

BATTLETECH

OMNIMECH RECORD SHEET

'MECH DATA

Type: Archangel C-ANG-OD Luminos

Movement Points:

Walking: 3

Running: 5

Jumping: 3

Engine Type: 300 Compact

Tonnage: 100

Tech Base: Inner Sphere

Rules Level: Standard

Role: Juggernaut

Weapons & Equipment Inventory

(hexes)

Type	Loc	Ht	Dmg	Min	Shrt	Med	Lng
ER PPC	LA	15	10 [DE]	—	7	14	23
ER PPC	RA	15	10 [DE]	—	7	14	23
-2 Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
-2 Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
-2 Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
-2 Medium Pulse Laser	HD	4	6 [P]	—	2	4	6
ER Small Laser	HD	2	3 [DE]	—	2	4	5
-2 Small Pulse Laser	CT	2	3 [PAI]	—	1	2	3
ECM Suite (Guardian)	LT	—	[E]	—	—	—	6
C3i	CT	—	[E]	—	—	—	—
Total Heat (Dissipation):		50	(34)				
+3 Punch	LA	—	5	—	—	—	—
+3 Punch	RA	—	5	—	—	—	—
-2 Kick	—	—	20	—	—	—	—
Vs Death From Above	—	—	30	—	—	—	—
Vs Charge	—	—	10/hex	—	—	—	—
-1 Push	—	—	—	—	—	—	—

Quirks: Command Mech, Improved Communications, Improved Sensors, Bad Reputation (Inner Sphere), Bad Reputation (Clan)

BV: 2105



CRITICAL TABLE

Left Arm	1. Shoulder
1-3	2. Upper Arm Actuator
3. Double Heat Sink	3. Double Heat Sink
4. Double Heat Sink	4. Double Heat Sink
5. Double Heat Sink	5. Double Heat Sink
6. Double Heat Sink	6. Double Heat Sink
1.	Double Heat Sink
2.	Double Heat Sink
3.	ER PPC
4.	ER PPC
5.	ER PPC
6.	Roll Again

Left Torso	1. Jump Jet
1-3	2. Medium Pulse Laser
3.	ECM Suite (Guardian)
4.	ECM Suite (Guardian)
5.	Endo Steel
6.	Endo Steel
1.	Endo Steel
2.	Endo Steel
3.	Endo Steel
4.	Roll Again
5.	Roll Again
6.	Roll Again

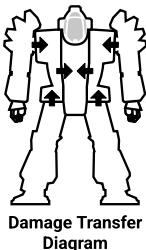
Head	1. Life Support
1-3	2. Sensors
3.	Small Cockpit
4.	Sensors
5.	Medium Pulse Laser
6.	ER Small Laser

Center Torso	1. Compact Fusion Engine
1-3	2. Compact Fusion Engine
3.	Compact Fusion Engine
4.	Compact Gyro
5.	Compact Gyro
6.	Double Heat Sink

1.	Double Heat Sink
2.	Double Heat Sink
3.	ER PPC
4.	ER PPC
5.	ER PPC
6.	Roll Again

4-6	1. Double Heat Sink
	2. Double Heat Sink
	3. Jump Jet
	4. Small Pulse Laser
	5. C3i
	6. C3i

Engine Hits Gyro Hits Sensor Hits Life Support



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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
2*	LT(C)	CT(C)	RT(C)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

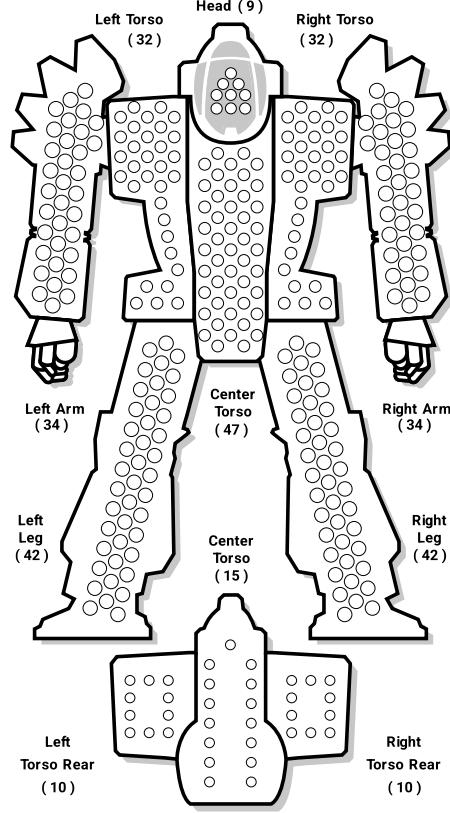
*A result of 2 may inflict a critical hit.

