

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Mad Cat (Timber Wolf) B

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Engine Type: 375 XL

Tonnage: 75

Tech Base: Clan

Rules Level: Standard

Role: Sniper

### WEAPONS & EQUIPMENT Inventory

(hexes)

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
LRM 10	LT	4	1/Msl [M,C,S]	—	7	14	21
w/Artemis IV							
-2 Large Pulse Laser	LA	10	10 [P]	—	6	14	20
SRM 4	RT	3	2/Msl [M,C,S]	—	3	6	9
w/Artemis IV							
-2 Small Pulse Laser	LA	2	3 [PAI]	—	2	4	6
Total Heat (Dissipation):	20	(30)					
+1 Punch	LA	—	8	—	—	—	—
+3 Punch	RA	—	4	—	—	—	—
-2 Kick	—	—	15	—	—	—	—
Vs Charge	—	—	7.5/hex	—	—	—	—
-1 Push	—	—	—	—	—	—	—

Ammo: (SRM 4 Artemis) 25, (LRM 10 Artemis) 12, (Gauss) 8

Quirks: Improved Targeting (Medium), Weak Head Armor (1)

BV: 2224



### CRITICAL TABLE

#### Head

- Left Arm
  - 1. Shoulder
  - 2. Upper Arm Actuator
  - 3. Lower Arm Actuator
  - 4. Large Pulse Laser
  - 5. Large Pulse Laser
  - 6. Small Pulse Laser
- 1-3 Ferro-Fibrous
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 6. Roll Again

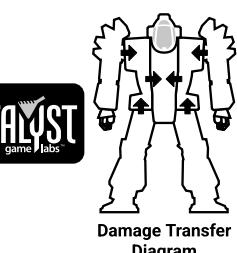
#### Center Torso

- 1-3 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. LRM 10
- 4. Artemis IV FCS
- 5. Ammo (LRM 10 Artemis) 12
- 6. Endo Steel
- 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



#### Left Leg

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



### WARRIOR DATA

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

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

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

### HIT LOCATION AND CLUSTER TABLE

Die Roll	LS	F/R	RS	4	10
2*	LT(C)	CT(C)	RT(C)	1	3
3	LL	RA	RL	2	3
4	LA	RA	RA	2	4
5	LA	RL	RA	2	6
6	LL	RT	RL	2	6
7	LT	CT	RT	3	6
8	CT	LT	CT	3	6
9	RT	LL	LT	3	8
10	RA	LA	LA	3	8
11	RL	LA	LL	4	10
12	HD	HD	HD	4	10

\*A result of 2 may inflict a critical hit.

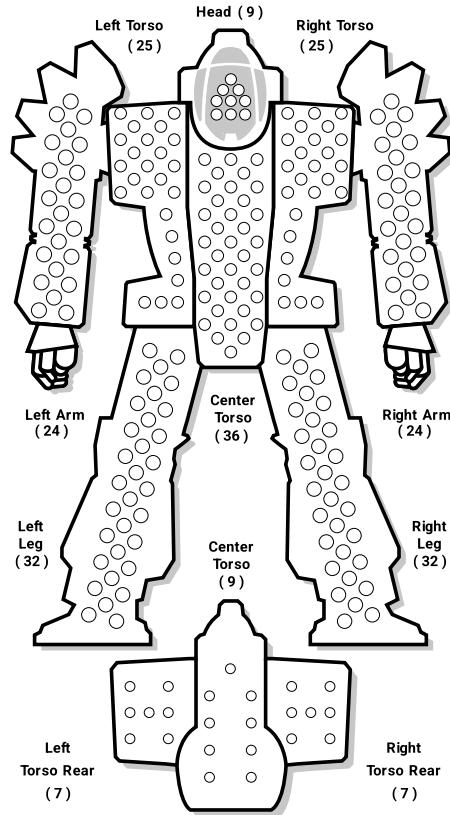
Artemis IV FCS: +2

### PUNCH/KICK LOCATION TABLE

Die Roll	Punch	Kick				
(1D6)	LS	F/R	RS	LS	F/R	RS
1	LT	LA	RT	LL	RL	RL
2	LT	LT	RT	LL	RL	RL
3	CT	CT	CT	LL	RL	RL
4	LA	RT	RA	LL	LL	RL
5	LA	RA	RA	LL	LL	RL
6	HD	HD	HD	LL	LL	RL

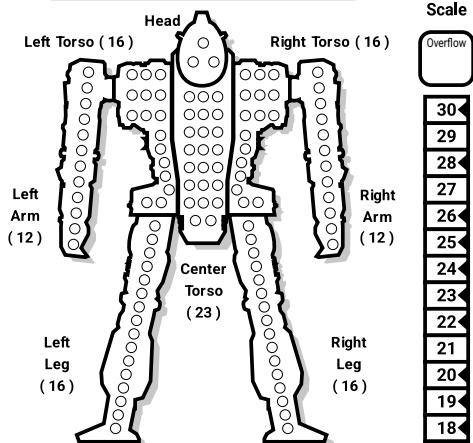
### ARMOR DIAGRAM

#### Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



### HEAT DATA

Double Heat Sinks: 15 (30)

