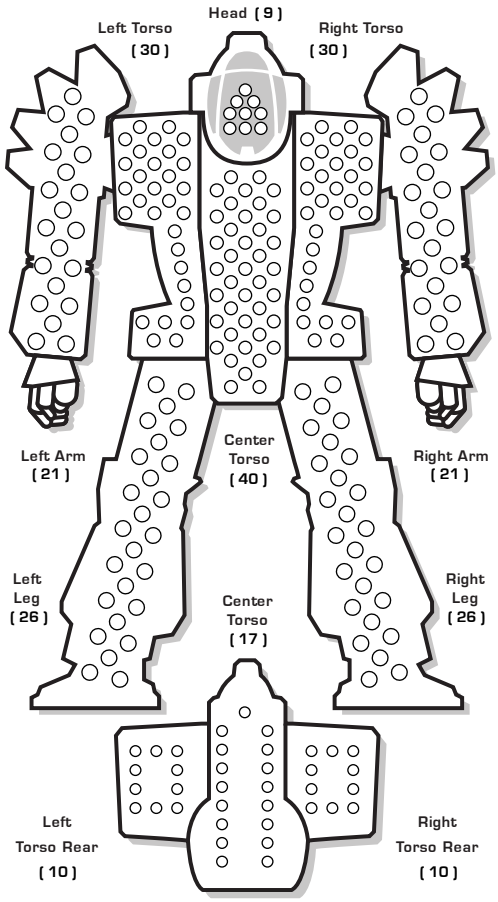
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. AC/5
2. AC/5
3. AC/5
4. AC/5
5. Ammo (AC/5) 20
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

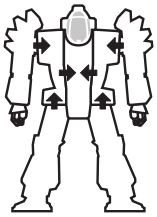
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

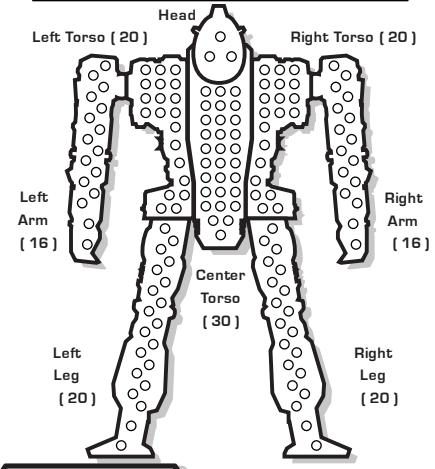
1-3
1. PPC
2. PPC
3. PPC
4. Roll Again
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30* 29 28* 27 26* 25* 24* 23* 22* 21 20* 19* 18* 17* 16 15* 14* 13* 12 11 10* 9 8* 7 6 5* 4 3 2 1 0

HEAT DATA

Heat Sinks: 16

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Nightstar NSR-9J

Movement Points:		**Tonnage:**	95
Walking:	3	**Tech Base:**	Inner Sphere
Running:	5	**Rules Level:**	Standard
Jumping:	0	**Role:**	Juggernaut

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	ER PPC	RT	15	10 [DE]	—	7	14	23
1	Small Laser	HD	1	3 [DE]	—	1	2	3

Ammo: [Gauss] 56

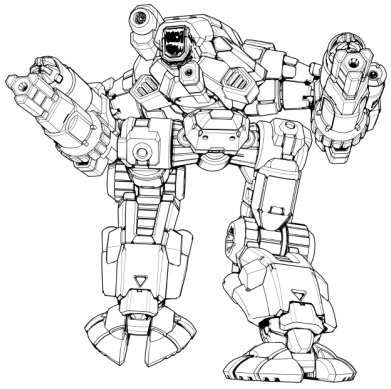
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WARRIOR DATA

