

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Jenner JR7-D (Webster)

Movement Points:

Walking: 7

Running: 11

Jumping: 7

Tonnage: 35

Tech Base: Inner Sphere

Rules Level: Standard

Role: Striker

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Medium Laser	LA	3	5 [DE]	—	3	6	9
3	Medium Laser	RA	3	5 [DE]	—	3	6	9

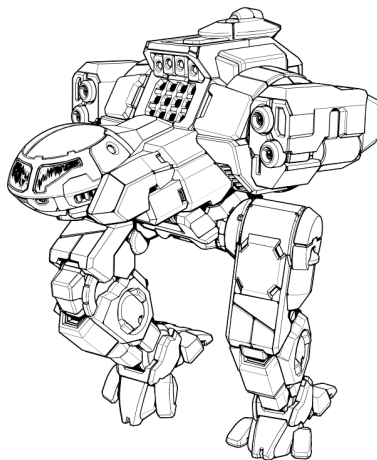
### WARRIOR DATA

Name: \_\_\_\_\_

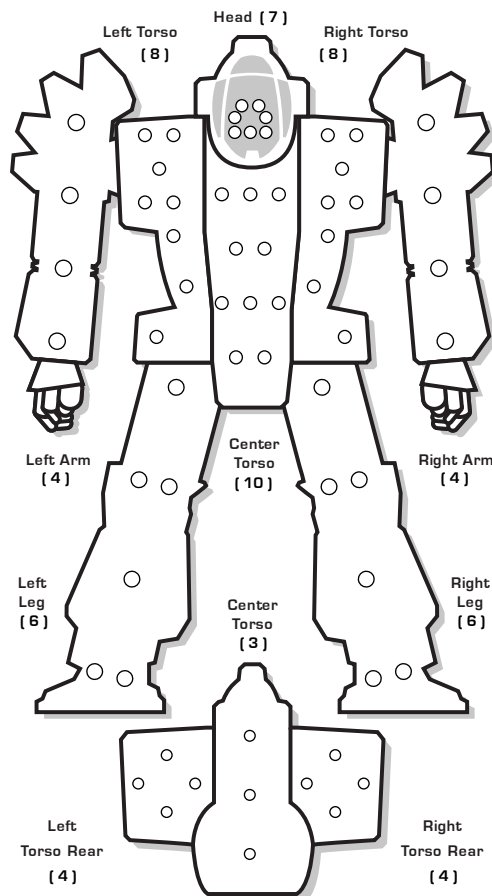
Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



BV: 1,086



### CRITICAL TABLE

#### Left Arm

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

1-3

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

4-6

#### Left Torso

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

1-3

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

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

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

4-6

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

#### Right Arm

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

1-3

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

4-6

#### Right Torso

- Jump Jet
- Jump Jet
- Jump Jet
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

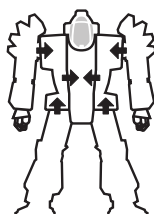
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

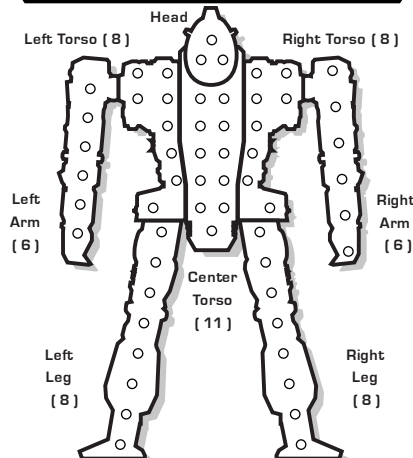
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Double Heat Sinks:  
10 (20)



Heat Scale

Overflow

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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Panther PNT-9ALAG

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 35

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Striker

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10 [DE]	3	6	12	18
1	SRM 4	CT	3	2/Msl [M,C,S]	—	3	6	9

Ammo: [SRM 4] 25

BV: 804

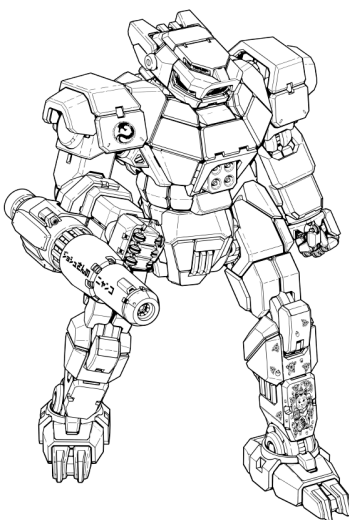


### WARRIOR DATA

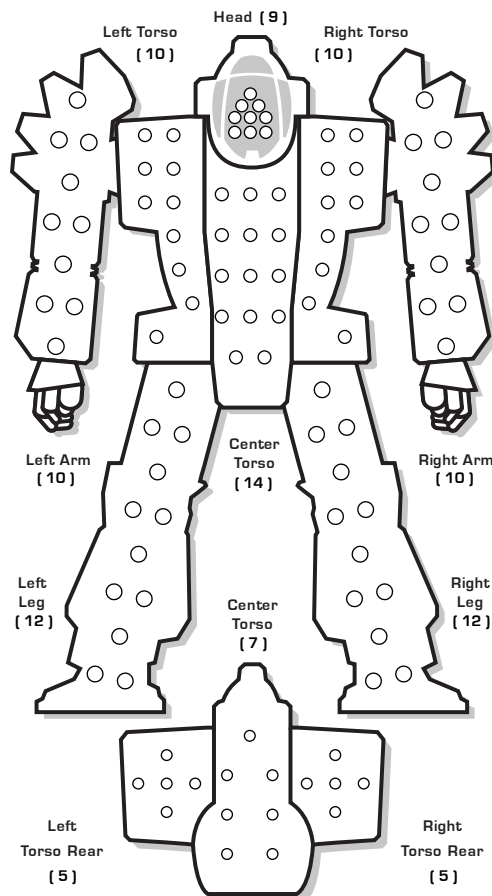
Name: \_\_\_\_\_

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

- Heat Sink
- Heat Sink
- Ammo [SRM 4] 25
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