Heat Level\*

Effects

30 Shutdown



28 Ammo Exp, avoid on 8+



26 Shutdown, avoid on 10+



25 -5 Movement Points



24 +4 Modifier to Fire



23 Ammo Exp, avoid on 6+



22 Shutdown, avoid on 8+



20 -4 Movement Points



19 Ammo Exp, avoid on 4+



18 Shutdown, avoid on 6+



17 +3 Modifier to Fire



15 -3 Movement Points



14 Shutdown, avoid on 4+



13 +2 Modifier to Fire



10 -2 Movement Points



8 +1 Modifier to Fire



5 -1 Movement Points



# BATTLETECH

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Grendel (Mongrel) C

Movement Points:

Walking: 7

Running: 11

Jumping: 7

Engine Type: 315 XL

Tonnage: 45

Tech Base: Clan

Rules Level: Standard

Role: Striker

### WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
LB 10-X AC	RA	2	10 [DB,C/F/S]	—	6	12	18
ER Medium Laser	LA	5	7 [DE]	—	5	10	15
Anti-Missile System	LT	1	[PB]	—	1	—	—

Total Heat (Dissipation): 8 (20)

Punch	LA	—	5	—	—	—	—
+3 Punch	RA	—	2	—	—	—	—
-2 Kick	—	—	9	—	—	—	—
VS Death From Above	—	—	14	—	—	—	—
VS Charge	—	—	4.5/hex	—	—	—	—
-1 Push	—	—	—	—	—	—	—

Ammo: (LB 10-X) 10, (AMS) 24

Quirks: Rugged (1 Point)

BV: 1465



### CRITICAL TABLE

Left Arm	1. Shoulder
1-3	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. ER Medium Laser
	6. Ferro-Fibrous
4-6	1. Ferro-Fibrous
	2. Ferro-Fibrous
	3. Ferro-Fibrous
	4. Roll Again
	5. Roll Again
	6. Roll Again

Left Torso (CASE)	1. XL Fusion Engine
1-3	2. XL Fusion Engine
	3. Jump Jet
	4. Anti-Missile System
	5. Ammo (AMS) 24
	6. Endo Steel
4-6	1. Endo Steel
	2. Endo Steel
	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

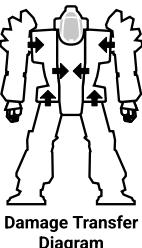
Left Leg	1. Hip
1-3	2. Upper Leg Actuator
	3. Lower Leg Actuator
	4. Foot Actuator
	5. Jump Jet
	6. Jump Jet

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

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

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

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



### WARRIOR DATA

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

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

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

### HIT LOCATION AND CLUSTER TABLE

Die Roll (2D6)	LS	F/R	RS	10
2*	LT(C)	CT(C)	RT(C)	3
3	LL	RA	RL	3
4	LA	RA	RA	4
5	LA	RL	RA	6
6	LL	RT	RL	6
7	LT	CT	RT	6
8	CT	LT	CT	6
9	RT	LL	LT	8
10	RA	LA	LA	8
11	RL	LA	LL	10
12	HD	HD	HD	10

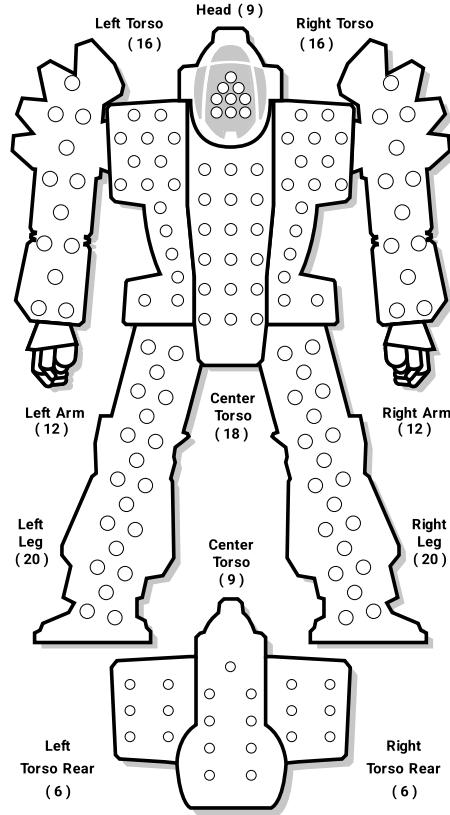
\*A result of 2 may inflict a critical hit.