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

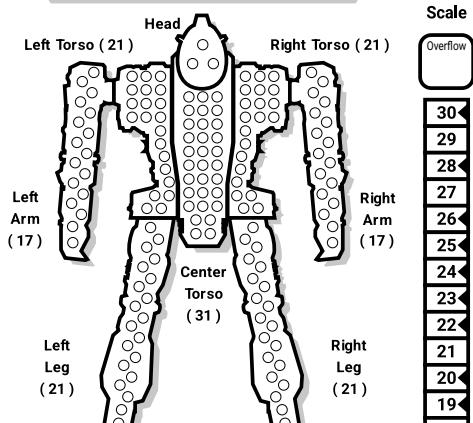
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Effects
Level* Double Heat Sinks: 17 (34)

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	
9	+1 Modifier to Fire	
8	-1 Movement Points	
5		

BATTLETECH™

FOUR-LEGGED BATTLEMECH RECORD SHEET

'MECH DATA

Type: Blue Flame BLF-21

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Engine Type: 225 Light

Tonnage: 45

Tech Base: Inner Sphere

Rules Level: Standard

Role: Sniper

WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
ER Large Laser	LT	12	8 [DE]	—	7	14	19
ER Large Laser	RT	12	8 [DE]	—	7	14	19
Streak SRM 2	LT	2	2/Msl [M,C]	—	3	6	9
Streak SRM 2	RT	2	2/Msl [M,C]	—	3	6	9
Streak SRM 2	HD	2	2/Msl [M,C]	—	3	6	9
C3i	CT	—	[E]	—	—	—	—

Total Heat (Dissipation): 30 (20)

-2	Kick	—	—	9	—	—	—
Vs	Charge	—	—	4.5/hex	—	—	—

Ammo: (Streak SRM 2) 50

Quirks: Directional Torso Mount, Bad Reputation (Inner Sphere)

BV: 1256



CRITICAL TABLE

Head

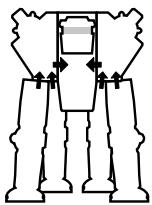
1. Life Support
2. Sensors
3. Cockpit
4. Streak SRM 2
5. Sensors
6. Life Support

Center Torso

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

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. C3i
6. C3i

- Engine Hits Gyro Hits Sensor Hits Life Support



Rear Left Leg

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

Damage Transfer Diagram

Front Right Leg

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

Right Torso

1. Light Fusion Engine
 2. Light Fusion Engine
 3. Double Heat Sink
 4. Double Heat Sink
 5. Double Heat Sink
 6. ER Large Laser
1. ER Large Laser
 2. Streak SRM 2
 3. Ammo (Streak SRM 2) 50
 4. Roll Again
 5. Roll Again
 6. Roll Again

Rear Right Leg

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

WARRIOR DATA

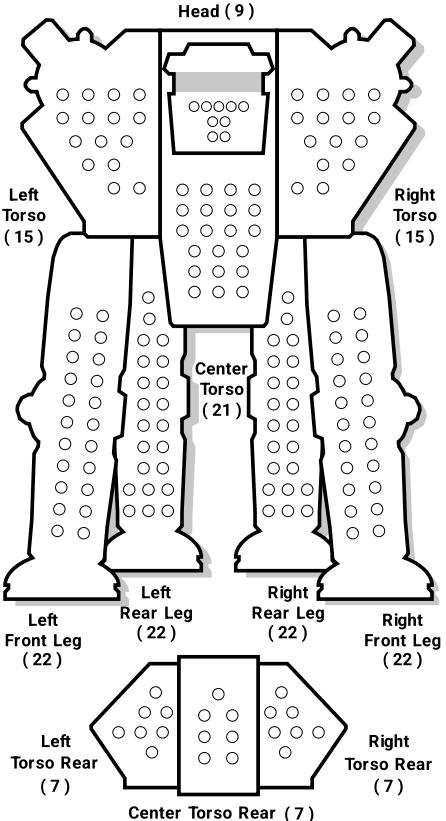
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

