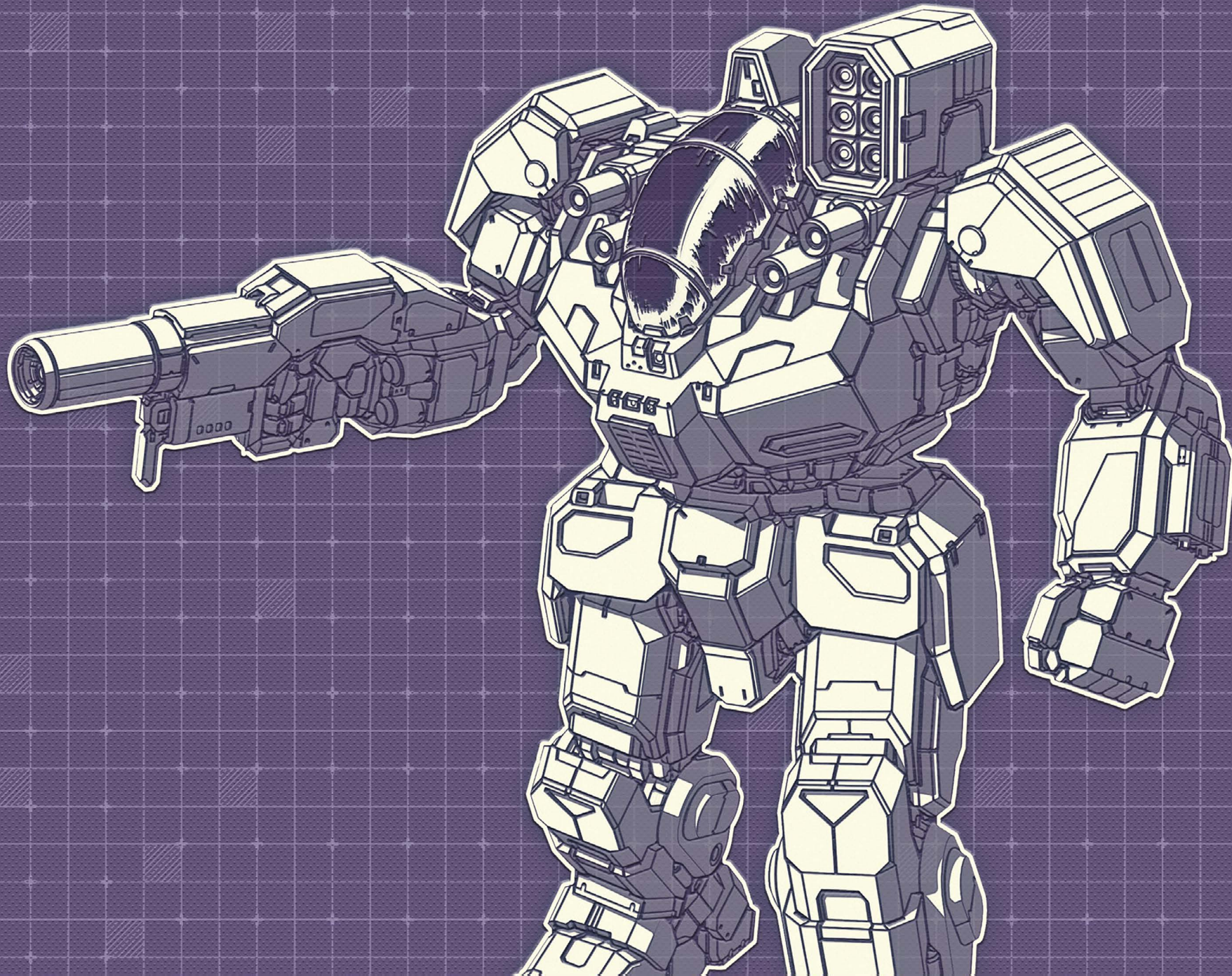


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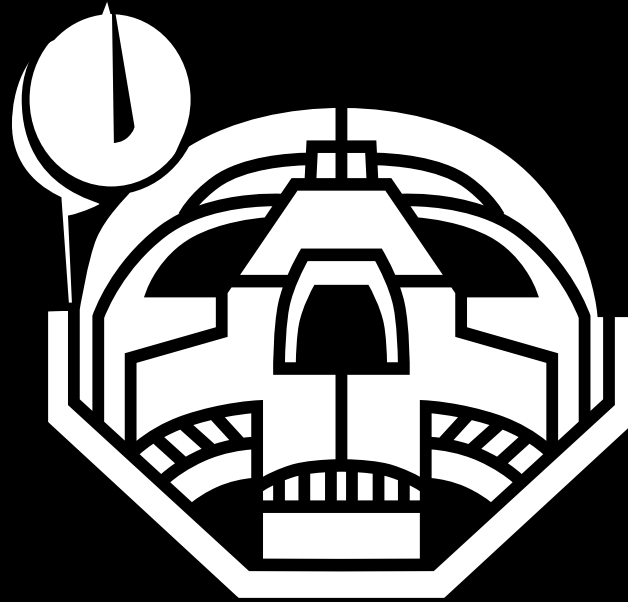
BATTLEFIELD

RECOGNITION GUIDE: ILCLAN VOL. 03



RECOGNITION GUIDE: ILCLAN

VOLUME 03



STAR
LEAGUE



SUCCESSION
WARS



CLAN
INVASION



CIVIL WAR



JIHAD



DARK AGE



ILCLAN

CATALYST GAME LABS

RECOGNITION GUIDE: ILCLAN VOL. 03

SAFACTOR,

Words which once seemed impossible now seem inevitable: the ilClan is nigh.

The turbulence of the last two decades has brought several of our fellow Clans to Terra's doorstep, to say nothing of the Inner Sphere powers which gaze upon humanity's birthplace with hungry eyes. But we know our people, we know their aggression. One of them will move to take Terra first and claim the mantle of ilClan, however briefly. If they intend to hold it, however, they will need new hardware—and, as ever, we stand ready to deliver. For a price.

Contained within these volumes is that hardware. It is an intriguing combination of all-new BattleMech designs and retrofits of existing Inner Sphere and Clan designs with weapons and equipment suitable for modern combat. All are in our inventories or otherwise obtainable, and I have instructed all Merchant Caste personnel under my command above the rank of Point Merchant to familiarize themselves with the contents of these reports and be ready to negotiate terms for any merchandise herein. I hope you will assist me, "old friend," with their distribution across all Khanates.

The wheel of power is poised to spin once more, but we must be the axle on which it revolves. Who winds up atop that wheel, and who is crushed beneath it, matters little as long as we profit from each turn.

—Merchant Colonel Reece, aboard CSF *Atlantean*, Skate Khanate, 14 November 3150

Welcome to *Recognition Guide: ilClan*, a supplement offering players exciting new 'Mech variants rooted in the closing days of the Dark Age era and the transition to the ilClan era. Inside, you'll discover a mix of all-new 'Mechs only recently seen on battlefields of the Inner Sphere, alongside modern refits of long-existing and much-loved units.

Each volume of *Recognition Guide: ilClan* includes full, *Technical Readout*-style entries on new 'Mechs or significant rebuilds of existing designs; a selection of brief write-ups on existing variants; notable pilots for each 'Mech, and record sheets for immediate game use.

Special attention has been given to 'Mechs which were redesigned as part of the *BattleTech: Clan Invasion* Kickstarter, to ensure that these brand-new miniatures have a place in games set in the Dark Age. Many of these units have torn apart battlefields of the Inner Sphere for hundreds of years. With these guides, they will continue to do so for hundreds more.

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Special Thanks: To the fans whose projects that have kept the *BattleTech* flame going in the community—especially Scott Bukoski and Matt McLaine. To Joshua F. for his magnanimity, to Chris W. for keeping me honest, and to Ray for our pact.

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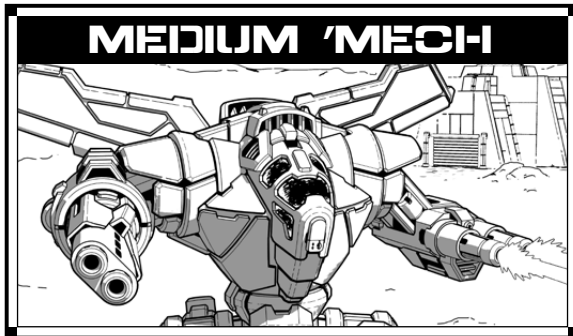
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Mass: 45 tons

Chassis: JF 4 Light Endo Steel

Power Plant: Light Force 270 XL

Cruising Speed: 64 kph

Maximum Speed: 97 kph

Jump Jets: None

Jump Capacity: None

Armor: Compound JF Ferro-Fibrous

Armament:

19 tons of pod space available

Manufacturer: CJF Factory Zone 4

Primary Factory: Alyina

Communications System: JF Integrated

Targeting & Tracking System: Series JFVII Integrated

Building upon the last few decades of BattleMech design, the latest generation of Jade Falcon OmniMechs incorporates many hard-learned lessons from the fields of war and the gantries of frustrated technicians. Like its larger cousin, the *Jade Phoenix*, the *Hierofalcon* is poised to compliment or even supersede a number of standard BattleMechs in the Falcon *touman*.

CAPABILITIES

Jade Falcon doctrines always favor high maneuverability, so it should come as no surprise that the partial wing has become a signature piece of Jade Falcon equipment. Falcon warriors have taken to the skies like their namesake, gliding across the fields to rain death upon their foes. *Hierofalcon* pilots can enjoy one of the longest jump ranges possible for a BattleMech, made even more impressive when the 'Mech is outfitted

with improved jump jets. For an OmniMech, this maneuverability provides more tactical advantages than simply gaining the high ground. Elementals can ride a *Hierofalcon* into position rather than being confined to the belly of a vulnerable hovercraft or VTOL, making Jade Falcon Nova formations particularly deadly.

BATTLE HISTORY

After the breakdown of the alliance between the Falcons and Clan Hell's Horses, their shared border came alive with raiding. A skirmish on Hyperion in 3149 brought Star Commander Mikkon of the First Falcon Jaegers into contact with a Nova composed of *Balius* OmniMechs supported by Buraq battle armor, a formation which Mikkon dubbed "the worst abomination Hell ever vomited forth." The speedy Buraqs ran circles around Mikkon's force, until he ordered his two Beta configuration *Hierofalcons* to switch to inferno rounds and deliver the Horses to Hell. In seconds the field was a nightmare of flames, and the Buraqs were either melted into slag or herded into the guns of the heavier Falcon 'Mechs. Though the outnumbered Falcons eventually fled, the *Hierofalcons* were credited with turning certain defeat into a chance to fight again.

The capture of Rigil Kentarus at the end of 3150 brought the Jade Falcons closer to mother Terra than any Clan of Kerensky has ever been. Both the Republic defenders and Clan Wolf forces already on-planet faced a frenzy unlike anything seen since the Jihad as Falcon warriors abandoned all restraint in their need for blood. Republic BattleMechs perched atop the sixty meter-high walls of Fortress Carmichael, a Word of Blake fortification rebuilt after the Jihad, and rained fire upon the invaders. Falcon artillery pounded the reinforced ferrocrete walls, but the assault seemed hopeless until MechWarrior Jayna gathered a group of Elementals to her *Hierofalcon* and rocketed to the very top of the wall on her improved jump jets. The defenders of the Fourth Fides were almost too amazed to fire as the *Hierofalcon* jumped deeper into the complex. Dropping her Elementals, Jayna began blasting everything in sight with her anti-personnel weapons, until a Republic *Archer* put an end to her massacre. The damage was already done. Despite heavy resistance, the Elemental team fought its way

to the fortress' command center and slaughtered the entire staff. Any Fides Defenders able to flee did so within the hour, leaving the Jade Falcons on Terra's doorstep.

NOTABLE 'MECHS AND MECHWARRIORS

MechWarrior Illyana: A brash warrior known for butting into situations about which she is uninformed, Illyana has nonetheless won some measure of respect from her superiors. Upon hearing of the existence of the *Hierofalcon*, she challenged for the right to pilot one before ever seeing specifications of the 'Mech. Her boldness has cost her in the past, as she is missing her right eye from the battle of Thorin. She declined to choose between a regrown natural eye or a cybernetic replacement, saying she likes the look of her eye patch. As the loss has not impeded her efficiency, she has been allowed to delay her decision.

MechWarrior Jerle: There are many inconsistencies in Jerle's codex. His Bloodhouse is listed alternatively as Hazen, Pryde, and Malthus, with multiple geneparents named throughout, including Diana Pryde and Malvina Hazen herself. This would normally be the work of a very poor forgery, but his trueborn status and sibko life are verified. His *Hierofalcon* was a reward from Loren Icaza, commander of Beta Galaxy, for services unspecified. Though an exemplary warrior, the cloud of suspicion surrounding Jerle ensures he will see little opportunity for advancement, a situation he simply shrugs at.

HIEROFALCON

5

Type: Hierofalcon

Technology Base: Clan (Advanced)

Tonnage: 45

Role: Striker

Battle Value: 1,878

Equipment

	Mass
Internal Structure:	Endo Steel 3.5
Engine:	270 XL 7.5
Walking MP:	6
Running MP:	9
Jumping MP:	0*
Heat Sinks:	10 [20]* 0
Gyro:	3
Cockpit:	3
Armor Factor (Ferro):	144 7.5
	Internal Structure Value
Head	3 8
Center Torso	14 21
Center Torso (rear)	7 7
R/L Torso	11 15
R/L Torso (rear)	7 7
R/L Arm	7 14
R/L Leg	11 18

Space Allocation

Location	Fixed	Spaces Remaining
Head	1 Ferro-Fibrous	0
Center Torso	1 Ferro-Fibrous	1
Right Torso	2 XL Engine	6
	3 Partial Wing	
	1 Ferro-Fibrous	
Left Torso	2 XL Engine	6
	3 Partial Wing	
	1 Endo Steel	
Right Arm	4 Ferro-Fibrous	4
Left Arm	6 Endo Steel	2
Right Leg	None	2
Left Leg	None	2

Notes: *Partial Wing adds +2 Jump MP, -3 heat in Standard Atmosphere (see pp. 105 and 107, *TO:AUE* for additional rules).

Fixed Equipment	Location	Critical	Tonnage
Partial Wing	RT/LT	3/3	2.5

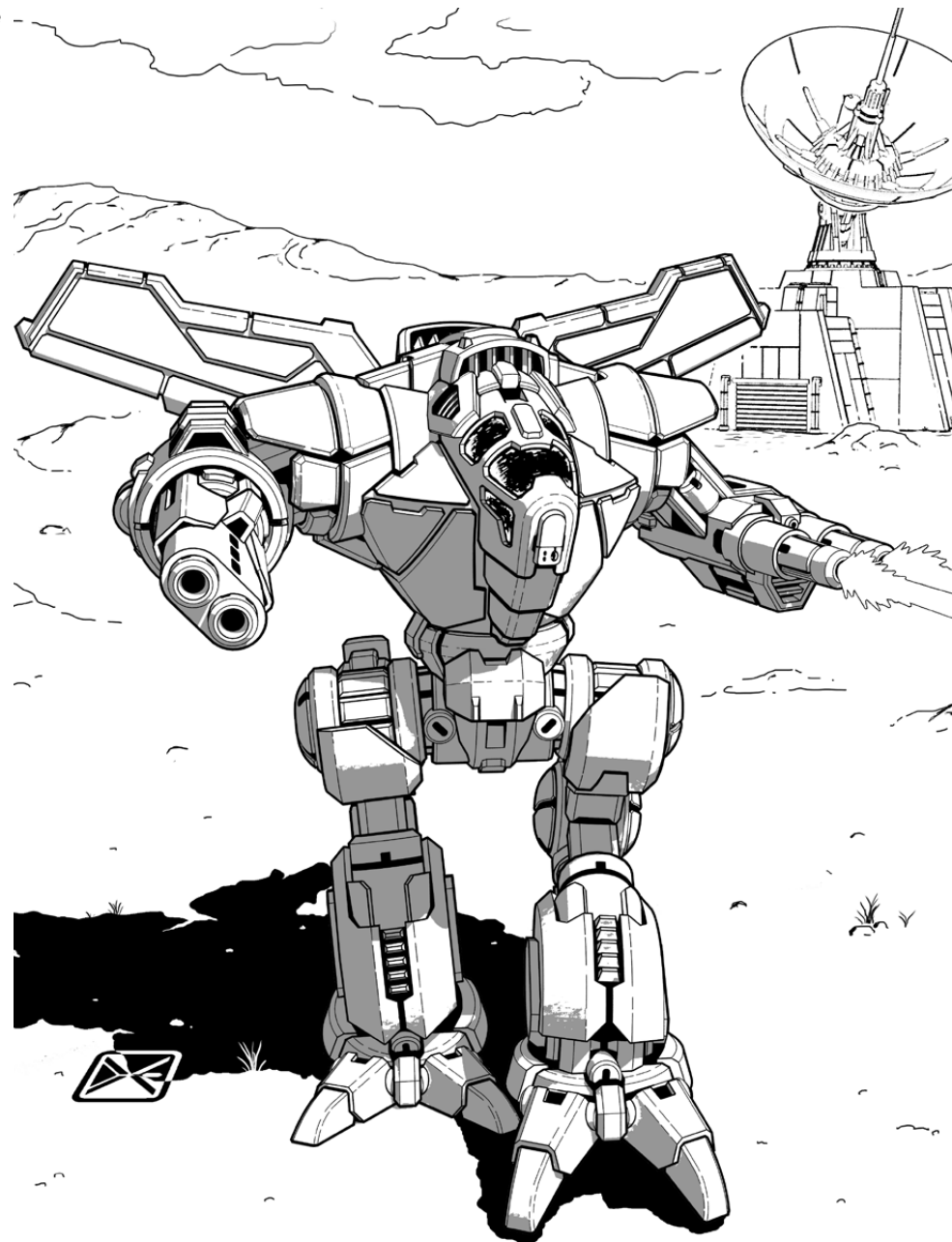
Weapons and Ammo	Location	Critical	Tonnage
<i>Primary Weapons Configuration</i>			
HAG 20	RA	6	10
Ammo (HAG) 12	RT	2	2
TAG CT	1	1	
ECM Suite	LT	1	1
2 Imp. Heavy Medium Lasers	LA	4	2
2 Jump Jets	RL	2	1
Jump Jet	RT	1	.5
Jump Jet	LT	1	.5
2 Jump Jets	LL	2	1

