

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

Type	Loc	Ht	Dmg	Min	Sh	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



CRITICAL TABLE

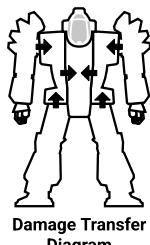
Left Arm	1. Shoulder
1-3	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. Medium Pulse Laser
	6. Medium Pulse Laser
1-3	1. Endo Steel
	2. Ferro-Fibrous
4-6	3. Roll Again
	4. Roll Again
	5. Roll Again
	6. Roll Again

Head	1. Life Support
1-3	2. Sensors
	3. Cockpit
	4. Ferro-Fibrous
	5. Sensors
	6. Life Support
1-3	Center Torso
	1. XL Fusion Engine
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. Gyro
	5. Gyro
	6. Gyro
4-6	1. Gyro
	2. XL Fusion Engine
	3. XL Fusion Engine
	4. XL Fusion Engine
	5. Double Heat Sink
	6. Double Heat Sink

Left Torso	1. XL Fusion Engine
1-3	2. XL Fusion Engine
	3. Double Heat Sink
	4. Double Heat Sink
	5. Double Heat Sink
	6. Double Heat Sink
4-6	1. Endo Steel
	2. Endo Steel
	3. Ferro-Fibrous
	4. Ferro-Fibrous
	5. Roll Again
	6. Roll Again

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

Engine Hits Gyro Hits Sensor Hits Life Support



Left Leg	1. Hip
1-3	2. Upper Leg Actuator
	3. Lower Leg Actuator
	4. Foot Actuator
	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 (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.

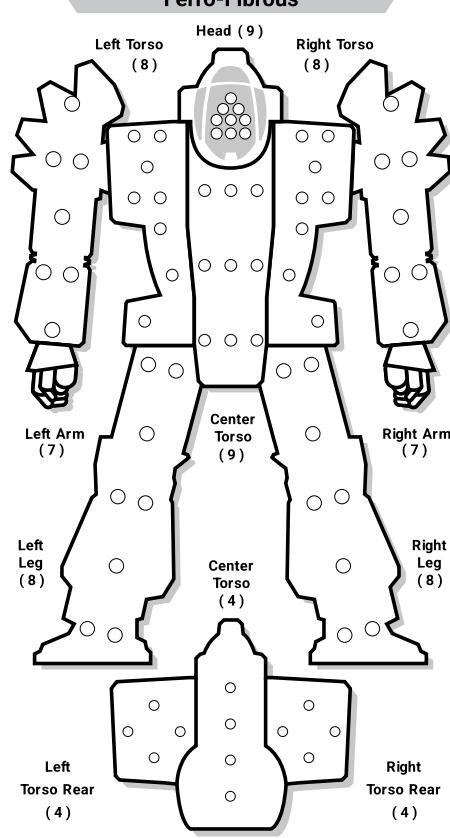
HAG: short range +2, long range -2

PUNCH/KICK LOCATION TABLE

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

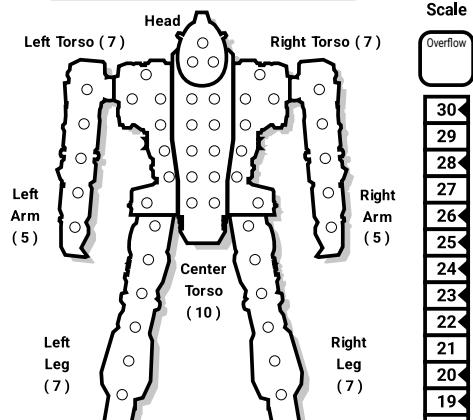
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



HEAT DATA

Heat Effects
Level* 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: 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

Type	Loc	Ht	Dmg	Min	Sh	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



CRITICAL TABLE

Left Arm	1. Shoulder
1-3	2. Upper Arm Actuator
	3. ER Small Laser
	4. ER Small Laser
	5. Endo Steel
	6. Endo Steel
4-6	1. Ferro-Fibrous
	2. Ferro-Fibrous
	3. Ferro-Fibrous
	4. Roll Again
	5. Roll Again
	6. Roll Again

Head	1. Life Support
	2. Sensors
	3. Cockpit
	4. Heat Sink
	5. Sensors
	6. Life Support

Center Torso	1. XL Fusion Engine
	2. XL Fusion Engine
	3. XL Fusion Engine
1-3	4. XL Fusion Engine
	5. ER Medium Laser
	6. Roll Again

Left Torso	1. XL Fusion Engine
1-3	2. XL Fusion Engine
	3. XL Fusion Engine
	4. Endo Steel
	5. Endo Steel
	6. Endo Steel
4-6	1. Endo Steel
	2. Endo Steel
	3. Ferro-Fibrous
	4. Ferro-Fibrous
	5. Ferro-Fibrous
	6. Ferro-Fibrous

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



Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
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 (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

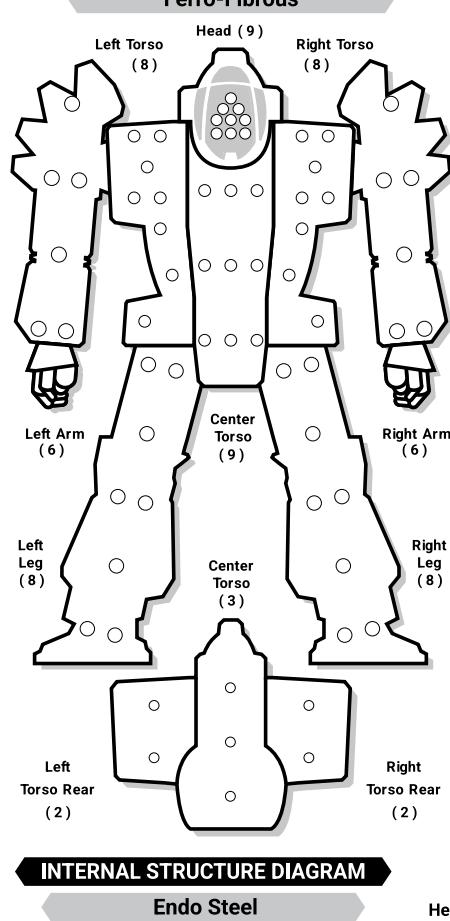
*A result of 2 may inflict a critical hit.

