BATTLEMECH RECORD SHEET

'MECH DATA

Type: Kodiak 2 **Movement Points:** Tonnage: 100 Walking: Tech Base: Clan Running: Rules Level: Standard Brawler Jumping: Role:

Engine Type: 400 XL

Weapons & Equipment Inventory					(hexes)			
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	LA	5	7 [DE]	_	5	10	15
2	ER Medium Laser	RA	5	7 [DE]	_	5	10	15
1	Streak SRM 6	LT	4	2/Msl [M,C]	_	4	8	12
1	Ultra AC/20	RT	7	20/Sht	_	4	8	12
				[DB,R/C]				
1	ER Large Laser	CT	12	10 [DE]	_	8	15	25

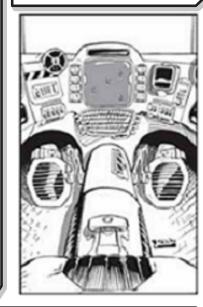
Ammo: (Streak SRM 6) 15, (Ultra AC/20) 10 Quirks: Battle Fists (LA), Battle Fists (RA), Distracting

BV: 2,856



WARRIOR DATA

Gunnery Skill: Piloting Skill: Hits Taken 2 5 5 7 10 11 Dead



Right Arm

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

6. ER Medium Laser

ER Medium Laser

1. Shoulder

1. Endo Steel

2. Endo Steel

3. Endo Steel

4. Roll Again

Roll Again

Roll Again

Right Torso

1. XL Fusion Engine

2. XL Fusion Engine

3. Jump Jet

5.

3.

5.

Jump Jet

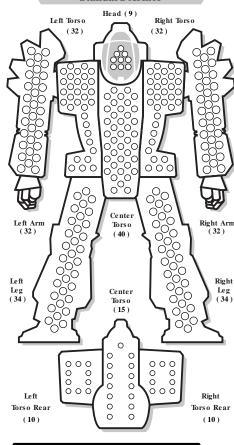
Ultra AC/20

6. Ultra AC/20

5.

ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Heat

Scale

27

26*

21

20*

19*

18*

Endo Steel Left Torso (21) Right Torso (21) Left Right Arm Torso Left Right Leg Leg (21)ì

	<u> </u>		-
			17*
	AT DATA		16
Heat	Dou	ble Heat Sinks:	15*
Level*	Effects	20 (40)	14*
30	Shutdown		13*
28	Ammo Exp, avoid on 8+		
26	Shutdown, avoid on 10+	00	12
25	-5 Movement Points	00	11
24	+4 Modifier to Fire	00	10*
23	Ammo Exp, avoid on 6+	ÕÕ.	9
22	Shutdown, avoid on 8+	ŏŏ I	8*
20	-4 Movement Points		8*
19	Ammo Exp, avoid on 4+	00	7
18	Shutdown, avoid on 6+	QQ	6
17	+3 Modifier to Fire	00	5*
15	-3 Movement Points	00	4
14	Shutdown, avoid on 4+		4

13

10

8

+2 Modifier to Fire

-2 Movement Points

+1 Modifier to Fire

-1 Movement Points

CRITICAL TABLE

Left Arm

- 1. Shoulder
- Upper Arm Actuator 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
- 5. Double Heat Sink
 - 6. Double Heat Sink
 - 1. ER Medium Laser
 - 2. ER Medium Laser
- 3. Endo Steel 4-6 4. Endo Steel
 - 5. Endo Steel

 - Roll Again

Left Torso (CASE)

- 1. XL Fusion Engine
- XL Fusion Engine
- 1-3 3. Double Heat Sink Double Heat Sink
- - 5. Jump Jet
 - 6. Jump Jet
 - 1. Streak SRM 6 2. Streak SRM 6
 - 3. Ammo (Streak SRM 6) 15
- 4. Ammo (Ultra AC/20) 5
 - 5. Ammo (Ultra AC/20) 5
 - 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Double Heat Sink
- 6. Double Heat Sink