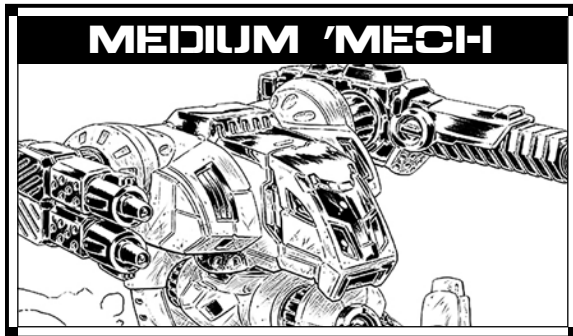
Weapons and Ammo	Location	Critical	Tonnage
<i>Alternate Configuration A</i>			
Large Pulse Laser	RA	2	6
AP Gauss Rifle	RA	1	.5
Flamer	RA	1	.5
Ammo (AP Gauss) 40	CT	1	1
AP Gauss Rifle	LA	1	.5
2 ER Medium Lasers	LA	2	2
Flamer	LA	1	.5
Improved Jump Jet	RL	2	1
3 Improved Jump Jets	RT	6	3
3 Improved Jump Jets	LT	6	3
Improved Jump Jet	LL	2	1
Battle Value: 1,953 Role: Striker			

<i>Alternate Configuration B</i>			
ER Small Laser	RA	1	.5
SRM 6	RA	1	1.5
2 SRM 6	RT	2	3
Ammo (SRM) 30	RT	2	2
CASE II	RT	1	.5
ER Medium Laser	CT	1	1
2 SRM 6	LT	2	3
Ammo (SRM) 30	LT	2	2
CASE II	LT	1	.5
SRM 6	LA	1	1.5
ER Small Laser	LA	1	.5
2 Jump Jets	RL	2	1
Jump Jet	RT	1	.5
Jump Jet	LT	1	.5
2 Jump Jets	LL	2	1
Battle Value: 1,737 Role: Striker			

<i>Alternate Configuration C</i>			
Rotary AC/2	RA	4	8
Ammo (RAC) 90	RA	2	2
ER PPC	LA	2	6
2 Jump Jets	RL	2	1
Jump Jet	RT	1	.5
Jump Jet	LT	1	.5
2 Jump Jets	LL	2	1
Battle Value: 1,983 Role: Sniper			

<i>Alternate Configuration D</i>			
ER Medium Pulse Laser	RA	2	2
ER Medium Laser	RA	1	1
ATM 6	RT	3	3.5
Ammo (ATM) 20	RT	2	2
CASE II	RT	1	.5
Supercharger	CT	1	1
ATM 6	LT	3	3.5
Ammo (ATM) 20	LT	2	2
CASE II	LT	1	.5
ER Medium Pulse Laser	LA	2	2
ER Medium Laser	LA	1	1
Battle Value: 2,183 Role: Striker			





Mass: 45 tons

Chassis: Type 79-45 Endo Steel

Power Plant: RFUM 270 XL

Cruising Speed: 64 kph

Maximum Speed: 97 kph, 129 kph with MASC

Jump Jets: None

Jump Capacity: None

Armor: Compound H17 Ferro-Fibrous with CASE

Armament:

19 tons of pod space available

Manufacturer: Barcella Beta

Primary Factory: Irece

Communications System: Sipher CommCon SCU-9

Targeting and Tracking System: Build 4 CAT TTS

Following the Second Combine-Dominion War, it was difficult to view Clan Nova Cat as anything other than a ruined shell of its former self. Only a barely functional *Shadow Cat* line at Barcella-LAW remained of the Clan's once productive facilities on Irece. Though that OmniMech had served the Clan well for a century, Khan Ajax Drummond recognized a more generalized machine would be needed to rebuild the strength and spirit of his people.

CAPABILITIES

Taking a cue from Clan Jade Falcon's *Thor II*, introduced during the previous decade, Nova Cat scientists removed the original *Shadow Cat*'s fixed jump jets to free valuable mass. Most of the remaining tonnage was allotted for pod space, enhancing the 'Mech's flexibility, while the remainder maximized armor coverage to see the Clan's precious OmniMechs and

its warriors home safely. The weapon pods were kept as utilitarian as possible, but the chassis was given special attention with a feline-inspired aesthetic which invoked the Nova Cat itself. The look would prove so popular with the Clan's warriors that it would be carried over into future projects.

BATTLE HISTORY

Shadow Cat IIIs became prominent as the Nova Cats struggled to rebuild their depleted *touman* under the pressures of an obliterated industrial base and severe restrictions from their Combine overlords. Despite the urgent need for new BattleMechs, a few *Shadow Cat IIIs* made their way to Nova Cat enclaves within the Republic of the Sphere as a gesture from the Clan to their separated brethren. Popular in trials, *Shadow Cat IIIs* would not see true combat until the joint Combine/Nova Cat campaign into the Republic.

Alpha Galaxy forces touched down on Pike IV to play their part in the grand bargain with Katana Tormark. When their *batchalls* received no response, Nova Cat forces set out toward the garrison, unsure what awaited. Acting as a screen for the primary Alpha advance, a Nova of *Shadow Cat IIIs* and upgraded Thunderbird Battle Armor detected numerous engine startups in close proximity. As two lances of Manticore II tanks poured fire into the Cats from their entrenched positions, the OmniMechs escaped the initial ambush—though some troopers had the misfortune of serving as ablative armor. Erratic bursts of speed made the *Shadow Cat IIIs* difficult targets, while the Nova Cats responded with the full complement of their arm-mounted weaponry. Once the gap was closed, the Thunderbirds dismounted and brought their own autocannons into the fray. The skirmish cost the Clan a single *Shadow Cat III* and two Points of battle armor, but the Republic tanks were left as nothing more than charred scrap.

After the Nova Cat Annihilation, the DCMS employed the *Shadow Cat III* along with most Nova Cat designs and material. Our Clan helps the Combine produce and maintain all ClanTech equipment and designs, for the usual fees and access to production runs. The OmniMech found a niche among a few of our own warriors, but has received only limited interest from the Rasalhague Dominion; the Jade Falcons actively shun it due to its Nova Cat origins.

NOTABLE 'MECHS AND MECHWARRIORS

Star Captain Matt Lossey: Clan Nova Cat warriors were known for their "visions," and Matt Lossey was no exception. Rather than taking part in his Clan's usual method of vision quests, Lossey claimed to receive mystical guidance in the heat of battle—visions he said were key to his success on the field. Whether this was fact or strange bluster, Lossey unquestionably possessed a deft hand at the controls of his *Shadow Cat III*. From the cockpit of "Sabertooth," he led one of Tau Galaxy's unusual mixed Binaries in the advance across largely abandoned Republic worlds. The blend of OmniMechs, battle armor, and combat vehicles was surprisingly affective against any defense the remaining RAF forces could muster.

Star Commander Dot "Patches" Nostra: Dot Nostra's relaxed social attitude made her stand out even among the lenient Nova Cats. This temperament, coupled with exceptional martial skills, made her an ideal candidate for a unique experiment in Nova Cat-Combine relations. The Bloodnamed warrior was personally tapped by Khan Jacali Nostra to join a unit comprised of equal parts Clan and DCMS forces. In a testament to her unorthodox tastes, she freed her bondsman and oversaw his adoption into the warrior caste as her lancemate. The pair of Nova Cat warriors comprised half of a BattleMech lance, and Nostra shared leadership responsibilities with her Combine counterpart. The blended force proved effective during the invasion of the Republic and fostered respect and genuine friendship between those involved. Sadly, those bonds would not last; Clan Nova Cat's rebellion shattered any good will developed between the comrades. Dot and her retinue returned to Irece Prefecture to take part in their Clan's last stand, dying in a nuclear flash defending the Nova Cat genetic repository.

SHADOW CAT III

Type: Shadow Cat III
Technology Base: Clan
Tonnage: 45
Role: Striker
Battle Value: 2,021

Equipment		Mass
Internal Structure:	Endo Steel	2.5
Engine:	270 XL	7.5
Walking MP:	6	
Running MP:	9 (12)	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	153	8
	Internal Structure	Armor Value
Head	3	9
Center Torso	14	22
Center Torso (rear)		6
R/L Torso	11	18
R/L Torso (rear)		4
R/L Arm	7	14
R/L Leg	11	22

Space Allocation		
Location	Fixed	Spaces Remaining
Head	1 Endo Steel	0
Center Torso	2 MASC	0
Right Torso	2 XL Engine	6
	4 Ferro-Fibrous	
Left Torso	2 XL Engine	7
	3 Ferro-Fibrous	
Right Arm	3 Endo Steel	5
Left Arm	3 Endo Steel	5
Right Leg	None	2
Left Leg	None	2

Notes: Features the following Design Quirks: Narrow/Low Profile

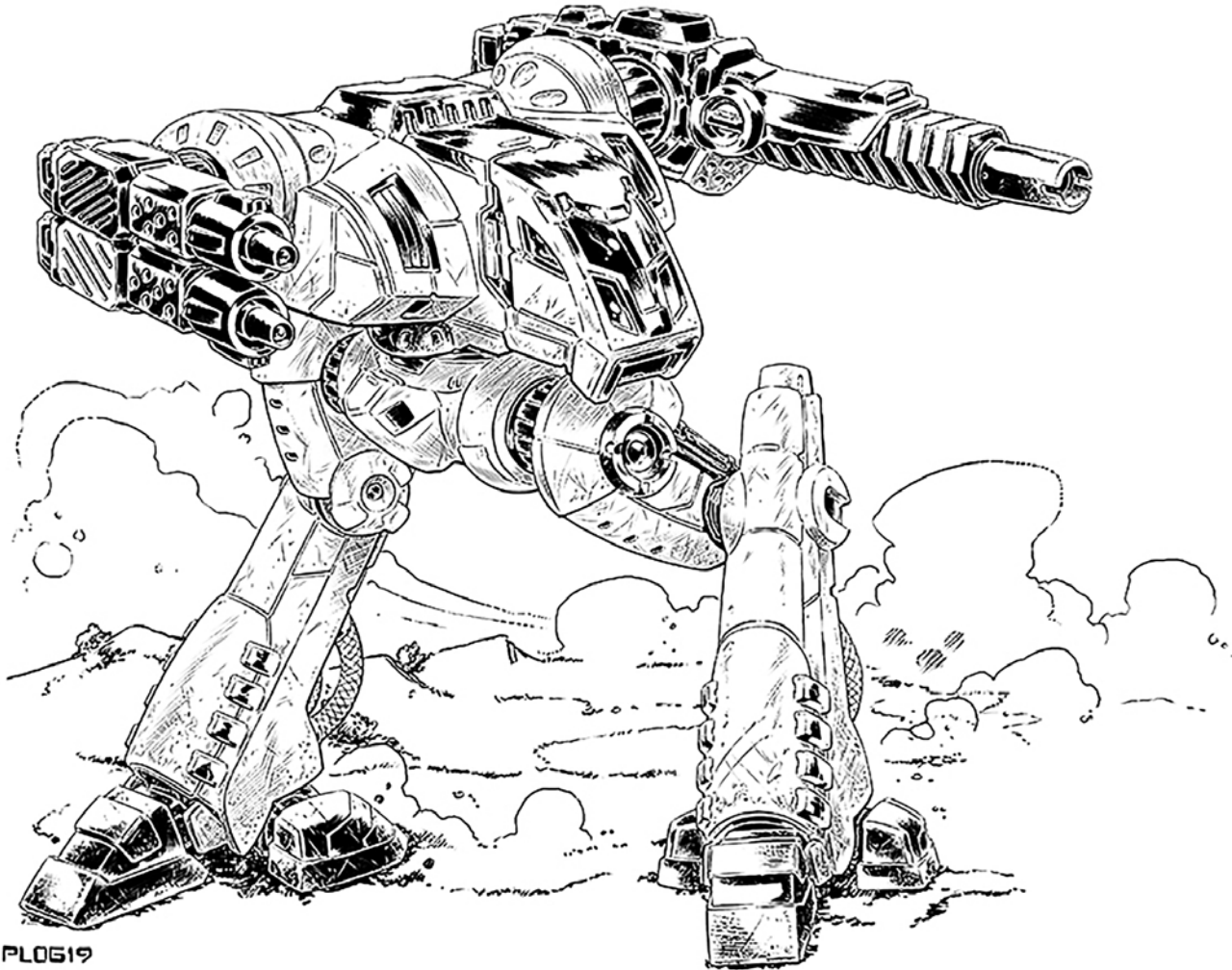
Fixed Equipment	Location	Critical	Tonnage
MASC	CT	2	2

Weapons and Ammo	Location	Critical	Tonnage
Primary Weapons Configuration			
2 Medium Pulse Lasers	RA	2	4
Ammo (Gauss) 24	LT	3	3
Gauss Rifle	LA	6	12

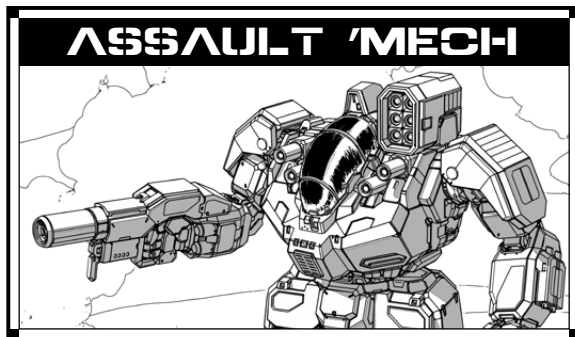
Weapons and Ammo	Location	Critical	Tonnage
Alternate Configuration A			
ER Large Laser	RA	1	4
Double Heat Sink	RA	2	1
ER Large Laser	LA	1	4
2 Double Heat Sinks	LA	4	2
Improved Jump Jet	RL	2	1
3 Improved Jump Jets	RT	6	3
3 Improved Jump Jets	LT	6	3
Improved Jump Jet	LL	2	1
Battle Value: 2,005 Role: Sniper			

Weapons and Ammo	Location	Critical	Tonnage
Alternate Configuration B			
ER Medium Laser	RA	1	1
2 ATM 3	RA	4	3
Ammo (ATM) 40	RT	2	2
Active Probe	RT	1	1
Targeting Computer	RT	1	1
Ammo (ATM) 40	LT	2	2
Angel ECM	LT	2	2
ER Medium Laser	LA	1	1
2 ATM 3	LA	4	3
2 Jump Jets	RL	2	1
Jump Jet	RT	1	.5
Jump Jet	LT	1	.5
2 Jump Jets	LL	2	1
Battle Value: 2,183 Role: Striker			

Weapons and Ammo	Location	Critical	Tonnage
Alternative Configuration C			
Improved Heavy Large Laser	RA	3	4
Supercharger	RT	1	1
Ammo (LB-X) 10	LT	2	2
LB 20-X AC	LT/LA	2/7	12
Battle Value: 2,153 Role: Striker			



PLO619



When the Star League decided in the early twenty-seventh century that it needed a robust, relatively simple assault 'Mech to serve as a comparatively low-technology ride for non-Royal unit commanders, Hollis Industries answered the call. By 2633, the first *BattleMasters* rolled off the production lines. During the great peace of the Star League, the new 'Mech had little opportunity to make a name for itself and was often overlooked. When the League crumbled under the weight of the Council Lords' ambitions, the sturdy *BattleMaster* thrived while so many other technological wonders faded into extinction. Never produced in great numbers, the command abilities and sheer might of the "Beemer," as it is fondly referred to by its pilots, ensured that it survived through the ages and continues to lead warriors into battle even today.

CAPABILITIES

The heart of the *BattleMaster* lies not in its weaponry, but in its cockpit. Though never equipped with the lavish command and control technologies the Star League could produce—a fact that may have saved it from extinction in the degraded age of the Succession Wars—its roomy cockpit provides sufficient gear to make it a popular ride among unit commanders even when heavier machines are available. All modern variants preserve this key feature.

The -6G, built in the Federated Suns, ironically grew out of the *Warlord*, a 'Mech meant in part to take the *BattleMaster's* place. The heart of the classic *BattleMaster* remains intact in the -6G, with a bevy of torso energy weapons and SRMs providing the devastating barrage this 'Mech is known for, while a massive, jettison-capable heavy PPC graces its right arm for knock-out blows.

With both the Wolves and Jade Falcons debuting successful *BattleMaster* variants of their own, our Clan

at last upgraded our mismatched Succession Wars-era *BattleMaster* production line in the deserts of Twycross to create our own variant, the C3. Our design resembles the -6G in many ways, but the superiority of Clan technology gives it a powerful edge. In particular, its targeting computer, mated with the rigorous training of Clan MechWarriors, makes it a deadly accurate second-line machine.

BATTLE HISTORY

Operation Guerrero in 3057 saw the green Seventh Free Worlds Legionnaires face a heedless, all-out assault by the Twelfth FedCom RCT on the world of Marcus. The Commonwealth unit, desperate to buy time for their attached vehicles and other dependents to escape the FWLM invasion, threw everything they had at the Marik regiment. The untested Legionnaires bent but did not break: having recently received a shipment of valuable -3M *BattleMasters*, the unit's company and battalion commanders managed to keep their MechWarriors in line and contain the furious FedCom attack, though a third of the Legionnaires were lost in the bloody battle.

During the Victoria War, the brutal fighting on Weatogue brought the *BattleMaster's* oft-overlooked melee ability to the fore. The campaign there matched some of the worst barbarities of the Age of War, with several cities leveled in the free-for-all. A lance of Canopian Highlanders—unusually, *BattleMasters* all—made a name for itself during the campaign as urban combat experts. Delighting in plundering smashed skyscrapers for girders, the lance wielded these in their formidable battlefists and battered their way through ambushed members of the First and Fifth Syrtis Fusiliers in the grinding urban skirmishes so characteristic of that conflict.

In 3103, MechWarriors of the Raven Alliance encountered a bizarre leftover of the Star League. While hunting pirates on the dead world of Ictus, the Raven warriors came across an ancient SLDF facility. Drawing near, they were shocked to discover it was a drone testing center, still functional despite the passing of long centuries. A full company of centuries-old *Cyclops* and *BattleMaster* drone 'Mechs engaged the Ravens after they proved unable to provide the required passcodes. Fortunately for the Ravens, the drone technology was obviously in its infancy, and they were able to dispatch the clumsily handled machine warriors with little difficulty. After his victory the Raven commander immediately ordered all traces of the abominations destroyed, a decision the Raven leadership upheld.

More recently, a lone *BattleMaster* has been reported prowling through the many ruins of occupied New Avalon. Painted in the colors of the centuries-dead First Dragonlords regiment, this battered 'Mech is said to appear as a ghost: insubstantial in appearance, it strikes out of the shadows without warning to savage errant Kuritan patrols, never communicating and vanishing before reinforcements arrive. DCMS analysts suspect a simple AFFS survivor equipped with stealth technologies. Out of earshot of the ISF, the people of New Avalon instead increasingly speak of the restless dead, their work not yet done.

VARIANTS

Reliable workhorses of the mid-to-late thirty-first century, the -3M and -3S *BattleMasters* brought the legendary 'Mech back to Star League standards. The -3M was a modest Free Worlds League update which simply installed newly-recovered double heat sink technology and upgraded the 'Mech's primary armament to an ER PPC. Widely distributed to FWLM units, it was also found in mercenary groups, the Capellan Confederation, and, to a lesser extent, the Federated Commonwealth and Draconis Combine. The -3S, deployed across the Commonwealth, was unusual in that it replaced the chassis' signature PPC with an LRM-20, while a bevy of pulse lasers proved useful at fending off Elemental headhunter strikes.

