

BATTLETECH

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Blackjack BJ-3

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 180 Fusion

Tonnage: 45

Tech Base: Inner Sphere

Rules Level: Standard

Role: Brawler

Weapons & Equipment Inventory

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
PPC	LA	10	10 [DE]	3	6	12	18
PPC	RA	10	10 [DE]	3	6	12	18
Medium Laser	LA	3	5 [DE]	—	3	6	9
Medium Laser	RA	3	5 [DE]	—	3	6	9
Medium Laser	LT	3	5 [DE]	—	3	6	9
Medium Laser	RT	3	5 [DE]	—	3	6	9

Total Heat (Dissipation): 32 (20)

+3	Punch	LA	—	2	—	—	—
+3	Punch	RA	—	2	—	—	—
-2	Kick	—	—	9	—	—	—
Vs	Death From Above	—	—	14	—	—	—
Vs	Charge	—	—	4.5/hex	—	—	—
-1	Push	—	—	—	—	—	—

Quirks: Bad Reputation (Inner Sphere)

BV: 1271



CRITICAL TABLE

Left Arm	1. Shoulder
1-3	2. Upper Arm Actuator
3. PPC	3. Roll Again
4. PPC	4. Sensors
5. PPC	5. Sensors
6. Medium Laser	6. Life Support

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

1-3	1. Double Heat Sink
4-6	2. Double Heat Sink
3.	3. Double Heat Sink
4.	4. Medium Laser
5.	5. Roll Again
6.	6. Roll Again

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

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

1. Gyro

2. Fusion Engine

3. Fusion Engine

4. Fusion Engine

5. Roll Again

6. Roll Again

1. Gyro

2. Fusion Engine

3. Fusion Engine

4. Fusion Engine

5. Roll Again

6. Roll Again

1. Gyro

2. Fusion Engine

3. Fusion Engine

4. Fusion Engine

5. Roll Again

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2. Fusion Engine

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2. Fusion Engine

3. Fusion Engine

4. Fusion Engine

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4. Fusion Engine

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2. Fusion Engine

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4. Fusion Engine

5. Roll Again

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3. Fusion Engine

4. Fusion Engine

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3. Fusion Engine

4. Fusion Engine

5. Roll Again

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1. Gyro

2. Fusion Engine

3. Fusion Engine

4. Fusion Engine

5. Roll Again

6. Roll Again

1. Gyro

2. Fusion Engine

3. Fusion Engine

4. Fusion Engine

5. Roll Again

6. Roll Again

1. Gyro

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Commando COM-7S

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Engine Type: 150 Light

Tonnage: 25

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
SRM 4 w/Artemis IV	CT	3	2/Msl [M,C,S]	—	3	6	9
Streak SRM 2	RA	2	2/Msl [M,C]	—	3	6	9
Streak SRM 2	RA	2	2/Msl [M,C]	—	3	6	9
Total Heat (Dissipation):		17	(20)				
Punch	LA	—	3	—	—	—	—
Punch	RA	—	3	—	—	—	—
-2 Kick	—	—	5	—	—	—	—
-1 Club	—	—	5	—	—	—	—
Vs Charge	—	—	2.5/hex	—	—	—	—
-1 Push	—	—	—	—	—	—	—

Ammo: (SRM 4 Artemis) 25, (Streak SRM 2) 50

Quirks: Narrow/Low Profile, Exposed Actuators

BV: 658



CRITICAL TABLE

1-3	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. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Double Heat Sink 5. ER Medium Laser 6. ER Medium Laser
	Right Arm	1. Life Support 2. Sensors 3. Cockpit 4. Roll Again 5. Sensors 6. Life Support
	Left Leg	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Endo Steel
	Right Leg	1. Endo Steel 2. Endo Steel 3. Endo Steel 4. Endo Steel 5. Endo Steel 6. Endo Steel
	Center Torso	1. Gyro 2. Light Fusion Engine 3. Light Fusion Engine 4. Light Fusion Engine

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

- Center Torso
- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Light Fusion Engine
- 4. Light Fusion Engine
- 5. SRM 4
- 6. Artemis IV FCS

- Left Torso
- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Double Heat Sink
- 4. Double Heat Sink
- 5. Double Heat Sink
- 6. Endo Steel

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

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

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

- Center Torso (CASE)
- 1. Light Fusion Engine
- 2. Light Fusion Engine
- 3. Ammo (SRM 4 Artemis) 25
- 4. Ammo (Streak SRM 2) 50
- 5. CASE
- 6. Endo Steel

- Left Leg (CASE)
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

- Right Leg (CASE)
- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Endo Steel
- 6. Endo Steel

- Left Leg (CASE)
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6. Roll Again

- Right Leg (CASE)
- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Roll Again
- 6. Roll Again

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

*A result of 2 may inflict a critical hit.