#### Left Leg

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

#### Head

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

1-3

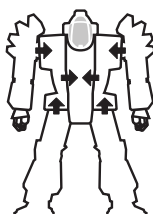
#### Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- SRM 4
- Roll Again

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



Damage Transfer Diagram

#### Right Arm

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

1-3

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

4-6

#### Right Torso

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

1-3

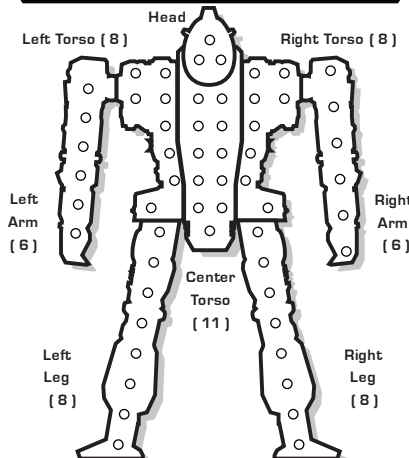
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Heat Sinks: 13



Heat Scale

Overflow

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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Panther PNT-10ALAG

Movement Points: Tonnage: 35  
Walking: 6 Tech Base: Inner Sphere  
Running: 9 Rules Level: Standard  
Jumping: 0 Role: Striker

### Weapons & Equipment Inventory

[hexes]  
Qty Type Loc Ht Dmg Min Sht Med Lng  
1 ER PPC RA 15 10 [DE] — 7 14 23  
1 SRM 4 CT 3 2/Msl [M,C,S] — 3 6 9

Ammo: [SRM 4] 25

BV: 916

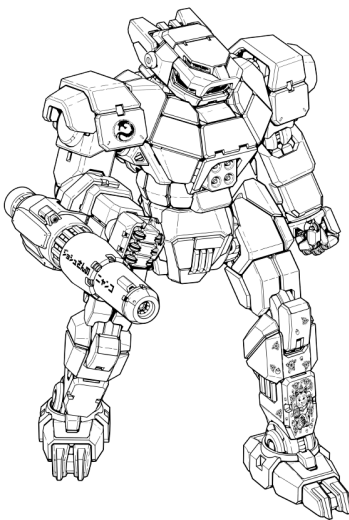


### WARRIOR DATA

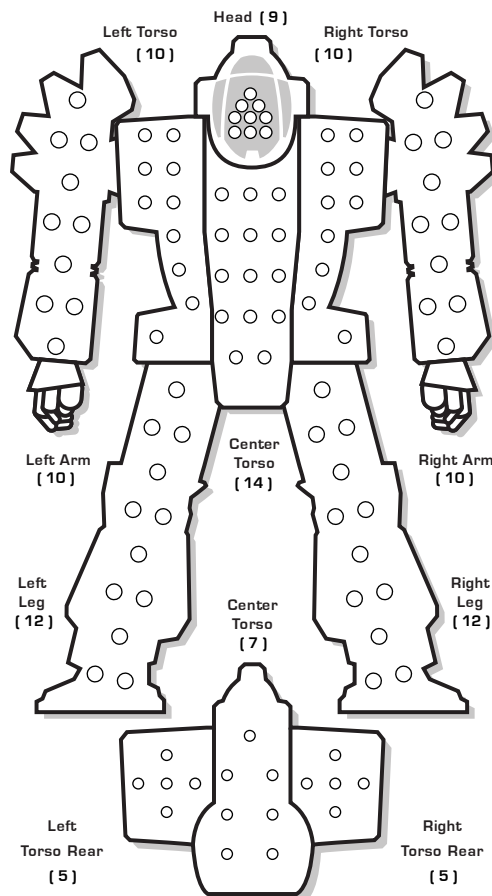
Name: \_\_\_\_\_

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

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ammo [SRM 4] 25
- Roll Again
- Roll Again

1-3

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

4-6

#### Left Leg

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

#### Head

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

1-3

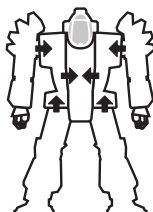
#### Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- SRM 4
- Roll Again

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



Damage Transfer Diagram

#### Right Arm

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

1-3

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

4-6

#### Right Torso

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

1-3

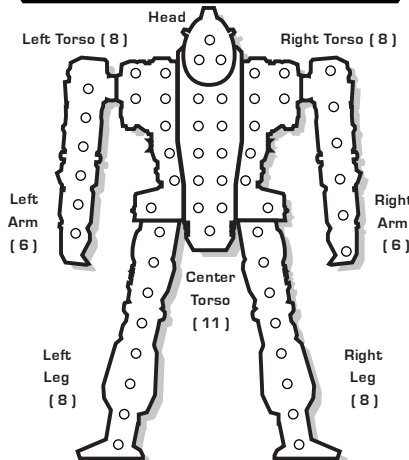
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- 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™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Panther PNT-CM

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 35

Tech Base: Inner Sphere

Rules Level: Standard

Role: Sniper

### Weapons & Equipment Inventory

(hexes)

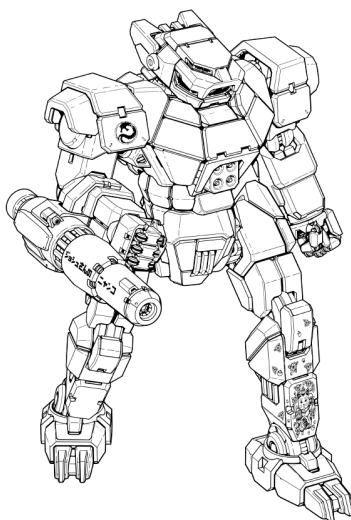
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10 [DE]	3	6	12	18
1	C3 Computer (Master)	LT	—	[E]	—	5	9	15