### PUNCH/KICK LOCATION TABLE

Die Roll (1D6)	Punch LS	Punch F/R	Punch RS	Kick LS	Kick F/R	Kick RS
1	LT	LA	RT	LL	RL	RL
2	LT	LT	RT	LL	RL	RL
3	CT	CT	CT	LL	RL	RL
4	LA	RT	RA	LL	LL	RL
5	LA	RA	RA	LL	LL	RL
6	HD	HD	HD	LL	LL	RL

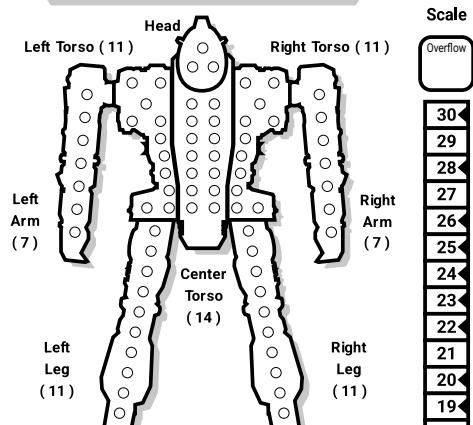
### ARMOR DIAGRAM

#### Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



### 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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Black Hawk (Nova) D

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Engine Type: 250 XL

Tonnage: 50

Tech Base: Clan

Rules Level: Standard

Role: Missile Boat

### Weapons & Equipment Inventory

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
LB 5-X AC	LA	1	5 [DB,C/F/S]	3	8	15	24
LRM 20	RA	6	1/Msl [M,C,S]	—	7	14	21

Total Heat (Dissipation): 7 (28)

+3	Punch	LA	—	2	—	—	—	—
	Punch	RA	—	5	—	—	—	—
-2	Kick	—	—	10	—	—	—	—
Vs	Death From Above	—	—	15	—	—	—	—
Vs	Charge	—	—	5/hex	—	—	—	—
-1	Push	—	—	—	—	—	—	—

Ammo: (LRM 20) 12, (LB 5-X) 20, (LB 5-X Cluster) 20

Quirks: Combat Computer, Narrow/Low Profile

BV: 1450



### CRITICAL TABLE

Left Arm (CASE)	
1.	Shoulder
2.	Upper Arm Actuator
3.	LB 5-X AC
4.	LB 5-X AC
5.	LB 5-X AC
6.	LB 5-X AC

1.	Ammo (LB 5-X) 20
2.	Ammo (LB 5-X Cluster) 20

4-6	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

### Left Torso

1.	XL Fusion Engine
2.	XL Fusion Engine
3.	Double Heat Sink
4.	Double Heat Sink
5.	Double Heat Sink
6.	Double Heat Sink

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

### Left Leg

1.	Hip
2.	Upper Leg Actuator
3.	Lower Leg Actuator
4.	Foot Actuator
5.	Jump Jet
6.	Jump Jet

### Head

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

### Center Torso

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

### Right Torso

### Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 20
6. LRM 20
1. LRM 20
2. LRM 20
3. Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
5. Roll Again
6. Roll Again

### Right Torso

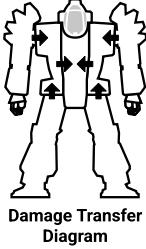
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

### Right Leg

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet



### WARRIOR DATA

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

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

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

### HIT LOCATION AND CLUSTER TABLE

Die Roll	LS	F/R	RS	5	20
2*	LT(C)	CT(C)	RT(C)	1	6
3	LL	RA	RL	2	6
4	LA	RA	RA	3	9
5	LA	RL	RA	3	12
6	LL	RT	RL	3	12
7	LT	CT	RT	3	12
8	CT	LT	CT	3	12
9	RT	LL	LT	4	16
10	RA	LA	LA	4	16
11	RL	LA	LL	5	20
12	HD	HD	HD	5	20

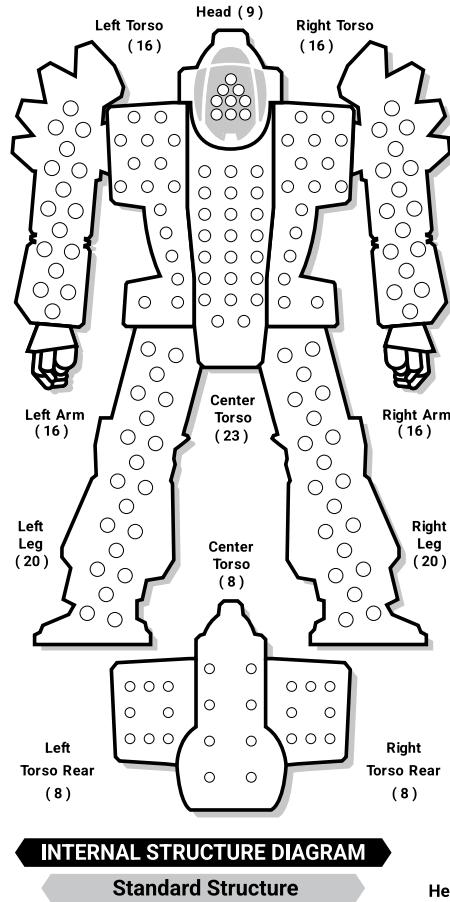
\*A result of 2 may inflict a critical hit.

