

# BATTLETECH

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Masakari (Warhawk) B

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 340 XL

Tonnage: 85

Tech Base: Clan

Rules Level: Standard

Role: Brawler

### Weapons & Equipment Inventory

(hexes)

Type	Loc	Ht	Dmg	Min	Shrt	Med	Lng
-1 Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
-1 ER Medium Laser	RA	5	7 [DE]	—	5	10	15
-1 ER Medium Laser	RA	5	7 [DE]	—	5	10	15
-1 ER Medium Laser	RA	5	7 [DE]	—	5	10	15
Narc	CT	—	[M]	—	4	8	12
SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
SRM 6	RT	4	2/Msl [M,C,S]	—	3	6	9
-1 ER Small Laser	LA	2	5 [DE]	—	2	4	6
Targeting Computer	RT	—	[E]	—	—	—	—

Total Heat (Dissipation): 26 (40)

+3 Punch	LA	—	4	—	—	—	—
+1 Punch	RA	—	9	—	—	—	—
-2 Kick	—	—	17	—	—	—	—
Vs Charge	—	—	8.5/hex	—	—	—	—
-1 Push	—	—	—	—	—	—	—

Ammo: (Narc) 6, (SRM 6 Narc) 75, (Gauss) 16

Quirks: Improved Targeting (Long)

BV: 2320



### CRITICAL TABLE

#### Head

- Left Arm (CASE)
  - 1. Shoulder
  - 2. Upper Arm Actuator
  - 3. Gauss Rifle
  - 4. Gauss Rifle
  - 5. Gauss Rifle
  - 6. Gauss Rifle
- 1-3    1. Gauss Rifle
- 4-6    1. Gauss Rifle

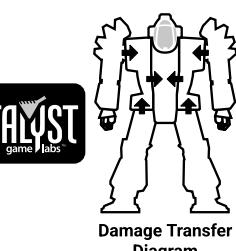
#### Center Torso (CASE)

- 1-3    1. ER Small Laser
- 4-6    1. ER Small Laser
- 2. Gauss Rifle
- 3. Gauss Rifle
- 4. Gauss Rifle
- 5. Gauss Rifle
- 6. Gauss Rifle
- 1. Gauss Rifle
- 2. Gauss Rifle
- 3. Gauss Rifle
- 4. Gauss Rifle
- 5. Gauss Rifle
- 6. Gauss Rifle

#### Left Torso

- 1-3    1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. Double Heat Sink
- 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. Double Heat Sink
- 6. Double Heat Sink

Engine Hits Gyro Hits Sensor Hits Life Support



#### Left Leg

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



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

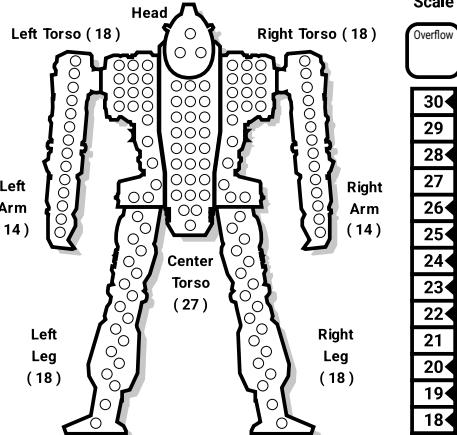
\*A result of 2 may inflict a critical hit.

### PUNCH/KICK LOCATION TABLE

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

### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 20 (40)
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: Pouncer E

Movement Points:

Walking: 6

Running: 9

Jumping: 5

Engine Type: 240 XL

Tonnage: 40

Tech Base: Clan

Rules Level: Standard

Role: Striker

### WEAPONS & EQUIPMENT Inventory

Type	Loc	Ht	Dmg	Min	Shrt	Med	Lng
ATM 9	LA	6	[M,C,S]				
Standard			2/Msl	4	5	10	15
Extended Range			1/Msl	4	9	18	27
High Explosive			3/Msl	—	3	6	9
ATM 9	RA	6	[M,C,S]				
Standard			2/Msl	4	5	10	15
Extended Range			1/Msl	4	9	18	27
High Explosive			3/Msl	—	3	6	9
ER Medium Laser	LT	5	7 [DE]	—	5	10	15
ER Micro Laser	LT	1	2 [DE]	—	1	2	4
ER Micro Laser	RT	1	2 [DE]	—	1	2	4

Total Heat (Dissipation): 19 (24)