### WARRIOR DATA

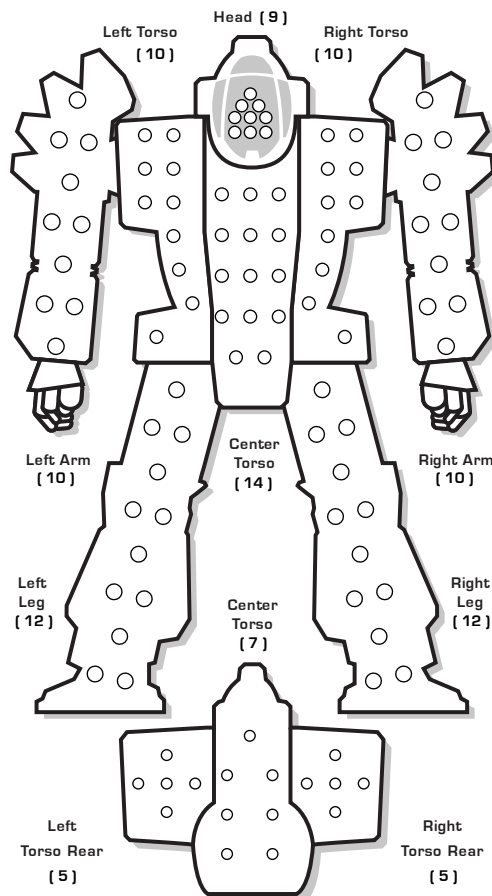
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



BV: 726



### 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

- Heat Sink
- Heat Sink
- C3 Master
- C3 Master
- C3 Master
- C3 Master

1-3

- C3 Master
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

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

#### Head

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

1-3

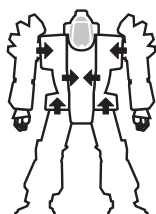
#### Center Torso

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

4-6

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

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



Damage Transfer Diagram

#### Right Arm

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

1-3

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

4-6

#### Right Torso

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

1-3

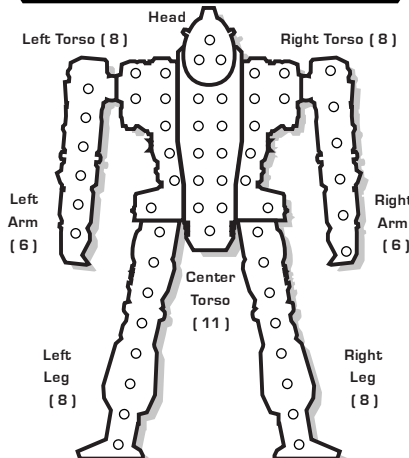
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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



Heat Scale

Overflow

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



# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Griffin GRF-1DS (Almstedt)

Movement Points: Tonnage: 55  
Walking: 5 Tech Base: Inner Sphere  
Running: 8 Rules Level: Standard  
Jumping: 5 Role: Skirmisher

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Hatchet	LA	—	11	—	—	—	—
1	Large Pulse Laser	RA	10	9 [P]	—	3	7	10
1	LRM 15	RT	5	1/Msl [M,C,S]	6	7	14	21

(hexes)

Ammo: [LRM 15] 8

BV: 1,204

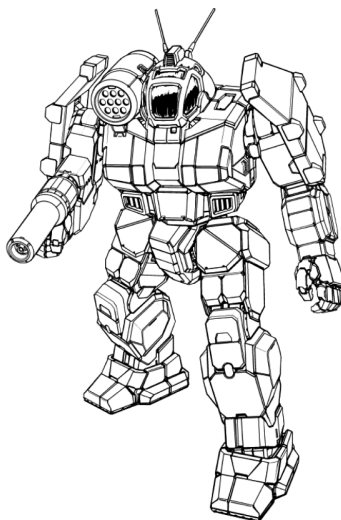


### WARRIOR DATA

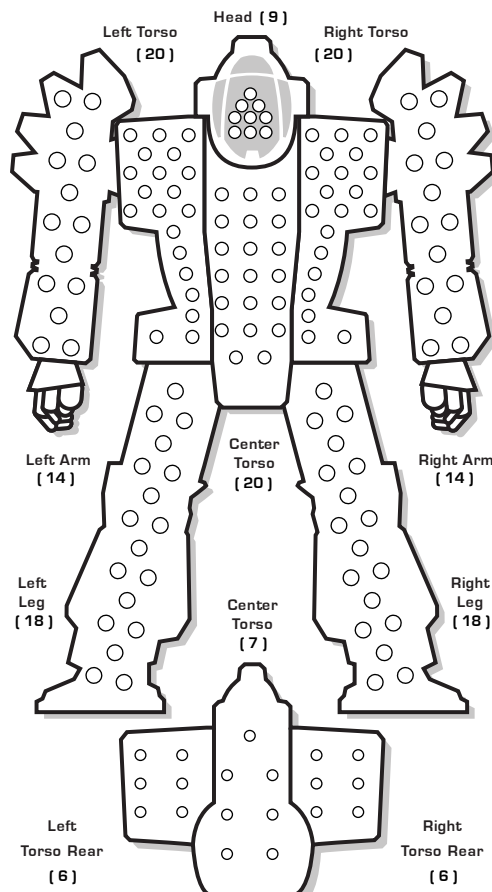
Name: \_\_\_\_\_

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
- Double Heat Sink
- Double Heat Sink

1-3

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

4-6

#### Left Torso (CASE)

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

1-3

- Jump Jet
- Jump Jet
- Ammo [LRM 15] 8
- CASE
- Roll Again
- Roll Again

4-6

#### Left Leg

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

#### Head

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

#### Center Torso

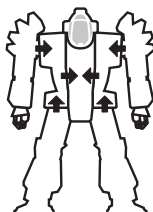
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

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

1-3

- Double Heat Sink
- Large Pulse Laser
- Large Pulse Laser
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- LRM 15

1-3

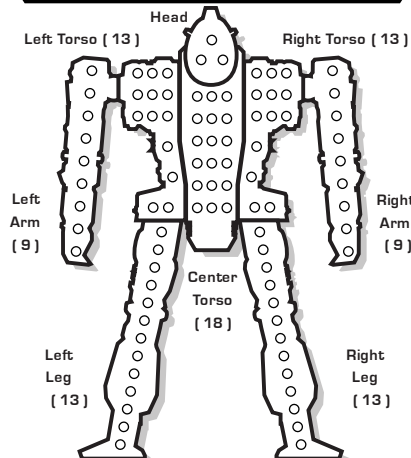
- LRM 15
- LRM 15
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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: 14 (28)



Heat Scale

Overflow

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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Kintaro KTO-18 (Akabani)