### PUNCH/KICK LOCATION TABLE

Die Roll	Punch	Kick	LS	F/R	RS	LS	F/R	RS
1(D6)	LS	LS	1	LT	LA	RT	LL	RL
2	LT	LT	2	LT	RT	LL	RL	RL
3	CT	CT	3	CT	CT	LL	RL	RL
4	LA	RT	4	LA	RA	RA	LL	RL
5	LA	RA	5	LA	RA	LL	LL	RL
6	HD	HD	6	HD	HD	LL	LL	RL

### ARMOR DIAGRAM

#### Standard Armor



### HEAT DATA

Double Heat Sinks: 14 (28)

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

Heat Scale  
Overflow

30
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7
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5
4
3
2
1
0

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Puma (Adder) E

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Engine Type: 210 XL

Tonnage: 35

Tech Base: Clan

Rules Level: Standard

Role: Sniper

### WEAPONS & EQUIPMENT Inventory

Type	Loc	Ht	Dmg	Min	Shrt	Med	Lng
ATM 9 Standard	LA	6	[M,C,S]	2/Msl	4	5	10
Extended Range				1/Msl	4	9	18
High Explosive				3/Msl	—	3	6
ATM 9 Standard	RA	6	[M,C,S]	2/Msl	4	5	10
Extended Range				1/Msl	4	9	18
High Explosive				3/Msl	—	3	6
Flamer	CT	3	2 [DEHAI]	—	1	2	3
-2 Micro Pulse Laser	LT	1	3 [PAI]	—	1	2	3
-2 Micro Pulse Laser	LT	1	3 [PAI]	—	1	2	3
-2 Micro Pulse Laser	RT	1	3 [PAI]	—	1	2	3
-2 Micro Pulse Laser	RT	1	3 [PAI]	—	1	2	3
Total Heat (Dissipation): 19 (20)							
Punch	LA	—	4	—	—	—	—
Punch	RA	—	4	—	—	—	—
Kick	—	—	7	—	—	—	—
Club	—	—	7	—	—	—	—
Vs Charge	—	—	3.5/hex	—	—	—	—
-1 Push	—	—	—	—	—	—	—
Ammo: (ATM 9) 14, (ATM 9 HE) 7, (ATM 9 ER) 7							
Quirks: Narrow/Low Profile							

BV: 1272



### CRITICAL TABLE

Left Arm (CASE)	Head
1. Shoulder	1. Life Support
2. Upper Arm Actuator	2. Sensors
3. Lower Arm Actuator	3. Cockpit
4. Hand Actuator	4. Ferro-Fibrous
5. ATM 9	5. Sensors
6. ATM 9	6. Life Support
1. ATM 9	
2. ATM 9	
3. Ammo (ATM 9) 7	
4. Ammo (ATM 9 ER) 7	
5. Ferro-Fibrous	
6. Roll Again	

Left Torso	Center Torso	Right Arm (CASE)
1. XL Fusion Engine	1. XL Fusion Engine	1. Shoulder
2. XL Fusion Engine	2. XL Fusion Engine	2. Upper Arm Actuator
3. Double Heat Sink	3. XL Fusion Engine	3. Lower Arm Actuator
4. Double Heat Sink	4. XL Fusion Engine	4. Hand Actuator
5. Micro Pulse Laser	5. Flamer	5. ATM 9
6. Micro Pulse Laser	6. Endo Steel	6. ATM 9
1. Endo Steel	1. Gyro	1. ATM 9
2. Ferro-Fibrous	2. XL Fusion Engine	2. ATM 9
3. Ferro-Fibrous	3. XL Fusion Engine	3. Ammo (ATM 9) 7
4. Roll Again	4. XL Fusion Engine	4. Ammo (ATM 9 HE) 7
5. Roll Again	5. Flamer	5. Ferro-Fibrous
6. Roll Again	6. Endo Steel	6. Roll Again

Left Arm (CASE)	Center Torso	Right Arm (CASE)
1. Shoulder	1. XL Fusion Engine	1. Shoulder
2. Upper Arm Actuator	2. XL Fusion Engine	2. Upper Arm Actuator
3. Lower Arm Actuator	3. XL Fusion Engine	3. Lower Arm Actuator
4. Hand Actuator	4. XL Fusion Engine	4. Hand Actuator
5. ATM 9	5. Flamer	5. ATM 9
6. ATM 9	6. Endo Steel	6. ATM 9
1. ATM 9	1. Gyro	1. ATM 9
2. ATM 9	2. XL Fusion Engine	2. ATM 9
3. Ammo (ATM 9) 7	3. XL Fusion Engine	3. Ammo (ATM 9) 7
4. Ammo (ATM 9 ER) 7	4. XL Fusion Engine	4. Ammo (ATM 9 HE) 7
5. Ferro-Fibrous	5. Flamer	5. Ferro-Fibrous
6. Roll Again	6. Endo Steel	6. Roll Again