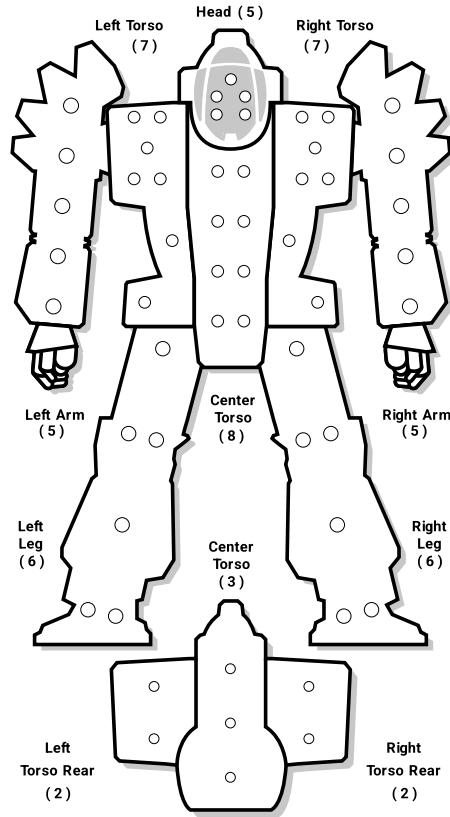
Artemis IV FCS: +2

PUNCH/KICK LOCATION TABLE

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

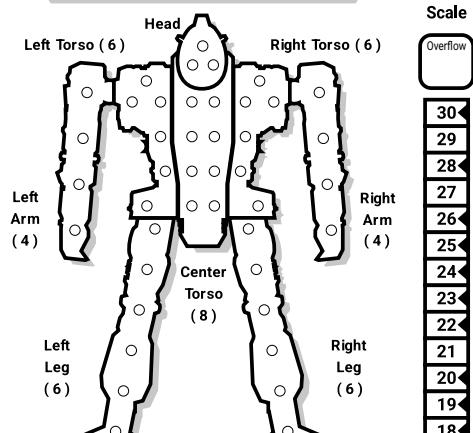
ARMOR DIAGRAM

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
8	+1 Modifier to Fire
5	-1 Movement Points

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Commando COM-8S

Movement Points:

Walking: 7

Running: 11 [14]

Jumping: 0

Engine Type: 175 XL

Tonnage: 25

Tech Base: Inner Sphere

Rules Level: Advanced

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
Streak SRM 2	RA	2	2/Msl [M,C]	—	3	6	9
Streak SRM 2	RA	2	2/Msl [M,C]	—	3	6	9
C3 Boosted Slave	LT	—	[E]	—	—	—	—

Total Heat (Dissipation): 14 (20)

Punch LA — 3 — — — —

Punch RA — 3 — — — —

-2 Kick — — 5 — — — —

-1 Club — — 5 — — — —

Vs Charge — — 2.5/hex — — — —

-1 Push — — — — — — —

Ammo: (Streak SRM 2) 50

Quirks: Narrow/Low Profile, Exposed Actuators

BV: 775



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
1.	Double Heat Sink
2.	Double Heat Sink
3.	Double Heat Sink
4.	Double Heat Sink
5.	ER Medium Laser
6.	ER Medium Laser

Left Torso	
1.	XL Fusion Engine
2.	XL Fusion Engine
3.	XL Fusion Engine
4.	C3 Boosted Slave
5.	C3 Boosted Slave
6.	Endo Steel
1.	Endo Steel
2.	Endo Steel
3.	Endo Steel
4.	Endo Steel
5.	Endo Steel
6.	Endo Steel

Left Leg	
1.	Hip
2.	Upper Leg Actuator
3.	Lower Leg Actuator
4.	Foot Actuator
5.	Roll Again
6.	Roll Again

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

- 4-6**

- 1-3**

- 4-6**

- 1-3**

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Panther PNT-12A

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 140 Fusion

Tonnage: 35

Tech Base: Inner Sphere

Rules Level: Standard

Role: Brawler

WEAPONS & EQUIPMENT Inventory

(hexes)