Some models have sought to enhance the *BattleMaster's* valuable command abilities. Both the -2C and the -3M-DC expanded the already roomy cockpit into a two-person setup. With this, a commander could concentrate on running the battle while a dedicated pilot handled maneuvering and tactical needs of their 'Mech. Both variants are quite rare today, particularly the -2C, which was rarely seen outside the ranks of ComStar and Word of Blake; a notable exception was Theodore Kurita's command 'Mech during the War of 3039.

The -6C is a variant with an unusual legacy. Gerald Cameron-Jones, a Regular warrior of the early thirty-first century, worked with his personal tech, one Jim Holloway, to craft a one-off *BattleMaster* exchanging the normal torso weaponry for a bank of light autocannons. Inspired by this obscure Succession Wars-era refit, the -6C also does away with the *BattleMaster's* signature arm weapon, using the freed-up weight to mount a command console.

BLR-6G BATTLEMASTER

Mass: 85 tons

Chassis: Hollis Mark X Endo Steel

Power Plant: GM 340 Light

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: Starshield Special Heavy with CASE II

Armament:

1 Magna Hellfire Heavy PPC

4 Magna Bolt Light PPCs

1 Holly Streak SRM 6 Launcher

2 Martell-X Small X-Pulse Lasers

2 Martell Extended-Range Small Lasers

Manufacturer: General Motors

Primary Factory: El Dorado

Communications System: Sony MSF-31

Targeting and Tracking System: Federated Stalker

Technology Base: Inner Sphere

Tonnage: 85

Role: Brawler

Battle Value: 1,960

Equipment

Internal Structure: Endo Steel

Engine: 340 Light

Walking MP: 4

Running MP: 6

Jumping MP: 0

Heat Sinks: 16 [32]

Gyro: 4

Cockpit: 3

Armor Factor: 248 15.5

*Internal
Structure*

*Armor
Value*

Head 3 9

Center Torso 27 40

Center Torso (rear) 11

R/L Torso 18 28

R/L Torso (rear) 8

R/L Arm 14 27

R/L Leg 18 31

Mass

Weapons and Ammo

Location

Critical

Tonnage

Heavy PPC RA 4 10

2 Light PPC RT 4 6

ER Small Laser RT (R) 1 .5

Streak SRM 6 LT 2 4.5

Ammo (Streak) 15 LT 1 1

CASE II LT 1 1

2 Light PPC LT 4 6

ER Small Laser LT (R) 1 .5

2 Small X-Pulse Lasers LA 2 2

Notes: Features the following Design Quirks: Command 'Mech, Jettison-Capable Weapon (Heavy PPC); Weak Head Armor (1).

BATTLEMASTER C 3

Mass: 85 tons

Chassis: Hollis Mark X

Power Plant: VOX 340

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Jump Capacity: None

Armor: AM15

Armament:

1 Type DDS "Kingston" Extended-Range PPC

6 Series 2b Extended-Range Medium Lasers

1 Type VI Streak SRM 6

2 Series V Machine Guns

Manufacturer: Trelshore Heavy Industries

Primary Factory: Twycross

Communications System: TDWS-37 Mk 2.2

Targeting and Tracking System: "Hephaestus" CT-44 with Targeting Computer

Technology Base: Clan

Tonnage: 85

Role: Juggernaut

Battle Value: 2,532

Equipment

Internal Structure: 8.5

Engine: 340 27

Walking MP: 4

Running MP: 6

Jumping MP: 0

Heat Sinks: 18 [36]

Gyro: 4

Cockpit: 3

Armor Factor: 248 14.5

*Internal
Structure*

*Armor
Value*

Head 3 9

Center Torso 27 40

Center Torso (rear) 11

R/L Torso 18 28

R/L Torso (rear) 8

R/L Arm 14 24

R/L Leg 18 26

Mass

Weapons and Ammo

Location

Critical

Tonnage

ER PPC RA 2 6

2 ER Medium Lasers RT 2 2

ER Medium Laser RT (R) 1 1

Targeting Computer RT 3 3

Streak SRM 6 LT 2 3

Ammo (Streak) 15 LT 1 1

2 ER Medium Lasers LT 2 2

ER Medium Laser LT (R) 1 1

2 Machine Guns LA 2 .5

Ammo (MG) 100 LA 1 .5

Notes: Features the following Design Quirks: Command 'Mech, Jettison-Capable Weapon (ER PPC); Weak Head Armor (1).

NOTABLE 'MECHS AND MECHWARRIORS



Lieutenant-Colonel Angela Franks: Famed as an actress and great beauty, the “Black Pearl” shocked her fans when she gave it all up to enlist in the LCAF. Initial belief that this was some sort of publicity stunt faded when she graduated with high marks from Sanglamore. Eventually rising to head the heavy battalion of the famed Stealths regiment, she piloted an ex-Kuritan *BattleMaster* she had defeated and salvaged herself. She grew from star into legend after her last stand during the 2863 battle of Sakhalin, recorded live and broadcast throughout the Commonwealth, saw her personally kill the commander of a DCMS assault battalion with her final barrage—a barrage fired after her *BattleMaster* had been decapitated.



Force Commander Gerald Cameron-Jones: Cameron-Jones made his name at the close of the Third Succession War as the commander of Rolling Thunder, an assault company in the First Regular Hussars. Cameron-Jones generally piloted a stock *BattleMaster*, but also helped design the variant that would, decades later, spawn the -6C. Regardless of his 'Mech of choice, Cameron-Jones proved adept at the sort of continuous small-scale raiding that so marked his era, regularly defeating Capellans, Lyrans, and endemic Marik rebels alike. Eventually ennobled for his service, there are rumors that Baron Cameron-Jones died in action in 3076 against Word of Blake forces on Harmony, his homeworld; the confused action and multiple atomic strikes during that engagement makes this impossible to verify.

First Prince Hanse Davion: Known as the “Fox” to both his friends and his enemies, Hanse Davion—First Prince of the Federated Suns from 3013 to 3052—engineered

some of the greatest military and political coups the Inner Sphere had ever seen. He was a skilled MechWarrior as well, his most notable performance coming at the controls of his personal *BattleMaster* in 3029, when he claimed eight kills while helping fend off an elite ComStar strike team masquerading as Death Commandos who sought to destroy the New Avalon Institute of Science.

Coordinator Takashi Kurita: Though best known as the Coordinator of the Draconis Combine from 3004 to 3054, Takashi Kurita was a warrior of long experience by the time he took the throne. Affairs of state did not divert him from the battlefield; he continued to periodically lead forces into battle at the controls of his pristine *BattleMaster* through the dying days of the Third Succession War. In particular, he saw service on Mallory's World, where First Prince Ian Davion was killed in action in 3013.

Captain Helmar Valasek: Valasek went absent without leave from the Armed Forces of the Federated Suns in 3003, along with a handful of like-minded scoundrels and a commandeered DropShip. Growing in both fame, cruelties, and weight, he eventually wound up on the Periphery as the so-called pirate king of Santander's World. His personal 'Mech—effectively a *BattleMaster* -2C lacking any advanced equipment—was famed for having its dual cockpit converted into a single-seater able to accommodate his considerable bulk, ample foodstuffs, and a favorite prostitute or three. Valasek's beloved machine met its end when the Smoke Jaguars descended on Santander's World in 3049; Valasek escaped, and his subsequent fate remains a mystery.



Colonel Kathleen Dumont: Like so many original members of Wolf's Dragoons, little is known of Dumont's early life other than that she was born in Clan space. What is certain is that by 3020 she had risen to command the Dragoons' Delta Regiment. After a shaky start, she led Delta on a series of successful actions

culminating in grinding, attritional warfare along the Davion-Kurita border in the Fourth Succession War. Shot out of her 'Mech on Crossing, she survived to lead a newly-reconstituted Delta Regiment on Murchison almost a decade later. She sustained catastrophic injuries there that sidelined her for nearly five years. Returning to active duty just prior to the Clan Invasion, she would see distinguished service on Luthien before retiring for good in 3054.

The Red Corsair: A Clan nominally devoted to conservative interpretations of Clan customs, the Jade Falcons have shown themselves ready to jettison these beliefs if an opportunity presents itself. The bizarre Red Corsair episode is one of the best examples of this hypocritical behavior. Nekane Hazen was dispatched by the Falcons in 3055 in a foolhardy attempt to breach the Truce of Tukayyid through treachery. Disguised as a pirate, the so-called Red Corsair smashed her way through several Federated Commonwealth worlds before being hunted down by the Kell Hounds and destroyed. To this day, the Falcons deny that Hazen was anything more than a common, unaffiliated pirate; for some years afterward, any mention to a Falcon of the “vile slander” of the Corsair incident was an easy way to guarantee a trial.



Zhong-shao Cole “Demon” Bishop: A *zhong-shao* in the Second McCarron's Armored Cavalry, Bishop served as a battalion executive officer during the battle for Milos in the Capellan-St. Ives War. The world saw fierce clashes as the Second MAC faced the Second St. Ives Lancers and then the famed Eridani Light Horse. Bishop was instrumental in drawing up the plans that staved in the left flank of the Lancers and ultimately secured the planet for the Confederation once more.

Colonel Wayne Waco: Waco commanded the Waco Rangers, a mostly competent if not very spectacular mercenary unit. His greatest fame came through association. Following his son's death in a battle with Wolf's Dragoons, Waco swore a Death Oath against

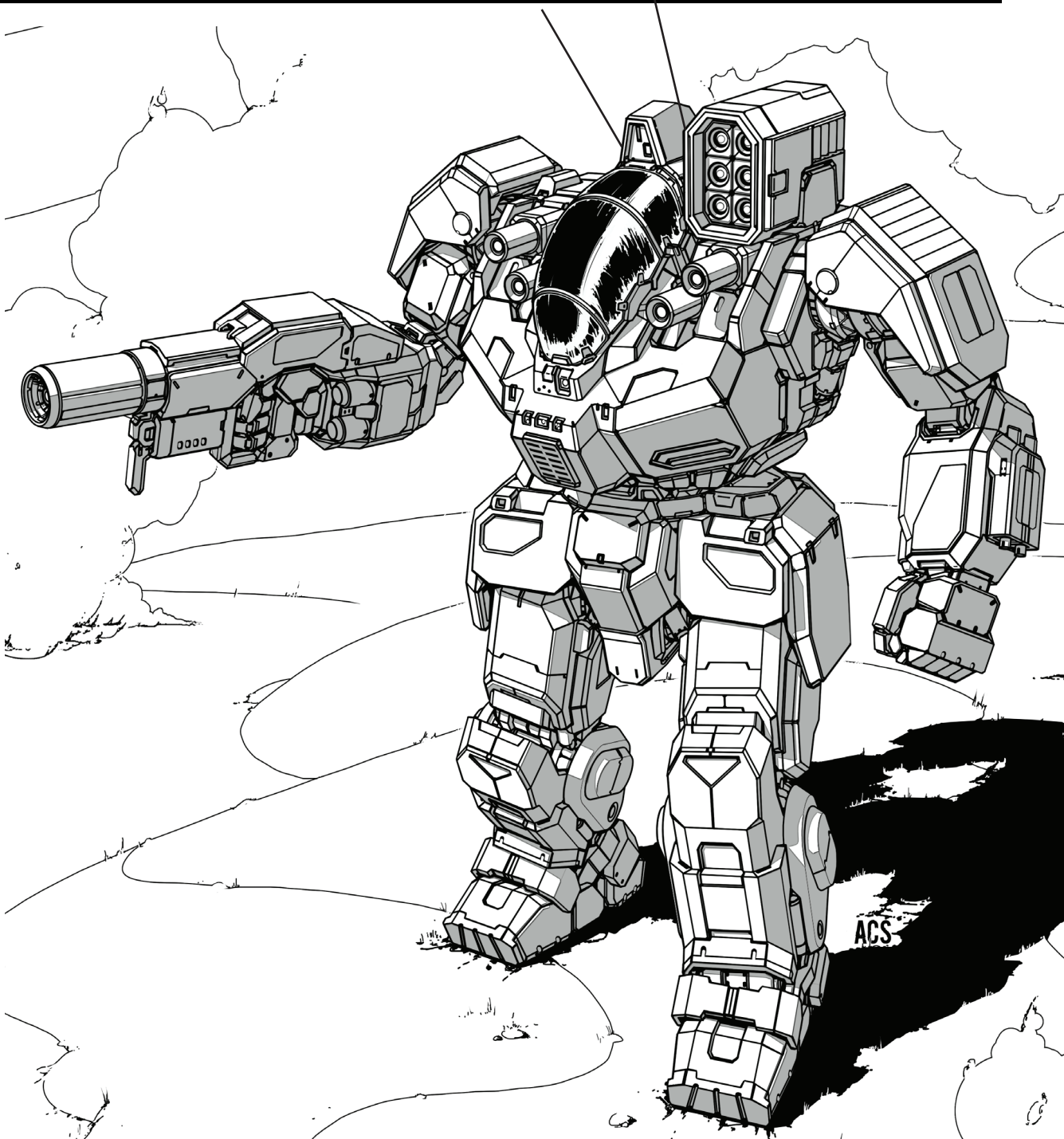
Jaime Wolf and pursued it with single-minded, embittered purpose for almost sixty years. Wayne Waco died at the helm of his *BattleMaster* on Outreach in 3067, having accomplished in his dying moments what hundreds of other warriors could not—the slaying of Jaime Wolf.

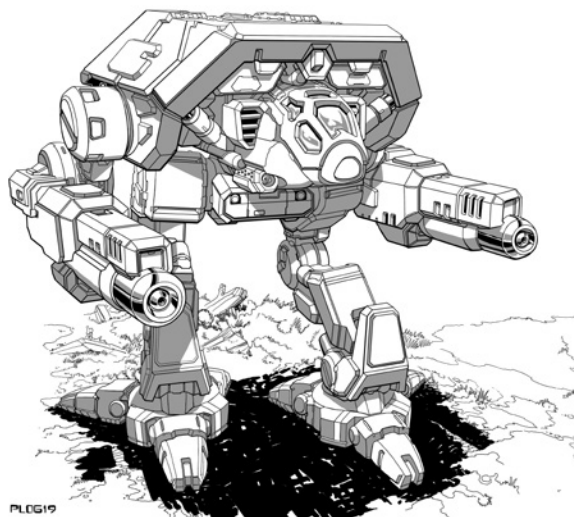


Major Pedro Sandoval-Rosa: Scion of an obscure branch of the Sandoval family, Sandoval-Rosa was a noble from the world of Pajarito. Sandoval-Rosa was deeply disillusioned when his liege Tancred Sandoval sought peace with the Draconis Combine, but simply transferred his enmity from the Combine to the Clans. Leaving his ancestral home, Sandoval-Rosa signed up with Davion forces pitted against the Clans during the Falcon IncurSION of the 3060s. He died in a most spectacular fashion during the battle for Black Earth, when he crippled a bomb-laden Jade Falcon OmniFighter which crashed into his 'Mech.



Captain Aleksandr Pushkarev: A freelance MechWarrior serving with any mercenary unit who would take him, Pushkarev made a name for himself as a berserker, continually charging into the teeth of enemy firepower in his *BattleMaster* regardless of the odds. Most of his eighteen kills came in close combat, using his 'Mech's colossal fists to best effect. Pushkarev met his end during the Capellan Crusades, doused in inferno gel while attempting to simultaneously melee an entire Republic heavy lance.





Mass: 35 tons

Speed: 64 kph cruising, 97 kph max

Jump Capacity: None

Payload: 16 tons of pod space, Flamer

Manufacturer: Assault Tech Industries (Donegal)

Featured in TRO: 3050 Upgrade / Clan Invasion

Old but not yet obsolete, the *Adder* was the first Omni to be put into production on Donegal by Assault Tech Industries after the success of the *Jaguar*. The Exiled Wolves retain the majority of the 'Mechs, but also export the base chassis sans weapons to Inner Sphere buyers under its Spheroid name, the *Puma*. Clan Star Adder created this signature 'Mech in anticipation of invading the Inner Sphere; ironically, their creation has propagated to places their Clan never saw.

CAPABILITIES

Modern *Adder* configurations differ little from their historical counterparts, though advanced weapons do turn up from time to time. Among the Clans, the 'Mech fills a traditional role as the heavy firepower in light Stars, while House units greatly value the little 'Mech that punches far above its weight. Many a MechWarrior has lost their life for underestimating an *Adder* and relying on raw tonnage to sway a fight with one.

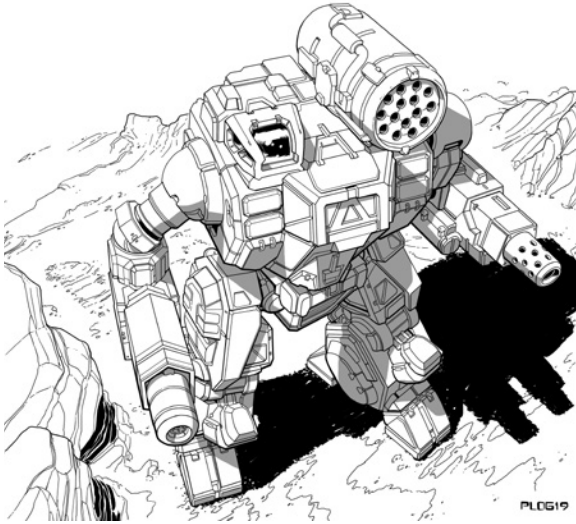
BATTLE HISTORY

A rivalry has existed between *Adder* and *Cougar* pilots since the latter 'Mech's inception in the 3050s. Aggressive Jade Falcon *Cougar* pilots often pass up greater challenges in favor of stamping out what they perceive as an inferior 'Mech. Khan Malvina Hazen's bid to take Tharkad saw the Falcons engage an enraged Second Royal Guards on the Tatyana Islands, where a number of *Adder* vs *Cougar* duels played out. Star Captain Gehenna, angling for her Helmer Bloodname nomination, engaged two Steiner *Adders* simultaneously in a strip of marshy jungle. Exploiting the tangle of vines to confront her opponents at close range, Gehenna managed to disable one *Adder* while taking only a few hits from its PPCs. She then tried to use her *Cougar*'s jump jets to herd the second *Adder*. Cougars pounce, but adders strike. In an explosion of foliage, the Lyran *Adder* charged headlong into Gehenna's 'Mech and fired its SRMs at point-blank range, tearing through armor weakened by his comrade's PPCs. The *Cougar* collapsed with widespread structural damages, taking Gehenna's chance at a Bloodname with it.

NOTABLE 'MECHS AND MECHWARRIORS

Star Commander Evgeniy: This Exiled Wolf is known not for what he has done, but from whence he comes. Evgeniy is one of three warriors to graduate from the first sibko raised from the genes of Phelan Kell. Though many expect great things from him, he has approached his career cautiously, even choosing a humble *Adder* instead of a more prestigious ride. He appears to hold himself back as a warrior, as if not wanting to shine too brightly. He has spoken out against reunification of the Wolves, possibly because his Bloodright may not be recognized by Clan Wolf.