Left Torso	Center Torso	Right Torso (CASE)
1. XL Fusion Engine	1. XL Fusion Engine	1. Shoulder
2. XL Fusion Engine	2. XL Fusion Engine	2. Upper Arm Actuator
3. Double Heat Sink	3. Double Heat Sink	3. Lower Arm Actuator
4. Double Heat Sink	4. Double Heat Sink	4. Hand Actuator
5. Micro Pulse Laser	5. Micro Pulse Laser	5. ATM 9
6. Micro Pulse Laser	6. Micro Pulse Laser	6. ATM 9
1. Endo Steel	1. Gyro	1. ATM 9
2. Ferro-Fibrous	2. XL Fusion Engine	2. ATM 9
3. Ferro-Fibrous	3. XL Fusion Engine	3. Ammo (ATM 9) 7
4. Roll Again	4. XL Fusion Engine	4. Ammo (ATM 9 HE) 7
5. Roll Again	5. Flamer	5. Ferro-Fibrous
6. Roll Again	6. Endo Steel	6. Roll Again

Left Torso	Center Torso	Right Torso (CASE)
1. XL Fusion Engine	1. XL Fusion Engine	1. Shoulder
2. XL Fusion Engine	2. XL Fusion Engine	2. Upper Arm Actuator
3. Double Heat Sink	3. Double Heat Sink	3. Lower Arm Actuator
4. Double Heat Sink	4. Double Heat Sink	4. Hand Actuator
5. Micro Pulse Laser	5. Micro Pulse Laser	5. ATM 9
6. Micro Pulse Laser	6. Micro Pulse Laser	6. ATM 9
1. Endo Steel	1. Gyro	1. ATM 9
2. Ferro-Fibrous	2. XL Fusion Engine	2. ATM 9
3. Ferro-Fibrous	3. XL Fusion Engine	3. Ammo (ATM 9) 7
4. Roll Again	4. XL Fusion Engine	4. Ammo (ATM 9 HE) 7
5. Roll Again	5. Flamer	5. Ferro-Fibrous
6. Roll Again	6. Endo Steel	6. Roll Again

Left Leg	Center Torso	Right Leg (CASE)
1. Hip	1. Gyro	1. Shoulder
2. Upper Leg Actuator	2. XL Fusion Engine	2. Upper Arm Actuator
3. Lower Leg Actuator	3. XL Fusion Engine	3. Lower Arm Actuator
4. Foot Actuator	4. XL Fusion Engine	4. Hand Actuator
5. Endo Steel	5. Flamer	5. ATM 9
6. Endo Steel	6. Endo Steel	6. ATM 9
1. Endo Steel	1. Gyro	1. ATM 9
2. Ferro-Fibrous	2. XL Fusion Engine	2. ATM 9
3. Ferro-Fibrous	3. XL Fusion Engine	3. Ammo (ATM 9) 7
4. Roll Again	4. XL Fusion Engine	4. Ammo (ATM 9 HE) 7
5. Roll Again	5. Flamer	5. Ferro-Fibrous
6. Roll Again	6. Endo Steel	6. Roll Again

Damage Transfer Diagram

CATALYST  
game labs

### WARRIOR DATA

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

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

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

Die Roll (2D6)

Die Roll (2D6)	LS	F/R	RS	LS	F/R	RS
2*	LT(C)	CT(C)	RT(C)	3		
3	LL	RA	RL	3		
4	LA	RA	RA	4		
5	LA	RL	RA	5		
6	LL	RT	RL	5		
7	LT	CT	RT	5		
8	CT	LT	CT	5		
9	RT	LL	LT	7		
10	RA	LA	LA	7		
11	RL	LA	LL	9		
12	HD	HD	HD	LL	RL	

\*A result of 2 may inflict a critical hit.