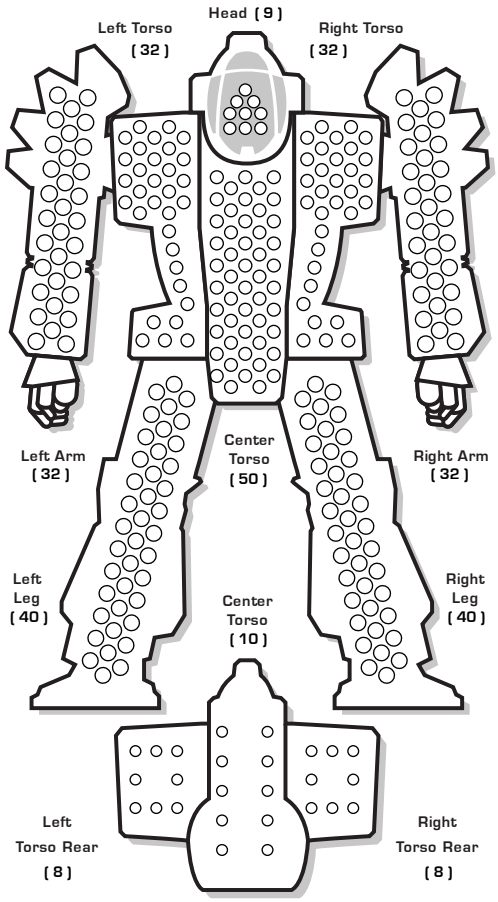
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Gauss Rifle
6. Gauss Rifle

4-6
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Medium Pulse Laser

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Ammo (Gauss) 8
5. Ammo (Gauss) 8
6. Ammo (Gauss) 8

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

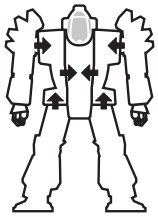
Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ammo (Gauss) 8
6. Roll Again

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Gauss Rifle
6. Gauss Rifle

4-6
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Medium Pulse Laser

Right Torso

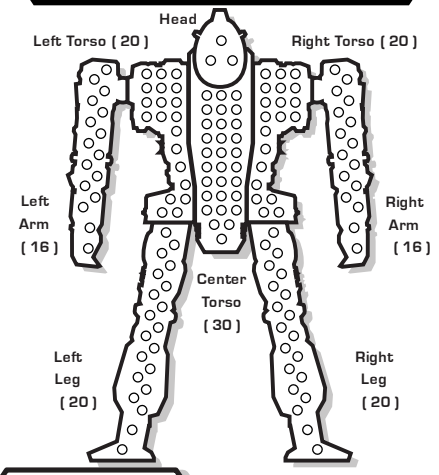
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. ER PPC
2. ER PPC
3. ER PPC
4. Ammo (Gauss) 8
5. Ammo (Gauss) 8
6. Ammo (Gauss) 8

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Double Heat Sinks: 14 (28)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Atlas AS7-D

Movement Points:		**Tonnage:**	100
Walking:	3	**Tech Base:**	Inner Sphere
Running:	5	**Rules Level:**	Introductory
Jumping:	0	**Role:**	Juggernaut

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	LRM 20	LT	6	1/Msl [M,C,S]	6	7	14	21
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
1	AC/20	RT	7	20 [DB,S]	—	3	6	9
2	Medium Laser (R)	CT	3	5 [DE]	—	3	6	9

Ammo: (AC/20) 10, (LRM 20) 12, (SRM 6) 15

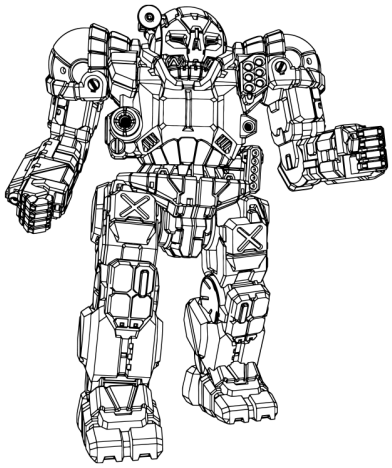
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WARRIOR DATA

