

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Shadow Hawk SHD-2H

Movement Points:

Walking: 5

Running: 8

Jumping: 3

Engine Type: 275 Fusion

Tonnage: 55

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Skirmisher

### Weapons & Equipment Inventory

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
LRM 5	RT	2	1/Msl [M,C,S]	6	7	14	21
AC/5	LT	1	5 [DB,S]	3	6	12	18
Medium Laser	RA	3	5 [DE]	—	3	6	9
SRM 2	HD	2	2/Msl [M,C,S]	—	3	6	9

Total Heat (Dissipation): 8 (12)

	Punch	LA	—	6	—	—	—	—
-2	Punch	RA	—	6	—	—	—	—
-2	Kick	—	—	11	—	—	—	—
-1	Club	—	—	11	—	—	—	—
Vs	Death From Above	—	—	17	—	—	—	—
Vs	Charge	—	—	5.5/hex	—	—	—	—
-1	Push	—	—	—	—	—	—	—

Ammo: (SRM 2) 50, (LRM 5) 24, (AC/5) 20

Quirks: Battle Fists (LA), Battle Fists (RA), Improved Life Support, Rugged (1 Point), Ubiquitous (Inner Sphere), Ubiquitous (Clans)

BV: 1404 (1064)

### CRITICAL TABLE

Left Arm	
1.	Shoulder
2.	Upper Arm Actuator
3.	Lower Arm Actuator
4.	Hand Actuator
5.	Roll Again
6.	Roll Again

Right Arm	
1.	Shoulder
2.	Upper Arm Actuator
3.	Lower Arm Actuator
4.	Hand Actuator
5.	Medium Laser
6.	Roll Again

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

Left Torso	
1.	Jump Jet
2.	AC/5
3.	AC/5
4.	AC/5
5.	AC/5
6.	Ammo (AC/5) 20

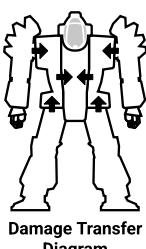
Right Torso	
1.	Heat Sink
2.	Jump Jet
3.	LRM 5
4.	Ammo (LRM 5) 24
5.	Roll Again
6.	Roll Again

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.	Roll Again
6.	Roll Again

### WARRIOR DATA

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

Gunnery Skill: 3 Piloting Skill: 4

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

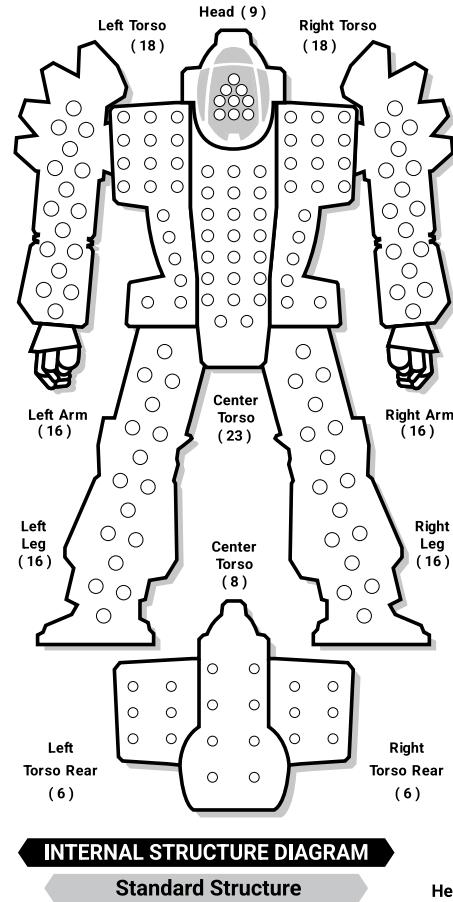
\*A result of 2 may inflict a critical hit.

