

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Rifleman IIC 2

Movement Points:

Walking: 4

Running: 6

Jumping: 3

Engine Type: 260 Fusion

Tonnage: 65

Tech Base: Clan

Rules Level: Standard

Role: Sniper

### WEAPONS & EQUIPMENT Inventory (hexes)

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
Ultra AC/2	LA	1	2/Sh [DB,R/C]	2	9	18	27
Ultra AC/2	LA	1	2/Sh [DB,R/C]	2	9	18	27
Ultra AC/2	RA	1	2/Sh [DB,R/C]	2	9	18	27
Ultra AC/2	RA	1	2/Sh [DB,R/C]	2	9	18	27

Total Heat (Dissipation): 8 (20)

+3	Punch	LA	-	3	-	-	-
+3	Punch	RA	-	3	-	-	-
-2	Kick	-	-	13	-	-	-
Vs	Death From Above	-	-	20	-	-	-
Vs	Charge	-	-	6.5/hex	-	-	-
-1	Push	-	-	-	-	-	-

Ammo: (Ultra AC/2) 270

Quirks: Anti-Aircraft Targeting, Improved Communications

BV: 1345



### CRITICAL TABLE

Left Arm	1. Shoulder
1-3	2. Upper Arm Actuator
3.	3. Ultra AC/2
4.	4. Ultra AC/2
5.	5. Ultra AC/2
6.	6. Ultra AC/2

1.	Endo Steel
2.	Endo Steel
3.	Roll Again
4.	Roll Again
5.	Roll Again
6.	Roll Again

Left Torso (CASE)	1. Jump Jet
1-3	2. Ammo (Ultra AC/2) 45
3.	3. Ammo (Ultra AC/2) 45
4.	4. Ammo (Ultra AC/2) 45
5.	5. Endo Steel
6.	6. Endo Steel

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

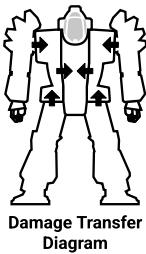
Head	1. Life Support
1-3	2. Sensors
3.	3. Cockpit
4.	4. Roll Again
5.	5. Sensors
6.	6. Life Support

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

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

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

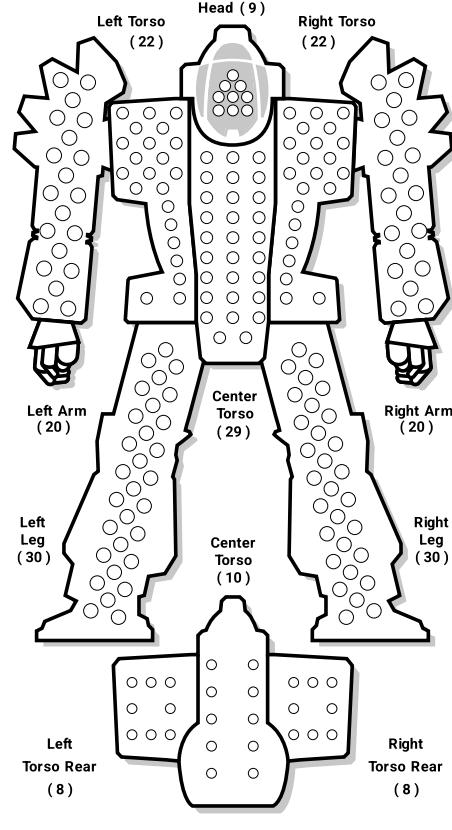
\*A result of 2 may inflict a critical hit.

