

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Uller (Kit Fox) F

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Engine Type: 180 XL

Tonnage: 30

Tech Base: Clan

Rules Level: Standard

Role: Sniper

Weapons & Equipment Inventory

(hexes)

Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
HAG/20	RA	4	20 [C,F,X]	2	8	16	24
-2 Medium Pulse Laser	LA	4	7 [P]	-	4	8	12
-2 Medium Pulse Laser	LA	4	7 [P]	-	4	8	12

Total Heat (Dissipation): 12 (20)

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

Ammo: (HAG/20) 12

Quirks: Narrow/Low Profile

BV: 1219



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	20
2*	LT(C)	CT(C)	RT(C)	6
3	LL	RA	RL	6
4	LA	RA	RA	9
5	LA	RL	RA	12
6	LL	RT	RL	12
7	LT	CT	RT	12
8	CT	LT	CT	12
9	RT	LL	LT	16
10	RA	LA	LA	16
11	RL	LA	LL	20
12	HD	HD	HD	20

*A result of 2 may inflict a critical hit.
HAG: short range +2, long range -2

PUNCH/KICK LOCATION TABLE

Die Roll (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

CRITICAL TABLE

Left Arm

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

1-3

- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

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

1-3

- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- 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
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

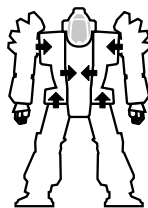
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

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

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- HAG/20
- HAG/20
- HAG/20
- HAG/20

1-3

- HAG/20
- HAG/20
- Ammo (HAG/20) 6
- Ammo (HAG/20) 6
- Endo Steel
- Ferro-Fibrous

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel
- Endo Steel
- Ferro-Fibrous

1-3

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

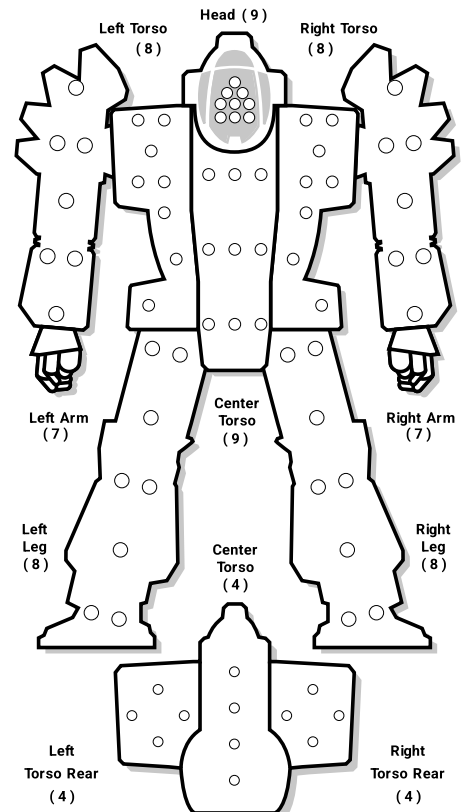
4-6

Right Leg

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

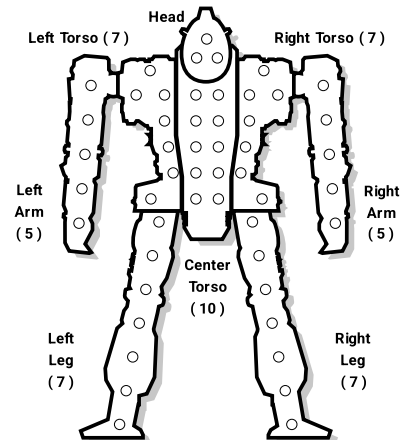
ARMOR DIAGRAM

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	○

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: **Locust LCT-5M**

Movement Points:

Walking: 12

Running: 18

Jumping: 0

Engine Type: 240 XL

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Standard

Role: Striker

Weapons & Equipment Inventory

(hexes)

Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
ER Medium Laser	CT	5	5 [DE]	—	4	8	12
ER Small Laser	LA	2	3 [DE]	—	2	4	5
ER Small Laser	LA	2	3 [DE]	—	2	4	5
ER Small Laser	RA	2	3 [DE]	—	2	4	5
ER Small Laser	RA	2	3 [DE]	—	2	4	5