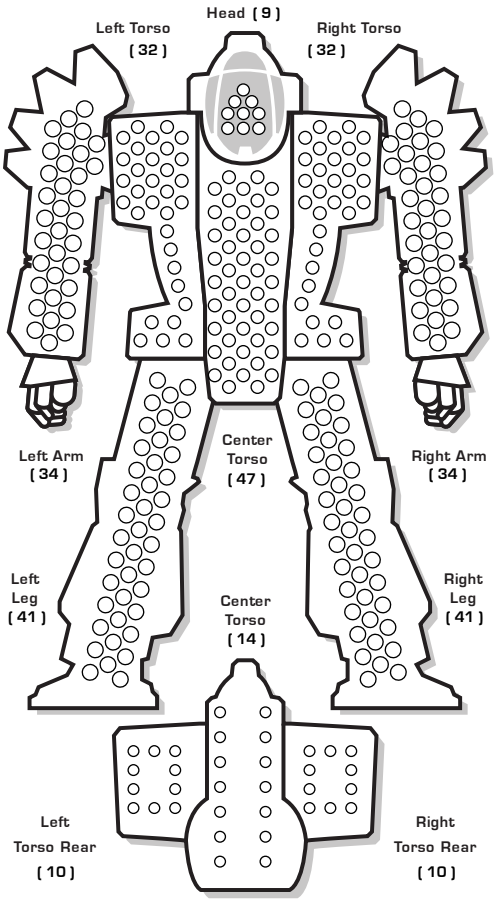
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Heat Sink 6. Medium Laser
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Left Torso

1-3	1. Heat Sink 2. LRM 20 3. LRM 20 4. LRM 20 5. LRM 20 6. LRM 20
4-6	1. SRM 6 2. SRM 6 3. Ammo (SRM 6) 15 4. Ammo (LRM 20) 6 5. Ammo (LRM 20) 6 6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Heat Sink

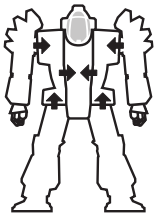
Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

Center Torso

1-3	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
4-6	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Medium Laser (R) 6. Medium Laser (R)

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm

1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Heat Sink 6. Medium Laser
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

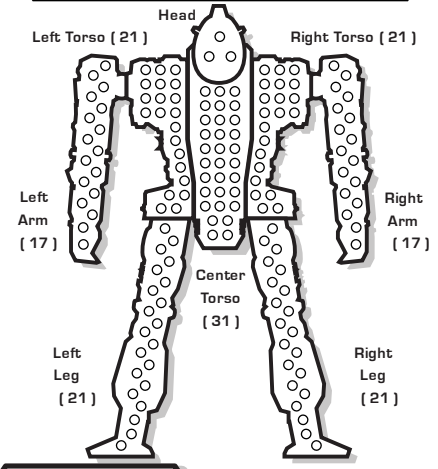
Right Torso

1-3	1. AC/20 2. AC/20 3. AC/20 4. AC/20 5. AC/20 6. AC/20
4-6	1. AC/20 2. AC/20 3. AC/20 4. AC/20 5. Ammo (AC/20) 5 6. Ammo (AC/20) 5

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 Scale

Overflow
30*
29
28*
27
26*
25*
24*
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 Sinks: 20

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Atlas AS7-K

Movement Points:		**Tonnage:**	100
Walking:	3	**Tech Base:**	Inner Sphere
Running:	5	**Rules Level:**	Standard
Jumping:	0	**Role:**	Sniper

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19
1	Anti-Missile System	LA	1	[PD]	—	1	—	—
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	LRM 20	LT	6	1/Msl [M,C,S]	6	7	14	21
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
2	Medium Pulse Laser (R)	CT	4	6 [P]	—	2	4	6