		Loc	Ht	Dmg	Min	Shrt	Med	Lng
Punch		LA	—	4	—	—	—	—
Punch		RA	—	4	—	—	—	—
Kick	-2	—	—	8	—	—	—	—
Club	-1	—	—	8	—	—	—	—
Death From Above	Vs	—	—	12	—	—	—	—
Charge	Vs	—	—	4/hex	—	—	—	—
Push	-1	—	—	—	—	—	—	—

Ammo: (ATM 9) 14, (ATM 9 HE) 7, (ATM 9 ER) 7

Quirks: Weak Head Armor (2)

BV: 1632



### CRITICAL TABLE

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

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

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

Center Torso	
1.	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.	Jump Jet
4.	Jump Jet
5.	ER Medium Laser
6.	ER Micro Laser

Right Torso (CASE)	
1.	XL Fusion Engine
2.	XL Fusion Engine
3.	Double Heat Sink
4.	Double Heat Sink
5.	Jump Jet
6.	Jump Jet

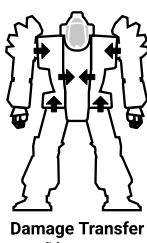
Head	
1.	Life Support
2.	Sensors
3.	Cockpit
4.	Ferro-Fibrous
5.	Sensors
6.	Life Support

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

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

Left Torso (CASE)	
1.	XL Fusion Engine
2.	XL Fusion Engine
3.	Jump Jet
4.	Jump Jet
5.	ER Medium Laser
6.	ER Micro Laser

CATALYST  
game labs



### WARRIOR DATA

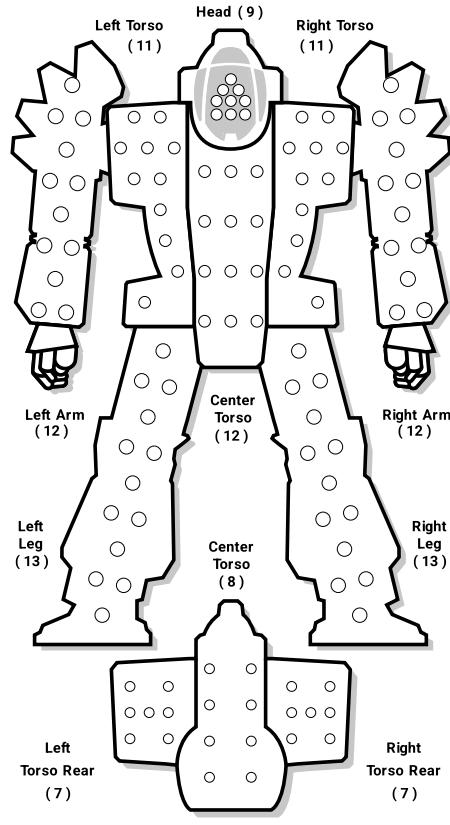
Name: \_\_\_\_\_

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

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

### ARMOR DIAGRAM

Ferro-Fibrous



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 (24)
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	○○
12	-2 Movement Points	○○
10	+1 Modifier to Fire	○○
9	-1 Movement Points	○○
8		○○
7		○○
6		○○
5		○○
4		○○
3		○○
2		○○
1		○○
0		○○

# 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)

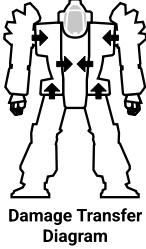
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 20
6. LRM 20
1. LRM 20
2. LRM 20
3. Ammo (LRM 20) 6
4. Ammo (LRM 20) 6
5. Roll Again
6. Roll Again

### 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



### 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	2	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

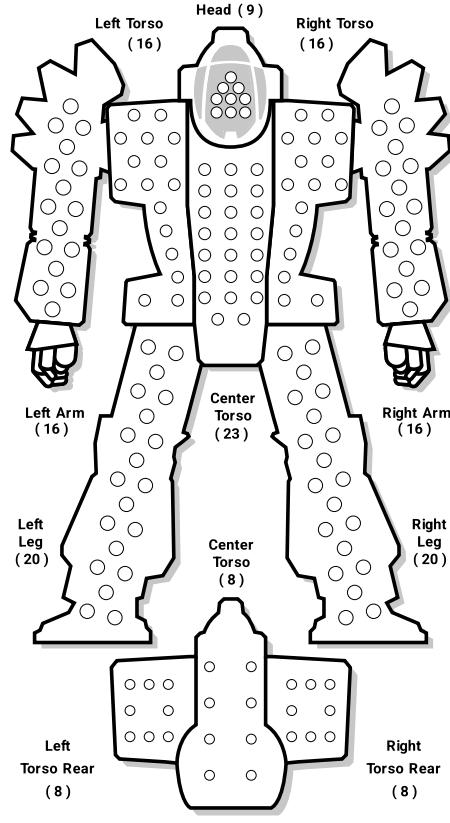
\*A result of 2 may inflict a critical hit.