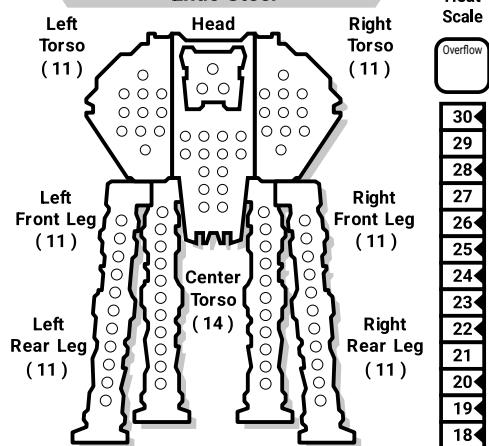
ARMOR DIAGRAM

Standard Armor



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: Malak C-MK-OC Comminus

Movement Points:

Walking: 7

Running: 11

Jumping: 0

Engine Type: 210 Light

Tonnage: 30

Tech Base: Inner Sphere

Rules Level: Standard

Role: Striker

Weapons & Equipment Inventory

(hexes)

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
TAG	HD	—	[E]	—	5	9	15
-1 ER Medium Laser	LT	5	5 [DE]	—	4	8	12
-1 ER Medium Laser	RT	5	5 [DE]	—	4	8	12
-1 ER Small Laser	RA	2	3 [DE]	—	2	4	5
-1 ER Small Laser	RA	2	3 [DE]	—	2	4	5
-1 ER Small Laser	RA	2	3 [DE]	—	2	4	5
Anti-BattleArmor Pods (B-Pods)	RT	—	1 [DB,PB,AI,X,OS]	—	0	—	—
Active Probe (Beagle)	LA	—	[E]	—	—	—	4
C3i	LT	—	[E]	—	—	—	—
ECM Suite (Guardian)	RT	—	[E]	—	—	—	6
Targeting Computer	RT	—	[E]	—	—	—	—

Total Heat (Dissipation): 16 (20)

Punch	LA	—	3	—	—	—	—
Punch	RA	—	3	—	—	—	—
-2 Kick	—	—	6	—	—	—	—
Vs Charge	—	—	3/hex	—	—	—	—
-1 Push	—	—	—	—	—	—	—

Quirks: Improved Communications, Improved Sensors, Bad Reputation (Inner Sphere)

BV: 944



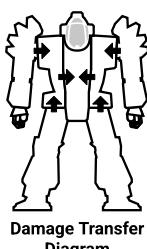
CRITICAL TABLE

Left Arm	Head
1. Shoulder	1. Life Support
2. Upper Arm Actuator	2. Sensors
3. Lower Arm Actuator	3. Small Cockpit
4. Hand Actuator	4. Sensors
5. Double Heat Sink	5. TAG
6. Double Heat Sink	6. Roll Again
1. Double Heat Sink	Center Torso
2. Active Probe (Beagle)	1. Light Fusion Engine
3. Active Probe (Beagle)	2. Light Fusion Engine
4. Light Ferro-Fibrous	3. Light Fusion Engine
5. Light Ferro-Fibrous	4. XL Gyro
6. Roll Again	5. XL Gyro
1. Double Heat Sink	6. XL Gyro
2. Active Probe (Beagle)	1-3
3. Active Probe (Beagle)	4-6
4. Light Ferro-Fibrous	1. XL Gyro
5. Light Ferro-Fibrous	2. XL Gyro
6. Roll Again	3. XL Gyro

Left Torso	Right Arm
1. Light Fusion Engine	1. Shoulder
2. Light Fusion Engine	2. Upper Arm Actuator
3. Double Heat Sink	3. Lower Arm Actuator
4. Double Heat Sink	4. ER Small Laser
5. Double Heat Sink	5. ER Small Laser
6. ER Medium Laser	6. ER Small Laser
1. C3i	1. Endo Steel
2. C3i	2. Endo Steel
3. Endo Steel	3. Endo Steel
4. Endo Steel	4. Endo Steel
5. Endo Steel	5. Endo Steel
6. Endo Steel	6. Endo Steel