Weapons and Ammo	Location	Critical	Tonnage
<i>Weapons Configuration T</i>			
ER PPC	RA	2	6
PPC Capacitor	RA	1	1
Coolant Pod	RT	1	1
Double Heat Sink	LT	2	1
ER PPC	LA	2	6
PPC Capacitor	LA	1	1
Battle Value: 2,182	Role: Sniper		
<i>Alternate Configuration I</i>			
Imp. Heavy Medium Laser	RA	2	1
2 ER Medium Lasers	RA	2	2
2 Double Heat Sinks	RA	4	2
SRM 6	RT	1	1.5
Ammo (SRM) 15	RT	1	1
SRM 6	LT	1	1.5
Ammo (SRM) 15	LT	1	1
Double Heat Sink	LT	2	1
Imp. Heavy Medium Laser	LA	2	1
2 ER Medium Lasers	LA	2	2
2 Double Heat Sinks	LA	4	2
Battle Value: 1,575	Role: Striker		
<i>Alternate Configuration K</i>			
Rotary AC/2	RA	4	8
Ammo (RAC) 45	RA	1	1
Laser Anti-Missile System	RT	1	1
ER Large Pulse Laser	LA	3	6
Battle Value: 1,281	Role: Sniper		
<i>Alternate Configuration L</i>			
2 Streak LRM 5	RA	2	4
Ammo (Streak) 24	RA	1	1
ER Medium Laser	RT	1	1
ECM Suite	RT	1	1
ER Medium Laser	LT	1	1
2 Streak LRM 5	LA	2	4
Ammo (Streak) 24	LA	1	1
3 Jump Jets	RT	3	1.5
3 Jump Jets	LT	3	1.5
Battle Value: 1,738	Role: Striker		
<i>Alternate Configuration S</i>			
2 Medium Pulse Lasers	RA	2	4
3 Machine Guns	RA	3	.75
Ammo (MG) 200	RA	1	1
Active Probe	RA	1	1
5 Machine Guns	RT	5	1.25
5 Machine Guns	LT	5	1.25
2 Medium Pulse Lasers	LA	2	4
3 Machine Guns	LA	3	.75
Ammo (MG) 200	LA	1	1
ECM Suite	LA	1	1
Battle Value: 1,427	Role: Scout		



Mass: 70 tons

Speed: 54 kph cruising, 86 kph max

Jump Capacity: 150 meters

Payload: 22.5 tons of pod space

Manufacturer: Svarstaad Industriplex Gamma (Svarstaad)

Featured in TRO: 3050 Upgrade / Clan Invasion

Though superseded among the Falcons by the *Grand Summoner*, the original chassis remains in production by Clan Hell's Horses, making it the oldest continuously produced OmniMech.

CAPABILITIES

The Horses find the *Summoner's* mix of mobility and firepower excellent for training purposes, but recent military build-ups have returned it to the front lines with a slew of new weapons configurations.

BATTLE HISTORY

Though generally unwilling to provoke the Rasalhague Dominion, the Hell's Horses and Ghost Bears stage the occasional cordial trial. During a contest over an ammunition cache on Engadine, bidding reduced the forces to a single *Summoner* on each side. Battling in a swamp, the two warriors aimed low, until Horses Star Captain Torren suffered an actuator hit. The Dominion warrior offered her *hegira*, but Torren refused with a

jape, jumped her 'Mech directly in front of him, and tapped his cockpit with her PPC barrel. The warriors shared a drink and possibly more after the battle.

BattleROMs recovered from a Third Raven Auxiliary Star operating three jumps from Valasha raised more questions than they answered about the loss of that Star, composed of three *Summoners* and two *Vipers*. First came sensor interference consistent with hostile ECM, then two *Summoners* were brought down by simultaneous PPC blasts to their cockpits. The Snow Raven Star Commander, whose name remains classified, attempted to regroup with his *Vipers*, only to see the lighter 'Mechs picked off. The remaining battleROM is a jumble of gunfire and shouting over the roar of jump jets. The Star Commander's *Summoner* was found upright, armless, and empty, yet sealed from the inside. Of the enemy, nothing is known, except for a single frame showing what may be the arm of a *Marauder*, jet black behind smoke and the flash of lasers.

NOTABLE 'MECHS AND MECHWARRIORS

Star Colonel Nicolai Malthus: Often described as a "bastard and a half" by those both within and outside Clan Jade Falcon, Nicolai's gloating arrogance made him few allies. Though Adam Steiner's infamous holodrama based around the exploits of the Somerset Strikers during the Invasion portrayed a somewhat exaggerated version of Nicolai, those who knew him claimed it was not too far off the mark. Nicolai lost much prestige after failing to run down Adam Steiner, and for losing enough equipment to vault the NAIS' R&D department ahead by decades. His fate after his disgrace is still not known outside the Falcon high command.

MechWarrior Tyle Malthus: A rare Bloodnamed warrior who became disillusioned with the Way of the Clans, Tyle was Abjured when he abandoned the Jade Falcons for life in the Inner Sphere. Indifferent to his Abjuration, Tyle continued to use the Malthus name, and to defend himself from former comrades seeking to return to the Clan with his head. Ever a warrior, Tyle joined a small mercenary unit during the

FedCom Civil War, but was unable to see his fellows as equals. Nevertheless, Tyle stayed with them and died defending them during the Jihad. His Bloodname remains unclaimed to this day.

Weapons and Ammo	Location	Critical	Tonnage
<i>Weapons Configuration T</i>			
ER PPC	RA	2	6
Streak LRM 15	LT	3	7
Ammo (Streak) 16	LT	2	2
ProtoMech AC/8	LA	4	5.5
Ammo (PAC) 20	LA	2	2
Battle Value: 2,355	Role: Sniper		

<i>Alternate Configuration AA</i>			
ER Large Pulse Laser	RA	3	6
SRM 6	LT	1	1.5
Ammo (SRM) 15	LT	1	1
Gauss Rifle	LA	6	12
Ammo (Gauss) 16	LA	2	2
Battle Value: 2,216	Role: Sniper		

<i>Alternate Configuration F</i>			
Ultra AC/5	RA	3	7
Ammo (Ultra) 20	RA	1	1
ER Medium Laser	RA	1	1
ER Medium Laser	RT	1	1
LRM 10	LT	1	2.5
Ammo (LRM) 12	LT	1	1
Ultra AC/5	LA	3	7
Ammo (Ultra) 20	LA	1	1
ER Medium Laser	LA	1	1
Battle Value: 2,186	Role: Skirmisher		

<i>Alternate Configuration J</i>			
2 Improved Heavy Medium Lasers	RA		4
2			
Light Active Probe	RT	1	.5
Ammo (HAG) 12	LT	4	4
HAG 40	LT/LA	1/9	16
Battle Value: 2,666	Role: Skirmisher		

<i>Alternate Configuration Q</i>			
ER PPC	RA	2	6
3 SRM 4	RT	3	3
Ammo (SRM) 25	RT	1	1
Double Heat Sink	RT	2	1
Heavy Small Laser	CT	1	.5
Heavy Medium Laser	LT	2	1
3 SRM 4	LT	3	3
Ammo (SRM) 25	LT	1	1
Large Pulse Laser	LA	2	6
Battle Value: 2,479	Role: Skirmisher		

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Adder (Puma) I

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 35

Tech Base: Clan

Rules Level: Standard

Role: Striker

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Imp. Heavy Medium Laser	LA	7	10 [DEX]	—	3	6	9
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	Imp. Heavy Medium Laser	RA	7	10 [DEX]	—	3	6	9
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
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	Flamer	CT	3	2 [DE,H,AI]	—	1	2	3

Ammo: [SRM 6] 30

BV: 1,575

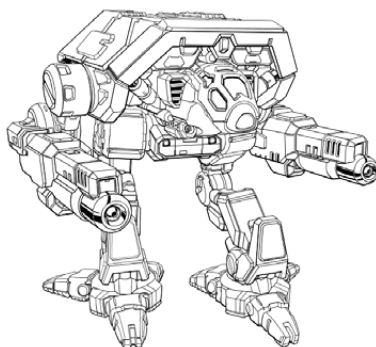


WARRIOR DATA

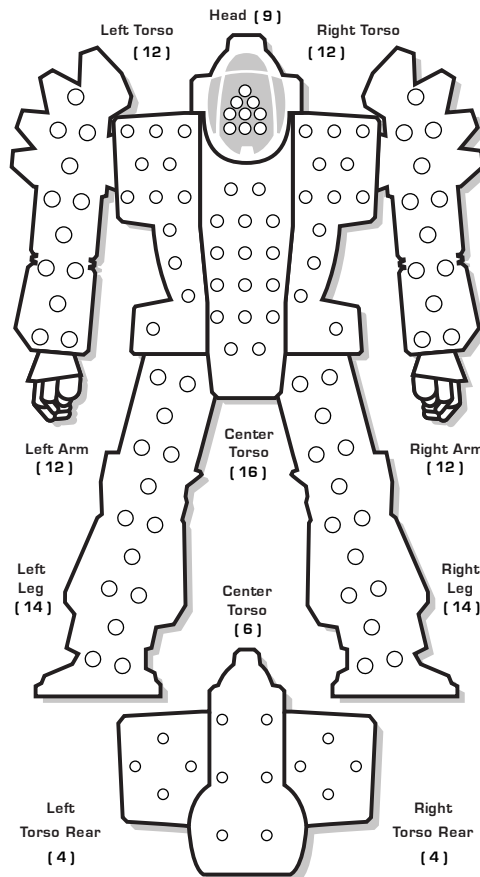
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

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

1-3

- Imp. Heavy Medium Laser
- Imp. Heavy Medium Laser
- ER Medium Laser
- ER Medium Laser
- Ferro-Fibrous
- Roll Again

4-6

Left Torso (CASE)

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

1-3

- SRM 6
- Ammo [SRM 6] 15
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

4-6

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



Damage Transfer Diagram

Right Arm (CASE)

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

1-3

- Imp. Heavy Medium Laser
- Imp. Heavy Medium Laser
- ER Medium Laser
- ER Medium Laser
- Ferro-Fibrous
- Roll Again

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- SRM 6
- Ammo [SRM 6] 15

1-3

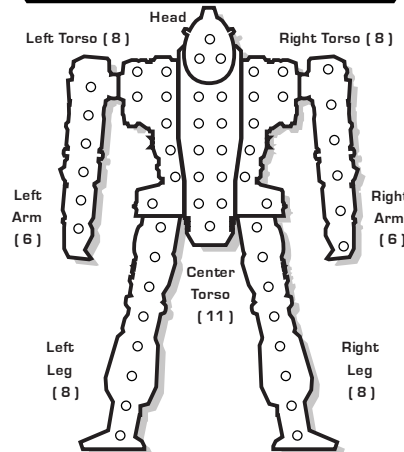
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Adder (Puma) K

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 35

Tech Base: Clan

Rules Level: Standard

Role: Sniper

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Pulse Laser	LA	13	10 [P]	—	7	15	23
1	Rotary AC/2	RA	1	2/Sht	—	8	17	25
				[DB,R/C]				
1	Laser AMS	RT	5	[PD]	—	1	1	1
1	Flamer	CT	3	2 [DE,H,AI]	—	1	2	3

Ammo: [RAC/2] 45

BV: 1,281

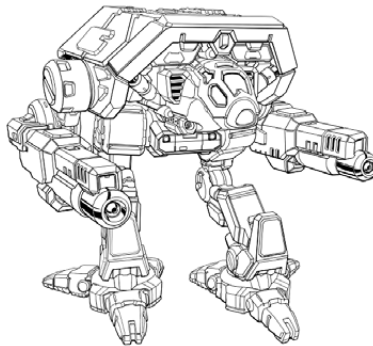


WARRIOR DATA

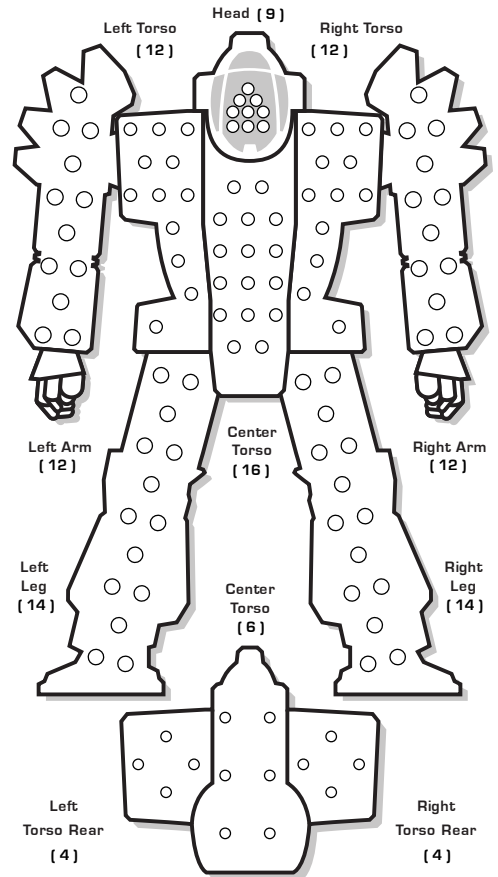
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Large Pulse Laser
- ER Large Pulse Laser
- ER Large Pulse Laser
- Ferro-Fibrous

1-3

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

4-6

Left Torso

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

1-3

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

4-6

Left Leg

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

Head

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

Center Torso

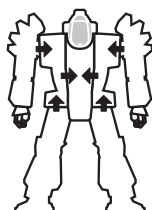
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Flamer
- Endo Steel

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Rotary AC/2
- Rotary AC/2
- Rotary AC/2
- Rotary AC/2

1-3

- Ammo [RAC/2] 45
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Laser AMS
- Endo Steel

1-3

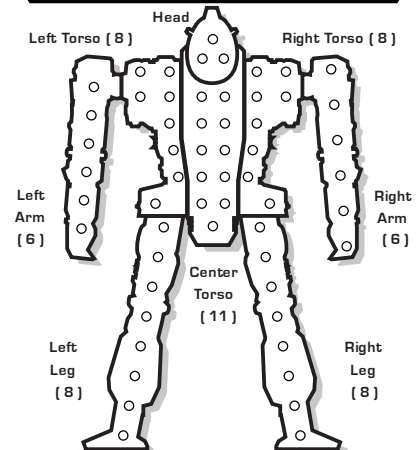
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Double Heat Sinks:
10 [20]



Heat Scale

Overflow

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

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Adder (Puma) L

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 35

Tech Base: Clan

Rules Level: Standard

Role: Striker

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Streak LRM 5	LA	2	1/Msl [M,C]	—	7	14	21
2	Streak LRM 5	RA	2	1/Msl [M,C]	—	7	14	21
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	ECM Suite	RT	—	[E]	—	—	—	—
1	Flamer	CT	3	2 [DE,H,AI]	—	1	2	3

Ammo: [Streak LRM 5] 48

BV: 1,738

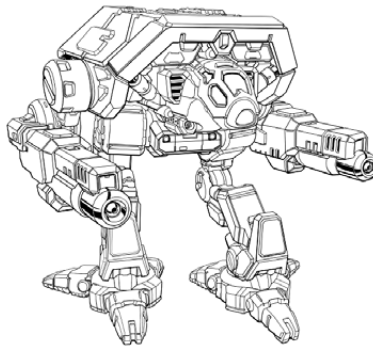


WARRIOR DATA

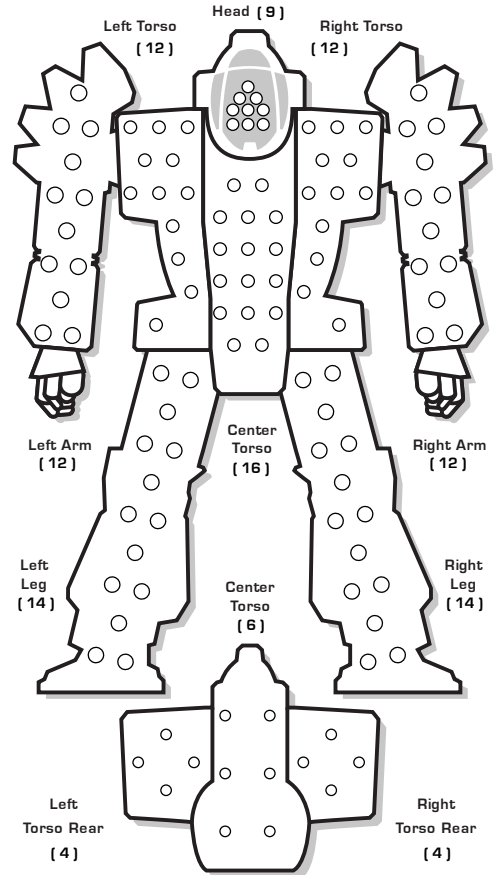
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Streak LRM 5
- Streak LRM 5
- Ammo [Streak LRM 5] 24
- Ferro-Fibrous

1-3

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

4-6

Left Torso

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

1-3

- Jump Jet
- ER Medium Laser
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

4-6

Right Arm (CASE)

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Streak LRM 5
- Streak LRM 5
- Ammo [Streak LRM 5] 24
- Ferro-Fibrous

1-3

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

4-6

Right Torso

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

1-3

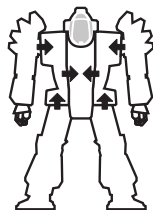
- Jump Jet
- ER Medium Laser
- ECM Suite
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

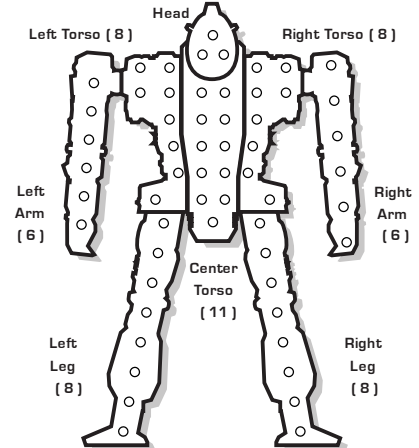
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Double Heat Sinks:
10 (20)



Heat Scale

Overflow

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

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Adder (Puma) S

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 35

Tech Base: Clan

Rules Level: Standard

Role: Scout

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	Machine Gun	LA	—	2 [DB, AI]	—	1	2	3
1	ECM Suite	LA	—	[E]	—	—	—	—
2	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
3	Machine Gun	RA	—	2 [DB, AI]	—	1	2	3
1	Active Probe	RA	—	[E]	—	—	—	—
5	Machine Gun	LT	—	2 [DB, AI]	—	1	2	3
5	Machine Gun	RT	—	2 [DB, AI]	—	1	2	3
1	Flamer	CT	3	2 [DE, H, AI]	—	1	2	3

