

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. Gauss Rifle
 - 2. Gauss Rifle
- 1-3 4. Gauss Rifle
- 4-6 5. Gauss Rifle
- 6. Gauss Rifle

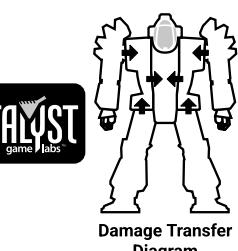
Center Torso (CASE)

- 1. ER Small Laser
- 2. ER Small Laser
- 3. ER Small Laser
- 4. Ammo (Gauss) 8
- 5. Ammo (Gauss) 8
- 6. Ferro-Fibrous
- 1. Gyro
- 2. Gyro
- 3. Gyro
- 4. Gyro
- 5. Gyro
- 6. Gyro

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
- 1. Double Heat Sink
- 2. Double Heat Sink
- 3. Double Heat Sink
- 4. Double Heat Sink
- 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. Double Heat Sink
- 6. Double 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	LS	F/R	RS
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		

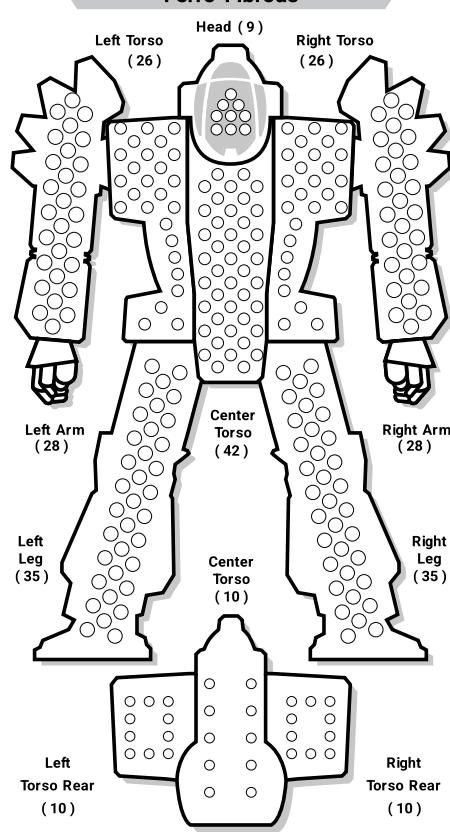
*A result of 2 may inflict a critical hit.

PUNCH/KICK LOCATION TABLE

Die Roll (1D6)	Punch (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

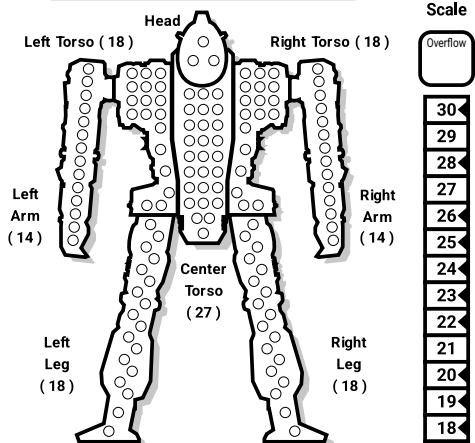
Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure

Heat Scale



HEAT DATA

Double Heat Sinks: 20 (40)

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	
11	-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: 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	Sht	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	Sht	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

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 Arm	
1.	ATM 9
2.	ATM 9
3.	ATM 9
4.	ATM 9
5.	Ferro-Fibrous
6.	Roll Again

