

# 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	—	—	—	—
Death From Above	—	—	30	—	—	—	—
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

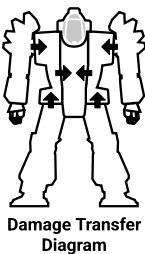
Left Torso	1. Jump Jet
1-3	2. Medium Pulse Laser
3.	ECM Suite (Guardian)
4.	ECM Suite (Guardian)
5.	Endo Steel
6.	Endo Steel
1.	Endo Steel
2.	Endo Steel
3.	Endo Steel
4.	Roll Again
5.	Roll Again
6.	Roll Again

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

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

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

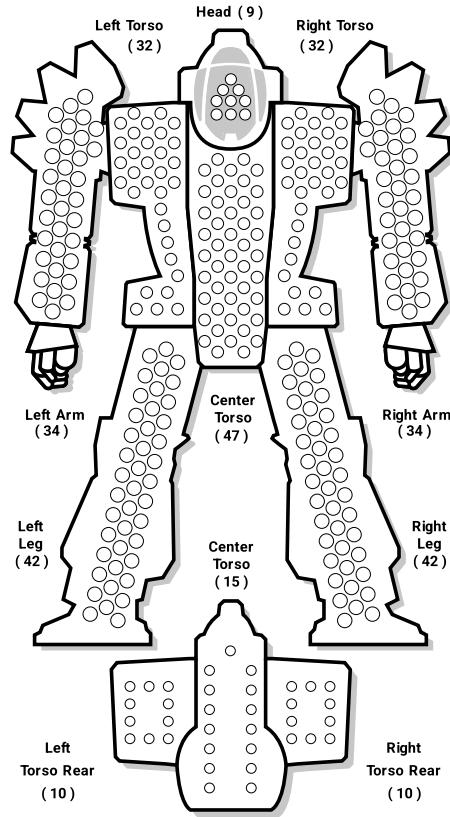
\*A result of 2 may inflict a critical hit.

### 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

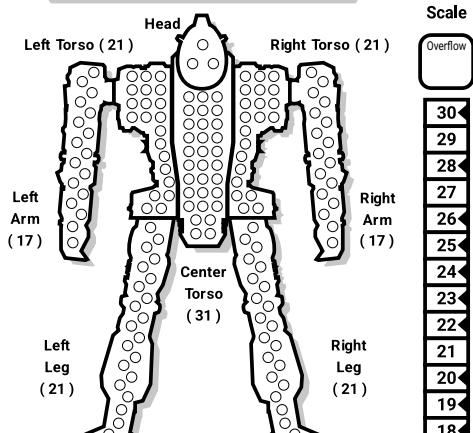
### ARMOR DIAGRAM

#### 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

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™

## 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

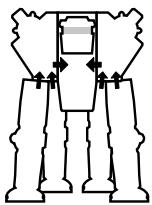
1. Life Support
2. Sensors
3. Cockpit
4. Streak SRM 2
5. Sensors
6. Life Support

#### 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

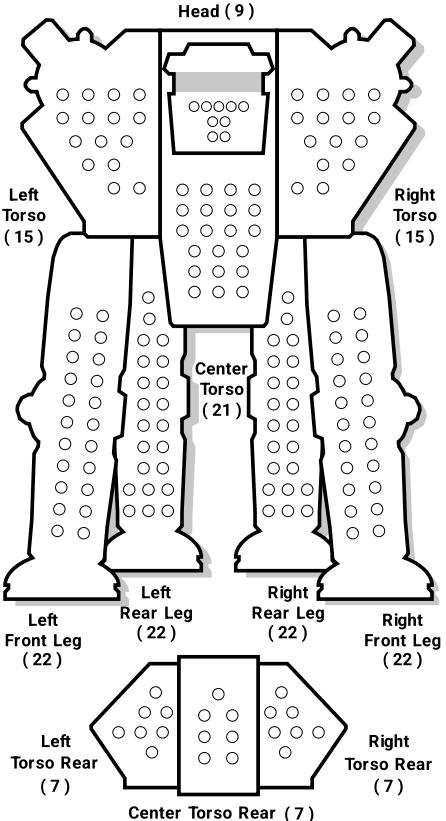
Name: \_\_\_\_\_

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

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

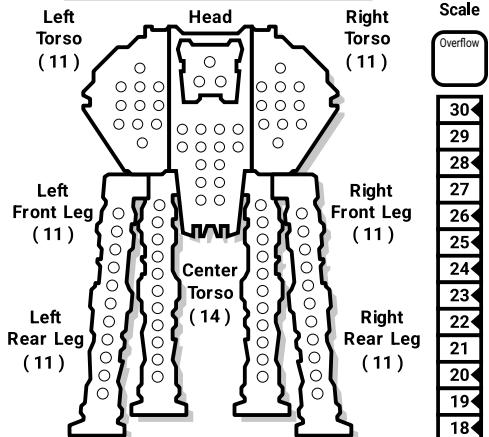
### ARMOR DIAGRAM

#### 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	—	—	—	—
Kick	—	—	6	—	—	—	—
Vs Charge	—	—	3/hex	—	—	—	—
-1 Push	—	—	—	—	—	—	—