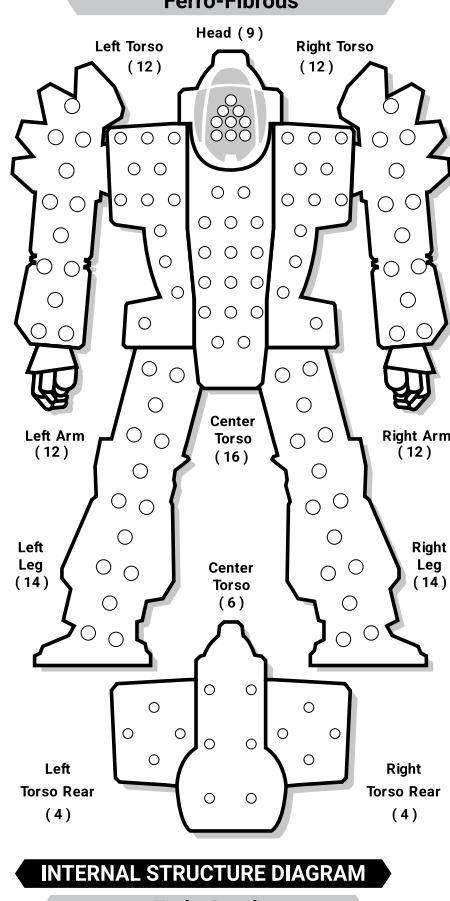
Artemis IV FCS: 2

### PUNCH/KICK LOCATION TABLE

Die Roll (1D6)	Punch	Kick				
LS	F/R	RS	LS	F/R	RS	
1	LT	LA	RT	LL	RL	RL
2	LT	LT	RT	LL	RL	RL
3	CT	CT	CT	LL	RL	RL
4	LA	RT	RA	LL	LL	RL
5	LA	RA	RA	LL	LL	RL
6	HD	HD	HD	LL	LL	RL

### ARMOR DIAGRAM

Ferro-Fibrous



### HEAT DATA

Double Heat Sinks: 10 (20)

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



# BATTLETECH™

## AEROSPACE FIGHTER RECORD SHEET

### FIGHTER DATA

Type: Hammerhead HMR-HD<sup>b</sup>

Thrust: 7 Tonnage: 75  
SafeThrust: 7 Tech Base: Inner Sphere  
Maximum Thrust: 11 Rules Level: Standard  
Engine Type: 375 Fusion Role: Fire Support

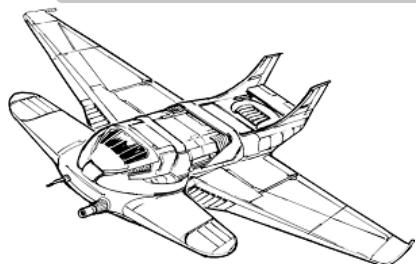
### Weapons & Equipment Inventory

Standard Scale		(1-6) (7-12) (13-20) (21-25)					
#	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	Gauss Rifle [DB,X]	NOS	1	15	15	15	-

Total Heat (Dissipation): 1 (10)

Ammo: (Gauss) 16  
Fuel Points: 400

BV: 1338



### CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Landing Gear		+5	
Sensors	+1	+2	+5	Life Support		+2	

### VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

### ARMOR DIAGRAM

Ferro-Aluminum

Nose Damage  
Threshold (Total Armor)  
8 (76)

Left Wing  
Damage Threshold  
(Total Armor)  
5 (50)

Right Wing  
Damage Threshold  
(Total Armor)  
5 (50)

Structural  
Integrity:  
7

Aft Damage  
Threshold  
(Total Armor)  
3 (30)

Advanced Movement Compass



### PILOT DATA

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

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

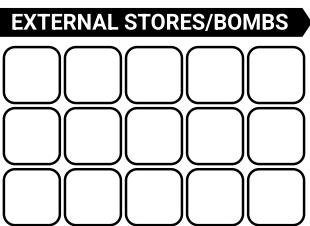
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead
Modifier	+1	+2	+3	+4	+5	

### HEAT DATA

Heat Sinks: 10

Heat Level\* Effects

- |    |                               |   |
|----|-------------------------------|---|
| 30 | Shutdown                      | ○ |
| 28 | Ammo Exp avoid on 8+          | ○ |
| 27 | Pilot damage, avoid on 9+     | ○ |
| 26 | Shutdown, avoid on 10+        | ○ |
| 25 | Random Movement, avoid on 10+ | ○ |
| 24 | +4 Modifier to Fire           | ○ |
| 23 | Ammo Exp avoid on 6+          | ○ |
| 22 | Shutdown, avoid on 8+         | ○ |
| 21 | Pilot damage, avoid on 6+     | ○ |
| 20 | Random Movement, avoid on 8+  | ○ |
| 19 | Ammo Exp avoid on 4+          | ○ |
| 18 | Shutdown, avoid on 6+         | ○ |
| 17 | +3 Modifier to Fire           | ○ |
| 15 | Random Movement, avoid on 7+  | ○ |
| 14 | Shutdown, avoid on 4+         | ○ |
| 13 | +2 Modifier to Fire           | ○ |
| 10 | Random Movement, avoid on 6+  | ○ |
| 8  | +1 Modifier to Fire           | ○ |
| 5  | Random Movement, avoid on 5+  | ○ |



Key:  
HE - High Explosive  
LG - Laser Guided  
C - Cluster  
RL - Rocket Launcher

Heat Scale

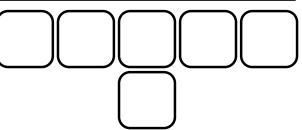
Overflow

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# BATTLETECH™

## OMNIFIGHTER RECORD SHEET

### EXTERNAL STORES/BOMBS



Key:  
HE - High Explosive  
LG - Laser Guided  
C - Cluster  
RL - Rocket Launcher