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

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

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



Damage Transfer
Diagram

WARRIOR DATA

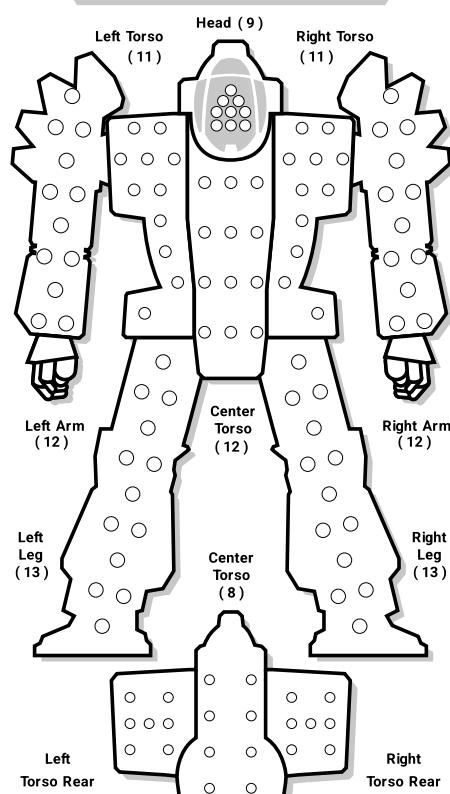
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

ARMOR DIAGRAM

Ferro-Fibrous



HEAT DATA

Double Heat Sinks: 12 (24)

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™

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

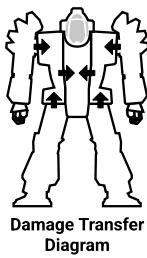
- Head
- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Roll Again
- 5. Sensors
- 6. Life Support

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

- 1. Gyro
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4. XL Fusion Engine
- 5. Jump Jet
- 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	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

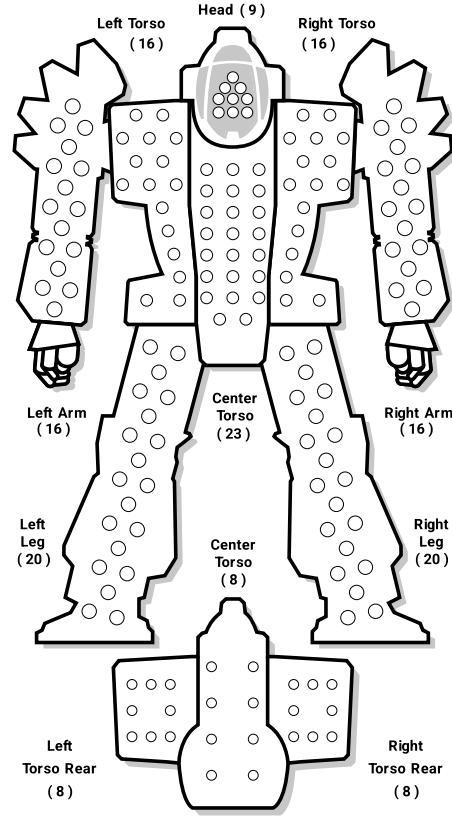
*A result of 2 may inflict a critical hit.

PUNCH/KICK LOCATION TABLE

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

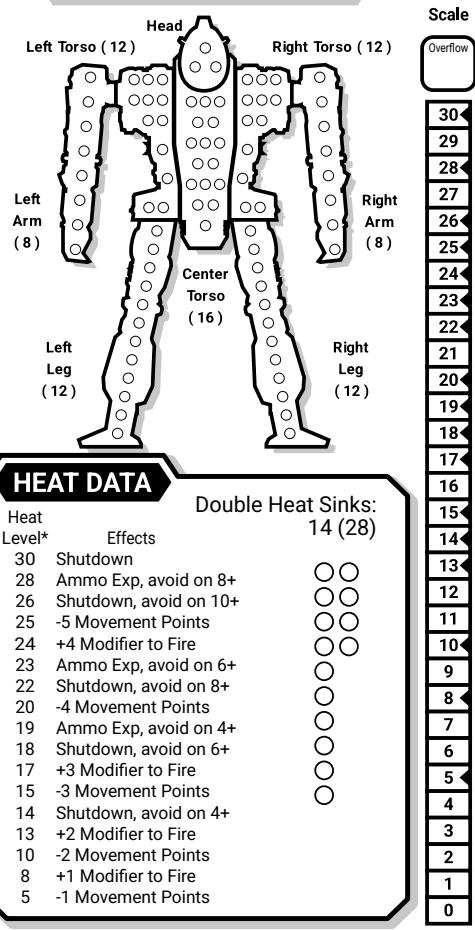
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