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

BV: 944



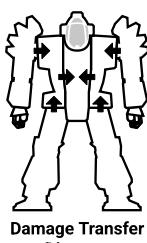
### CRITICAL TABLE

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

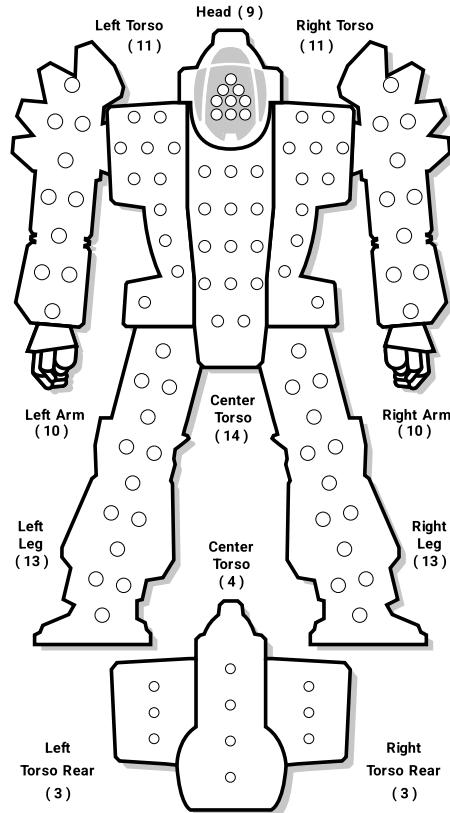
\*A result of 2 may inflict a critical hit.

### PUNCH/KICK LOCATION TABLE

Die Roll (1D6)	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

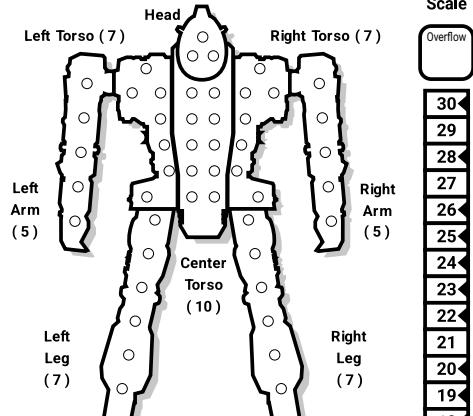
### ARMOR DIAGRAM

Light Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM

Endo Steel



### 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	Overflow

# 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

1-3	Left Torso
	1. XL Fusion Engine
	2. XL Fusion Engine
	3. XL Fusion Engine
4-6	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

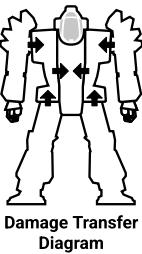
Left Leg	1. Hip
	2. Upper Leg Actuator
	3. Lower Leg Actuator
	4. Foot Actuator
	5. Endo Steel
	6. Endo Steel

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

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

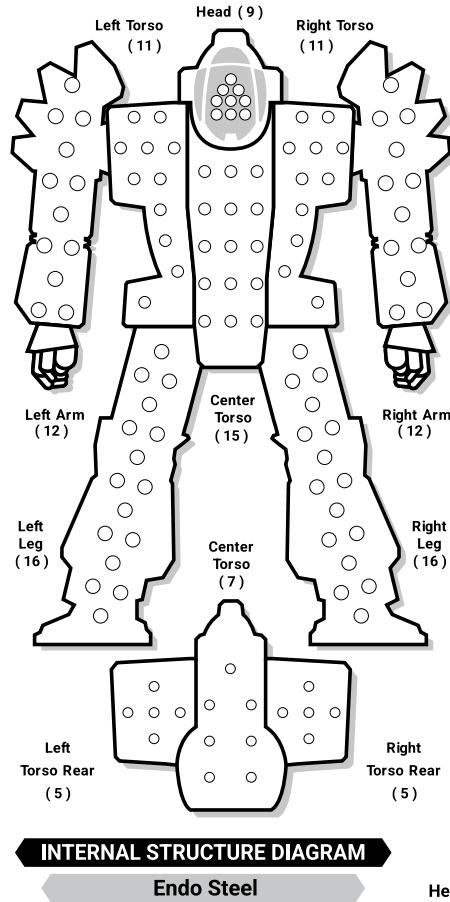
\*A result of 2 may inflict a critical hit.