Engine Hits Gyro Hits Sensor Hits Life Support

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Left Leg	Right Torso
1. Hip	1. Light Fusion Engine
2. Upper Leg Actuator	2. Light Fusion Engine
3. Lower Leg Actuator	3. ER Medium Laser
4. Foot Actuator	4. Anti-BattleArmor Pods (B-Pods)
5. Light Ferro-Fibrous	5. ECM Suite (Guardian)
6. Light Ferro-Fibrous	6. Targeting Computer

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
2*	LT(C)	CT(C)	RT(C)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

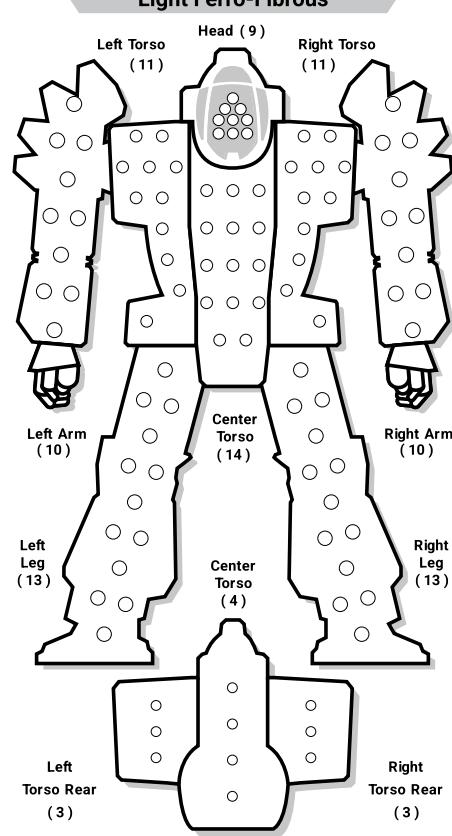
*A result of 2 may inflict a critical hit.

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

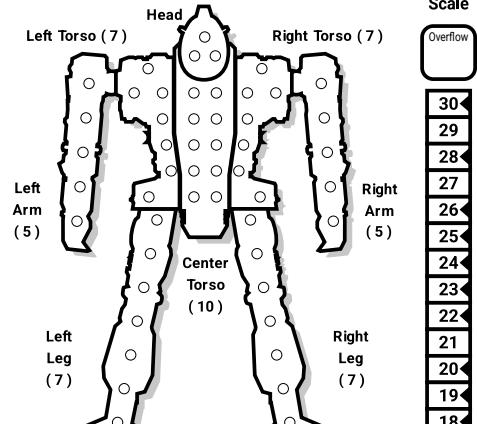
Light Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel

Heat Scale



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
9	+1 Modifier to Fire
8	-1 Movement Points
5	0

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Gurkha GUR-8G

Movement Points:

Walking: 7 [8]

Running: 11 [12]

Jumping: 0

Engine Type: 245 XL

Tonnage: 35

Tech Base: Inner Sphere

Rules Level: Standard

Role: Striker

Weapons & Equipment Inventory

Type	Loc	Ht	Dmg	Min	Shrt	Med	Lng
Snub-Nose PPC	RT	10	10/8/5 [DE,V]	—	9	13	15
ER Medium Laser	LA	5	5 [DE]	—	4	8	12
ER Medium Laser	LA	5	5 [DE]	—	4	8	12
ER Medium Laser	LA	5	5 [DE]	—	4	8	12
ER Small Laser	HD	2	3 [DE]	—	2	4	5
-2 Retractable Blade	RA	—	4 [8]	—	—	—	—
C3i	CT	—	[E]	—	—	—	—
Total Heat (Dissipation):	27 (20)						
Punch	LA	—	4 [8]	—	—	—	—
Punch	RA	—	4 [8]	—	—	—	—
-2 Kick	—	—	7 [14]	—	—	—	—
-1 Club	—	—	7 [14]	—	—	—	—
Vs Charge	—	—	3.5/hex	—	—	—	—
-1 Push	—	—	—	—	—	—	—

Quirks: Bad Reputation (Inner Sphere), Bad Reputation (Clan), Exposed Actuators

BV: 1241



CRITICAL TABLE

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

1-3	1. ER Medium Laser
	2. Triple Strength Myomer
	3. Triple Strength Myomer
4-6	4. Roll Again
	5. Roll Again
	6. Roll Again

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

4-6	1. Endo Steel
	2. Endo Steel
	3. Endo Steel
	4. Endo Steel
	5. Endo Steel
	6. Triple Strength Myomer