### 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

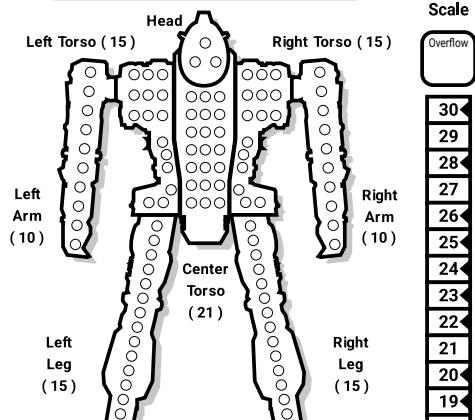
### ARMOR DIAGRAM

#### Standard Armor



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



### HEAT DATA

Heat 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™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Griffin IIC 4

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Engine Type: 240 Fusion

Tonnage: 40

Tech Base: Clan

Rules Level: Standard

Role: Striker

### WEAPONS & EQUIPMENT Inventory

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
ER Large Laser	CT	12	10 [DE]	—	8	15	25
ATM 3	LT	2	[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 3	RT	2	[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 Small Laser	HD	2	5 [DE]	—	2	4	6

Total Heat (Dissipation): 18 (20)

Punch

LA — 4

Punch

RA — 4

Kick

— 8

Club

— 8

Death From Above

— 12

Charge

— 4/hex

Push

— —

Ammo: (ATM 3 ER) 20, (ATM 3 HE) 20, (ATM 3) 20

Quirks: Battle Fists (LA), Battle Fists (RA)

BV: 1328 (1475)



### CRITICAL TABLE

<b>1-3</b>	<b>Left Arm</b>
	1. Shoulder
	2. Upper Arm Actuator
	3. Lower Arm Actuator
	4. Hand Actuator
	5. Double Heat Sink

<b>4-6</b>	<b>Left Arm</b>
	1. Ferro-Fibrous
	2. Roll Again
	3. Roll Again
	4. Roll Again
	5. Roll Again

<b>1-3</b>	<b>Left Torso (CASE)</b>
	1. Jump Jet
	2. Jump Jet
	3. Jump Jet
	4. ATM 3
	5. ATM 3

<b>4-6</b>	<b>Left Torso (CASE)</b>
	1. Endo Steel
	2. Ferro-Fibrous
	3. Ferro-Fibrous
	4. Ferro-Fibrous
	5. Roll Again

<b>Left Leg</b>	
	1. Hip
	2. Upper Leg Actuator
	3. Lower Leg Actuator
	4. Foot Actuator
	5. Endo Steel

### Head

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

### Center Torso

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

### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Ferro-Fibrous
6. Roll Again

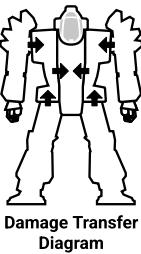
### Right Torso (CASE)

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

### Right Leg

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

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### WARRIOR DATA

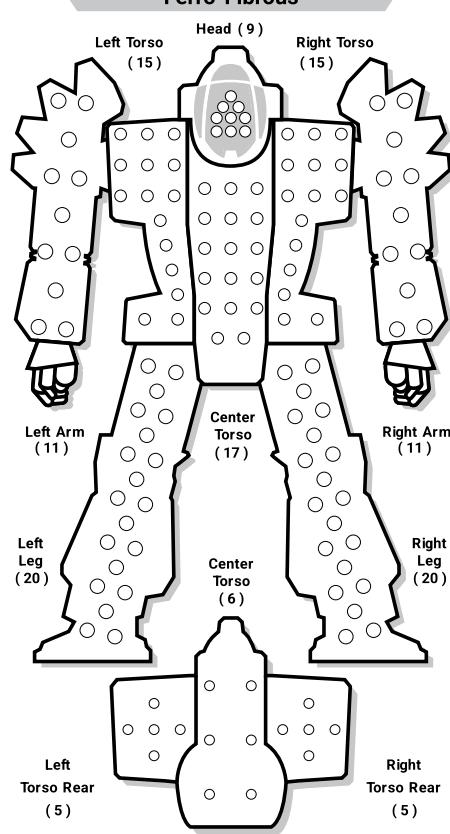
Name: \_\_\_\_\_

Gunnery Skill: 5 Piloting Skill: 5

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

### ARMOR DIAGRAM

Ferro-Fibrous



### HIT LOCATION AND CLUSTER TABLE

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

### PUNCH/KICK LOCATION TABLE

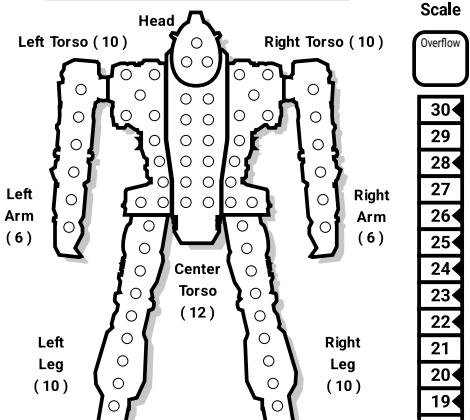
Die Roll	Punch	Kick	
(1D6)	LS	F/R	RS
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