### 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

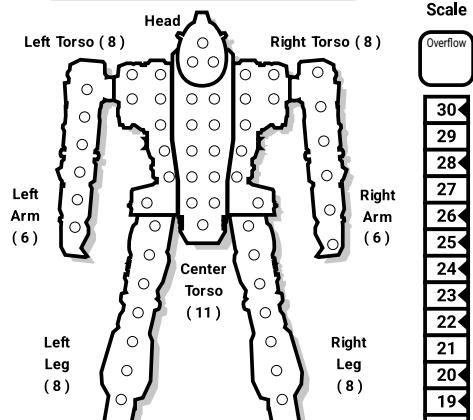
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



### HEAT DATA

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

# 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

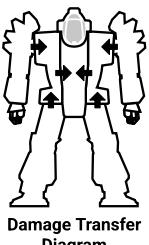
#### Head

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

Engine Hits Gyro Hits Sensor Hits Life Support



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#### Left Leg

- 4-6 1. Heat Sink
- 4-6 2. Heat Sink
- 4-6 3. Heat Sink
- 4-6 4. Heat Sink
- 4-6 5. Heat Sink
- 4-6 6. Heat Sink

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

- 4-6 1. Endo Steel
- 4-6 2. Endo Steel
- 4-6 3. Endo Steel
- 4-6 4. Endo Steel
- 4-6 5. Endo Steel
- 4-6 6. Endo Steel

- Right Torso
  - 1. Ferro-Fibrous
  - 2. Ferro-Fibrous
  - 3. Ferro-Fibrous
  - 4. Ferro-Fibrous
  - 5. MASC
  - 6. Roll Again
- 1-3 1. Ferro-Fibrous
- 1-3 2. Ferro-Fibrous
- 1-3 3. Ferro-Fibrous
- 1-3 4. Ferro-Fibrous
- 1-3 5. Ferro-Fibrous
- 1-3 6. Ferro-Fibrous

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

#### Right 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

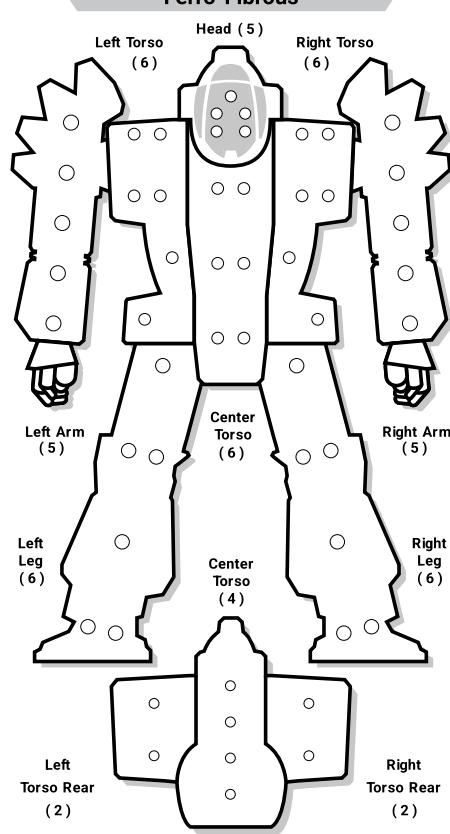
\*A result of 2 may inflict a critical hit.

### 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

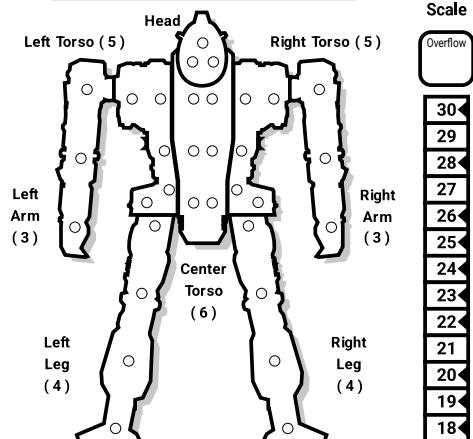
### ARMOR DIAGRAM

Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM

Endo Steel



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10
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™

## 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

### Left Torso

1. XL Fusion Engine

2. XL Fusion Engine

3. XL Fusion Engine

4. Double Heat Sink

5. Double Heat Sink

6. Double Heat Sink

### Left Leg

1. Hip

2. Upper Leg Actuator

3. Lower Leg Actuator

4. Foot Actuator

5. Ferro-Fibrous

6. Ferro-Fibrous

### Head

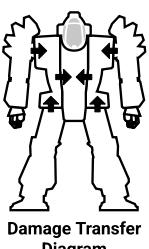
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