### PUNCH/KICK LOCATION TABLE

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

### ARMOR DIAGRAM

#### Standard Armor



### 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

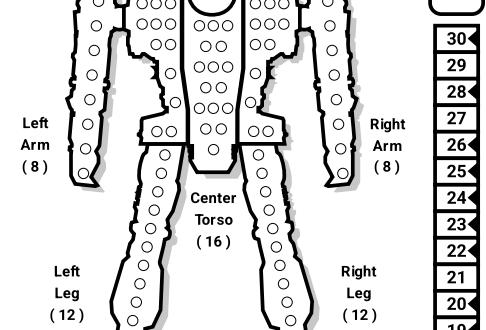
10 -2 Movement Points

8 +1 Modifier to Fire

5 -1 Movement Points

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™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Dasher (Fire Moth) A

Movement Points:

Walking: 10

Running: 15 [20]

Jumping: 0

Engine Type: 200 XL

Tonnage: 20

Tech Base: Clan

Rules Level: Standard

Role: Scout

### WEAPONS & EQUIPMENT INVENTORY

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
TAG	RA	-	[E]	-	5	9	15
Streak SRM 4	RT	3	2/Msl [M,C]	-	4	8	12
Anti-Missile System	LA	1	[PB]	-	1	-	-

Active Probe RA - [E] - - - 5

Total Heat (Dissipation): 4 (20)

Punch LA - 2 - - - -

Punch RA - 2 - - - -

Kick - - 4 - - - -

Club - - 4 - - - -

Charge - - 2/hex - - - -

Push - - - - - - - -

Ammo: (Streak SRM 4) 25, (AMS) 24

Quirks: Narrow/Low Profile, Overhead Arms

BV: 639



### CRITICAL TABLE

**Left Arm (CASE)**

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Anti-Missile System
- Ammo (AMS) 24

**4-6**

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

**Left Torso**

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Ferro-Fibrous

**4-6**

- Ferro-Fibrous
- Roll Again

**Left Leg**

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

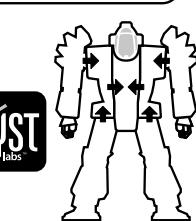
### Head

- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

### Center Torso

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

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



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	4
2*	LT(C)	CT(C)	RT(C)	1
3	LL	RA	RL	2
4	LA	RA	RA	2
5	LA	RL	RA	2
6	LL	RT	RL	2
7	LT	CT	RT	3
8	CT	LT	CT	3
9	RT	LL	LT	3
10	RA	LA	LA	3
11	RL	LA	LL	4
12	HD	HD	HD	4

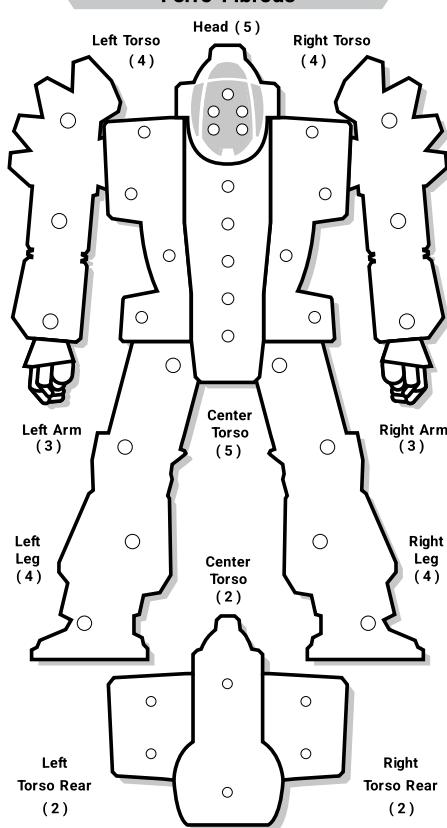
\*A result of 2 may inflict a critical hit.