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
-1 ER Large Laser	RA	12	8 [DE]	—	7	14	19
Streak SRM 4	CT	3	2/Msl [M,C]	—	3	6	9
-3 Medium Pulse Laser	CT	4	6 [P]	—	2	4	6
Targeting Computer	RT	—	[E]	—	—	—	—
Total Heat (Dissipation):	19 (20)						
Punch	LA	—	4	—	—	—	—
Punch	RA	—	4	—	—	—	—
-2 Kick	—	—	7	—	—	—	—
-1 Club	—	—	7	—	—	—	—
Vs Death From Above	—	—	11	—	—	—	—
Vs Charge	—	—	3.5/hex	—	—	—	—
-1 Push	—	—	—	—	—	—	—

Ammo: (Streak SRM 4) 25

Quirks: Improved Targeting (Short), Nimble Jumper

BV: 982



CRITICAL TABLE

Head

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

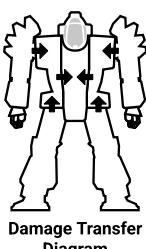
Center Torso

- Center Torso
 - 1. Fusion Engine
 - 2. Fusion Engine
 - 3. Fusion Engine
- 1-3 4. Gyro
- 1-3 5. Gyro
- 1-3 6. Gyro
- 4-6 1. Gyro
- 4-6 2. Fusion Engine
- 4-6 3. Fusion Engine
- 4-6 4. Fusion Engine
- 4-6 5. Streak SRM 4
- 4-6 6. Medium Pulse Laser

Left Torso (CASE)

- Left Torso (CASE)
 - 1. Ammo (Streak SRM 4) 25
 - 2. Double Heat Sink
 - 3. Double Heat Sink
 - 4. Double Heat Sink
 - 5. CASE
 - 6. Endo Steel
- 1-3 1. Endo Steel
- 1-3 2. Endo Steel
- 1-3 3. Endo Steel
- 4-6 4. Endo Steel
- 4-6 5. Endo Steel
- 4-6 6. Roll Again

Engine Hits
Gyro Hits
Sensor Hits
Life Support



Left Leg

- Left Leg
 - 1. Hip
 - 2. Upper Leg Actuator
 - 3. Lower Leg Actuator
 - 4. Foot Actuator
 - 5. Jump Jet
 - 6. Jump Jet



WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

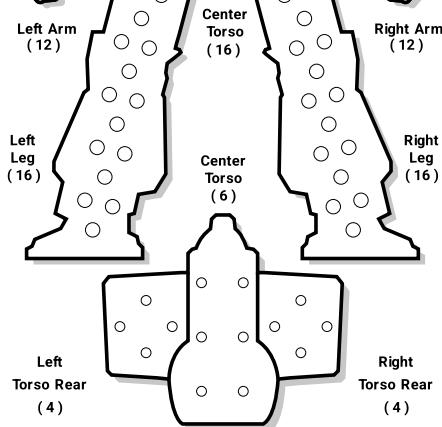
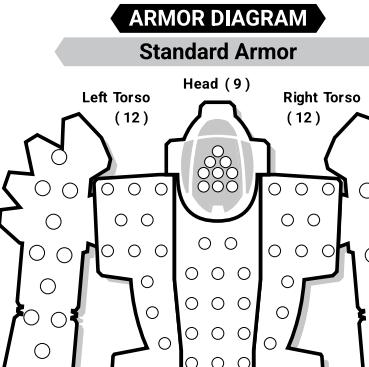
HIT LOCATION AND CLUSTER TABLE

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.

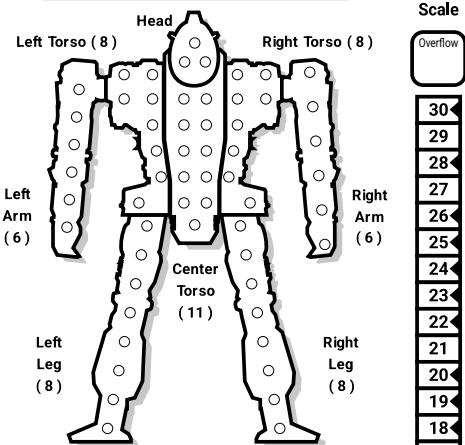
PUNCH/KICK LOCATION TABLE

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



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™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

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

Gunnery Skill: _____ Anti-'Mech Skill: _____

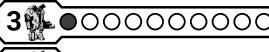
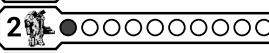
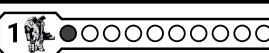
Ground MP: 2 Jump MP: 4

Type Dmg Min Sht Med Lng

1 Machine Gun (Medium) 2 [DB, AI] — 1 2 3

1 Battle Claw — — — —

1 Magnetic Clamps [BA] [E] — — — —



Mechanized:

Swarm:

Leg:

AP:

Armor: Advanced

Role: Ambusher

BV: 205

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
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*

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.