Movement Points: Tonnage: 55  
Walking: 5 Tech Base: Inner Sphere  
Running: 8 Rules Level: Standard  
Jumping: 0 Role: Skirmisher

### Weapons & Equipment Inventory

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

(hexes)

Ammo: [SRM 6] 30

BV: 1,420

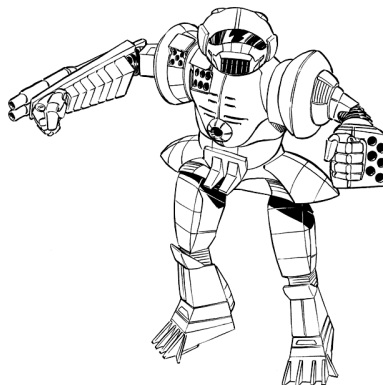


### WARRIOR DATA

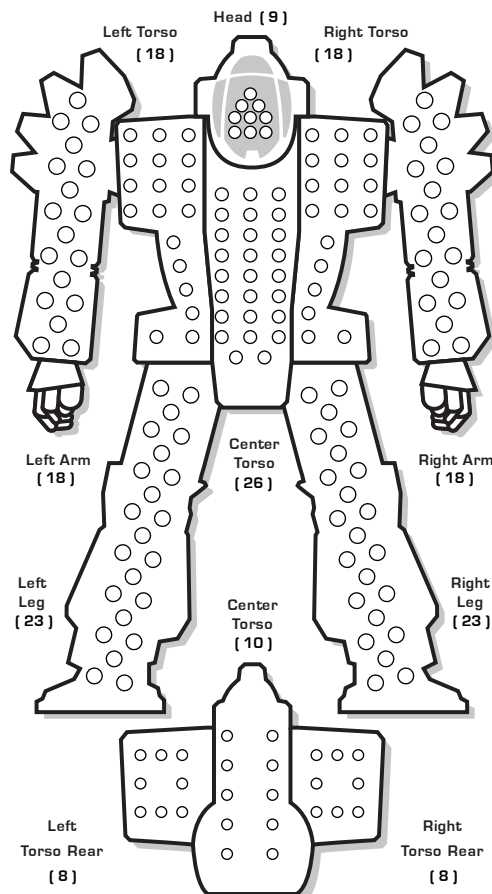
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



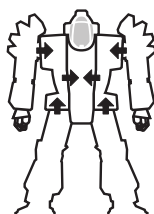
### ARMOR DIAGRAM



### CRITICAL TABLE

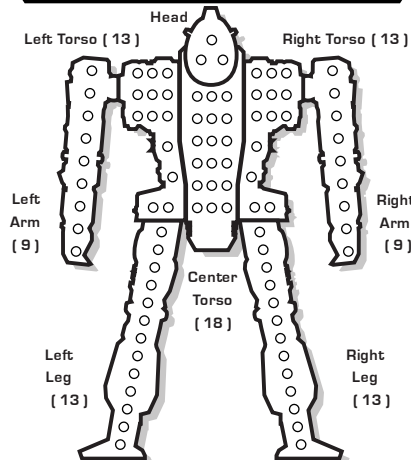
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Lower Arm Actuator		3. Cockpit		3. Lower Arm Actuator
	4. Hand Actuator		4. Ferro-Fibrous		4. Hand Actuator
	5. [ER PPC]		5. Sensors		5. Medium Laser
	6. [ER PPC]		6. Life Support		6. Roll Again
Center Torso		Left Torso		Right Torso	
1-3	1. Fusion Engine	1-3	1. Ferro-Fibrous	1-3	1. [SRM 6]
	2. Fusion Engine		2. Ferro-Fibrous		2. [SRM 6]
	3. Fusion Engine		3. Ferro-Fibrous		3. Ammo [SRM 6] 15
	4. Gyro		4. Roll Again		4. Ammo [SRM 6] 15
	5. Gyro		5. Roll Again		5. Ferro-Fibrous
	6. Gyro		6. Roll Again		6. Ferro-Fibrous
4-6	1. Gyro	4-6	1. Roll Again	4-6	1. Ferro-Fibrous
	2. Fusion Engine		2. Roll Again		2. Ferro-Fibrous
	3. Fusion Engine		3. Roll Again		3. Ferro-Fibrous
	4. Gyro		4. Roll Again		4. Ferro-Fibrous
	5. Gyro		5. Roll Again		5. Ferro-Fibrous
	6. Gyro		6. Roll Again		6. Ferro-Fibrous
Left Leg		Right Leg		Engine Hits	
1-3	1. Hip	1-3	1. Hip	Gyro Hits	
	2. Upper Leg Actuator		2. Upper Leg Actuator	Sensor Hits	
	3. Lower Leg Actuator		3. Lower Leg Actuator	Life Support	
	4. Foot Actuator		4. Foot Actuator		
	5. Roll Again		5. Roll Again		
	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
30	Shutdown
28	Ammo Exp, avoid on 8+
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Exp, avoid on 6+
22	Shutdown, avoid on 8+
20	-4 Movement Points
19	Ammo Exp, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	-3 Movement 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: 11 (22)

Heat Scale

Overflow

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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Ostsol OTL-4D (Ragnar)

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Skirmisher

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	LT	8	8 [DE]	—	5	10	15
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Large Laser	RT	8	8 [DE]	—	5	10	15
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
2	Medium Laser	CT	3	5 [DE]	—	3	6	9