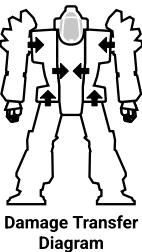
Left Leg	1. Hip
	2. Upper Leg Actuator
	3. Lower Leg Actuator
	4. Foot Actuator
	5. Endo Steel
	6. Endo Steel

Head	1. Life Support
	2. Sensors
	3. Small Cockpit
	4. Sensors
	5. ER Small Laser
	6. Roll Again

Center Torso	1. XL Fusion Engine
1-3	2. XL Fusion Engine
	3. XL Fusion Engine
	4. XL Fusion Engine
4-6	5. C3i
	6. C3i

Engine Hits Gyro Hits Sensor Hits Life Support

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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
2*	LT(C)	CT(C)	RT(C)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

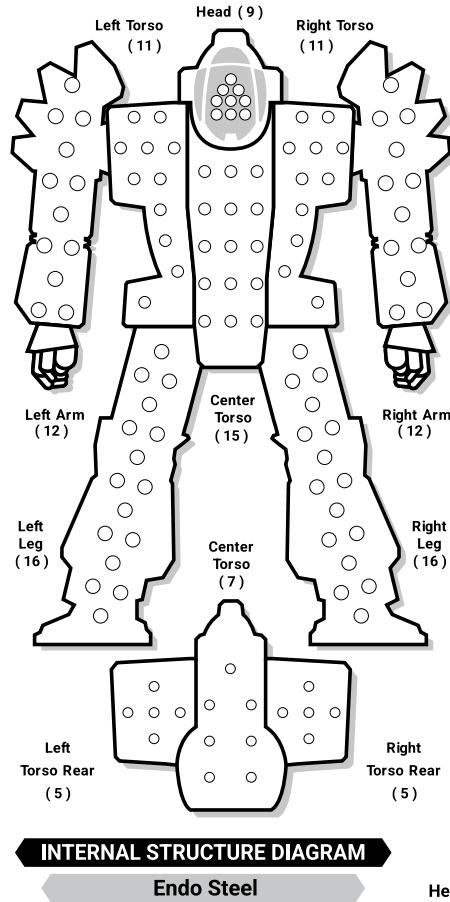
*A result of 2 may inflict a critical hit.

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

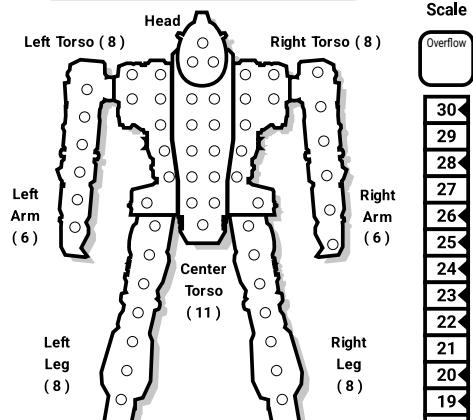
ARMOR DIAGRAM

Standard Armor



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™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Mercury MCY-102

Movement Points:

Walking: 8

Running: 12 [16]

Jumping: 0

Engine Type: 160 Fusion

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Standard

Role: Scout

WEAPONS & EQUIPMENT INVENTORY

(hexes)

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
ER Medium Laser	RA	5	5 [DE]	—	4	8	12
Modular Weapon							
ER Small Laser	HD	2	3 [DE]	—	2	4	5
Modular Weapon							
C3i	LT	—	[E]	—	—	—	—
Total Heat (Dissipation):	7 (10)						
Punch	LA	—	2	—	—	—	—
Punch	RA	—	2	—	—	—	—
-2 Kick	—	—	4	—	—	—	—
-1 Club	—	—	4	—	—	—	—
Vs Charge	—	—	2/hex	—	—	—	—
-1 Push	—	—	—	—	—	—	—

Quirks: Easy to Maintain

BV: 510



CRITICAL TABLE

Head

- Left Arm
 - 1. Shoulder
 - 2. Upper Arm Actuator
 - 3. Lower Arm Actuator
 - 4. Hand Actuator
 - 5. Endo Steel
 - 6. Endo Steel
- 1-3 1. Endo Steel
- 1-3 2. Endo Steel
- 1-3 3. Endo Steel
- 1-3 4. Hand Actuator
- 1-3 5. Sensors
- 1-3 6. Life Support