Head

- 1. Life Support
- Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

Center Torso

- 1. XL Fusion Engine
- XL Fusion Engine 2.
- 1-3 3. XL Fusion Engine 4. Gyro
 - 5. Gyro
 - 6. Gyro
 - 1. Gyro
 - 2. XL Fusion Engine
- XL Fusion Engine 4-6
 - XL Fusion Engine
 - ER Large Laser
 - 6. Endo Steel

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



Diagram

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- 4. Foot Actuator
- 5. Double Heat Sink
- Double Heat Sink

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Pack Hunter (Standard)

Movement Points: Tonnage: Tech Base: Clan Walking: Running: 11 Rules Level: Standard Striker Jumping:

Engine Type: 210 Fusion

Weapons & Equipment Inventory

(hexes) Loc Ht Dmg Min Sht Med Lng Qty Type 1 ER PPC RT 15 15 [DE] — 7 14 23

WARRIOR DATA									
Name:									
Gunnery Skill: Piloting Skill:									
Hits Taken	1	2	3	4	5	6			
Consciousness #	3	5	7	10	11	Dead			



Right Arm

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Roll Again

Roll Again 6.

1. Roll Again

2. Roll Again

3. Roll Again

4. Roll Again

Roll Again Roll Again

Right Torso

1. Double Heat Sink

2. Double Heat Sink

Jump Jet
 Jump Jet

5. Jump Jet

6. ER PPC

1. ER PPC

2. Endo Steel

3. Roll Again

4. Roll Again

5. Roll Again

6. Roll Again

5.

1. Shoulder

Quirks: Reinforced Legs

BV: 1.369



Left Arm

CRITICAL TABLE

- 1. Shoulder
- Upper Arm Actuator
- 3. Lower Arm Actuator 1-3
- Hand Actuator
 - 5. Roll Again
 - Roll Again
 - 1. Roll Again
 - 2. Roll Again
- 3. Roll Again 4-6 4. Roll Again
 - 5. Roll Again
 - 6. Roll Again

Left Torso

- 1. Double Heat Sink
- 2. Double Heat Sink
- - - 5. Jump Jet
 - 6. Endo Steel
 - 1. Roll Again Roll Again
- Roll Again
 - 4. Roll Again Roll Again
 - 6. Roll Again

Left Leg

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

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Endo Steel 5. Sensors
- 6. Life Support

Center Torso

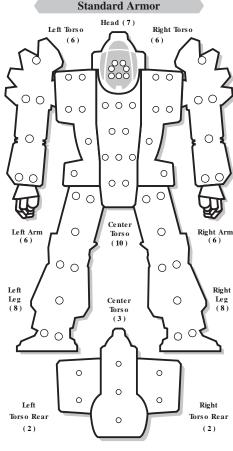
- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 1-3 3. Gyro
 - 5. Gyro
 - 6. Gyro
 - 1. Gyro
 - 2. Fusion Engine 3. Fusion Engine
- 4-6 4. Fusion Engine
 - Jump Jet
 - 6. Roll Again

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



Diagram

- 1. Hip
- 2. **Upper Leg Actuator**
- 3.
- 4.
- 5.



ARMOR DIAGRAM

INTERNAL STRUCTURE DIAGRAM

Heat

Scale

28*

27

26*

21

20*

19*

18*

17*

16

15*

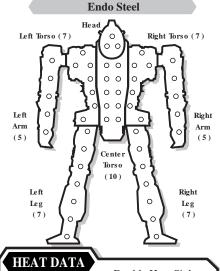
14*

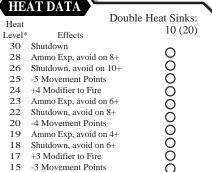
13*

12

11

10* 9





15

13

10

8

-3 Movement Points

+2 Modifier to Fire

-2 Movement Points

+1 Modifier to Fire

-1 Movement Points

Shutdown, avoid on 4+

Right Leg

- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

OMNIMECH RECORD SHEET

'MECH DATA

Type: Hellion Prime **Movement Points:** Walking:

Running: 11 [14] Jumping: Engine Type: 210 XL Tonnage: Tech Base: Clan

Rules Level: Standard 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	ER Medium Laser	RA	5	7 [DE]	_	5	10	15
2	Streak SRM 2	LT	2	2/Msl [M,C]	_	4	8	12
1	LRM 10	RT	4	1/Msl	_	7	14	21
				[M,C,S]				
1	Streak SRM 2	RT	2	2/Msl [M,C]	_	4	8	12
1	ER Medium Laser	HD	5	7 [DE]	_	5	10	15

Ammo: (LRM 10) 12, (Streak SRM 2) 50

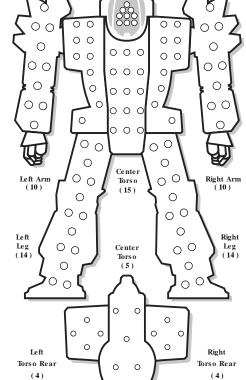
Quirks: Weak Head Armor (1)

BV: 1.873

WARRIOR DATA

Gunnery Skill: Piloting Skill: 2 5 7 10 11 Dead





ARMOR DIAGRAM

Ferro-Fibrous Head (9)

Right Torso

(10)

Left Torso

(10)

INTERNAL STRUCTURE DIAGRAM

(4)

Heat

Scale

27

26*

21

20*

19*

18*

17*

16

15*

14*

12

11

10*

9

Endo Steel

Left Arm

CRITICAL TABLE

- 1. Shoulder
- Upper Arm Actuator 3. Lower Arm Actuator
- 1-3 **Hand Actuator**
- - 5. ER Medium Laser
 - Ferro-Fibrous
 - 1. Ferro-Fibrous
 - 2. Ferro-Fibrous
- 3. Ferro-Fibrous 4-6
 - 4. Ferro-Fibrous Roll Again
 - Roll Again
 - Left Torso
 - 1. XL Fusion Engine
 - XL Fusion Engine
- Streak SRM 2
- 3. 4. 1-3 Streak SRM 2
 - 5. Ammo (Streak SRM 2) 50
 - Endo Steel

 - 1. Endo Steel
- Endo Steel Roll Again
- 4. Roll Again
 - Roll Again
 - 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- Lower Leg Actuator
- 4. Foot Actuator
- 5. Double Heat Sink
- 6. Double Heat Sink

Head

- 1. Life Support
- Sensors
- Cockpit ER Medium Laser
- 5. Sensors
- 6. Life Support

Center Torso

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

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



Diagram

Right Arm

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

 - 1. Endo Steel 2. Endo Steel
 - 3. Roll Again
- 4. Roll Again
- Roll Again
 - Roll Again

Right Torso

- 1. XL Fusion Engine XL Fusion Engine 2.
- 3. MASC 1-3 LRM 10
 - Streak SRM 2 5.
 - Ammo (LRM 10) 12
 - 1. Endo Steel
- Endo Steel
 - Roll Again Roll Again
 - 5. Roll Again
 - Roll Again

- Right Leg 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- 4. Foot Actuator
- Double Heat Sink Double Heat Sink

Left Torso (7) 0 Right Torso (7) Left 0 Right Arm 0 Torso Left Right Leg Leg

HEAT DATA Double Heat Sinks: Heat 10(20) Level* Effects 30 Shutdown Ammo Exp, avoid on 8+ 28 000000000 Shutdown, avoid on 10+ -5 Movement Points +4 Modifier to Fire 24

- 23 Ammo Exp, avoid on 6+ 22 Shutdown, avoid on 8+ 20 -4 Movement Points 19 Ammo Exp, avoid on 4+
- 18 Shutdown, avoid on 6+ 17 +3 Modifier to Fire
- 15 -3 Movement Points Shutdown, avoid on 4+
- 13 +2 Modifier to Fire
- 10 -2 Movement Points 8 +1 Modifier to Fire -1 Movement Points

BATTLEMECH RECORD SHEET

(hexes)

'MECH DATA

Type: Baboon (Howler) (Standard)

Movement Points: Tonnage: Tech Base: Clan Walking: Running: 11 Rules Level: Standard Missile Boat Jumping:

Engine Type: 140 Fusion

Weapons & Equipment Inventory

Loc Ht Dmg Min Sht Med Lng Qty Type 3 LRM 5 RT 2 1/Msl 7 14 21

[M,C,S]

Ammo:	(LRM 5) 7	12

Quirks: Extended Torso Twist, Narrow/Low Profile,

Searchlight

BV: 645



WARRIOR DATA

Gunnery Skill: Piloting Skill:

Hits Taken Consciousness #

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



Right Arm

Upper Arm Actuator

Lower Arm Actuator

Hand Actuator

Roll Again

Roll Again

1. Roll Again

2. Roll Again

3. Roll Again 4. Roll Again

Roll Again

Roll Again

Right Torso

4. Ammo (LRM 5) 24

Ammo (LRM 5) 24

Ammo (LRM 5) 24

1. LRM 5

2. LRM 5

3. LRM 5

1. Endo Steel

Endo Steel

Endo Steel

6. Ferro-Fibrous

Ferro-Fibrous

Ferro-Fibrous

5.

1-3

(CASE)

1. Shoulder

1-3

5.

INTERNAL STRUCTURE DIAGRAM **Endo Steel**

ARMOR DIAGRAM

Ferro-Fibrous Head (7)

0 0

0 0

0 0

0 0

Torso

(8)

Center

Torso (2)

0

Right Torso

0

0

0

0

Right Arm

Right

Leg

Right

Torso Rear

(2)

Heat

Scale

28*

27

26*

25*

21

20*

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

0

00

0

00

0

0

0

0

0

Left Torso

(7)

0 0

0

0

0

0

Left Arm

(5)

Left

Leg

Left

Torso Rear

(2)

0

00

0

00

0

0

0

0

0

Left Torso (5) 0 Right Torso (5) Left Right Arm Arm Torso Left Right Leg Leg

HEAT DATA Double Heat Sinks: Heat 10(20)Level* Effects 30 Shutdown Ammo Exp, avoid on 8+ 28

000000000 Shutdown, avoid on 10+ -5 Movement Points

+4 Modifier to Fire 24 23 Ammo Exp, avoid on 6+ 22 Shutdown, avoid on 8+

20 -4 Movement Points 19 Ammo Exp, avoid on 4+ 18 Shutdown, avoid on 6+

17 +3 Modifier to Fire 15 -3 Movement Points

Shutdown, avoid on 4+ 13 +2 Modifier to Fire

10 -2 Movement Points 8 +1 Modifier to Fire -1 Movement Points

Left Arm

CRITICAL TABLE

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

Left Torso

- 1. Endo Steel
- Endo Steel 2.
- Endo Steel
 Ferro-Fibrous 1-3
 - 5. Ferro-Fibrous

 - 6. Ferro-Fibrous
 - 1. Roll Again Roll Again
- Roll Again
 - 4. Roll Again Roll Again
 - 6. Roll Again

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- Lower Leg Actuator
- 4. Foot Actuator 5. Double Heat Sink
- 6. Double Heat Sink

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

Center Torso

- 1. Fusion Engine
- 2. Fusion Engine
- 3. Fusion Engine
- 1-3 3. Gyro
 - 5. Gyro
 - 6. Gyro
 - 1. Gyro
 - 2. Fusion Engine
- Fusion Engine 4-6 4. Fusion Engine
 - Endo Steel
 - 6. Ferro-Fibrous

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



Diagram

Right Leg

- 1. Hip
- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- 4. Foot Actuator
- Double Heat Sink
- Double Heat Sink
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OMNIMECH RECORD SHEET

'MECH DATA

Type: Fire Falcon Prime

Movement Points: Tonnage: Tech Base: Clan Walking: Running: 12 Rules Level: Standard Jumping: Striker

Engine Type: 200 XL

Weapons & Equipment Inventory						(hexes)			
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	
1	Medium Pulse	LA	4	7 [P]	_	4	8	12	
	Laser								
2	ER Medium Laser	RA	5	7 [DE]	_	5	10	15	
2	ER Small Laser	RA	2	5 [DE]	_	2	4	6	
2	Streak SRM 4	LT	3	2/Msl [M,C]	_	4	8	12	