Ammo: (AMS) 12, (Gauss) 16, (LRM 20) 12

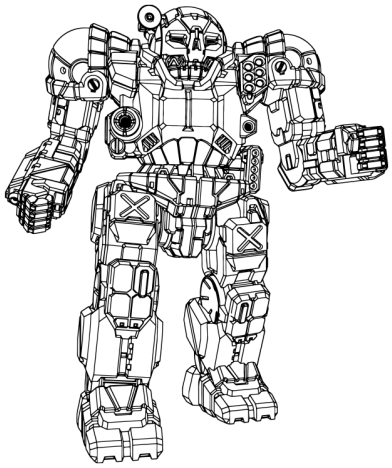
BV: 2,175

WARRIOR DATA

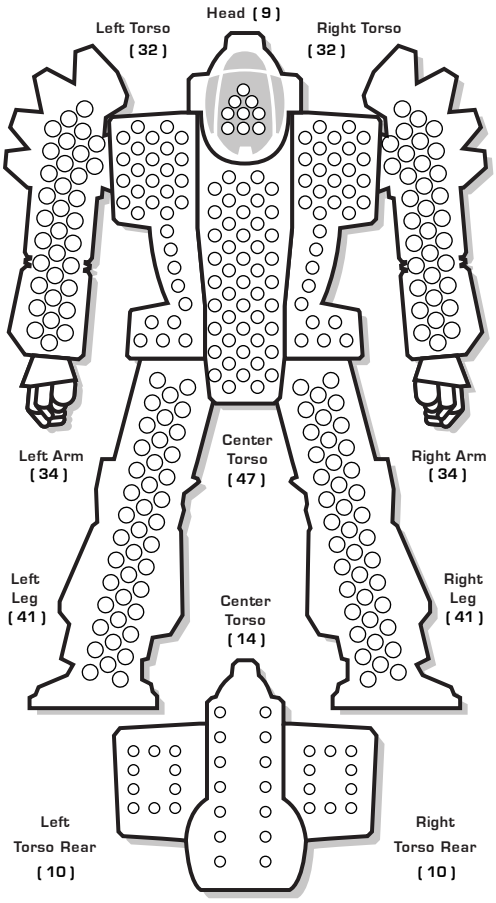
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heat Sink
6. Heat Sink

Head

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heat Sink
6. Heat Sink

Left Arm (1-3)

1. ER Large Laser
2. ER Large Laser
3. Anti-Missile System
4. Roll Again
5. Roll Again
6. Roll Again

Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

Right Arm (1-3)

1. ER Large Laser
2. ER Large Laser
3. Ammo (Gauss) 8
4. Ammo (Gauss) 8
5. Roll Again
6. Roll Again

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. LRM 20
5. LRM 20
6. LRM 20

Center Torso (4-6)

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Medium Pulse Laser (R)
6. Medium Pulse Laser (R)

Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

Left Torso (4-6)

1. LRM 20
2. LRM 20
3. Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
5. Ammo (AMS) 12
6. CASE

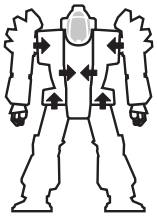
Right Torso (4-6)

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. CASE
6. Roll Again

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

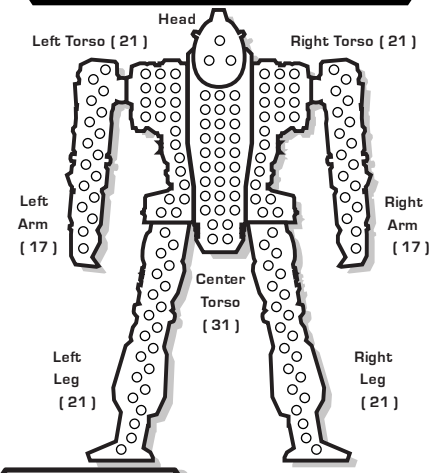


Damage Transfer Diagram

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 Scale

Overflow
30*
29
28*
27
26*
25*
24*
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 Sinks: 20

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: King Crab KGC-000

Movement Points:		**Tonnage:**	100
Walking:	3	**Tech Base:**	Inner Sphere
Running:	5	**Rules Level:**	Standard
Jumping:	0	**Role:**	Juggernaut

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AC/20	LT/LA	7	20 [DB,S]	—	3	6	9
1	AC/20	RT/RA	7	20 [DB,S]	—	3	6	9
1	LRM 15	LT	5	1/Msl [M,C,S]	6	7	14	21
1	Large Laser	RT	8	8 [DE]	—	5	10	15