### Center Torso

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

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

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
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

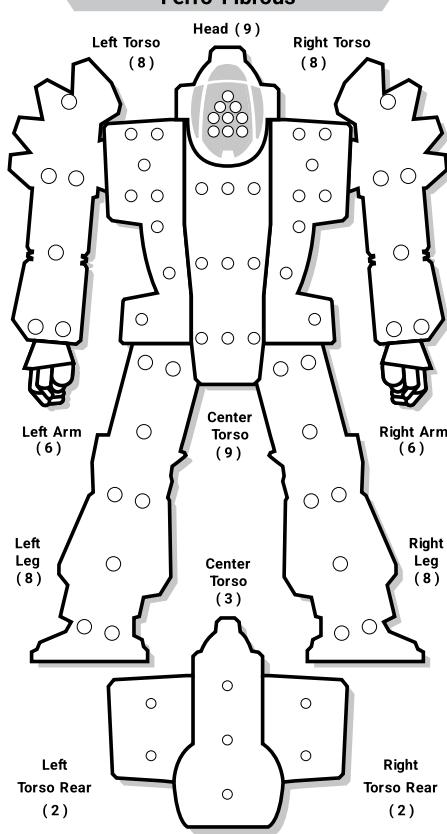
\*A result of 2 may inflict a critical hit.

### 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

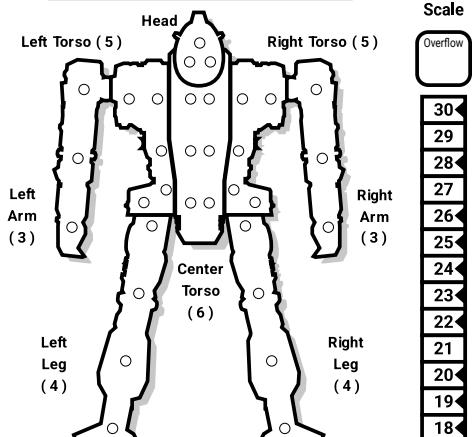
### ARMOR DIAGRAM

#### Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



### HEAT DATA

Heat 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™

## OMNIFIGHTER RECORD SHEET

### FIGHTER DATA

Type: Striga S-STR-OB Infernus

Thrust: 85  
SafeThrust: 6  
Maximum Thrust: 9  
Engine Type: 340 XL

Tonnage: 85  
Tech Base: Inner Sphere  
Rules Level: Standard  
Role: Dogfighter

### Weapons & Equipment Inventory

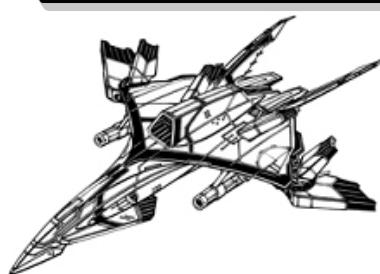
		Loc	Ht	(1-6)	(7-12)	(13-20)	(21-25)
#	Type	SRV	MRV	LRV	ERV		
1	ER Large Laser [DE]	LWG	12	8	8	8	-
1	ER Large Laser [DE]	RWG	12	8	8	8	-
vs	1 Large VSP Laser [PV]	NOS	10	10	7	-	-
vs	1 Large VSP Laser [PV]	NOS	10	10	7	-	-
vs	1 Medium VSP Laser [PV]	NOS	7	7	-	-	-
-2	1 Medium Pulse Laser [P]	AFT	4	6	-	-	-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

Left Wing  
Damage Threshold  
(Total Armor)  
8 ( 76 )

Right Wing  
Damage Threshold  
(Total Armor)  
8 ( 76 )

Structural  
Integrity:  
8

Aft Damage  
Threshold  
(Total Armor)  
7 ( 70 )

Advanced Movement Compass

### 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+



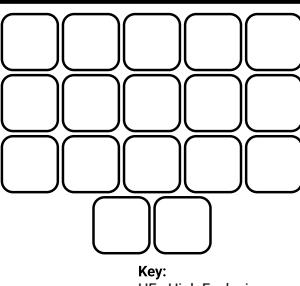
8 +1 Modifier to Fire



5 Random Movement, avoid on 5+



### EXTERNAL STORES/BOMBS



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

- 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

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)

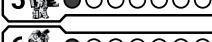
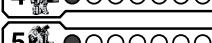
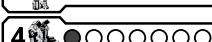
Gunnery Skill: \_\_\_\_\_ Anti-'Mech Skill: \_\_\_\_\_  
Ground MP: 3 Jump MP: 0

# 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:



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

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.