Ammo: (Machine Gun) 400

BV: 1,427

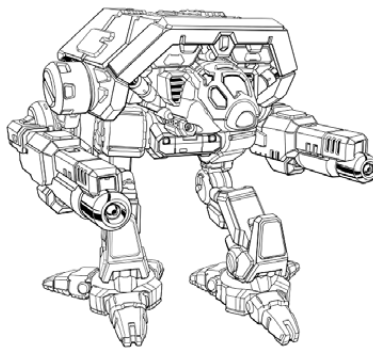


WARRIOR DATA

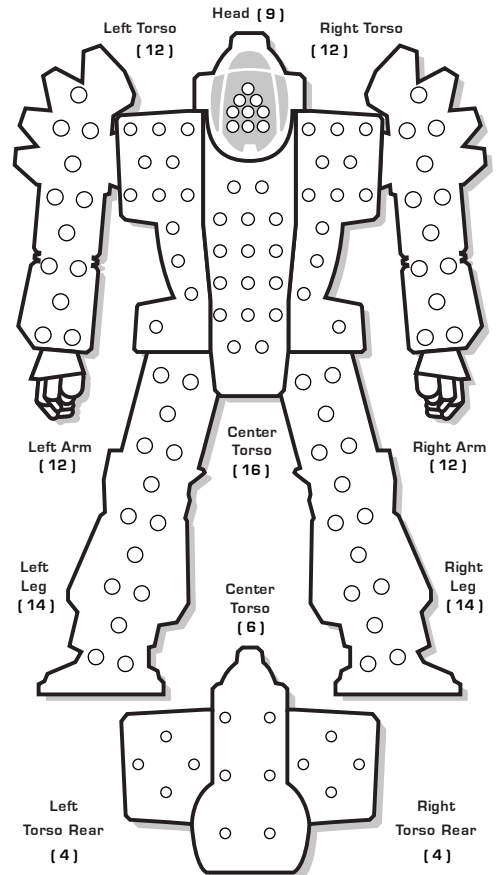
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Medium Pulse Laser
- Medium Pulse Laser
- Machine Gun
- Machine Gun

1-3

Head

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

1-3

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Medium Pulse Laser
- Medium Pulse Laser
- Machine Gun
- Machine Gun

4-6

Center Torso

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

1-3

4-6

- Machine Gun
- Ammo (Machine Gun) 200
- Active Probe
- Ferro-Fibrous
- Roll Again
- Roll Again

1-3

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Machine Gun
- Machine Gun

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Machine Gun
- Machine Gun

1-3

4-6

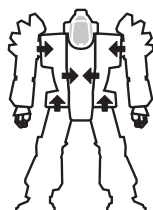
- Machine Gun
- Machine Gun
- Machine Gun
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Left Leg

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

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

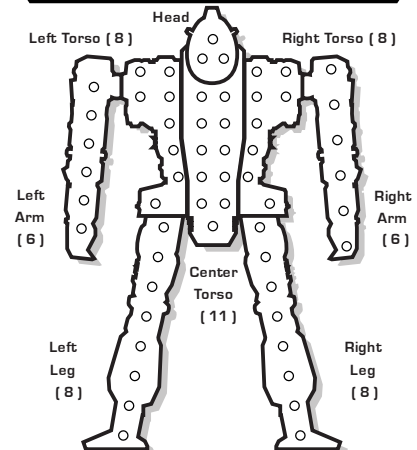


Damage Transfer Diagram

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Double Heat Sinks:
10 (20)

Heat Scale

Overflow

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

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Adder (Puma) T

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 35

Tech Base: Clan

Rules Level: Standard

Role: Sniper

Weapons & Equipment Inventory

(hexes)

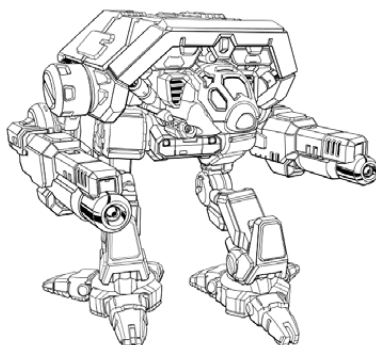
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15 [DE]	—	7	14	23
	w/Capacitor							
1	ER PPC	RA	15	15 [DE]	—	7	14	23
	w/Capacitor							
1	Flamer	CT	3	2 [DE,H,AI]	—	1	2	3

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

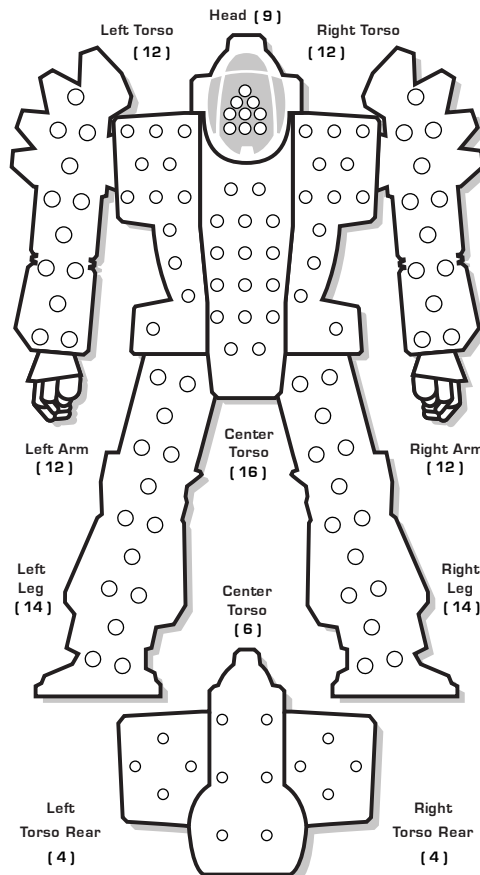
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



BV: 2,182



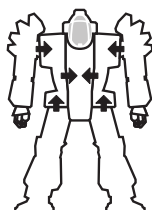
ARMOR DIAGRAM



CRITICAL TABLE

Left Arm		Head		Right Arm	
1-3	1. Shoulder 2. Upper Arm Actuator 3. ER PPC 4. ER PPC 5. PPC Capacitor 6. Ferro-Fibrous	1-3	1. Life Support 2. Sensors 3. Cockpit 4. Ferro-Fibrous 5. Sensors 6. Life Support	1-3	1. Shoulder 2. Upper Arm Actuator 3. ER PPC 4. ER PPC 5. PPC Capacitor 6. Ferro-Fibrous
Center Torso		Left Torso		Right Torso (CASE)	
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1-3	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Gyro 5. Gyro 6. Gyro	4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
1-3	1. Gyro 2. XL Fusion Engine 3. XL Fusion Engine 4. XL Fusion Engine 5. Flamer 6. Endo Steel	4-6	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Double Heat Sink 5. Coolant Pod 6. Endo Steel	1-3	1. XL Fusion Engine 2. XL Fusion Engine 3. Double Heat Sink 4. Double Heat Sink 5. Coolant Pod 6. Endo Steel
4-6	1. Endo Steel 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Roll Again 5. Roll Again 6. Roll Again	4-6	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	4-6	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

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

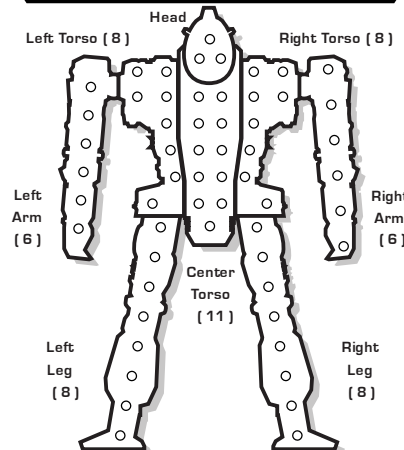


Damage Transfer Diagram

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

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 11 [22]
30	Shutdown	○ ○
28	Ammo Exp, avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp, avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp, avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	○ ○
8	+1 Modifier to Fire	○ ○
5	-1 Movement Points	○ ○

Heat Scale

Overflow

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

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Hierofalcon Prime

Movement Points:

Walking: 6

Running: 9

Jumping: 8

Tonnage: 45

Tech Base: Clan

Rules Level: Standard

Role: Striker

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Imp. Heavy Medium Laser	LA	7	10 [DEX]	—	3	6	9
1	HAG/20	RA	4	20 [C.F.X]	2	8	16	24
1	Partial Wing	LT	—	[E]	—	—	—	—
1	ECM Suite	LT	—	[E]	—	—	—	—
1	TAG	CT	—	[E]	—	5	9	15

Ammo: [HAG 20] 12

BV: 1,878

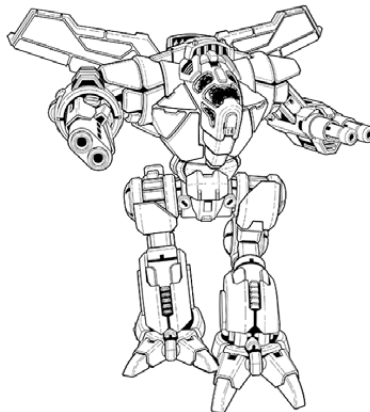


WARRIOR DATA

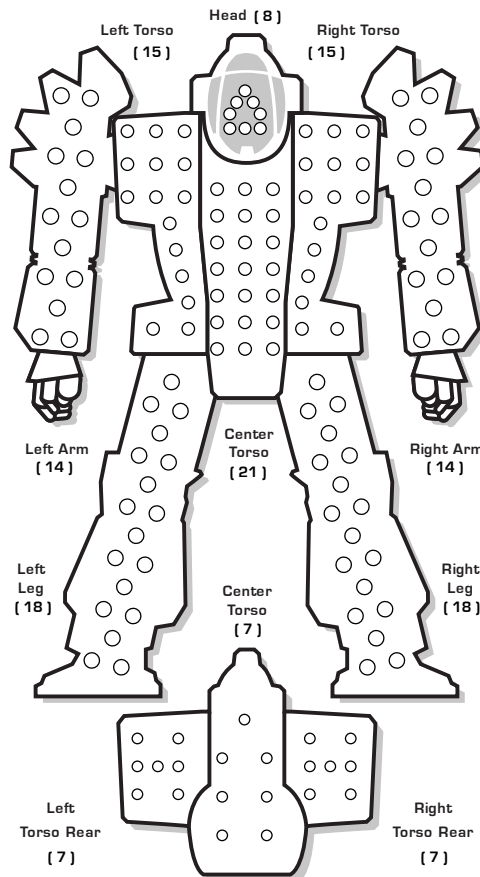
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

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

1-3

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

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Partial Wing
- Partial Wing
- Partial Wing
- Jump Jet

1-3

- ECM Suite
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

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

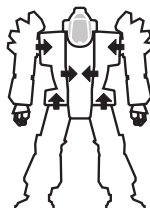
Center Torso

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

1-3

4-6

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



Damage Transfer Diagram

Right Arm (CASE)

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

1-3

- HAG/20
- HAG/20
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Partial Wing
- Partial Wing
- Partial Wing
- Jump Jet

1-3

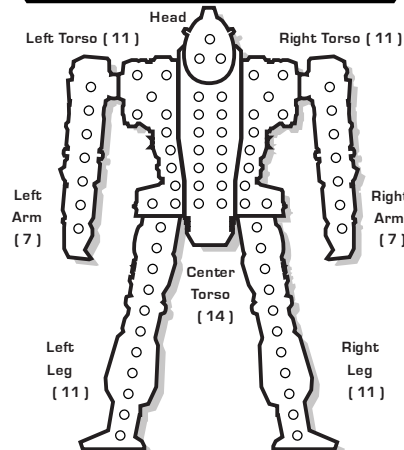
- Ammo [HAG 20] 6
- Ammo [HAG 20] 6
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Hierofalcon A

Movement Points:

Walking: 6

Running: 9

Jumping: 10

Tonnage: 45

Tech Base: Clan

Rules Level: Standard

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	AP Gauss Rifle	LA	1	3 [DB,AI,X]	—	3	6	9
1	Flamer	LA	3	2 [DE,H,AI]	—	1	2	3
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	AP Gauss Rifle	RA	1	3 [DB,AI,X]	—	3	6	9
1	Flamer	RA	3	2 [DE,H,AI]	—	1	2	3
1	Partial Wing	LT	—	[E]	—	—	—	—

Ammo: [AP Gauss] 40

BV: 1,953

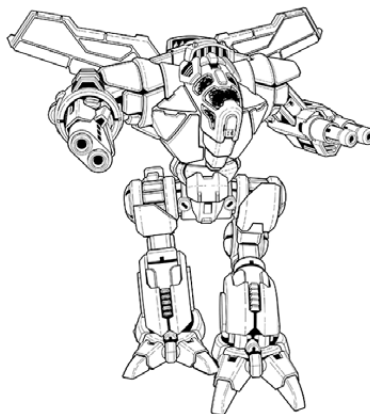


WARRIOR DATA

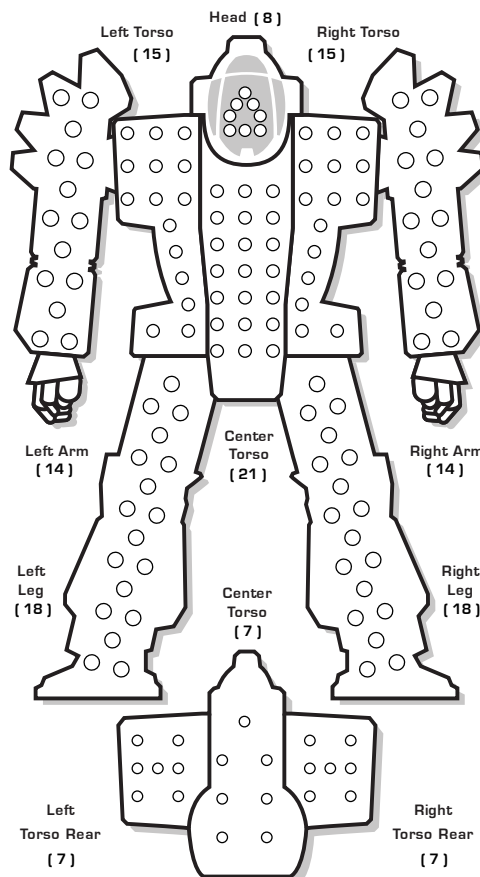
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- ER Medium Laser
- AP Gauss Rifle
- Flamer

1-3

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

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Partial Wing
- Partial Wing
- Partial Wing
- Improved Jump Jet

1-3

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

4-6

Left Leg

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

Head

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

Center Torso

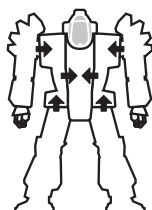
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ammo [AP Gauss] 40
- Ferro-Fibrous

4-6

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- AP Gauss Rifle
- Flamer

1-3

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

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Partial Wing
- Partial Wing
- Partial Wing
- Improved Jump Jet

1-3

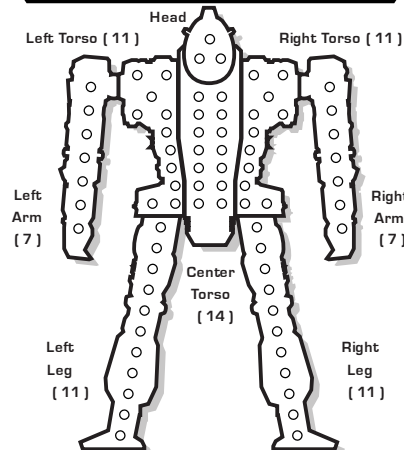
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Improved Jump Jet
- Ferro-Fibrous

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Hierofalcon B

Movement Points:

Walking: 6

Running: 9

Jumping: 8

Tonnage: 45

Tech Base: Clan

Rules Level: Standard

Role: Striker

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	ER Small Laser	LA	2	5 [DE]	—	2	4	6
1	SRM 6	RA	4	2/Msl [M,C,S]	—	3	6	9
1	ER Small Laser	RA	2	5 [DE]	—	2	4	6
2	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
1	Partial Wing	LT	—	[E]	—	—	—	—
2	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
1	ER Medium Laser	CT	5	7 [DE]	—	5	10	15

Ammo: [SRM 6] 60

BV: 1,737

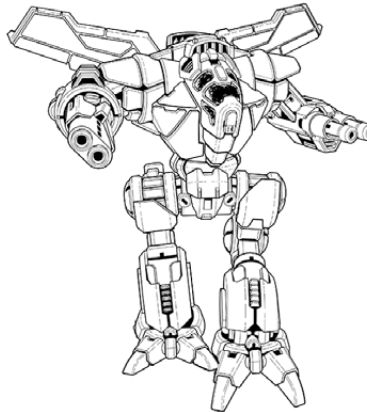


WARRIOR DATA

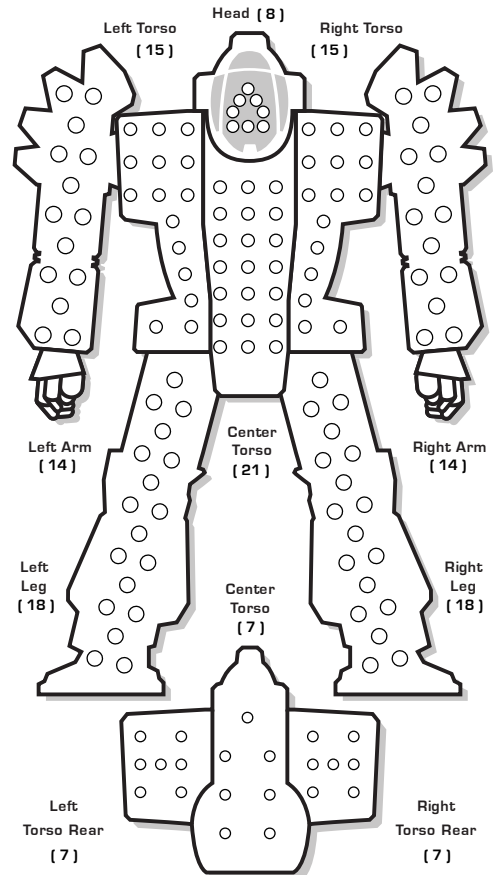
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