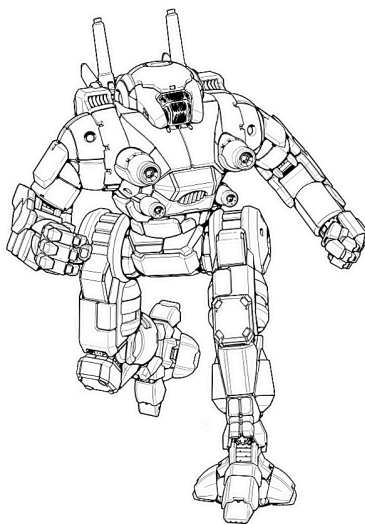
### WARRIOR DATA

Name: \_\_\_\_\_

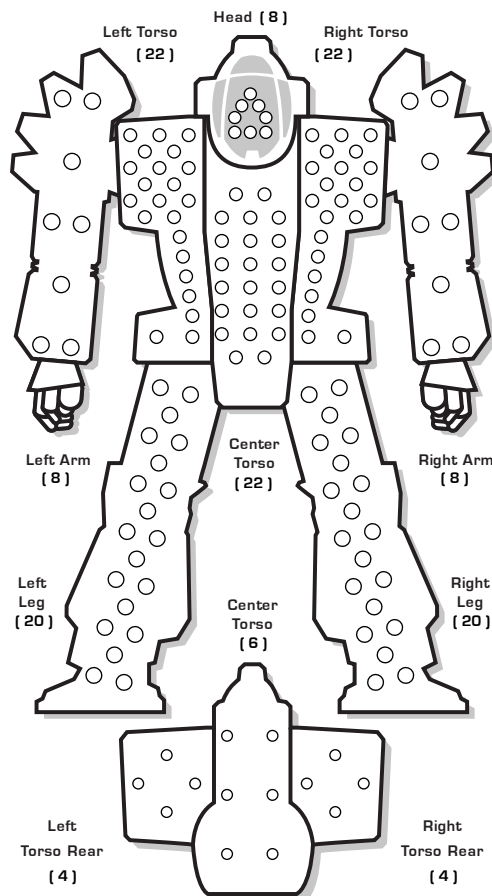
Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



BV: 1,308

### 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

- Large Laser
- Large Laser
- Medium Laser
- Roll Again
- Roll Again
- Roll Again

1-3

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

4-6

#### Left Leg

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

#### Head

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

#### Center Torso

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

1-3

4-6

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

#### Right Arm

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

1-3

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

4-6

#### Right Torso

- Large Laser
- Large Laser
- Medium Laser
- Roll Again
- Roll Again
- Roll Again

1-3

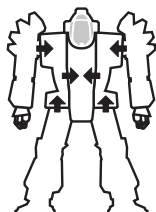
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

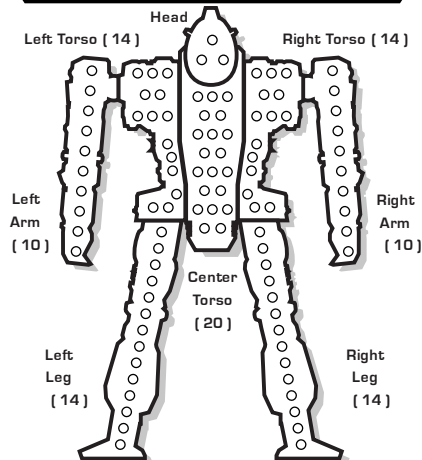
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

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: 16



Heat Scale

Overflow

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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Ostsol OTL-5M (Maki)

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LT	12	8 [DE]	—	7	14	19
2	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	ER Large Laser	RT	12	8 [DE]	—	7	14	19
2	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
2	Medium Pulse Laser	CT	4	6 [P]	—	2	4	6

(R)

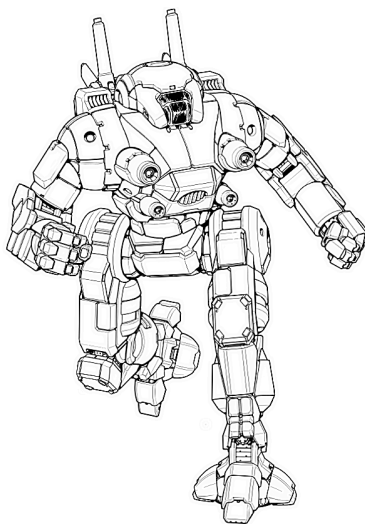
### WARRIOR DATA

Name: \_\_\_\_\_

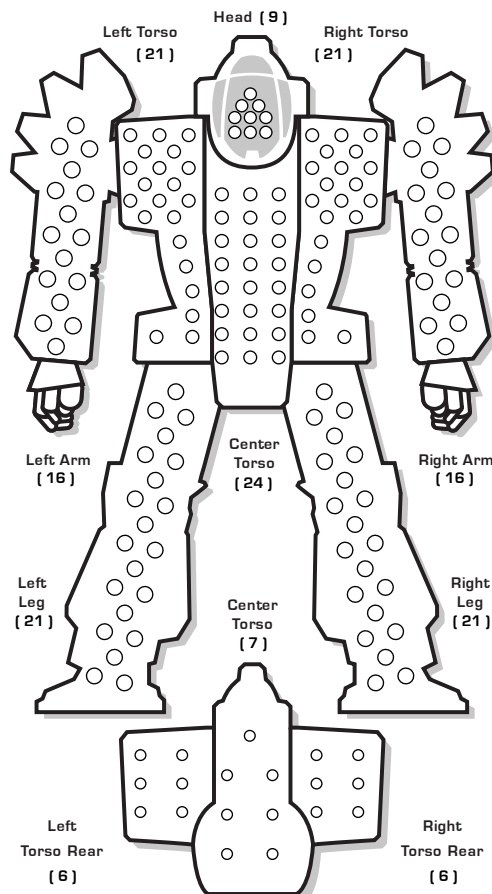
Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



BV: 1,473



### CRITICAL TABLE

#### Left Arm

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

1-3

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

4-6

#### Left Torso

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

1-3

- ER Large Laser
- ER Large Laser
- Medium Pulse Laser
- Medium Pulse Laser
- Roll Again
- Roll Again

4-6

#### Left Leg

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

#### Head

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

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
- Medium Pulse Laser (R)
- Medium Pulse Laser (R)

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

#### Right Arm

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

1-3

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

4-6

#### Right Torso

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

1-3

- ER Large Laser
- ER Large Laser
- Medium Pulse Laser
- Medium Pulse Laser
- Roll Again
- Roll Again