Ammo: (Streak SRM 4) 25 Quirks: Improved Sensors

BV: 1,451

WARRIOR DATA

Gunnery Skill: Piloting Skill: 2 5 5 7 10 11 Dead



Head (9) Left Torso Right Torso 0 0 0 0 00 00 000 00 00 0 0 0 0 0 000 0 0 0 0 0 00 00 Right Arm Left Arm Torso 0 (10) 0 0 00 0 0 0 Left Right Leg Center (10)(10)00 00 Torso (3) 0 0 0 0 0 0 0 0 Left Right Torso Rear Torso Rear 0 (2) (2)

ARMOR DIAGRAM

Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM

Heat

Scale

28*

27

26*

25*

21

20*

19*

18*

17*

16

15*

14*

13*

12

11

10*

9

Endo Steel Left Torso (6) 0 Right Torso (6) Left Right Arm Torso Left Right Leg Leg

HEAT DATA Double Heat Sinks: Heat 10(20) Level* Effects 30 Shutdown Ammo Exp, avoid on 8+ 28 Shutdown, avoid on 10+

000000000 -5 Movement Points +4 Modifier to Fire 24

Ammo Exp, avoid on 6+ 22 Shutdown, avoid on 8+ 20 -4 Movement Points 19 Ammo Exp, avoid on 4+

18 Shutdown, avoid on 6+ 17 +3 Modifier to Fire 15

23

-3 Movement Points Shutdown, avoid on 4+ 13 +2 Modifier to Fire

10 -2 Movement Points 8 +1 Modifier to Fire

-1 Movement Points

CRITICAL TABLE

Left Arm

- 1. Shoulder
- Upper Arm Actuator
- 3. Medium Pulse Laser
- 1-3 Endo Steel
 - 5. Endo Steel
 - Endo Steel
 - 1. Roll Again
 - 2. Roll Again
- 3. Roll Again 4-6 4. Roll Again
 - Roll Again
 - Roll Again
 - Left Torso (CASE)
 - 1. XL Fusion Engine
 - XL Fusion Engine
 - Streak SRM 4
- 3. 4. 1-3 Streak SRM 4
 - 5. Ammo (Streak SRM 4) 25
 - Endo Steel
 - 1. Endo Steel
 - 2. Endo Steel
- Endo Steel 4. Roll Again
 - Roll Again
 - 6. Roll Again

Left Leg

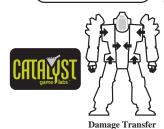
- 1. Hip
- 2. Upper Leg Actuator
- Lower Leg Actuator
- 4. Foot Actuator
- 5. Double Heat Sink
- 6. Double Heat Sink

Head

- 1. Life Support

- - 5. Gyro
- 4-6
 - XL Fusion Engine
 - Roll Again

Gyro Hits O O Sensor Hits O O Life Support O



Diagram

Right Arm

Upper Arm Actuator

ER Medium Laser

ER Medium Laser

ER Small Laser

ER Small Laser

1. Ferro-Fibrous

2. Ferro-Fibrous

3. Ferro-Fibrous

Roll Again

Roll Again

Right Torso

3. Ferro-Fibrous

5. Ferro-Fibrous

6. Ferro-Fibrous

Roll Again

Roll Again

Roll Again

Roll Again

Roll Again

Ferro-Fibrous

1. XL Fusion Engine

XL Fusion Engine

4. Roll Again

1. Shoulder

5.

2.

1. Roll Again

5.

1-3

- Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

Center Torso

- 1. XL Fusion Engine
- XL Fusion Engine 2.
- 3. XL Fusion Engine
- 1-3 3. ... Gyro

 - 6. Gyro
 - 1. Gyro
 - 2. XL Fusion Engine
 - XL Fusion Engine

 - Roll Again

Engine Hits OOO

Right Leg 1. Hip

- **Upper Leg Actuator**
- Lower Leg Actuator 3.
- 4. Foot Actuator
- Double Heat Sink
- Double Heat Sink