Total Heat (Dissipation): 13 (10)

+3	Punch	LA	—	1	—	—	—	—
+3	Punch	RA	—	1	—	—	—	—
-2	Kick	—	—	4	—	—	—	—
Vs	Charge	—	—	2/hex	—	—	—	—
-1	Push	—	—	—	—	—	—	—

Quirks: Compact Mech, Narrow/Low Profile, Ubiquitous (Inner Sphere), Ubiquitous (Clans), Cramped Cockpit, No/Minimal Arms, Weak Legs

BV: 719

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

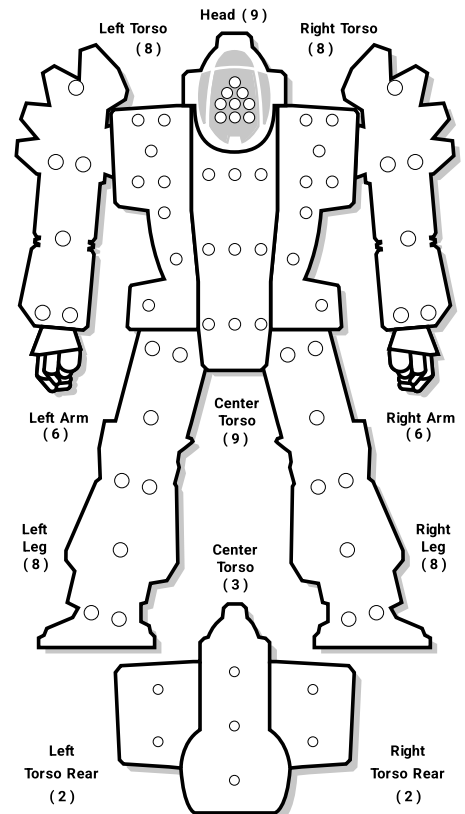
*A result of 2 may inflict a critical hit.

PUNCH/KICK LOCATION TABLE

Die Roll (1D6)	LS	Punch F/R	RS	LS	Kick 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

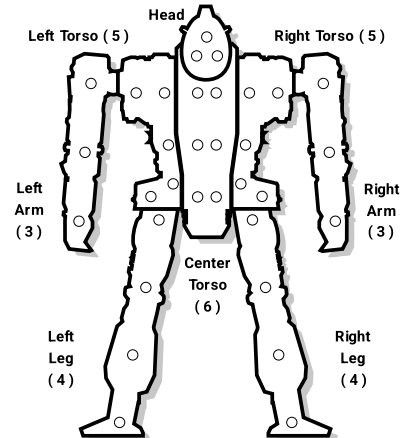
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



Heat 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
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CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER Small Laser
- ER Small Laser
- Endo Steel
- Endo Steel

1-3

Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- ER Small Laser
- ER Small Laser
- Endo Steel
- Endo Steel

1-3

Center Torso

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

1-3

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel
- Endo Steel

1-3

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel
- Endo Steel

1-3

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

Left Leg

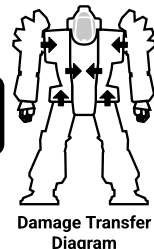
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

4-6

Right Leg

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

4-6



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Quickdraw QKD-5M

Movement Points:

Walking: 5

Running: 8

Jumping: 5

Engine Type: 300 Fusion

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

Type	Loc	Ht	Dmg	Min Sht	Med	Lng
LRM 10	LT	4	1/Msl [M,C,S]	6	7	14
Medium Laser	LA	3	5 [DE]	—	3	6
Medium Laser	RA	3	5 [DE]	—	3	6
Medium Laser (R)	RT	3	5 [DE]	—	3	6
Medium Laser (R)	RT	3	5 [DE]	—	3	6
SRM 4 (OS)	CT	3	2/Msl [M,C,S]	—	3	6

Total Heat (Dissipation): 16 (26)