### PUNCH/KICK LOCATION TABLE

Die Roll	(1D6)	LS	Punch	Kick	LS	RS	LS	RS
1	LT	LA	RT	LL	RL	RL	RL	RL
2	LT	LT	RT	LL	RL	RL	RL	RL
3	CT	CT	CT	LL	RL	RL	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	Heat Sinks: 12
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	
7		
6		
5		
4		
3		
2		
1		
0		

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Locust LCT-3V

Movement Points:

Walking: 8

Running: 12

Jumping: 0

Engine Type: 160 Fusion

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

### WEAPONS & EQUIPMENT Inventory

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
Medium Laser	CT	3	5 [DE]	—	3	6	9
Medium Laser	CT	3	5 [DE]	—	3	6	9
Machine Gun	LA	—	2 [DB,AI]	—	1	2	3
Machine Gun	RA	—	2 [DB,AI]	—	1	2	3

Total Heat (Dissipation): 6 (10)

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

Ammo: (MG) 100

Quirks: Compact Mech, Narrow/Low Profile, Ubiquitous (Inner Sphere), Ubiquitous (Clans), Cramped Cockpit, No/Minimal Arms, Weak Legs

BV: 490



### CRITICAL TABLE

Left Arm	1. Shoulder
1-3	2. Upper Arm Actuator
	3. Machine Gun
1-3	4. Roll Again
	5. Roll Again
	6. Roll Again
1-3	1. Roll Again
	2. Roll Again
4-6	3. Roll Again
4-6	4. Roll Again
	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. Fusion Engine
1-3	2. Fusion Engine
	3. Fusion Engine
1-3	4. Gyro
	5. Gyro
	6. Gyro

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

Right Arm	1. Shoulder
1-3	2. Upper Arm Actuator
	3. Machine Gun
1-3	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 (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

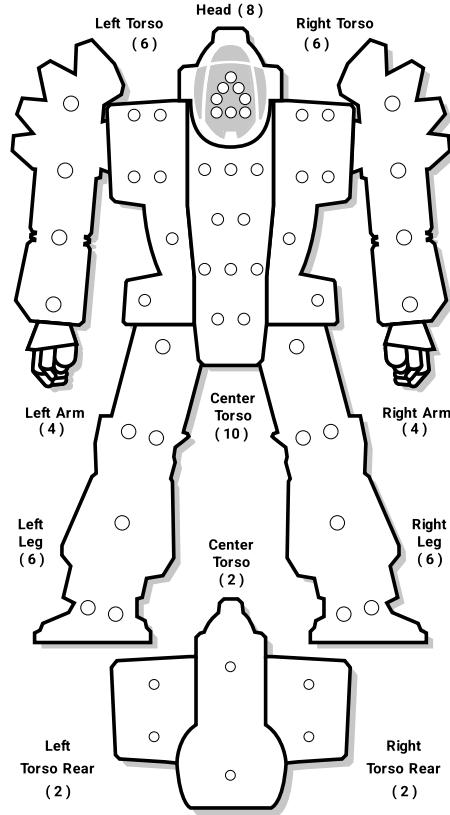
\*A result of 2 may inflict a critical hit.

### 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

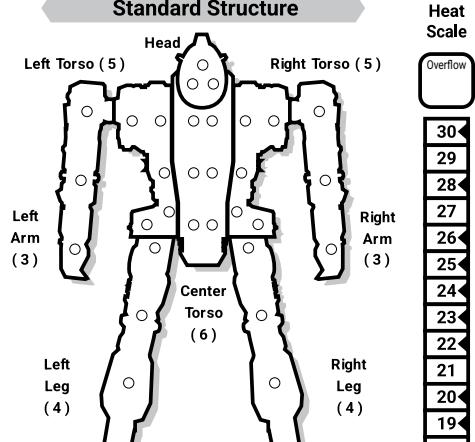
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



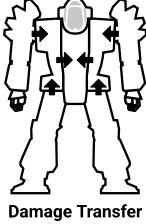
### HEAT DATA

Heat Effects  
Level\* 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
8	+1 Modifier to Fire
5	-1 Movement Points