4-6

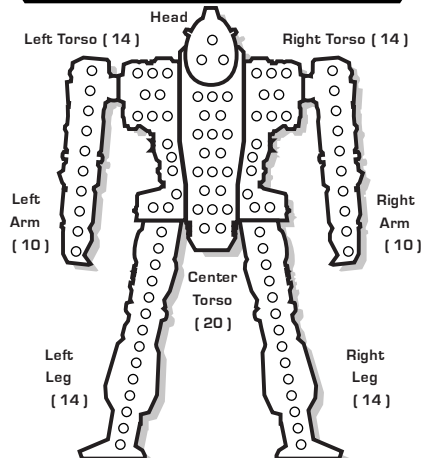
#### Right Leg

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

30*
29
28*
27
26*
25*
24*
23*
22*
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 8+
13	+2 Modifier to Fire
10	-2 Movement Points
8	+1 Modifier to Fire
5	-1 Movement Points

Double Heat Sinks: 16 [32]





# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Catapult CPLT-K2 (Kasigi)

Movement Points: Tonnage: 65  
Walking: 4 Tech Base: Inner Sphere  
Running: 6 Rules Level: Standard  
Jumping: 4 Role: Sniper

### Weapons & Equipment Inventory

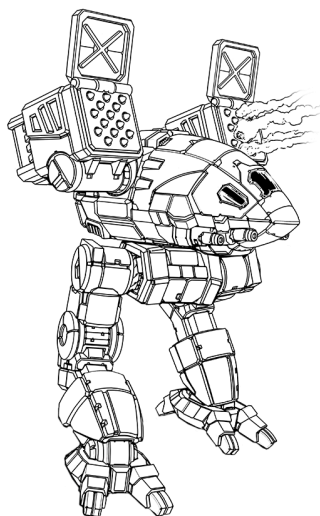
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LA	15	10 [DE]	—	7	14	23
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9

(hexes)

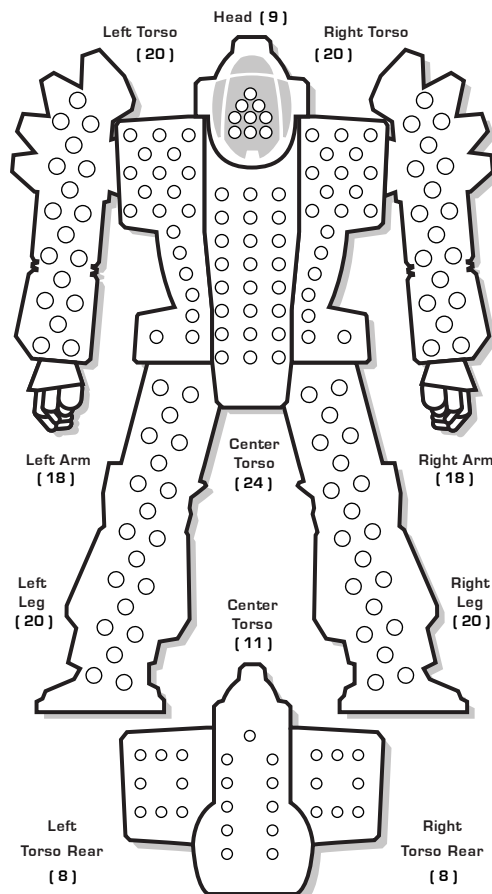
### WARRIOR DATA

Name: \_\_\_\_\_  
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
Hits Taken  
Consciousness #

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



### ARMOR DIAGRAM



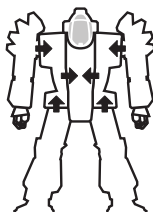
BV: 1,597



### CRITICAL TABLE

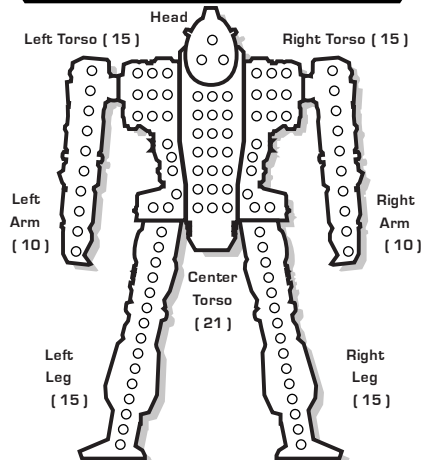
Left Arm		Head		Right Arm	
1-3	1. Shoulder	1-3	1. Life Support	1-3	1. Shoulder
	2. Upper Arm Actuator		2. Sensors		2. Upper Arm Actuator
	3. Double Heat Sink		3. Cockpit		3. Double Heat Sink
	4. Double Heat Sink		4. Roll Again		4. Double Heat Sink
	5. Double Heat Sink		5. Sensors		5. Double Heat Sink
	6. Double Heat Sink		6. Life Support		6. Double Heat Sink
Center Torso		Left Torso		Right Torso	
1-3	1. Fusion Engine	1-3	1. Double Heat Sink	1-3	1. Double Heat Sink
	2. Fusion Engine		2. Double Heat Sink		2. Double Heat Sink
	3. Fusion Engine		3. ER PPC		3. Double Heat Sink
	4. Gyro		4. ER PPC		4. Double Heat Sink
	5. Gyro		5. ER PPC		5. Double Heat Sink
	6. Gyro		6. Roll Again		6. Double Heat Sink
Right Leg		Left Leg		Right Leg	
1-3	1. Hip	1-3	1. Hip	1-3	1. Hip
	2. Upper Leg Actuator		2. Upper Leg Actuator		2. Upper Leg Actuator
	3. Lower Leg Actuator		3. Lower Leg Actuator		3. Lower Leg Actuator
	4. Foot Actuator		4. Foot Actuator		4. Foot Actuator
	5. Jump Jet		5. Jump Jet		5. Jump Jet
	6. Jump Jet		6. Jump Jet		6. 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: 18 [36]



Heat Scale

Overflow

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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Guillotine GLT-3N (Estridsen)

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

### Weapons & Equipment Inventory

(hexes)