Ammo: (AC/20) 10, (LRM 15) 8

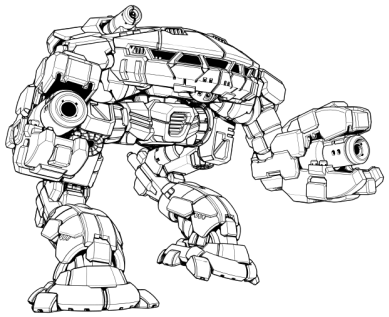
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WARRIOR DATA

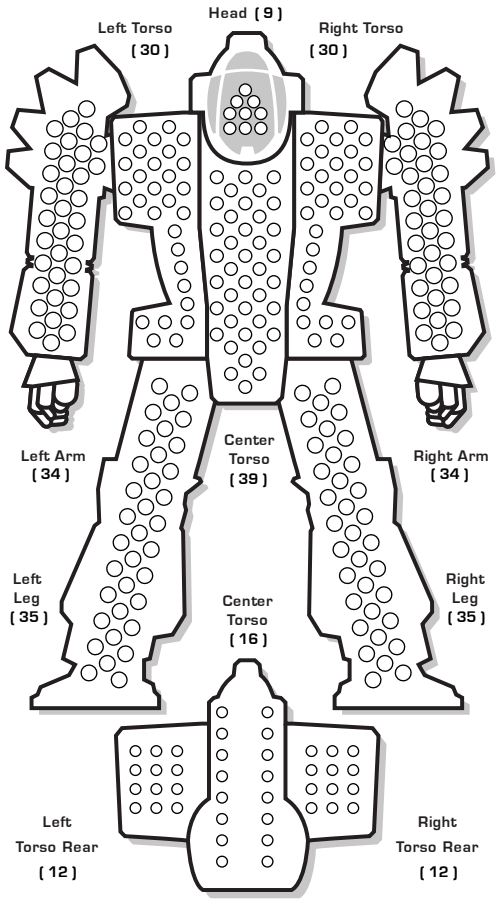
Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. AC/20
6. AC/20

4-6
1. AC/20
2. AC/20
3. AC/20
4. AC/20
5. AC/20
6. AC/20

Left Torso

1-3
1. AC/20
2. AC/20
3. LRM 15
4. LRM 15
5. LRM 15
6. Ammo (LRM 15) 8

4-6
1. Ammo (AC/20) 5
2. CASE
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Ferro-Fibrous

Head

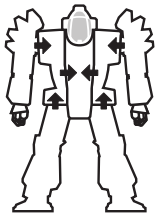
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Heat Sink
6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. AC/20
6. AC/20

4-6
1. AC/20
2. AC/20
3. AC/20
4. AC/20
5. AC/20
6. AC/20

Right Torso

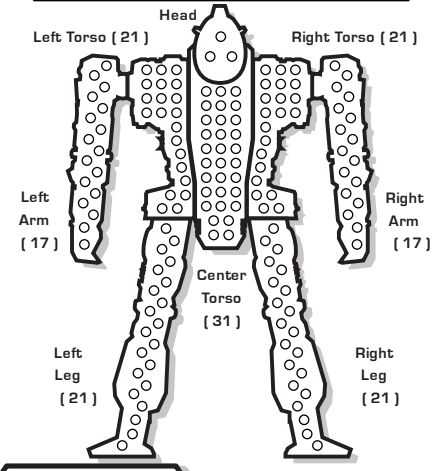
1-3
1. AC/20
2. AC/20
3. Large Laser
4. Large Laser
5. Ammo (AC/20) 5
6. CASE

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Sinks: 15

Heat Level*	Effects	
30	Shutdown	O O
28	Ammo Exp, avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp, avoid on 6+	O O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp, avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: King Crab KGC-001

Movement Points:		**Tonnage:**	100
Walking:	3	**Tech Base:**	Inner Sphere
Running:	5	**Rules Level:**	Standard
Jumping:	0	**Role:**	Juggernaut