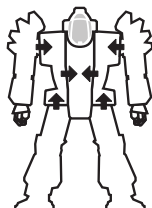
ARMOR DIAGRAM



CRITICAL TABLE

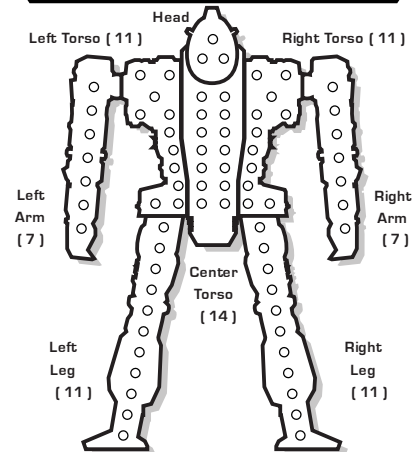
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. SRM 6		3. Cockpit		3. SRM 6
	4. ER Small Laser		4. Ferro-Fibrous		4. ER Small Laser
	5. Endo Steel		5. Sensors		5. Ferro-Fibrous
	6. Endo Steel		6. Life Support		6. Ferro-Fibrous
Left Torso		Center Torso		Right Torso	
1-3	1. Endo Steel	1-3	1. XL Fusion Engine	1-3	1. Ferro-Fibrous
	2. Endo Steel		2. XL Fusion Engine		2. Ferro-Fibrous
	3. Endo Steel		3. XL Fusion Engine		3. Roll Again
	4. Endo Steel		4. Gyro		4. Roll Again
	5. Roll Again		5. Gyro		5. Roll Again
	6. Roll Again		6. Gyro		6. Roll Again
Left Leg		Right Leg		Right Torso	
4-6	1. Hip	4-6	1. Gyro	1-3	1. XL Fusion Engine
	2. Upper Leg Actuator		2. XL Fusion Engine		2. XL Fusion Engine
	3. Lower Leg Actuator		3. XL Fusion Engine		3. Jump Jet
	4. Foot Actuator		4. XL Fusion Engine		4. SRM 6
	5. Jump Jet		5. ER Medium Laser		5. SRM 6
	6. Jump Jet		6. Ferro-Fibrous		6. Ammo [SRM 6] 15

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Double Heat Sinks:
10 [20]

Heat Scale

Overflow

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

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Hierofalcon C

Movement Points:

Walking: 6

Running: 9

Jumping: 8

Tonnage: 45

Tech Base: Clan

Rules Level: Standard

Role: Sniper

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	15 [DE]	—	7	14	23
1	Rotary AC/2	RA	1	2/Sht	—	8	17	25
				[DB,R/C]				
1	Partial Wing	LT	—	[E]	—	—	—	—

Ammo: [RAC/2] 90

BV: 1,983

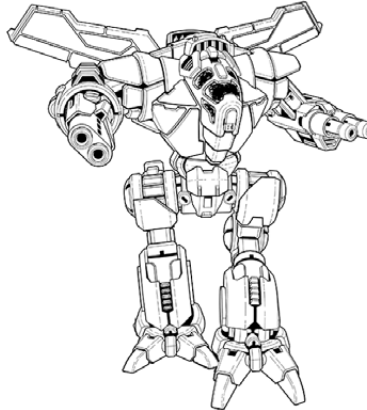


WARRIOR DATA

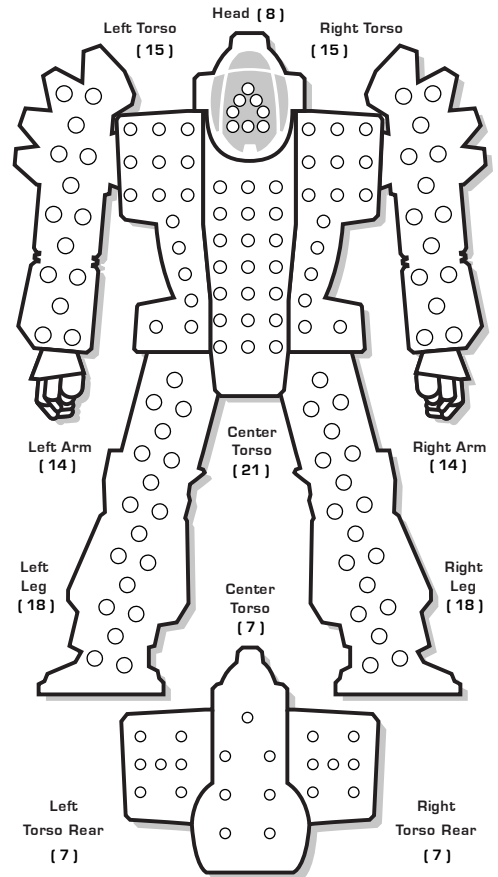
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

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

1-3

Center Torso

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

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Partial Wing
- Partial Wing
- Partial Wing
- Jump Jet

1-3

Right Torso

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

4-6

Left Leg

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

Head

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

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Rotary AC/2
- Rotary AC/2
- Rotary AC/2
- Rotary AC/2

1-3

Center Torso

- Ammo [RAC/2] 45
- Ammo [RAC/2] 45
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Partial Wing
- Partial Wing
- Partial Wing
- Jump Jet

1-3

Left Leg

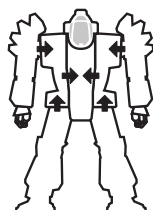
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

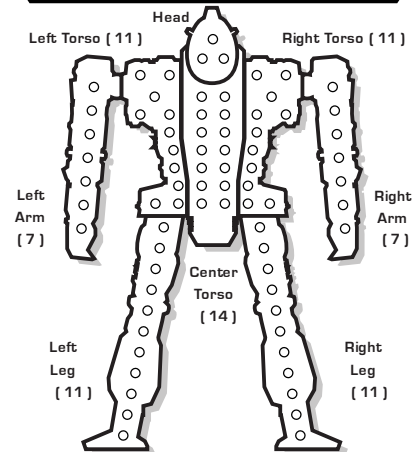
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Double Heat Sinks:
10 [20]

Heat Scale

Overflow

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

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Hierofalcon D

Movement Points:

Walking: 6

Running: 9 [12]

Jumping: 0

Tonnage: 45

Tech Base: Clan

Rules Level: Standard

Role: Striker

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Pulse Laser	LA	6	7 [P]	—	5	9	14
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER Medium Pulse Laser	RA	6	7 [P]	—	5	9	14
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Partial Wing	LT	—	[E]	—	—	—	—
1	ATM 6	LT	4	[M,C,S]	—	—	—	—
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9
1	ATM 6	RT	4	[M,C,S]	—	—	—	—
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9

Ammo: [ATM 6] 40

BV: 2,183

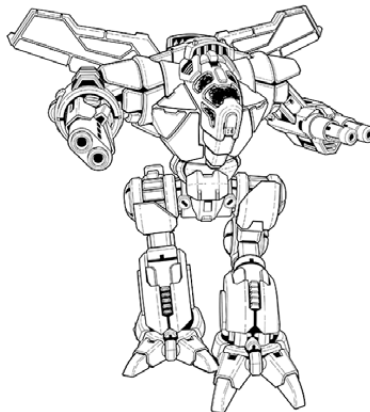


WARRIOR DATA

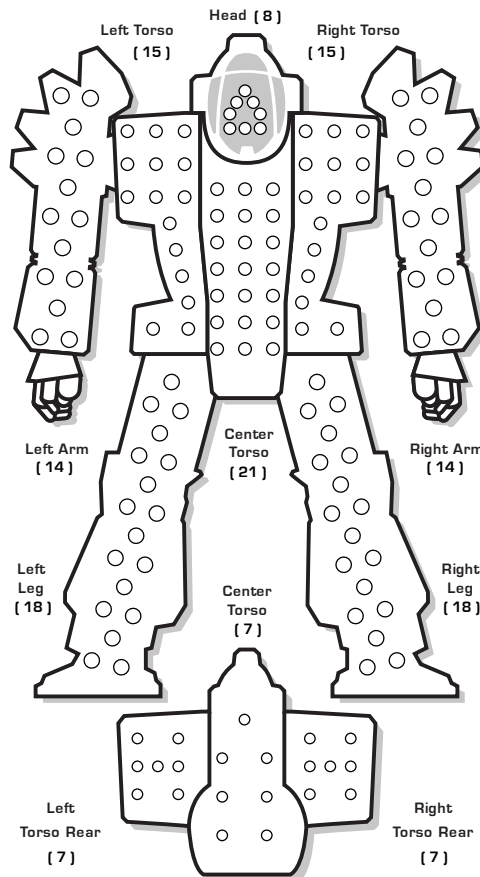
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



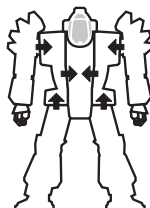
ARMOR DIAGRAM



CRITICAL TABLE

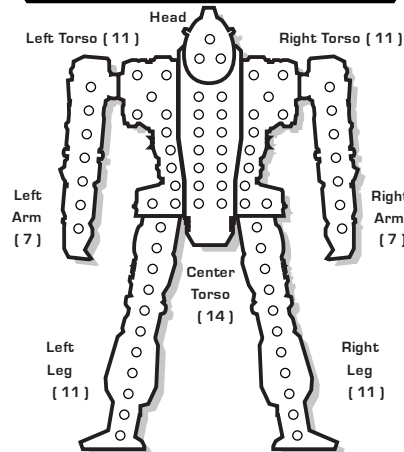
Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. [ER Medium Pulse Laser	3. Cockpit	3. [ER Medium Pulse Laser
4. [ER Medium Pulse Laser	4. Ferro-Fibrous	4. [ER Medium Pulse Laser
5. ER Medium Laser	5. Sensors	5. ER Medium Laser
6. Endo Steel	6. Life Support	6. Ferro-Fibrous
Center Torso	Left Torso	Right Torso
1. XL Fusion Engine	1. XL Fusion Engine	1. XL Fusion Engine
2. XL Fusion Engine	2. XL Fusion Engine	2. XL Fusion Engine
3. XL Fusion Engine	3. XL Fusion Engine	3. XL Fusion Engine
4. Gyro	4. Gyro	4. Roll Again
5. Gyro	5. Endo Steel	5. Roll Again
6. Gyro	6. Roll Again	6. Roll Again
Right Torso	Left Leg	Right Leg
1. XL Fusion Engine	1. Hip	1. Hip
2. XL Fusion Engine	2. Upper Leg Actuator	2. Upper Leg Actuator
3. XL Fusion Engine	3. Lower Leg Actuator	3. Lower Leg Actuator
4. XL Fusion Engine	4. Foot Actuator	4. Foot Actuator
5. Supercharger	5. Roll Again	5. Roll Again
6. Ferro-Fibrous	6. Roll Again	6. Roll Again

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Shadow Cat III Prime

Movement Points:

Walking: 6

Running: 9 [12]

Jumping: 0

Tonnage: 45

Tech Base: Clan

Rules Level: Standard

Role: Striker

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	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12

Ammo: [Gauss] 24

BV: 2,021

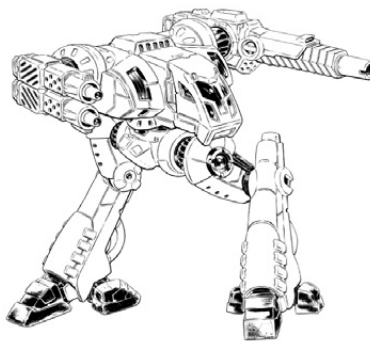


WARRIOR DATA

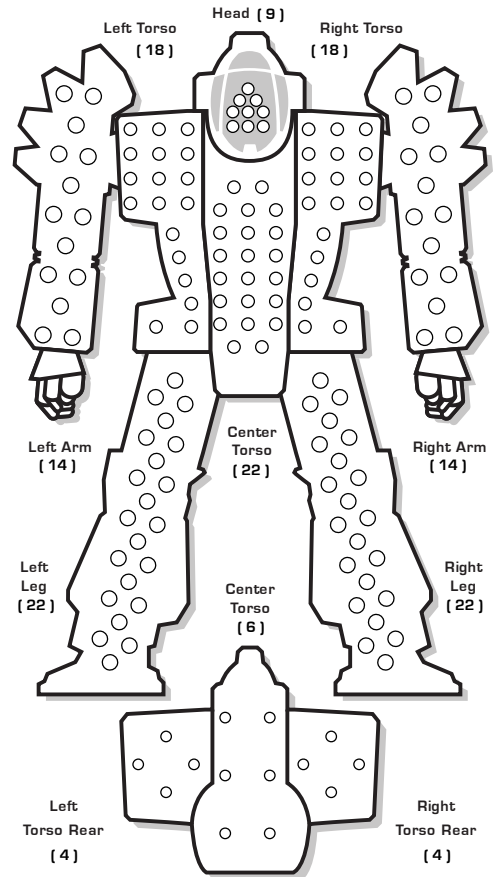
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Sensors
- Gauss Rifle
- Gauss Rifle

1-3

- Gauss Rifle
- Gauss Rifle
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Ammo [Gauss] 8
- Ammo [Gauss] 8
- Ammo [Gauss] 8
- Ferro-Fibrous

1-3

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

4-6

Left Leg

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

Head

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

1-3

- #### Center Torso
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro

4-6

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

Right Arm

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

1-3

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

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

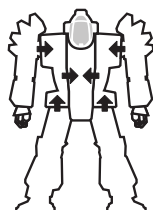
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

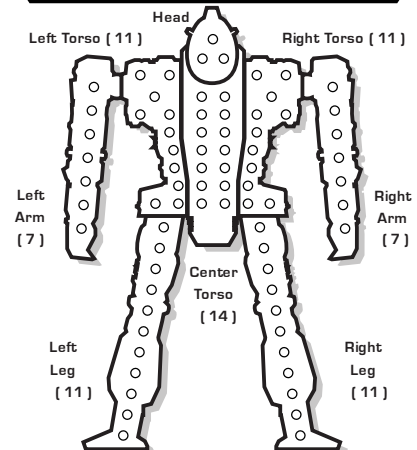
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

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

Double Heat Sinks:
10 [20]



BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Shadow Cat III A

Movement Points:

Walking: 6

Running: 9 [12]

Jumping: 8

Tonnage: 45

Tech Base: Clan

Rules Level: Standard

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 Large Laser	RA	12	10 [DE]	—	8	15	25

BV: 2,005

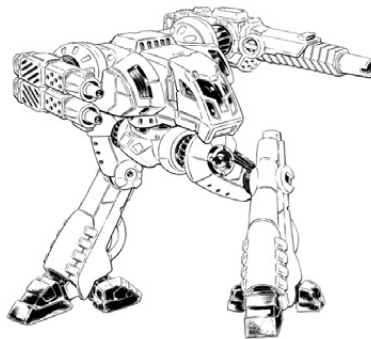


WARRIOR DATA

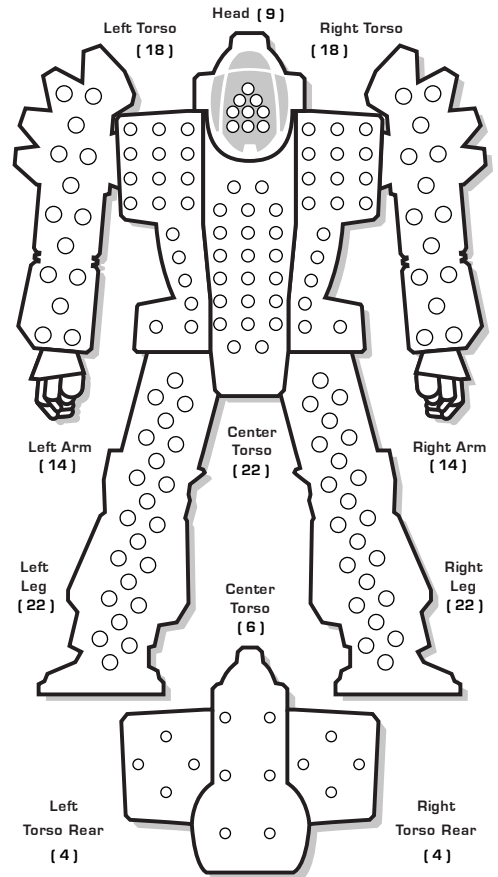
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

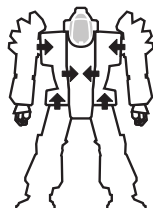


ARMOR DIAGRAM



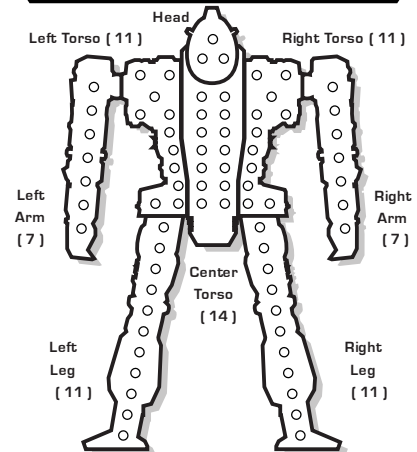
CRITICAL TABLE

	Left Arm	Head	Right Arm
1-3	1. Shoulder 2. Upper Arm Actuator 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	1. Life Support 2. Sensors 3. Cockpit 4. Endo Steel 5. Sensors 6. Life Support	1. Shoulder 2. Upper Arm Actuator 3. Double Heat Sink 4. Double Heat Sink 5. ER Large Laser 6. Endo Steel
4-6	1. ER Large Laser 2. Endo Steel 3. Endo Steel 4. Endo Steel 5. Roll Again 6. Roll Again	Center Torso 1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. Endo Steel 2. Endo Steel 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
1-3	Left Torso 1. XL Fusion Engine 2. XL Fusion Engine 3. Improved Jump Jet 4. Improved Jump Jet 5. Improved Jump Jet 6. Improved Jump Jet	1. Gyro 2. XL Fusion Engine 3. XL Fusion Engine 4. XL Fusion Engine 5. MASC 6. MASC	Right Torso 1. XL Fusion Engine 2. XL Fusion Engine 3. Improved Jump Jet 4. Improved Jump Jet 5. Improved Jump Jet 6. Improved Jump Jet
4-6	1. Improved Jump Jet 2. Improved Jump Jet 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Roll Again	Engine Hits ○○○○ Gyro Hits ○○○ Sensor Hits ○○ Life Support ○	1. Improved Jump Jet 2. Improved Jump Jet 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. Improved Jump Jet 6. Improved Jump Jet		Right Leg 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Improved Jump Jet 6. Improved Jump Jet



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

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

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Shadow Cat III B

Movement Points:

Walking: 6

Running: 9 [12]

Jumping: 6

Tonnage: 45

Tech Base: Clan

Rules Level: Standard

Role: Striker

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
2	ATM 3	LA	2	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
2	ATM 3	RA	2	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9
1	Angel ECM Suite	LT	—	[E]	—	—	—	—
1	Active Probe	RT	—	[E]	—	—	—	—
1	Targeting Computer	RT	—	[E]	—	—	—	—