Punch	LA	—	6	—	—	—
Punch	RA	—	6	—	—	—
Kick	—	—	12	—	—	—
Club	—	—	12	—	—	—
Death From Above	—	—	18	—	—	—
Charge	—	—	6/hex	—	—	—
Push	—	—	—	—	—	—

Ammo: (LRM 10) 12

Quirks: Hyper-Extending Actuators, Exposed Actuators

BV: 1237

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	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

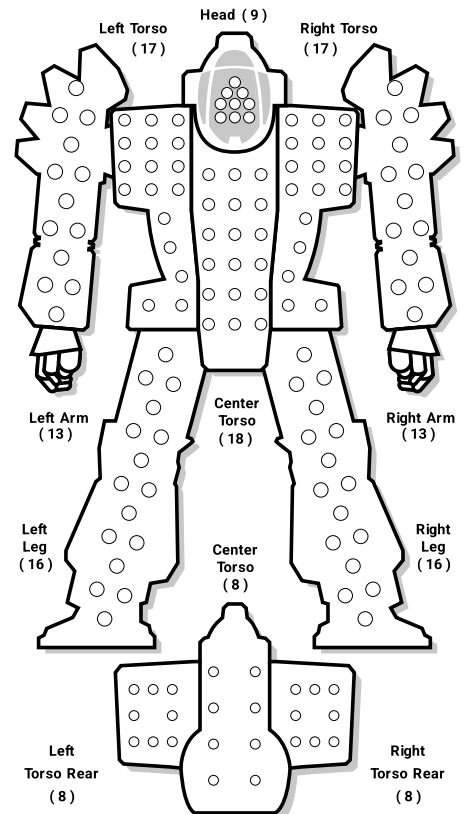
*A result of 2 may inflict a critical hit.

PUNCH/KICK LOCATION TABLE

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

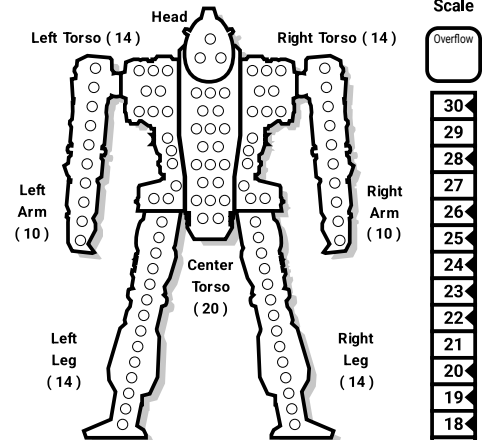
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



Heat Scale



CRITICAL TABLE

Left Arm

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

1-3

Head

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

Right Arm

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

1-3

Center Torso

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

1-3

Left Torso (CASE)

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet
- LRM 10

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- SRM 4 (OS)

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

Right Torso

- Jump Jet
- Jump Jet
- Medium Laser (R)
- Medium Laser (R)
- Roll Again
- Roll Again

1-3

4-6

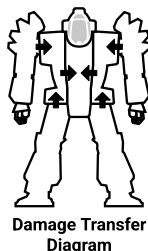
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

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

Left Leg

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



BATTLE ARMOR: SQUAD 1

Anti-'Mech Skill:
Jump MP: 3

#	Type	Dmg	Min	Sht	Med	Lng
1	Small Laser	3 [DE]	—	1	2	3
1	Battle Claw		—	—	—	—

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐**Armor:** Standard (Basic) **Role:** Ambusher **BV:** 231

CLUSTER HITS TABLE

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

BATTLE ARMOR
TROOPERS ACTIVE

BASE TO-HIT MODIFIER

4-6	0
3	+2
2	+5
1	+7

BATTLE ARMOR
TROOPERS ACTIVE

BASE TO-HIT MODIFIER

4-6	+2
1-3	+5

ATTACKING ENEMY BATTLE ARMOR

**FRIENDLY MECHANIZED BATTLE
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
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SITUATION*

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

*Modifiers are cumulative

2D6
ROLL

**BIPEDAL/TRIPOD
LOCATION**

QUAD
LOCATION

Row	Location	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

TROOPER
NUMBER'MECH
LOCATIONVEHICLE
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.