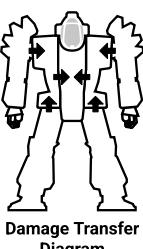
Center Torso

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

Left Torso

- 1-3 1. C3i
 - 1-3 2. C3i
 - 1-3 3. Ferro-Fibrous
 - 1-3 4. Ferro-Fibrous
 - 1-3 5. Ferro-Fibrous
 - 1-3 6. Ferro-Fibrous
- 4-6 1. Ferro-Fibrous
 - 4-6 2. Ferro-Fibrous
 - 4-6 3. Ferro-Fibrous
 - 4-6 4. Roll Again
 - 4-6 5. Roll Again
 - 4-6 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. Heat Sink
- 6. Heat Sink

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
2*	LT(C)	CT(C)	RT(C)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

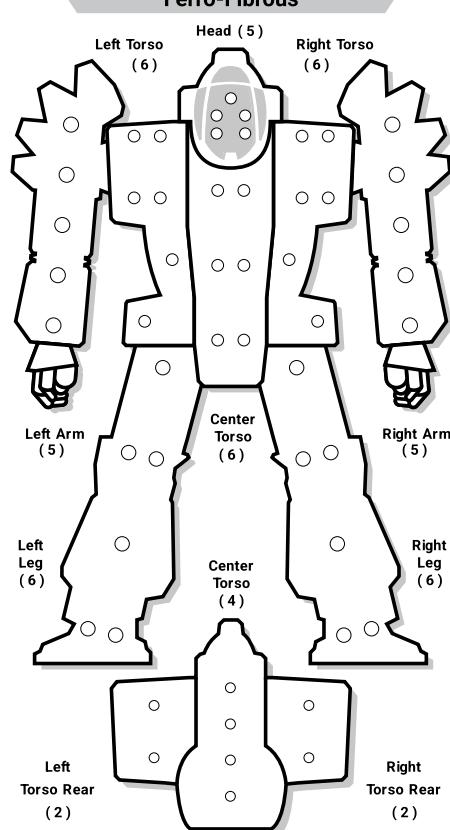
*A result of 2 may inflict a critical hit.

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

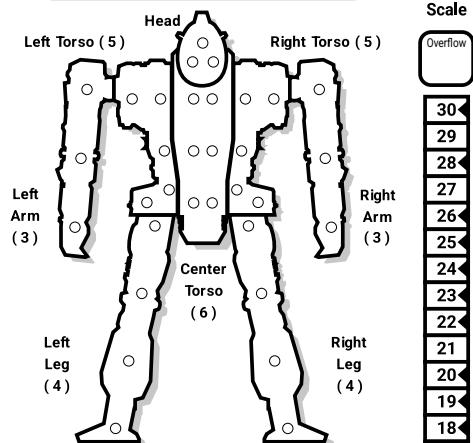
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Effects Heat Sinks: 10

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™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Red Shift RDS-3A

Movement Points:

Walking: 9

Running: 14

Jumping: 0

Engine Type: 180 XL

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Standard

Role: Striker

WEAPONS & EQUIPMENT Inventory

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
ER Medium Laser	LA	5	5 [DE]	—	4	8	12
ER Medium Laser	LA	5	5 [DE]	—	4	8	12
ER Medium Laser	RA	5	5 [DE]	—	4	8	12
ER Medium Laser	RA	5	5 [DE]	—	4	8	12
C3i	CT	—	[E]	—	—	—	—

Total Heat (Dissipation): 20 (20)

+1	Punch	LA	—	2	—	—	—	—
+1	Punch	RA	—	2	—	—	—	—
-2	Kick	—	—	4	—	—	—	—
Vs	Charge	—	—	2/hex	—	—	—	—
-1	Push	—	—	—	—	—	—	—

Quirks: Improved Communications, Narrow/Low Profile, Bad Reputation (Inner Sphere)

BV: 869



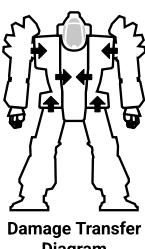
CRITICAL TABLE

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

Center Torso

1-3	1. XL Fusion Engine
4-6	2. XL Fusion Engine
	3. XL Fusion Engine
1-3	4. XL Fusion Engine
	5. C3i
	6. C3i