Ammo: [ATM 3] 80

BV: 2,183

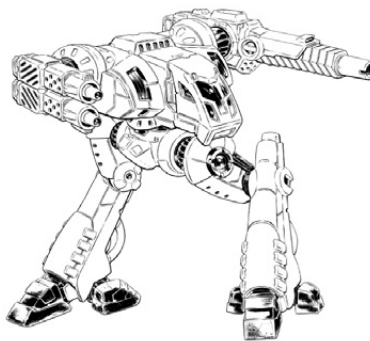


WARRIOR DATA

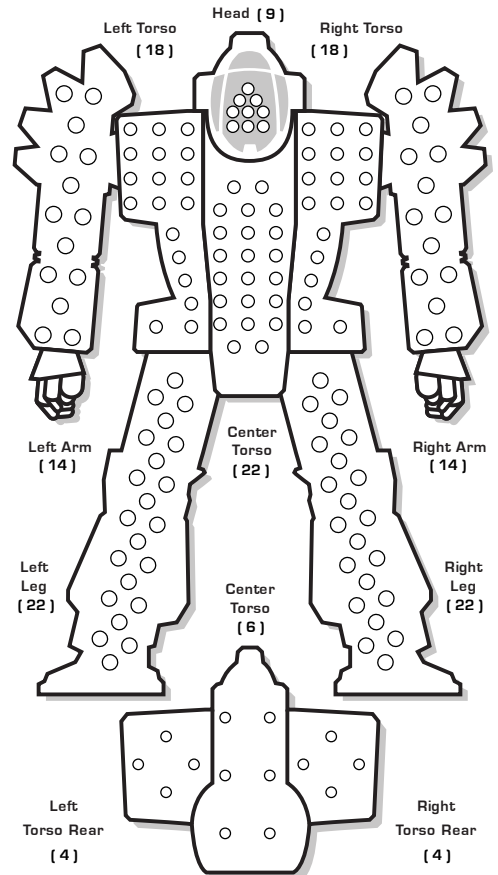
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



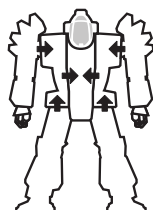
ARMOR DIAGRAM



CRITICAL TABLE

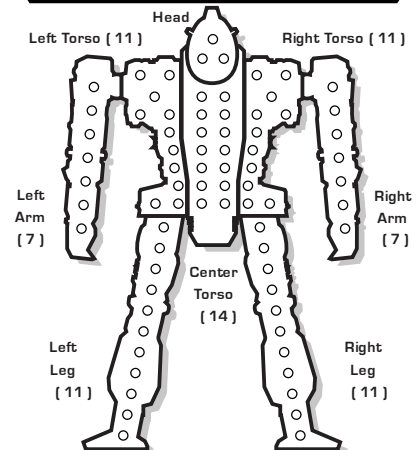
Location	Component	Damage
Left Arm	1. Shoulder	
	2. Upper Arm Actuator	
	3. ER Medium Laser	
	4. ATM 3	
	5. ATM 3	
	6. ATM 3	
Right Arm	1. Shoulder	
	2. Upper Arm Actuator	
	3. ER Medium Laser	
	4. ATM 3	
	5. ATM 3	
	6. ATM 3	
Center Torso	1. XL Fusion Engine	
	2. XL Fusion Engine	
	3. XL Fusion Engine	
	4. Gyro	
	5. Gyro	
	6. Gyro	
Left Torso (CASE)	1. XL Fusion Engine	
	2. XL Fusion Engine	
	3. Jump Jet	
	4. Ammo (ATM 3) 20	
	5. Ammo (ATM 3) 20	
	6. Angel ECM Suite	
Right Torso (CASE)	1. XL Fusion Engine	
	2. XL Fusion Engine	
	3. Jump Jet	
	4. Ammo (ATM 3) 20	
	5. Ammo (ATM 3) 20	
	6. Active Probe	
Left Leg	1. Hip	
	2. Upper Leg Actuator	
	3. Lower Leg Actuator	
	4. Foot Actuator	
	5. Jump Jet	
	6. Jump Jet	
Right Leg	1. Hip	
	2. Upper Leg Actuator	
	3. Lower Leg Actuator	
	4. Foot Actuator	
	5. Jump Jet	
	6. Jump Jet	

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Shadow Cat III C

Movement Points:

Walking: 6

Running: 9 [15]

Jumping: 0

Tonnage: 45

Tech Base: Clan

Rules Level: Standard

Role: Striker

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 20-X AC	LT	6	20	—	4	8	12
[DB,C/F/S]								
1	Imp. Heavy Large Laser	RA	18	16 [DEX]	—	5	10	15

Ammo: (LB-20X) 10

BV: 2,153

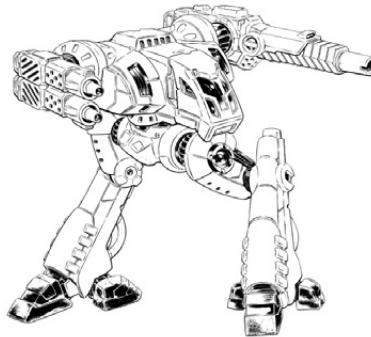


WARRIOR DATA

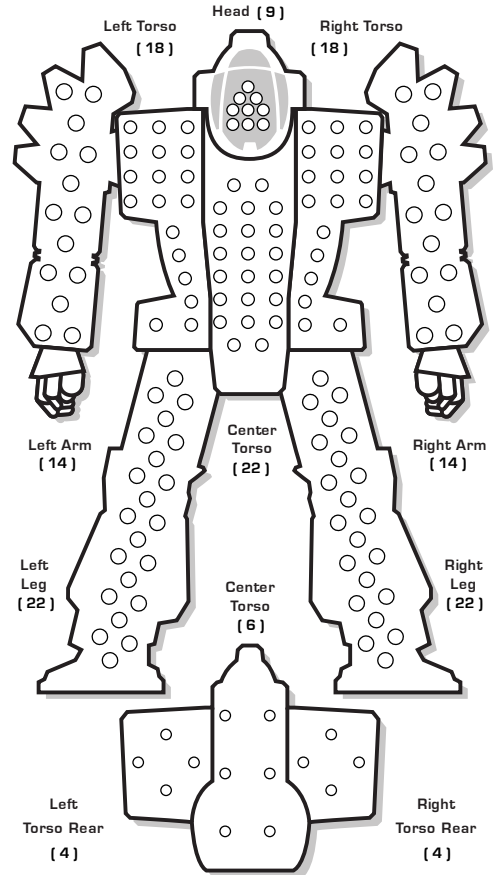
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - LB 20-X AC
 - LB 20-X AC
 - LB 20-X AC
 - LB 20-X AC
- 1-3**
- 4-6**
- Left Torso (CASE)**
- XL Fusion Engine
 - XL Fusion Engine
 - LB 20-X AC
 - LB 20-X AC
 - Ammo (LB-20X) 5
 - Ammo (LB-20X) 5
- 1-3**
- 4-6**
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Roll Again
 - Roll Again

Head

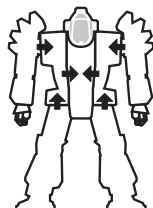
- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

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

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

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
 - Upper Arm Actuator
 - Imp. Heavy Large Laser
 - Imp. Heavy Large Laser
 - Imp. Heavy Large Laser
 - Endo Steel
- 1-3**
- 4-6**

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

Right Torso

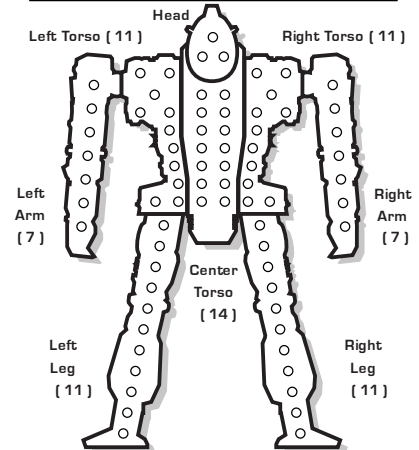
- XL Fusion Engine
 - XL Fusion Engine
 - Supercharger
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
- 1-3**
- 4-6**

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Double Heat Sinks:
10 [20]



Heat Scale

Overflow

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

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Summoner (Thor) T

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Tonnage: 70

Tech Base: Clan

Rules Level: Standard

Role: Sniper

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ProtoMech AC/8	LA	2	8 [DB,S]	—	3	7	10
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	Streak LRM 15	LT	5	1/ Msl [M,C]	—	7	14	21

Ammo: (Proto AC/8) 20, (Streak LRM 15) 16

BV: 2,355

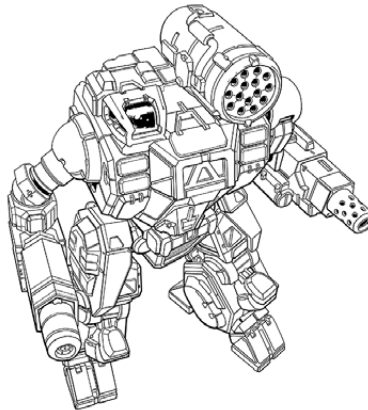


WARRIOR DATA

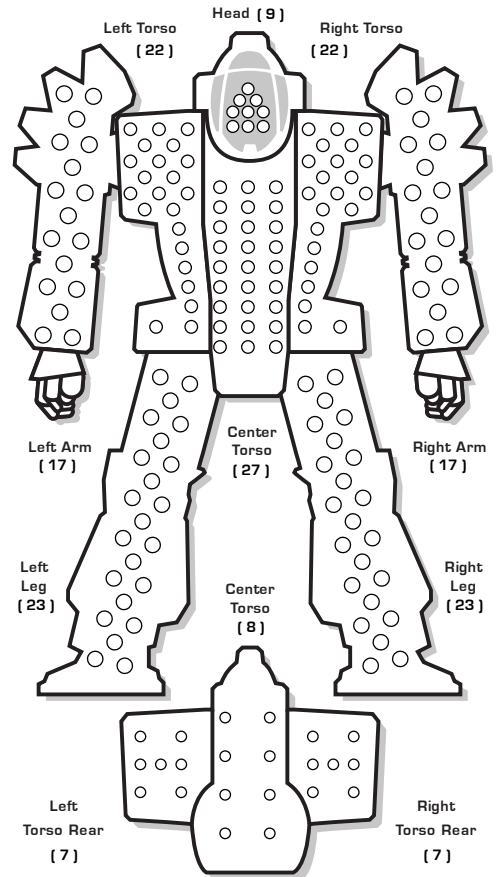
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- ProtoMech AC/8
- ProtoMech AC/8
- ProtoMech AC/8
- ProtoMech AC/8

1-3

- Ammo (Proto AC/8) 10
- Ammo (Proto AC/8) 10
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Streak LRM 15
- Streak LRM 15
- Streak LRM 15
- Ammo (Streak LRM 15) 8

1-3

- Ammo (Streak LRM 15) 8
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

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

1-3

Center Torso

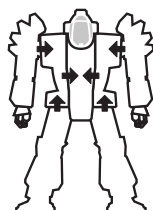
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

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

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Ferro-Fibrous
- Roll Again

1-3

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

4-6

Right Torso

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

1-3

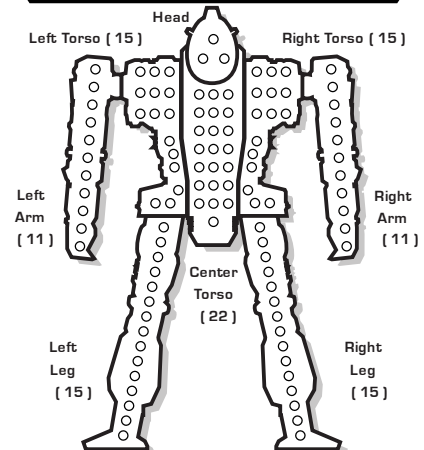
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

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

Double Heat Sinks:
14 (28)



BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Summoner (Thor) AA

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Tonnage: 70

Tech Base: Clan

Rules Level: Advanced

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	ER Large Pulse Laser	RA	13	10 [P]	—	7	15	23
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9

Ammo: [Gauss] 16, [SRM 6] 15

BV: 2,216

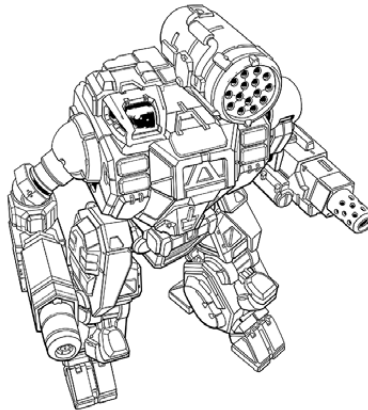


WARRIOR DATA

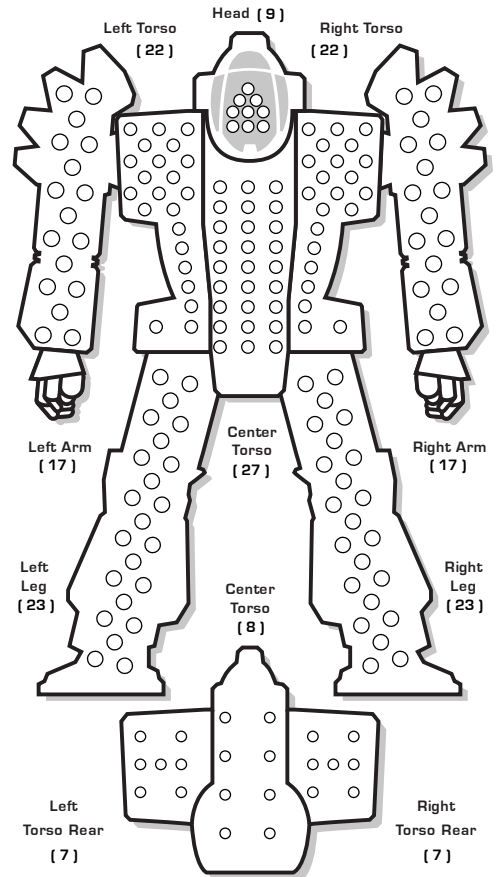
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

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

1-3

- Gauss Rifle
- Gauss Rifle
- Ammo [Gauss] 8
- Ammo [Gauss] 8
- Ferro-Fibrous
- Roll Again

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- SRM 6
- Ammo [SRM 6] 15
- Ferro-Fibrous
- Ferro-Fibrous

1-3

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

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

Right Torso

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

4-6

Right Arm

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

1-3

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

4-6

Right Torso

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

1-3

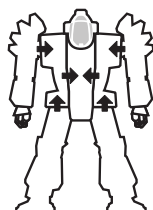
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

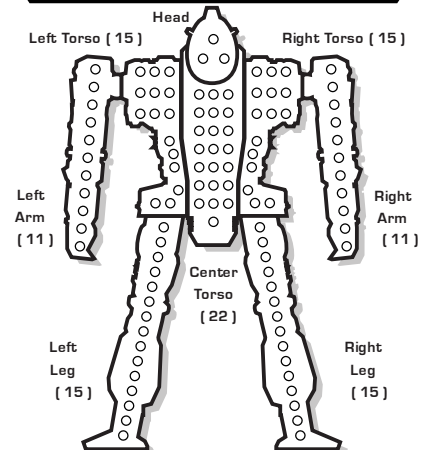
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

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

Double Heat Sinks:
14 [28]



BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Summoner (Thor) F

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Tonnage: 70

Tech Base: Clan

Rules Level: Standard

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	LA	1	5/Sht	—	7	14	21
				[DB,R/C]				
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	Ultra AC/5	RA	1	5/Sht	—	7	14	21
				[DB,R/C]				
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	LRM 10	LT	4	1/Msl [M,C,S]	—	7	14	21
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15

Ammo: (LRM 10) 12, (Ultra AC/5) 40

BV: 2,186

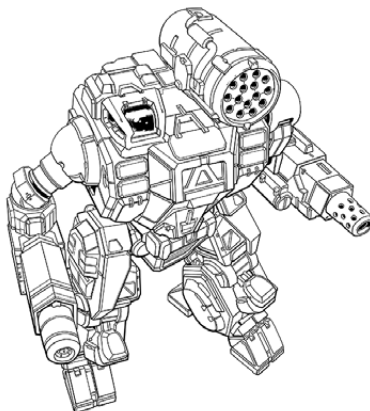


WARRIOR DATA

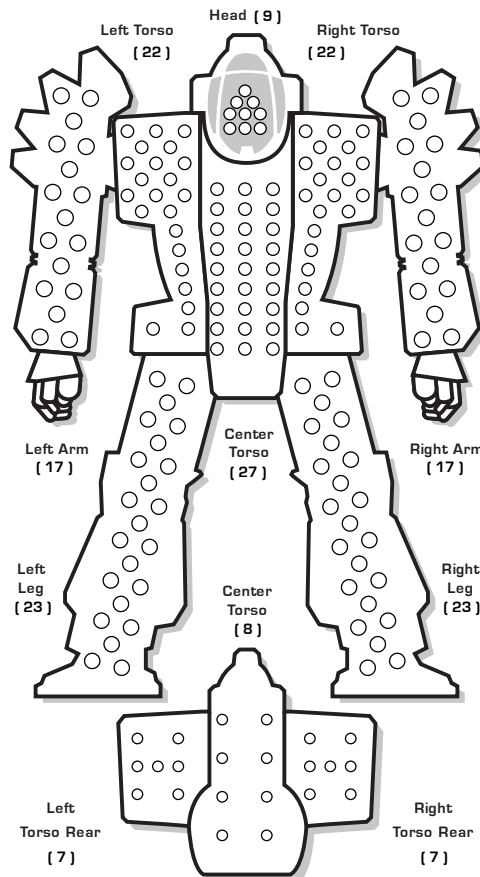
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- ER Medium Laser

1-3

- Ammo (Ultra AC/5) 20
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- LRM 10
- Ammo (LRM 10) 12
- Ferro-Fibrous
- Ferro-Fibrous

1-3

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

4-6

Left Leg

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

Head

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

1-3

Center Torso

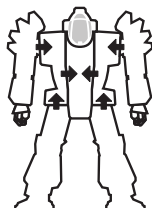
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

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

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- ER Medium Laser

1-3

- Ammo (Ultra AC/5) 20
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

1-3

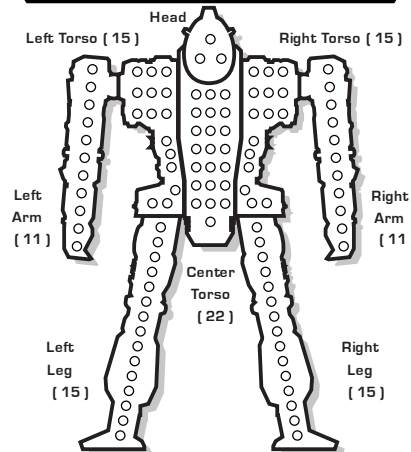
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Overflow

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

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Summoner [Thor] J

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Tonnage: 70

Tech Base: Clan

Rules Level: Standard

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HAG/40	LT	8	40 [C,F,X]	2	8	16	24
2	Imp. Heavy Medium Laser	RA	7	10 [DE,X]	—	3	6	9
1	Light Active Probe	RT	—	[E]	—	—	—	—

