

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Kodiak 2

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 400 XL

Tonnage: 100

Tech Base: Clan

Rules Level: Standard

Role: Brawler

### 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 [DB,R/C]	—	4	8	12
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

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

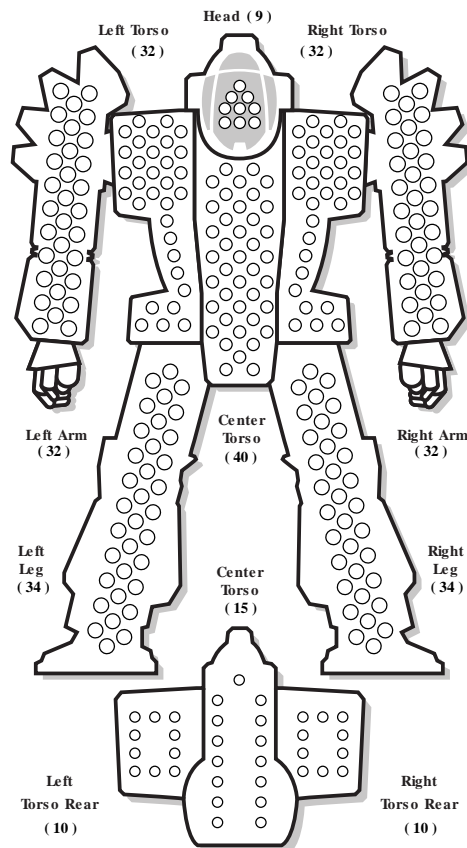
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



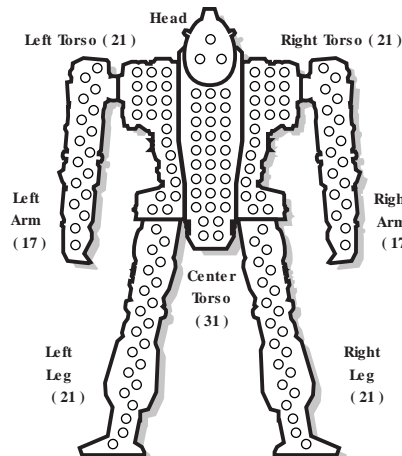
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



Heat Scale

Overflow

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

### CRITICAL TABLE

#### Left Arm

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

1-3

- ER Medium Laser
- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

#### Left Torso (CASE)

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

1-3

4-6

#### Left Leg

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

#### Head

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

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
- ER Large Laser
- Endo Steel

#### Right Arm

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

1-3

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

4-6

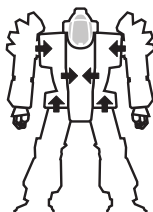
#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20
- Ultra AC/20

1-3

4-6

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



Damage Transfer Diagram

#### Right Leg

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

### 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: 20 (40)



# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Pack Hunter (Standard)

Movement Points:

Walking: 7

Running: 11

Jumping: 7

Engine Type: 210 Fusion

Tonnage: 30

Tech Base: Clan

Rules Level: Standard

Role: Striker

### Weapons & Equipment Inventory

(hexes)

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

Quirks: Reinforced Legs

BV: 1,369



### WARRIOR DATA

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

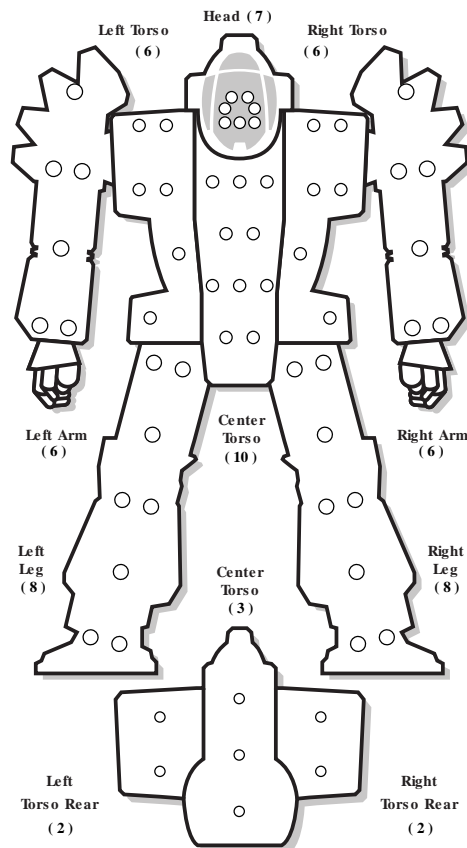
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



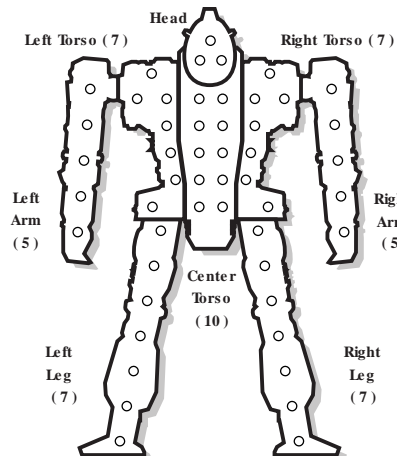
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