### Left Leg

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



# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Locust LCT-1V

Movement Points:

Walking: 8

Running: 12

Jumping: 0

Engine Type: 160 Fusion

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

### WEAPONS & EQUIPMENT Inventory

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
Medium Laser	CT	3	5 [DE]	—	3	6	9
Machine Gun	LA	—	2 [DB,AI]	—	1	2	3
Machine Gun	RA	—	2 [DB,AI]	—	1	2	3

Total Heat (Dissipation): 3 (10)

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

Ammo: (MG) 200

Quirks: Compact Mech, Narrow/Low Profile, Ubiquitous (Inner Sphere), Ubiquitous (Clans), Cramped Cockpit, No/Minimal Arms, Weak Legs

BV: 570 (432)

### CRITICAL TABLE

Left Arm	1. Shoulder
1-3	2. Upper Arm Actuator
	3. Machine Gun
1-3	4. Roll Again
	5. Roll Again
	6. Roll Again
1-3	1. Roll Again
	2. Roll Again
4-6	3. Roll Again
4-6	4. Roll Again
	5. Roll Again
	6. Roll Again

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

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

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

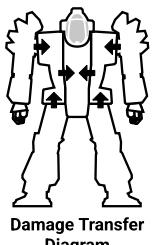
- Right Arm
  - 1. Shoulder
  - 2. Upper Arm Actuator
  - 3. Machine Gun

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

- 4-6
  - 1. Roll Again
  - 2. Roll Again
  - 3. Roll Again
  - 4. Fusion Engine
  - 5. Medium Laser
  - 6. Ammo (MG) 200

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

Engine Hits   
 Gyro Hits   
 Sensor Hits   
 Life Support



CATALYST  
game labs

### Left Leg

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

### 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: 3 Piloting Skill: 4

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

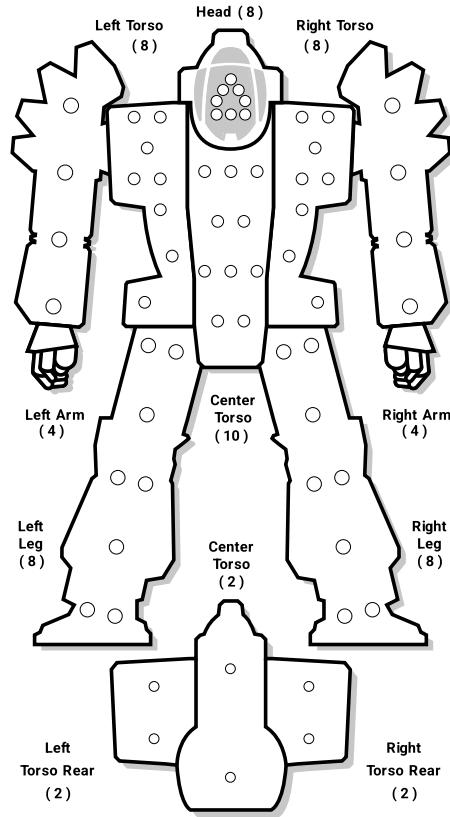
\*A result of 2 may inflict a critical hit.

### 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

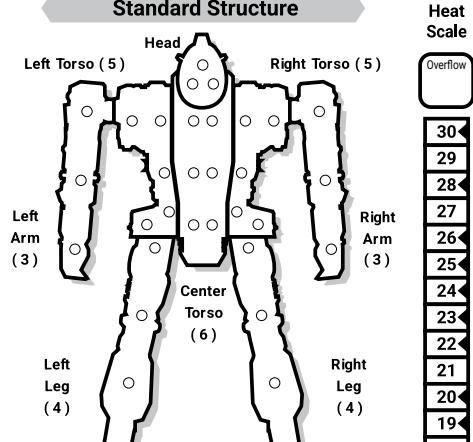
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