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

Ammo: [SRM 6] 15

BV: 1,846



### WARRIOR DATA

Name: \_\_\_\_\_

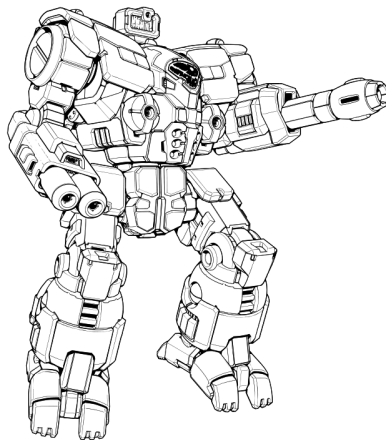
Gunnery Skill: \_\_\_\_\_

Piloting Skill: \_\_\_\_\_

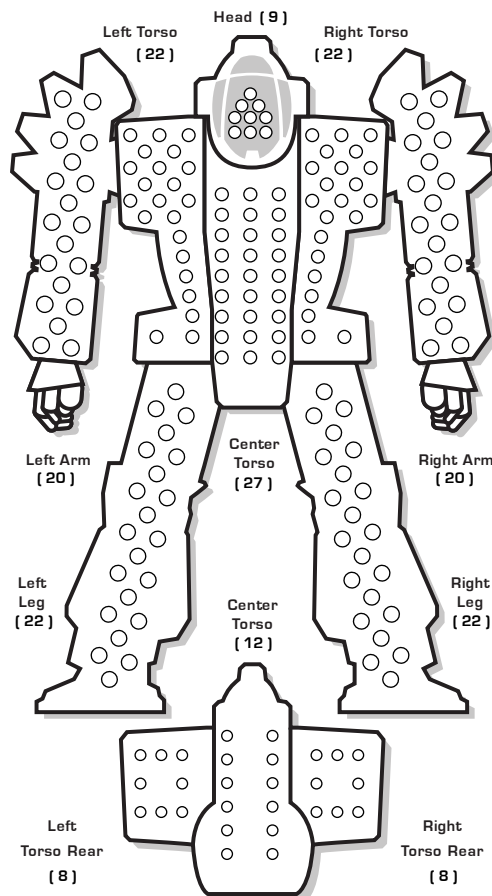
Hits Taken

Consciousness #

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



### ARMOR DIAGRAM



### CRITICAL TABLE

#### Left Arm

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

1-3

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

4-6

#### Left Torso

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

1-3

- Jump Jet
- Medium Laser
- Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Left Leg

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

#### Head

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

1-3

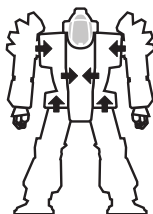
#### Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- SRM 6
- SRM 6

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



Damage Transfer Diagram

#### Right Arm

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

1-3

- Medium Laser
- Medium Laser
- Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Right Torso (CASE)

- Jump Jet
- Medium Laser
- Medium Laser
- Medium Laser
- Medium Laser
- Medium Laser

1-3

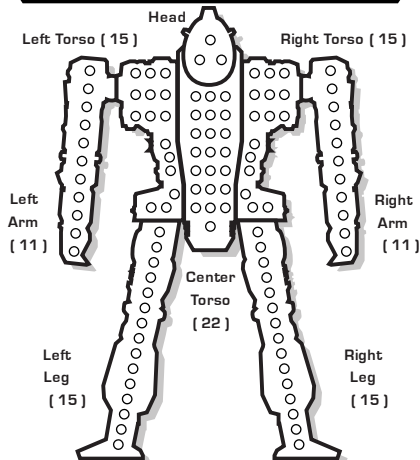
- Medium Laser
- Ammo [SRM 6] 15
- CASE
- Endo Steel
- Endo Steel
- Endo Steel

4-6

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- 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: 15 (30)



Heat Scale

Overflow

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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

**Type:** Hatamoto-Chi HTM-27T (Lowenbrau)  
**Movement Points:** **Tonnage:** 80  
**Walking:** 4 **Tech Base:** Inner Sphere  
**Running:** 6 [8] **Rules Level:** Standard  
**Jumping:** 0 **Role:** Brawler

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	LA	10	10 [DE]	3	6	12	18
1	PPC	RA	10	10 [DE]	3	6	12	18
1	SRM 6	LT	4	2/Msl [M,C,S]	—	3	6	9
1	SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9

(hexes)

Ammo: [SRM 6] 30

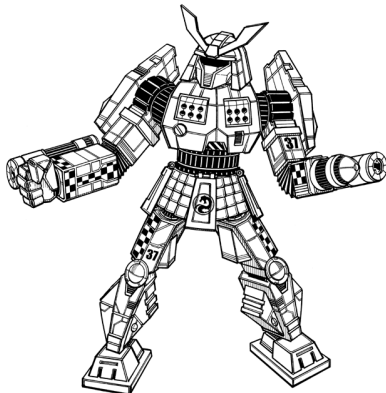
BV: 1,865



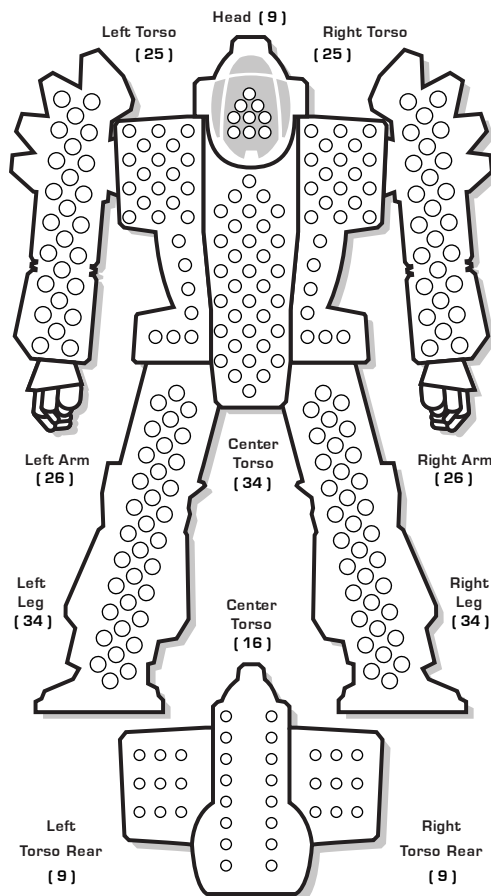
### WARRIOR DATA

**Name:** \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Piloting Skill:** \_\_\_\_\_  
**Hits Taken**  
**Consciousness #**