Engine Hits
Gyro Hits
Sensor Hits
Life Support



Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous



Damage Transfer Diagram

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
2*	LT(C)	CT(C)	RT(C)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

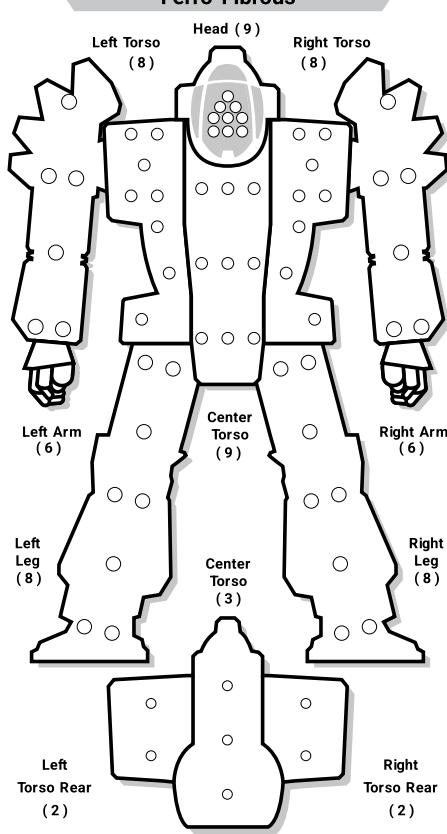
*A result of 2 may inflict a critical hit.

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

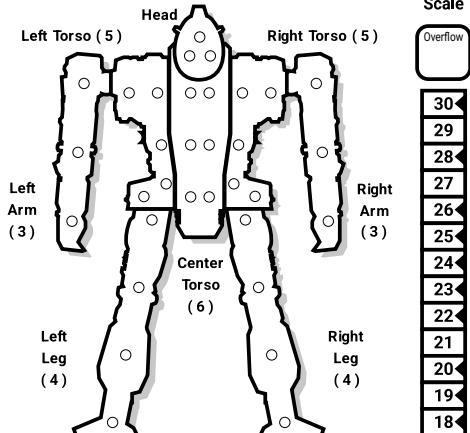
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Double Heat Sinks: 10 (20)

Heat Level*

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™

OMNIFIGHTER RECORD SHEET

FIGHTER DATA

Type: Striga S-STR-OB Infernus

Thrust: Tonnage: 85
 SafeThrust: 6 Tech Base: Inner Sphere
 Maximum Thrust: 9 Rules Level: Standard
 Engine Type: 340 XL Role: Dogfighter

Weapons & Equipment Inventory

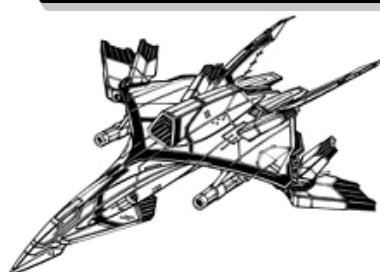
			Standard Scale	(1-6)	(7-12)	(13-20)	(21-25)
#	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	ER Large Laser [DE]	LWG	12	8	8	8	-
1	ER Large Laser [DE]	RWG	12	8	8	8	-
vs	1 Large VSP Laser [PV]	NOS	10	10	7	-	-
vs	1 Large VSP Laser [PV]	NOS	10	10	7	-	-
vs	1 Medium VSP Laser [PV]	NOS	7	7	-	-	-
-2	1 Medium Pulse Laser [P]	AFT	4	6	-	-	-
-2	1 Medium Pulse Laser [P]	AFT	4	6	-	-	-
	1 ER Small Laser [DE]	AFT	2	3	-	-	-

Total Heat (Dissipation): 61 (40)

Fuel Points: 400

Features Small Cockpit

BV: 2058 (1871)