### FIGHTER DATA

Type: Vandal Prime

Thrust: 14 Tonnage: 30  
SafeThrust: 14 Tech Base: Clan  
Maximum Thrust: 21 Rules Level: Standard  
Engine Type: 360 XL Role: Interceptor

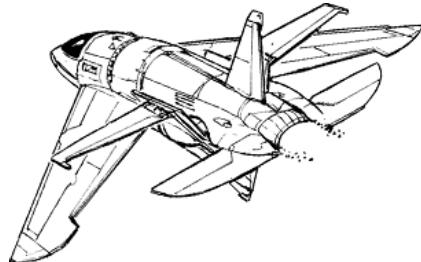
### Weapons & Equipment Inventory

Standard Scale		(1-6)	(7-12)	(13-20)	(21-25)		
#	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	ER Small Laser [DE]	NOS	2	5	—	—	—
1	ER Small Laser [DE]	NOS	2	5	—	—	—
1	Active Probe [E]	NOS	—	—	—	—	—

Total Heat (Dissipation): 4 (20)

Fuel Points: 320

BV: 501



### CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Landing Gear		+5	
Sensors	+1	+2	+5	Life Support		+2	

### VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

### ARMOR DIAGRAM

Ferro-Aluminum

Nose Damage Threshold (Total Armor)

3 (29)

Left Wing  
Damage Threshold  
(Total Armor)  
2 (20)

Right Wing  
Damage Threshold  
(Total Armor)  
2 (20)

Structural Integrity:  
14

Advanced Movement Compass  
A      F      B  
E      C      D

Aft Damage Threshold  
(Total Armor)  
2 (17)

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### PILOT DATA

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

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

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

Modifier

+1 +2 +3 +4 +5

### HEAT DATA

Double Heat Sinks:

10 (20)

Heat Effects

Level\* Shutdown



28 Ammo Exp avoid on 8+



27 Pilot damage, avoid on 9+



26 Shutdown, avoid on 10+



25 Random Movement, avoid on 10+



24 +4 Modifier to Fire



23 Ammo Exp avoid on 6+



22 Shutdown, avoid on 8+



21 Pilot damage, avoid on 6+



20 Random Movement, avoid on 8+



19 Ammo Exp avoid on 4+



18 Shutdown, avoid on 6+



17 +3 Modifier to Fire



15 Random Movement, avoid on 7+



14 Shutdown, avoid on 4+



13 +2 Modifier to Fire



10 Random Movement, avoid on 6+



8 +1 Modifier to Fire



5 Random Movement, avoid on 5+



- 30
- 29
- 28
- 27
- 26
- 25
- 24
- 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™

## BATTLE ARMOR RECORD SHEET

### BATTLE ARMOR: POINT 1

Type: Elemental Battle Armor [Laser](Sqd5)

Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_

Ground MP: 1 Jump MP: 3

# Type	Dmg	Min	Sht	Med	Lng
1 SRM 2 (Body)	2/Msl [M,C,S]	3	6	9	
1 Small Laser	3 [DE]	—	1	2	3
1 Battle Claw	—	—	—	—	

Ammo: (SRM 2) 2

Mechanized:

Swarm:

Leg:

AP:

Armor: Standard (Basic)

Role: Ambusher

BV: 447

### CLUSTER HITS TABLE

2D6	2	3	4	5	6	8	10
2	1	1	1	1	2	2	3
3	1	1	2	2	2	3	3
4	1	1	2	2	3	3	4
5	1	2	2	3	3	4	6
6	1	2	2	3	4	4	6
7	1	2	3	3	4	5	6
8	2	2	3	3	4	5	6
9	2	2	3	4	5	6	8
10	2	3	3	4	5	7	8
11	2	3	4	5	6	8	10
12	2	3	4	5	6	8	10

### LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

### SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

### SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY	FRIENDLY MECHANIZED BATTLE					
BATTLE ARMOR	ARMOR TROOPERS ACTIVE					
TROOPERS ACTIVE	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

### BATTLE ARMOR EQUIPMENT

Claws with magnets -1

### SITUATION\*

'Mech prone -2

'Mech or vehicle immobile -4

Vehicle -2

\*Modifiers are cumulative

### SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL/TRIPOD LOCATION	QUAD LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

### TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

### LARGE SUPPORT VEHICLE LOCATION\*

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)

\*Unit 1 and Unit 2 represent two battle armor units.