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



### ARMOR DIAGRAM



### CRITICAL TABLE

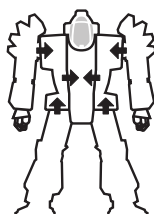
- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3**
- PPC
  - PPC
  - PPC
- 4-6**
- Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
- Left Torso (CASE)**
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 1-3**
- SRM 6
  - SRM 6
  - Ammo [SRM 6] 15
- 4-6**
- MASC
  - MASC
  - MASC
  - MASC
  - CASE
  - Roll Again

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Endo Steel
  - Sensors
  - Life Support

- Center Torso**
- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3**
- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Endo Steel
  - Endo Steel

- 4-6**
- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Endo Steel
  - Endo Steel

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

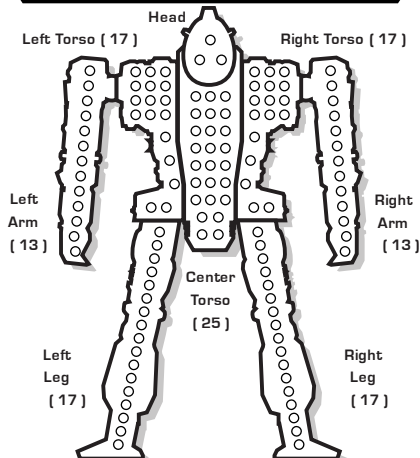


Damage Transfer Diagram

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - PPC
  - PPC
- 1-3**
- PPC
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
- 4-6**
- PPC
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
  - Endo Steel
- Right Torso (CASE)**
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 1-3**
- SRM 6
  - SRM 6
  - Ammo [SRM 6] 15
- 4-6**
- CASE
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Double Heat Sinks:  
 14 (28)



Heat Scale

Overflow

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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Atlas AS7-S (Hanssen)

Movement Points: Tonnage: 100  
Walking: 3 Tech Base: Inner Sphere  
Running: 5 Rules Level: Standard  
Jumping: 0 Role: Sniper

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	LRM 20	LT	6	1/Msl [M,C,S]	6	7	14	21
1	ER PPC	LT	15	10 [DE]	—	7	14	23
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
2	Medium Laser (R)	CT	3	5 [DE]	—	3	6	9
1	TAG	HD	—	[E]	—	5	9	15

(hexes)

Ammo: [Gauss] 16, [LRM 20] 12

BV: 2,295

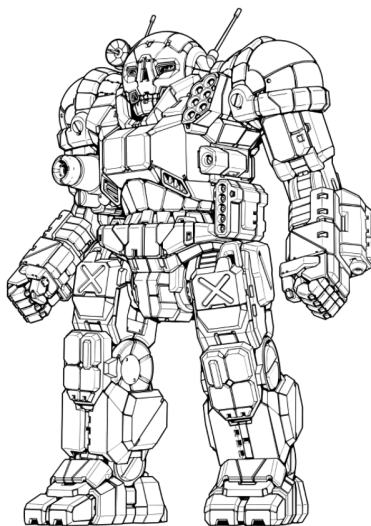


### WARRIOR DATA

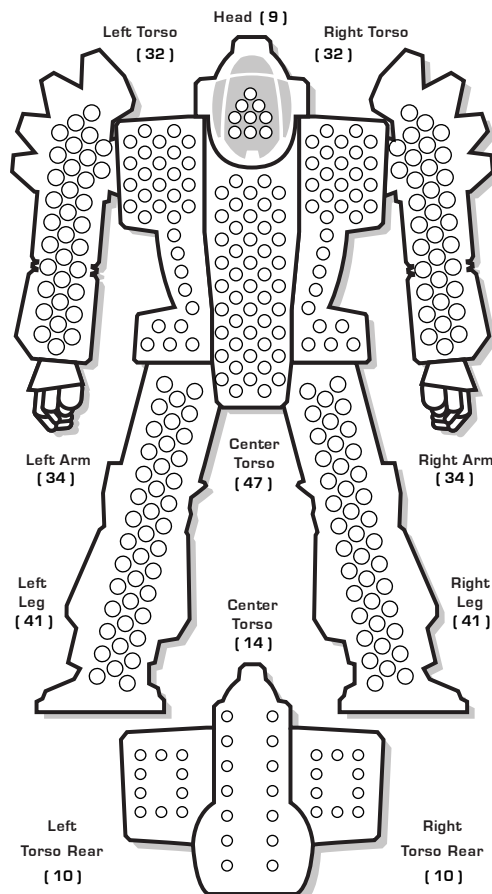
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL TABLE

### Left Arm

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

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Medium Laser
6. Roll Again

### Left Torso

1. LRM 20
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. ER PPC

1. ER PPC
2. ER PPC
3. Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
5. Roll Again
6. Roll Again

### Left Leg

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

1. Life Support
2. Sensors
3. Cockpit
4. TAG
5. Sensors
6. Life Support

### Center Torso

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

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Medium Laser

Engine Hits  
Gyro Hits  
Sensor Hits  
Life Support

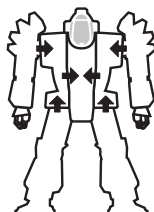
The logo for Catalyst game labs, featuring the word "CATALYST" in a large, stylized, white font with a small flame-like graphic above the 'Y', and "game labs" in a smaller, white font below it, all set against a dark, rounded rectangular background.

A simple, white, cartoonish line drawing of a character's head with spiky hair, looking towards the left.

A simple, white, cartoonish line drawing of a character's head with spiky hair, looking towards the left.

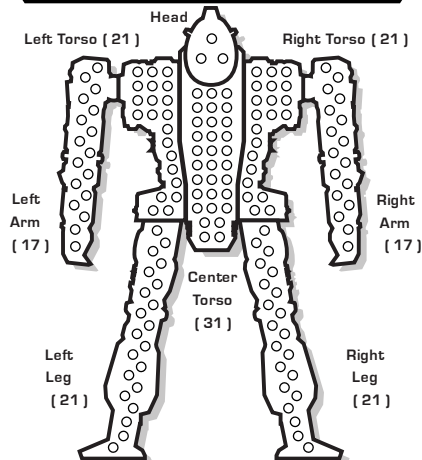
Da

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects
30	Shutdown
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20	-4 Movement Points
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18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	-3 Movement 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)



Heat Scale

Overflow

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