Ammo: [HAG 40] 12

BV: 2,666

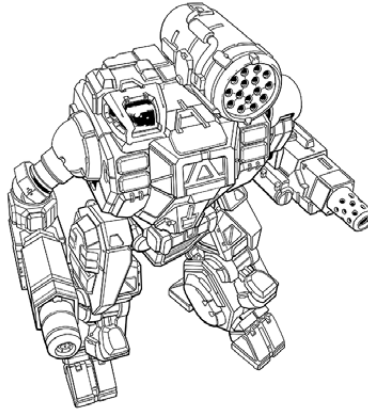


WARRIOR DATA

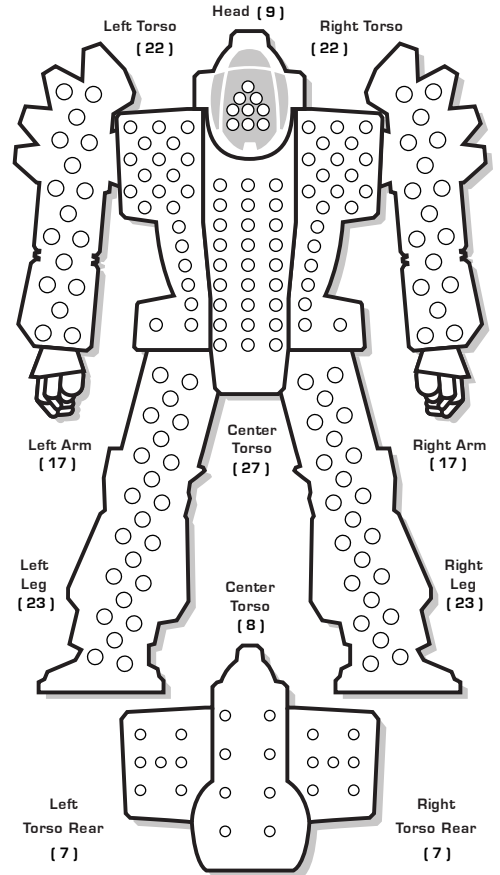
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- HAG/40
- HAG/40
- HAG/40
- HAG/40

1-3

- HAG/40
- HAG/40
- HAG/40
- HAG/40
- HAG/40
- Ferro-Fibrous

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- HAG/40
- Ammo [HAG 40] 3
- Ammo [HAG 40] 3
- Ammo [HAG 40] 3

1-3

- Ammo [HAG 40] 3
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

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

Center Torso

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

1-3

Right Torso

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

4-6

Right Arm (CASE)

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

1-3

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

4-6

Right Leg

- XL Fusion Engine
- XL Fusion Engine
- Light Active Probe
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

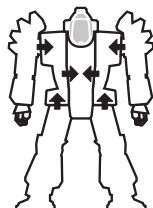
1-3

Right Torso

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

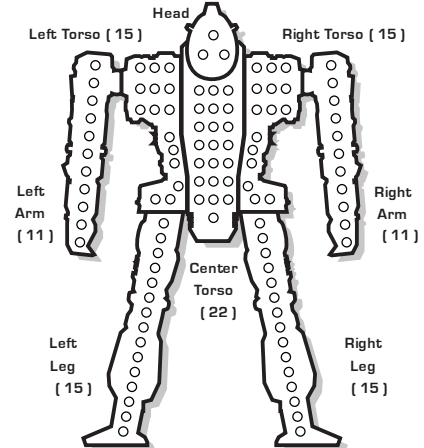
4-6

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

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

Double Heat Sinks:
14 [28]



BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Summoner (Thor) Q

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Tonnage: 70

Tech Base: Clan

Rules Level: Standard

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 PPC	RA	15	15 [DE]	—	7	14	23
1	Heavy Medium Laser	LT	7	10 [DE]	—	3	6	9
3	SRM 4	LT	3	2/Msl [M,C,S]	—	3	6	9
3	SRM 4	RT	3	2/Msl [M,C,S]	—	3	6	9
1	Heavy Small Laser	CT	3	6 [DE]	—	1	2	3

Ammo: (SRM 4) 50

BV: 2,479

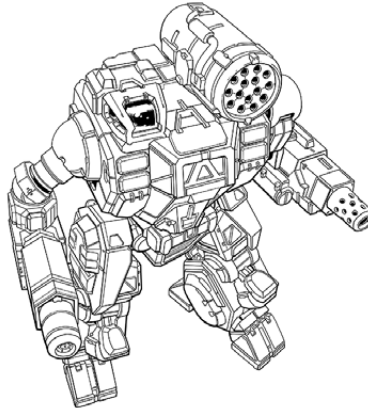


WARRIOR DATA

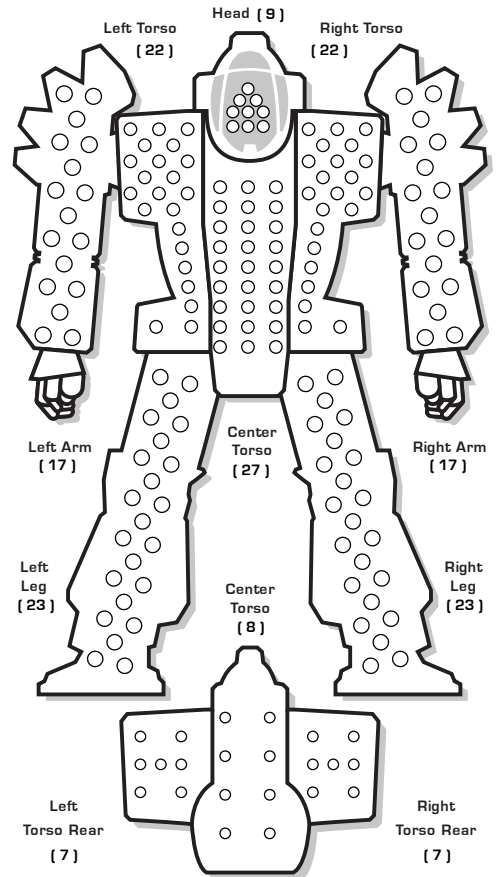
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

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

1-3

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

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Heavy Medium Laser
- Heavy Medium Laser
- SRM 4
- SRM 4

1-3

- SRM 4
- Ammo (SRM 4) 25
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Left Leg

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

Head

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

Center Torso

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

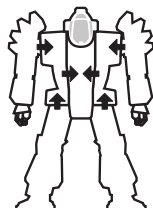
1-3

Right Torso (CASE)

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Heavy Small Laser

4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Ferro-Fibrous
- Roll Again

1-3

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

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- SRM 4
- SRM 4

1-3

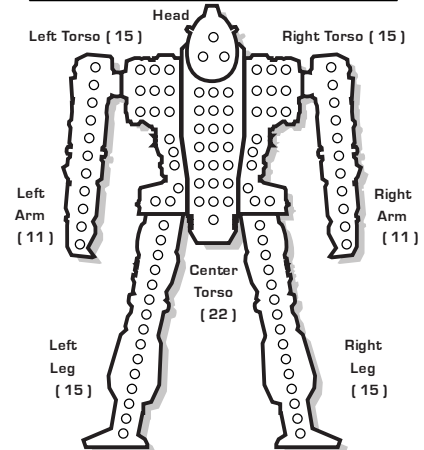
- SRM 4
- Ammo (SRM 4) 25
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

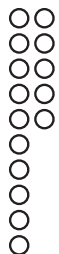
Overflow

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

HEAT DATA

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

Double Heat Sinks:
15 (30)



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: BattleMaster BLR-2C

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 85

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Brawler

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Anti-Missile System	LA	1	[PD]	—	1	1	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]	—	—	—	—

Ammo: [AMS] 12, [SRM 6] 15

BV: 1,563



WARRIOR DATA

Pilot: _____

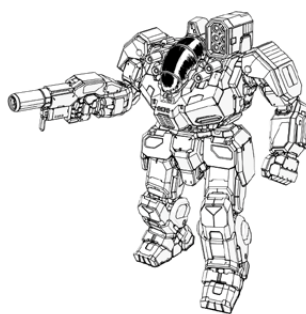
Gunnery Skill: _____ Piloting Skill: _____

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

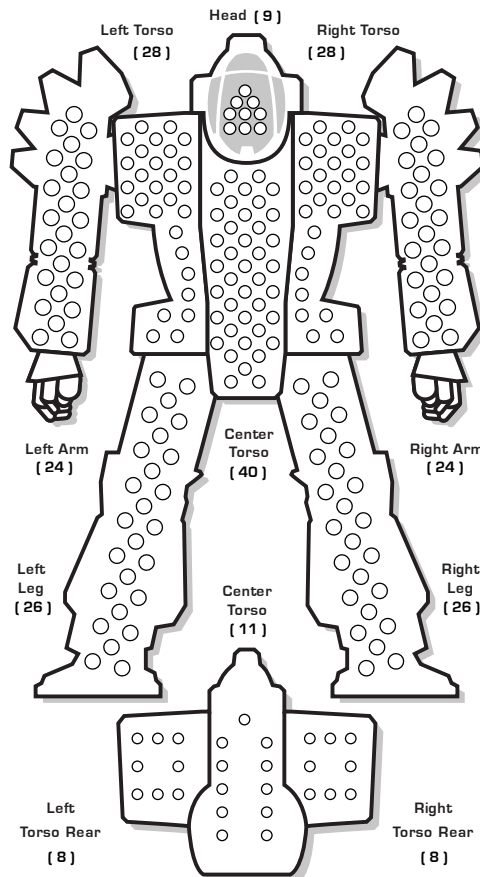
Commander: _____

Gunnery Skill: _____ Piloting Skill: _____

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



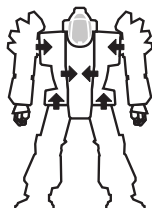
ARMOR DIAGRAM



CRITICAL TABLE

Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. Command Console		4. Hand Actuator
	5. Anti-Missile System		5. Sensors		5. ER PPC
	6. Roll Again		6. Life Support		6. ER PPC
Center Torso		Right Torso		Left Torso	
4-6	1. Fusion Engine	4-6	1. Life Support	1-3	1. Heat Sink
	2. Fusion Engine		2. Sensors		2. SRM 6
	3. Fusion Engine		3. Cockpit		3. SRM 6
	4. Gyro		4. Command Console		4. Medium Laser
	5. Gyro		5. Sensors		5. Medium Laser
	6. Gyro		6. Life Support		6. Ammo [SRM 6] 15
Right Torso		Left Torso		Left Leg	
1-3	1. ER PPC	1-3	1. Fusion Engine	4-6	1. Hip
	2. Roll Again		2. Fusion Engine		2. Upper Leg Actuator
	3. Roll Again		3. Fusion Engine		3. Lower Leg Actuator
	4. Roll Again		4. Gyro		4. Foot Actuator
	5. Roll Again		5. Gyro		5. Heat Sink
	6. Roll Again		6. Gyro		6. Roll Again

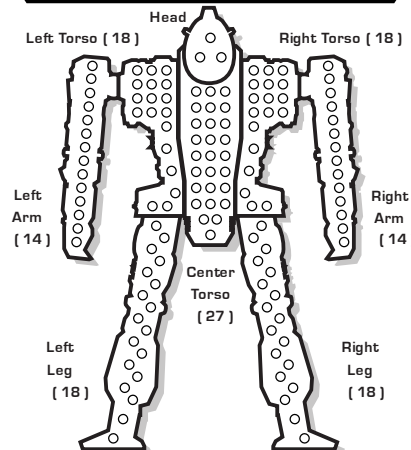
Engine Hits ○○○○
Gyro Hits ○○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Sinks: 17



Heat Scale

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

BATTLEMECH RECORD SHEET

BATTLEMECH RECORD SHEET

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: BattleMaster BLR-3S

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 85

Tech Base: Inner Sphere

Rules Level: Standard

Role: Brawler

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	RA	6	1/Msl [M,C,S]	6	7	14	21
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
2	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
	[R]							
2	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
	[R]							

Ammo: (LRM 20) 12, (SRM 6) 30

BV: 1,441

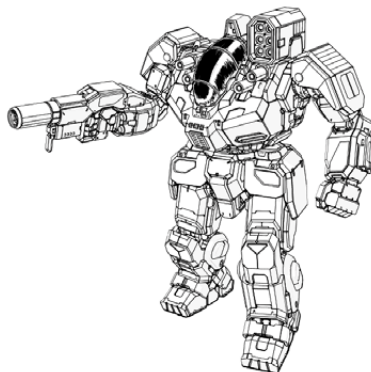


WARRIOR DATA

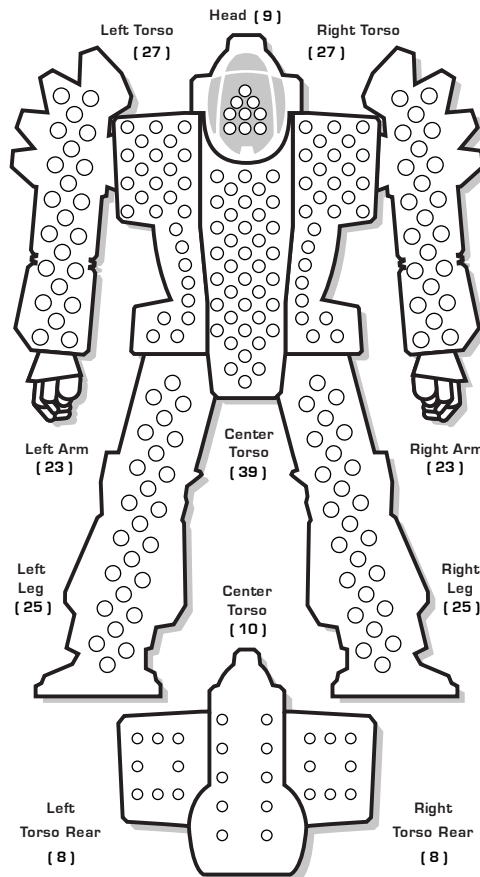
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Left Arm

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

1-3

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

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- SRM 6
- SRM 6
- Medium Pulse Laser

1-3

- Medium Pulse Laser
- Medium Pulse Laser [R]
- Ammo (SRM 6) 15
- Ammo (SRM 6) 15
- CASE
- Roll Again

4-6

Left Leg

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

Head

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

Center Torso

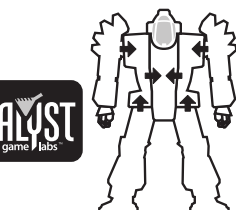
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

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

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



Damage Transfer Diagram

Right Arm

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

1-3

- LRM 20
- LRM 20
- LRM 20
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

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

1-3

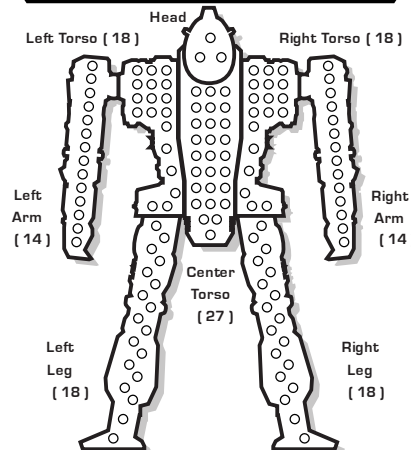
- Medium Pulse Laser
- Medium Pulse Laser [R]
- Ammo (LRM 20) 6
- Ammo (LRM 20) 6
- CASE
- Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

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

Heat Sinks: 22



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: BattleMaster BLR-6C

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 85

Tech Base: Inner Sphere

Role Level: Advanced

Role: Juggernaut

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Small X-Pulse Laser	LA	3	3 [P, AI]	—	2	4	5
1	Streak SRM 6	LT	4	2/Msl [M, C]	—	3	6	9
2	Light AC/5	LT	1	5 [DB, S]	—	5	10	15
1	ER Small Laser (R)	LT	2	3 [DE]	—	2	4	5
2	Light AC/5	RT	1	5 [DB, S]	—	5	10	15
1	ER Small Laser (R)	RT	2	3 [DE]	—	2	4	5

Ammo: [LAC/5] 80, [Streak SRM 6] 15

BV: 1,557

WARRIOR DATA

Pilot: _____

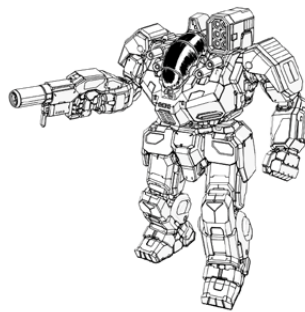
Gunnery Skill: _____ Piloting Skill: _____

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

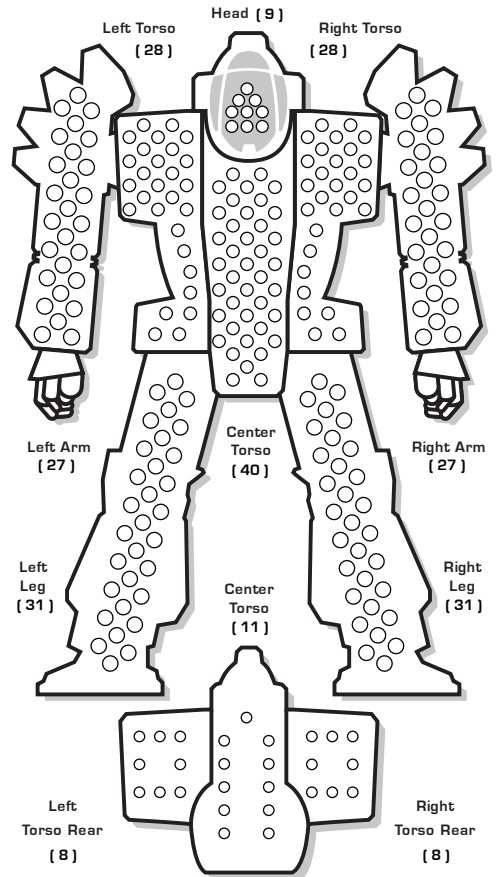
Commander: _____

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

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Small X-Pulse Laser
- Small X-Pulse Laser

1-3

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

4-6

Left Torso

- Light Fusion Engine
- Light Fusion Engine
- Streak SRM 6
- Streak SRM 6
- Light AC/5
- Light AC/5

1-3

- Light AC/5
- Light AC/5
- ER Small Laser (R)
- Ammo [Streak SRM 6] 15
- Ammo [LAC/5] 20
- CASE II

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Command Console
- Sensors
- Life Support

Center Torso

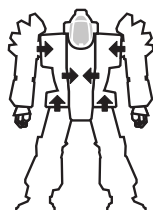
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

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

4-6

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



Damage Transfer Diagram

Right Arm

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

1-3

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

4-6

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- Light AC/5
- Light AC/5
- Light AC/5
- Light AC/5

1-3

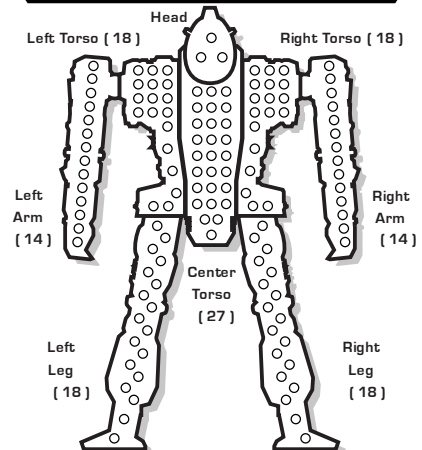
- ER Small Laser (R)
- Ammo [LAC/5] 20
- Ammo [LAC/5] 20
- Ammo [LAC/5] 20
- CASE II
- Roll Again

4-6

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

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

Double Heat Sinks:
10 [20]



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