### 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

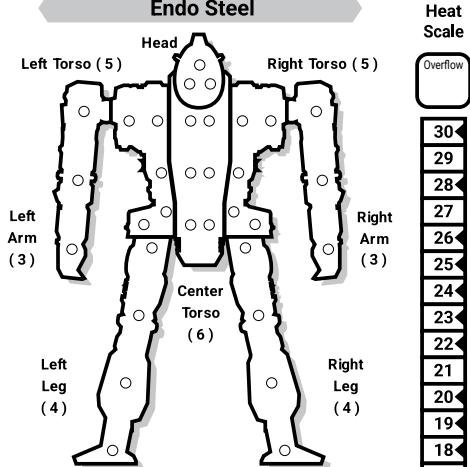
### ARMOR DIAGRAM

#### Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



### HEAT DATA

Double Heat Sinks: 10 (20)

Heat Level*	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: Gotha GTHA-500b

Thrust: SafeThrust: 5 Maximum Thrust: 8 Engine Type: 180 Fusion Tonnage: 60 Tech Base: Inner Sphere Rules Level: Standard Role: Attack Fighter

### Weapons & Equipment Inventory

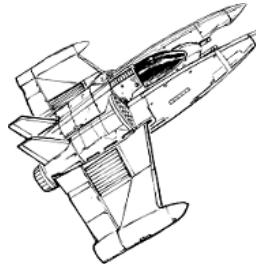
			(1-6)	(7-12)	(13-20)	(21-25)	
#	Type	Loc	Ht	SRV	MRV	LRV	ERV
1	LRM 15 [M,C,S] w/Artemis IV	LWG	5	12	12	12	-
1	LRM 15 [M,C,S] w/Artemis IV	RWG	5	12	12	12	-
-2	1 Large Pulse Laser [P]	NOS	10	9	9	-	-
1	Medium Laser [DE]	NOS	3	5	-	-	-
1	Medium Laser [DE]	NOS	3	5	-	-	-
1	Medium Laser [DE]	AFT	3	5	-	-	-
1	Medium Laser [DE]	AFT	3	5	-	-	-
1	Small Laser [DE]	LWG	1	3	-	-	-
1	Small Laser [DE]	RWG	1	3	-	-	-

Total Heat (Dissipation): 34 (24)

Ammo: (LRM 15 Artemis) 8

Fuel Points: 480

**BV:** 1374 (1527)



### 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)  
6 (54)

Right Wing  
Damage Threshold  
(Total Armor)  
6 (54)

Structural  
Integrity:  
6

Aft Damage  
Threshold  
(Total Armor)  
5 (48)

Advanced Movement Compass  
A      B  
F      C  
E      D

### PILOT DATA

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

Gunnery Skill: 5 Piloting Skill: 5

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: 12 (24)

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



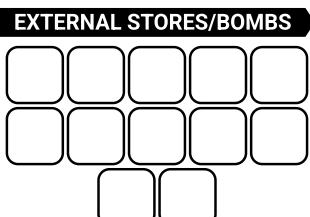
10 Random Movement, avoid on 6+



8 +1 Modifier to Fire



5 Random Movement, avoid on 5+



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



# BATTLETECH™

## OMNIFIGHTER RECORD SHEET

### EXTERNAL STORES/BOMBS



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

### FIGHTER DATA

#### Type: Bashkir A

Thrust: SafeThrust: 13 Tonnage: 20 Tech Base: Clan  
Maximum Thrust: 20 Rules Level: Standard  
Engine Type: 220 XL Role: Interceptor

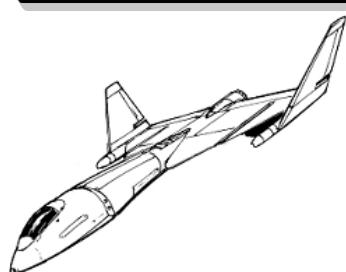
#### Weapons & Equipment Inventory

Standard Scale		(1-6) (7-12) (13-20) (21-25)					
#	Type	Loc	Ht	SRV	MRV	LRV	ERV
-2	1 Medium Pulse Laser [P]	NOS	4	7	7	-	-
1	SRM 6 [M,C,S]	NOS	4	8	-	-	-

Total Heat (Dissipation): 8 (22)

Ammo (CASE): (SRM 6) 15  
Fuel Points: 240

BV: 763



### 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)  
2 (19)

Left Wing  
Damage Threshold  
(Total Armor)  
2 (17)

Right Wing  
Damage Threshold  
(Total Armor)  
2 (17)

Structural  
Integrity:  
13

Advanced Movement Compass  
A F B  
E C D

Aft Damage Threshold  
(Total Armor)  
2 (14)

### 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: 11 (22)

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+  | ○ ○ |

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™

## 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

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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
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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

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### 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

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2D6	2	3	4	5	6	8	10
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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
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4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
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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

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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

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