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

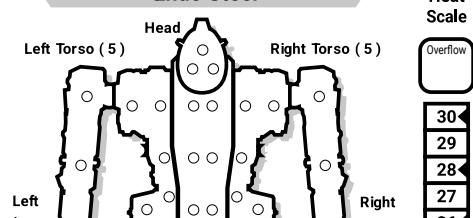
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



Heat Scale



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	○
10	-2 Movement Points	○
9	+1 Modifier to Fire	○
8	-1 Movement Points	○
5	○	○

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

Type	Loc	Ht	Dmg	Min	Shrt	Med	Lng
LRM 10	LT	4	1/Msl [M,C,S]	6	7	14	21
Medium Laser	LA	3	5 [DE]	—	3	6	9
Medium Laser	RA	3	5 [DE]	—	3	6	9
Medium Laser (R)	RT	3	5 [DE]	—	3	6	9
Medium Laser (R)	RT	3	5 [DE]	—	3	6	9
SRM 4 (OS)	CT	3	2/Msl [M,C,S]	—	3	6	9

Total Heat (Dissipation): 16 (26)

Punch	LA	—	6	—	—	—	—
Punch	RA	—	6	—	—	—	—
-2 Kick	—	—	12	—	—	—	—
-1 Club	—	—	12	—	—	—	—
Vs Death From Above	—	—	18	—	—	—	—
Vs Charge	—	—	6/hex	—	—	—	—
-1 Push	—	—	—	—	—	—	—

Ammo: (LRM 10) 12

Quirks: Hyper-Extending Actuators, Exposed Actuators

BV: 1237



CRITICAL TABLE

Left Arm	1. Shoulder
1-3	2. Upper Arm Actuator
	3. Lower Arm Actuator
1-3	4. Hand Actuator
	5. 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 (CASE)	1. Double Heat Sink
1-3	2. Double Heat Sink
	3. Double Heat Sink
1-3	4. Jump Jet
	5. Jump Jet
4-6	6. LRM 10
	1. LRM 10
4-6	2. Ammo (LRM 10) 12
	3. CASE
4-6	4. Roll Again
	5. Roll Again
	6. Roll Again

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

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

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

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HIT LOCATION AND CLUSTER TABLE

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

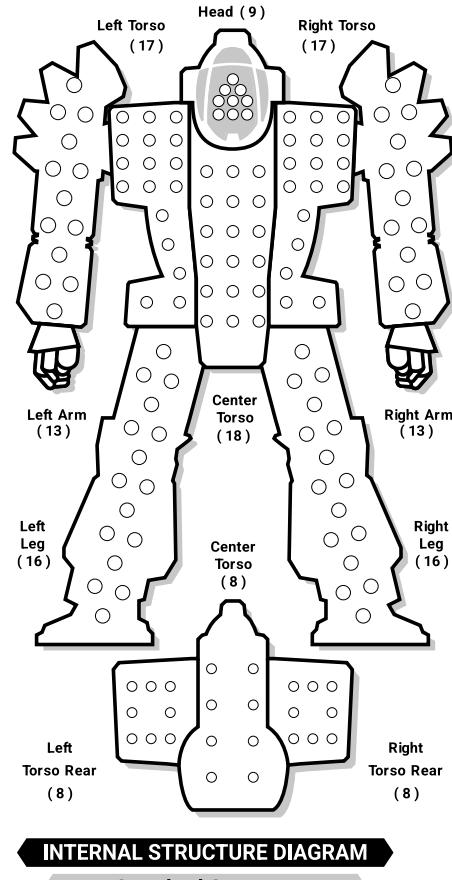
*A result of 2 may inflict a critical hit.

PUNCH/KICK LOCATION TABLE

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

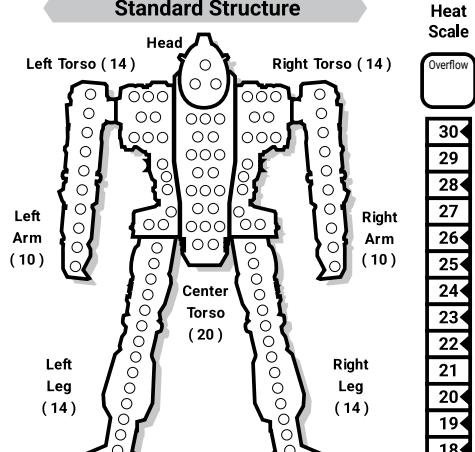
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Double Heat Sinks: 13 (26)

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



Damage Transfer
Diagram

BATTLETECH™



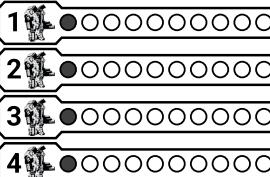
BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: IS Standard Battle Armor [Laser](Sqd4)

Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1 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

LEG ATTACKS TABLE

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

SWARM ATTACKS TABLE

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

SWARM ATTACK MODIFIERS TABLE

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

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

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

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

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

TRANSPORT POSITIONS TABLE

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

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.