### 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	
7		
6		
5		
4		
3		
2		
1		
0		

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Stinger STG-3G

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Engine Type: 120 Fusion

Tonnage: 20

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Scout

### WEAPONS & EQUIPMENT Inventory

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
Medium Laser	LA	3	5 [DE]	—	3	6	9
Medium Laser	RA	3	5 [DE]	—	3	6	9

Total Heat (Dissipation): 6 (10)

Punch	LA	—	2	—	—	—	—
Punch	RA	—	2	—	—	—	—
Kick	—	—	4	—	—	—	—
Club	—	—	4	—	—	—	—
Death From Above	—	—	6	—	—	—	—
Charge	—	—	2/hex	—	—	—	—
Push	—	—	—	—	—	—	—

Quirks: Rugged (1 Point), Ubiquitous (Inner Sphere), Ubiquitous (Clans), Cramped Cockpit

BV: 656 (497)



### CRITICAL TABLE

Left Arm	1. Shoulder
2. Upper Arm Actuator	2. Sensors
3. Lower Arm Actuator	3. Cockpit
4. Hand Actuator	4. Roll Again
5. Medium Laser	5. Sensors
6. Roll Again	6. Life Support

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

Left Torso	1. Heat Sink
2. Jump Jet	2. Sensors
3. Jump Jet	3. Fusion Engine
4. Jump Jet	4. Fusion Engine
5. Roll Again	5. Fusion Engine
6. Roll Again	6. Gyro

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

### Head

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

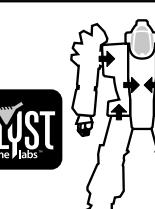
### Center Torso

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

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

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

Engine Hits Gyro Hits Sensor Hits Life Support



### WARRIOR DATA

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

Gunnery Skill: 3 Piloting Skill: 4

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

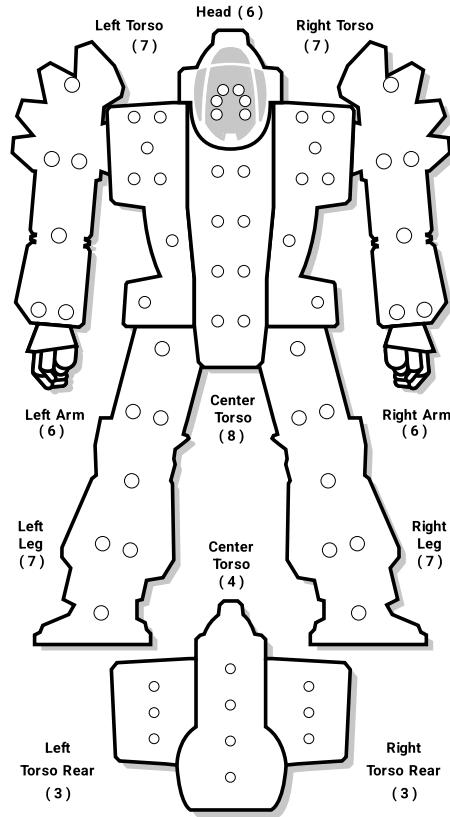
\*A result of 2 may inflict a critical hit.

### 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

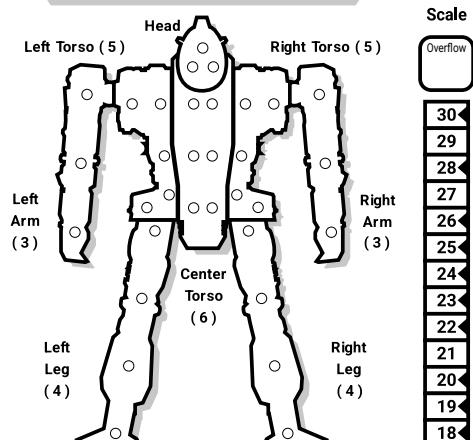
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



### 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	
8	+1 Modifier to Fire	
5	-1 Movement Points	

### Left Leg

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