# BATTLETECH™

## BATTLE ARMOR RECORD SHEET

### BATTLE ARMOR: POINT 1

Type: Elemental Battle Armor [Laser](Sqd5)

Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_

Ground MP: 1 Jump MP: 3

# Type	Dmg	Min	Sht	Med	Lng
1 SRM 2 (Body)	2/Msl [M,C,S]	3	6	9	
1 Small Laser	3 [DE]	—	1	2	3
1 Battle Claw	—	—	—	—	

Ammo: (SRM 2) 2

Mechanized:

Swarm:

Leg:

AP:

Armor: Standard (Basic)

Role: Ambusher

BV: 447

### CLUSTER HITS TABLE

2D6	2	3	4	5	6	8	10
2	1	1	1	1	2	2	3
3	1	1	2	2	2	3	3
4	1	1	2	2	3	3	4
5	1	2	2	3	3	4	6
6	1	2	2	3	4	4	6
7	1	2	3	3	4	5	6
8	2	2	3	3	4	5	6
9	2	2	3	4	5	6	8
10	2	3	3	4	5	7	8
11	2	3	4	5	6	8	10
12	2	3	4	5	6	8	10

### LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

### SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

### SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY	FRIENDLY MECHANIZED BATTLE					
BATTLE ARMOR	ARMOR TROOPERS ACTIVE					
TROOPERS ACTIVE	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

### BATTLE ARMOR EQUIPMENT

Claws with magnets -1

### SITUATION\*

'Mech prone -2

'Mech or vehicle immobile -4

Vehicle -2

\*Modifiers are cumulative

### SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL/TRIPOD LOCATION	QUAD LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

### TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

### LARGE SUPPORT VEHICLE LOCATION\*

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)

\*Unit 1 and Unit 2 represent two battle armor units.



# BATTLETECH™

## BATTLE ARMOR RECORD SHEET

### BATTLE ARMOR: POINT 1

Type: Elemental Battle Armor [MG](Sqd5)

Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_

Ground MP: 1 Jump MP: 3

# Type	Dmg	Min	Sht	Med	Lng
1 SRM 2 (Body)	2/Msl [M,C,S]	3	6	9	
1 Machine Gun (Medium)	2 [DB,AI]	-	1	2	3
1 Battle Claw	-	-	-	-	

Ammo: (SRM 2) 2

Mechanized:  Swarm:  Leg:  AP:

Armor: Standard (Basic)

Role: Ambusher

BV: 404

### CLUSTER HITS TABLE

2D6	2	3	4	5	6	8	10
2	1	1	1	1	2	2	3
3	1	1	2	2	2	3	3
4	1	1	2	2	3	3	4
5	1	2	2	3	3	4	6
6	1	2	2	3	4	4	6
7	1	2	3	3	4	5	6
8	2	2	3	3	4	5	6
9	2	2	3	4	5	6	8
10	2	3	3	4	5	7	8
11	2	3	4	5	6	8	10
12	2	3	4	5	6	8	10

### LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

### SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

### SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY	FRIENDLY MECHANIZED BATTLE					
BATTLE ARMOR	ARMOR TROOPERS ACTIVE					
TROOPERS ACTIVE	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

### BATTLE ARMOR EQUIPMENT

Claws with magnets -1

### SITUATION\*

'Mech prone -2  
'Mech or vehicle immobile -4  
Vehicle -2

\*Modifiers are cumulative

### SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL/TRIPOD LOCATION	QUAD LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

### TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)

\*Unit 1 and Unit 2 represent two battle armor units.



# BATTLETECH™

## BATTLE ARMOR RECORD SHEET

### BATTLE ARMOR: POINT 1

Type: Elemental Battle Armor [MG](Sqd5)

Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_

Ground MP: 1 Jump MP: 3

# Type	Dmg	Min	Sht	Med	Lng
1 SRM 2 (Body)	2/Msl [M,C,S]	3	6	9	
1 Machine Gun (Medium)	2 [DB,AI]	-	1	2	3
1 Battle Claw	-	-	-	-	

Ammo: (SRM 2) 2

Mechanized:

Swarm:

Leg:

AP:

Armor: Standard (Basic)

Role: Ambusher

BV: 404

### CLUSTER HITS TABLE

2D6	2	3	4	5	6	8	10
2	1	1	1	1	2	2	3
3	1	1	2	2	2	3	3
4	1	1	2	2	3	3	4
5	1	2	2	3	3	4	6
6	1	2	2	3	4	4	6
7	1	2	3	3	4	5	6
8	2	2	3	3	4	5	6
9	2	2	3	4	5	6	8
10	2	3	3	4	5	7	8
11	2	3	4	5	6	8	10
12	2	3	4	5	6	8	10

### LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

### SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

### SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY	FRIENDLY MECHANIZED BATTLE					
BATTLE ARMOR	ARMOR TROOPERS ACTIVE					
TROOPERS ACTIVE	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

### BATTLE ARMOR EQUIPMENT

Claws with magnets -1

### SITUATION\*

'Mech prone -2

'Mech or vehicle immobile -4

Vehicle -2

\*Modifiers are cumulative

### SWARM ATTACKS HIT LOCATION TABLE

2D6	BIPEDAL/TRIPOD LOCATION	QUAD LOCATION
ROLL	Head	Head
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

### TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

### LARGE SUPPORT VEHICLE LOCATION\*

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)

\*Unit 1 and Unit 2 represent two battle armor units.