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

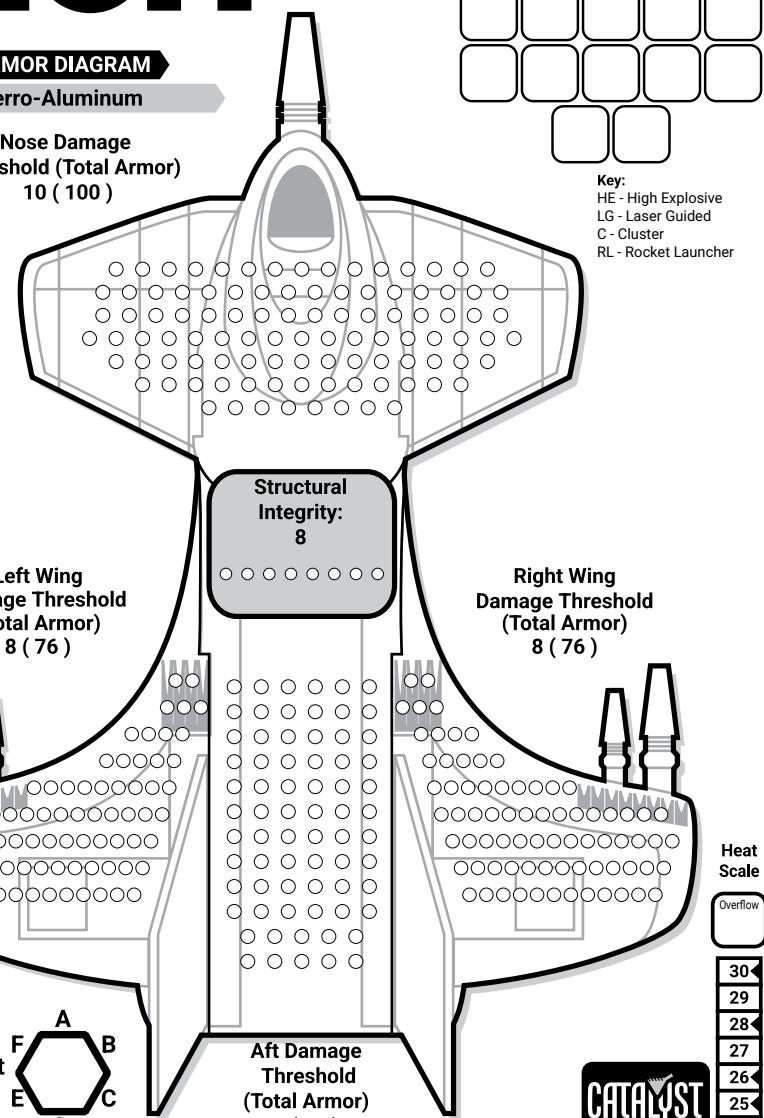
Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

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)
10 (100)



PILOT DATA

Name: _____

Gunnery Skill: 4 Piloting Skill: 4

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: 20 (40)

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+	○ ○

CATALYST
game labs

BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: LEVEL I 1

Type: Purifier Adaptive Battle Armor [Laser](Sqd6)

Gunnery Skill: 4

Anti-'Mech Skill: 4

Ground MP: 1

Jump MP: 3

Type

1 ER Small Laser

Dmg Min Sht Med Lng

3 [DE]

—

2

4

5

1 Battle Claw

—

—

—

Mechanized:

Swarm:

Leg:

AP:

Armor: Mimetic

Role: Ambusher

BV: 513 (466)

CLUSTER HITS TABLE

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

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: LEVEL I 1

Type: Se'irim Medium Battle Armor (Sqd6)

Gunnery Skill: _____ Anti-'Mech Skill: _____

Ground MP: 3

Jump MP: 0

Type Dmg Min Sht Med Lng

1 SRM 5 (OS) (Body)

2/Msl [M,C,S] — 3 6 9

1 Light Recoiless Rifle

2 [DB,AI] — 2 4 6

1 Vibro-Claw

— — —

1 Searchlight [BA]

[E] — — —

Mechanized:

Swarm:

Leg:

AP:

Armor: Stealth (Basic)

Role: Ambusher

BV: 437

CLUSTER HITS TABLE

2D6	2	3	4	5	6	10	15	20	25	30
2	1	1	1	1	2	3	5	6	8	10
3	1	1	2	2	2	3	5	6	8	10
4	1	1	2	2	3	4	6	9	10	12
5	1	2	2	3	3	6	9	12	16	18
6	1	2	2	3	4	6	9	12	16	18
7	1	2	3	3	4	6	9	12	16	18
8	2	2	3	3	4	6	9	12	16	18
9	2	2	3	4	5	8	12	16	21	24
10	2	3	3	4	5	8	12	16	21	24
11	2	3	4	5	6	10	15	20	25	30
12	2	3	4	5	6	10	15	20	25	30

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.