Heat Scale

Overflow

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

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

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
- Endo Steel
- Endo Steel

#### Head

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

1-3

#### Center Torso

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

4-6

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

#### 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

- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- Jump Jet
- ER PPC

1-3

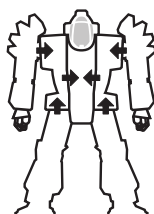
- ER PPC
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Right Leg

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

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



Damage Transfer Diagram



# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Hellion Prime

Movement Points:

Walking: 7

Running: 11 [14]

Jumping: 0

Engine Type: 210 XL

Tonnage: 30

Tech Base: Clan

Rules Level: Standard

Role: Striker

### WARRIOR DATA

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

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

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

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	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 [M,C,S]	—	7	14	21
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

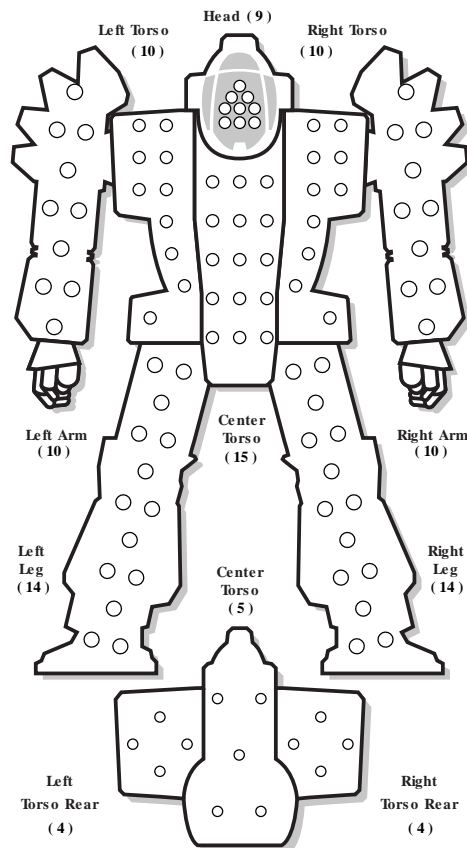
Quirks: Weak Head Armor (1)

BV: 1,873



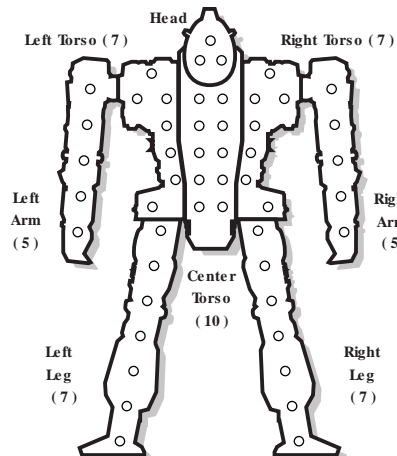
### ARMOR DIAGRAM

#### Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



Heat Scale

Overflow

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

### CRITICAL TABLE

#### Left Arm

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

1-3

#### Head

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

1-3

#### Center Torso

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

4-6

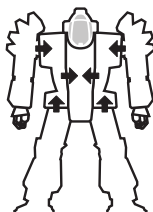
#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Streak SRM 2
- Streak SRM 2
- Ammo (Streak SRM 2) 50
- Endo Steel

1-3

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

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



Damage Transfer Diagram

#### Left Leg

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

4-6

#### Right Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- ER Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous

1-3

#### Endo Steel

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

4-6

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- MASC
- LRM 10
- Streak SRM 2
- Ammo (LRM 10) 12

1-3

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

4-6

#### Right Leg

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

### 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™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Baboon (Howler) (Standard)

Movement Points: Tonnage: 20  
Walking: 7 Tech Base: Clan  
Running: 11 Rules Level: Standard  
Jumping: 0 Role: Missile Boat  
Engine Type: 140 Fusion

### Weapons & Equipment Inventory

(hexes)

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

[M,C,S]

Ammo: (LRM 5) 72

Quirks: Extended Torso Twist, Narrow/Low Profile,  
Searchlight

BV: 645



### WARRIOR DATA

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

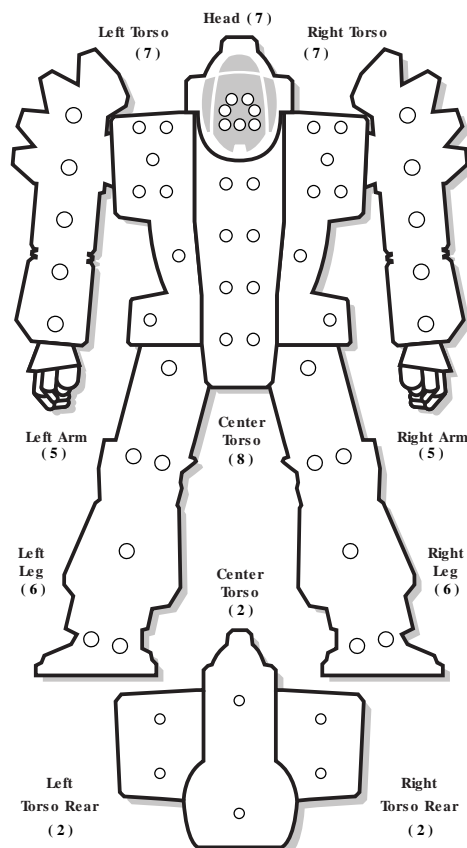
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