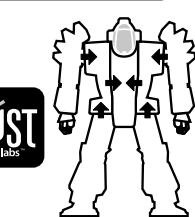
Head

- 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 ○



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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	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

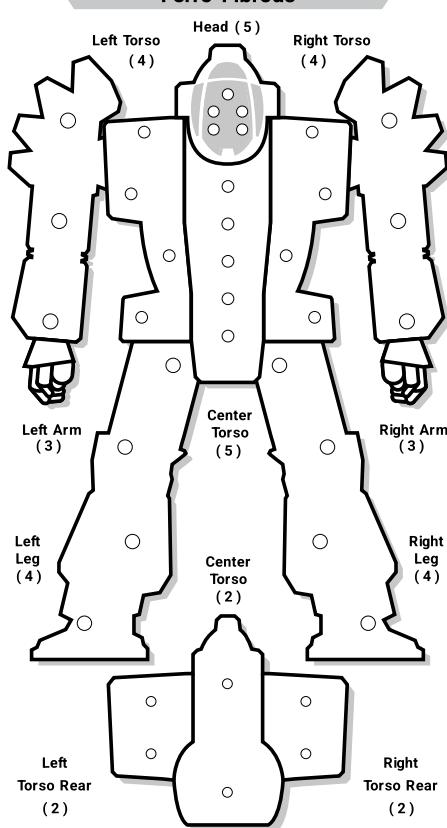
*A result of 2 may inflict a critical hit.

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

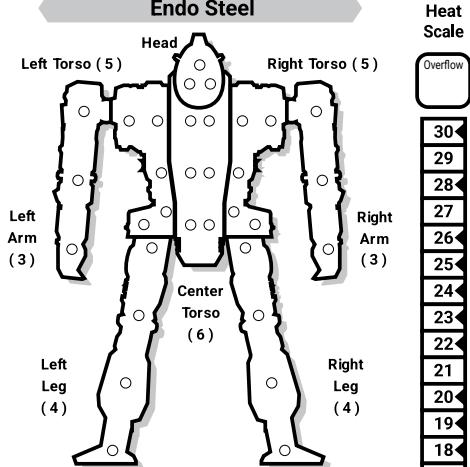
ARMOR DIAGRAM

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

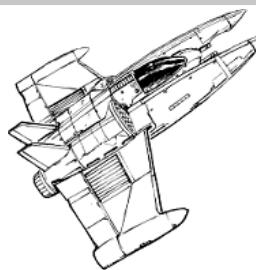
Weapons & Equipment Inventory

			(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: 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
F A B
E C D

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:

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+



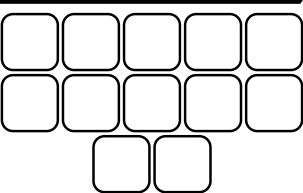
8 +1 Modifier to Fire



5 Random Movement, avoid on 5+



EXTERNAL STORES/BOMBS



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



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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

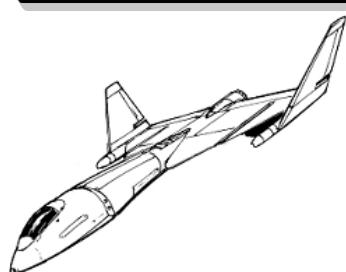
Weapons & Equipment Inventory

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

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2

1

0

CATALYST
game labs

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

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 [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	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

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

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

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

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: 5

Ground MP: 1

Anti-'Mech Skill: 5

Jump MP: 3

Type

#	Type	Dmg	Min	Sht	Med	Lng
1	SRM 2 (Body)	2/Msl	[M,C,S]	—	3	6
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: 364 (404)

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*

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.