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	LRM 15	LT	5	1/Msl [M,C,S]	6	7	14	21
1	Streak SRM 2	LT	2	2/Msl [M,C]	—	3	6	9
1	Large Pulse Laser	RT	10	9 [P]	—	3	7	10
1	Streak SRM 2	RT	2	2/Msl [M,C]	—	3	6	9

Ammo: (Gauss) 32, (LRM 15) 8, (Streak SRM 2) 100

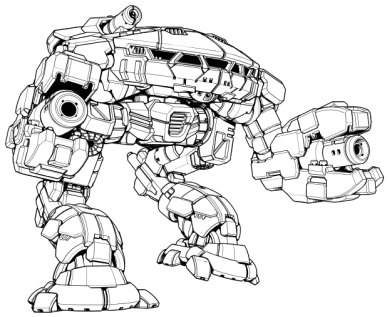
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WARRIOR DATA

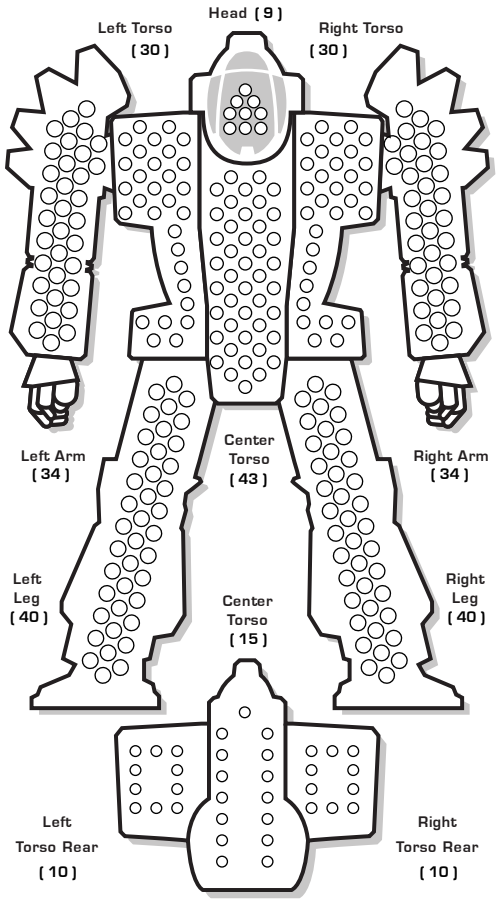
Name: _____

Gunnery Skill: ____ **Piloting Skill:** ____

Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Ammo (Gauss) 8
5. Ammo (Gauss) 8
6. Ferro-Fibrous

Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. LRM 15
5. LRM 15
6. LRM 15

1. Streak SRM 2
2. Ammo (Streak SRM 2) 50
3. Ammo (LRM 15) 8
4. CASE
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head

1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

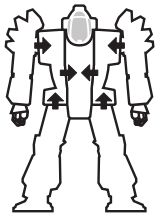
Center Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ferro-Fibrous
6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Ammo (Gauss) 8
5. Ammo (Gauss) 8
6. Ferro-Fibrous

Right Torso

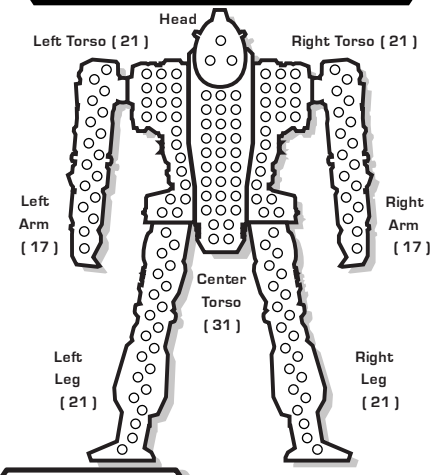
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Large Pulse Laser
5. Large Pulse Laser
6. Streak SRM 2

1. Ammo (Streak SRM 2) 50
2. CASE
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

HEAT DATA

Heat Sinks: 13

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

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