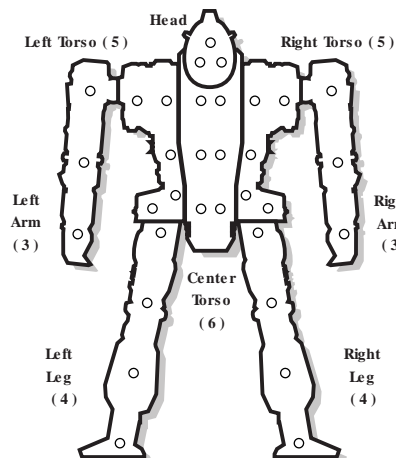
### ARMOR DIAGRAM

#### Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



Heat Scale

Overflow

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

### CRITICAL TABLE

#### Left Arm

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

1-3

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

4-6

#### Left Torso

- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- 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
- Double Heat Sink
- Double Heat Sink

#### Head

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

1-3

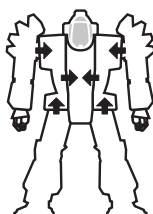
#### Center Torso

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

4-6

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

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



Damage Transfer Diagram

#### Right Arm

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

1-3

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

4-6

#### Right Torso (CASE)

- LRM 5
- LRM 5
- LRM 5
- Ammo (LRM 5) 24
- Ammo (LRM 5) 24
- Ammo (LRM 5) 24

1-3

- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Leg

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

### 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: Fire Falcon Prime

Movement Points:

Walking: 8

Running: 12

Jumping: 0

Engine Type: 200 XL

Tonnage: 25

Tech Base: Clan

Rules Level: Standard

Role: Striker

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
	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

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

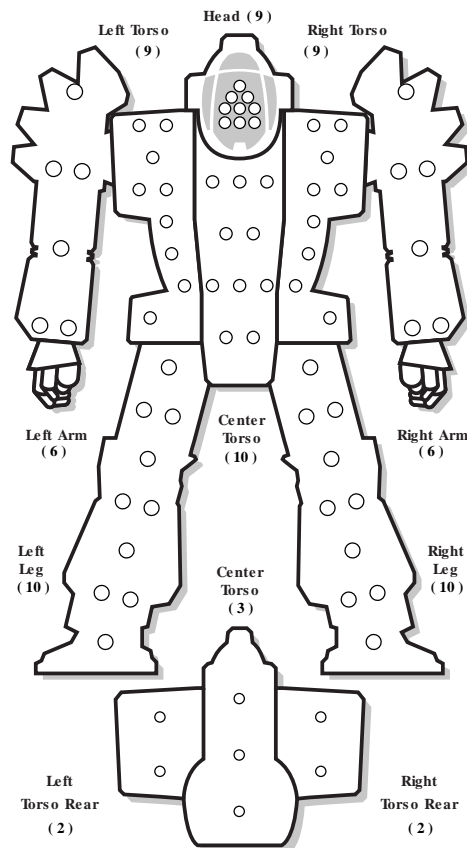
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



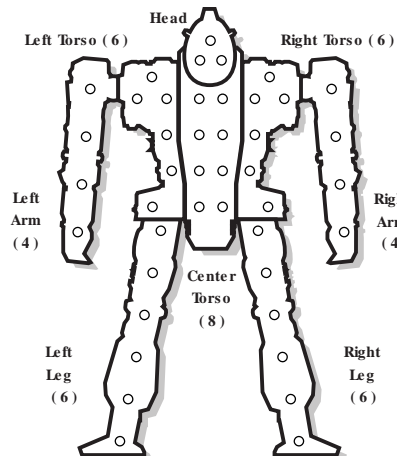
### ARMOR DIAGRAM

#### Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



Heat Scale

Overflow

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

### CRITICAL TABLE

#### Left Arm

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

1-3

#### 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

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Streak SRM 4
- Streak SRM 4
- Ammo (Streak SRM 4) 25
- Endo Steel

1-3

#### Right Torso

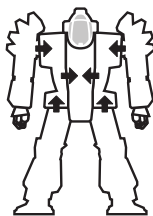
- XL Fusion Engine
- XL Fusion Engine
- Streak SRM 4
- Streak SRM 4
- Ammo (Streak SRM 4) 25
- Endo Steel

4-6

#### Left Leg

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

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- ER Medium Laser
- ER Medium Laser
- ER Small Laser
- ER Small Laser

1-3

#### Center Torso

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

4-6

#### Left Torso

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

1-3

#### Right Torso

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

4-6

#### Left Leg

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

4-6

### 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)