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

Artemis IV FCS: 2

### INTERNAL STRUCTURE DIAGRAM

Endo Steel



Heat Scale



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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Clint IIC

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Engine Type: 240 XL

Tonnage: 40

Tech Base: Clan

Rules Level: Standard

Role: Striker

### WEAPONS & EQUIPMENT Inventory

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
LB 10-X AC	RA	2	10 [DB,C/F/S]	—	6	12	18
ER Medium Laser	LT	5	7 [DE]	—	5	10	15
ER Medium Laser	CT	5	7 [DE]	—	5	10	15

Total Heat (Dissipation): 12 (10)

Punch	LA	—	4	—	—	—	—
+1 Punch	RA	—	4	—	—	—	—
-2 Kick	—	—	8	—	—	—	—
Vs Death From Above	—	—	12	—	—	—	—
Vs Charge	—	—	4/hex	—	—	—	—
-1 Push	—	—	—	—	—	—	—

Ammo: (LB 10-X) 20, (LB 10-X Cluster) 20

Quirks: Improved Targeting (Long), Improved Targeting (Medium)

BV: 1256 (1395)



### CRITICAL TABLE

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

Left Torso	1. XL Fusion Engine
1-3	2. XL Fusion Engine
	3. Jump Jet
1-3	4. ER Medium Laser
	5. Endo Steel
	6. Endo Steel
4-6	1. Endo Steel
	2. Roll Again
	3. Roll Again
4-6	4. Roll Again
	5. Roll Again
	6. Roll Again

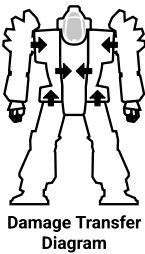
Left Leg	1. Hip
	2. Upper Leg Actuator
	3. Lower Leg Actuator
	4. Foot Actuator
	5. Jump Jet
	6. Jump Jet

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

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

4-6	1. Gyro
	2. XL Fusion Engine
	3. XL Fusion Engine
4-6	4. XL Fusion Engine
	5. ER Medium Laser
	6. Endo Steel

Engine Hits   
 Gyro Hits   
 Sensor Hits   
 Life Support



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### WARRIOR DATA

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

Gunnery Skill: 5 Piloting Skill: 5

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

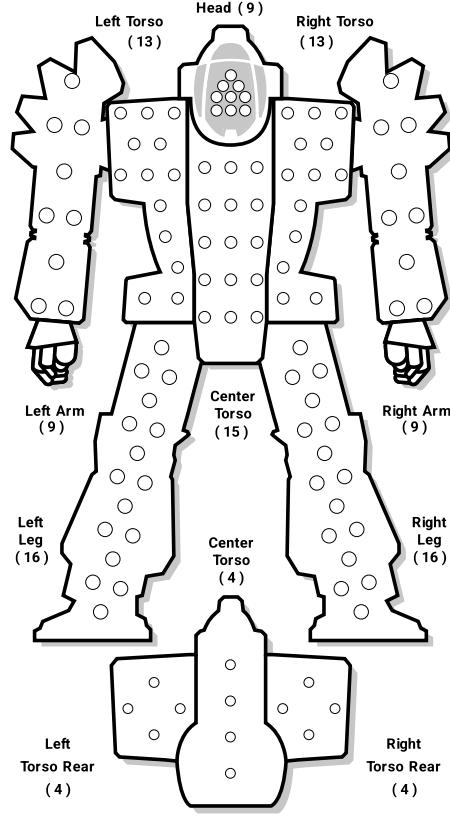
\*A result of 2 may inflict a critical hit.

### PUNCH/KICK LOCATION TABLE

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

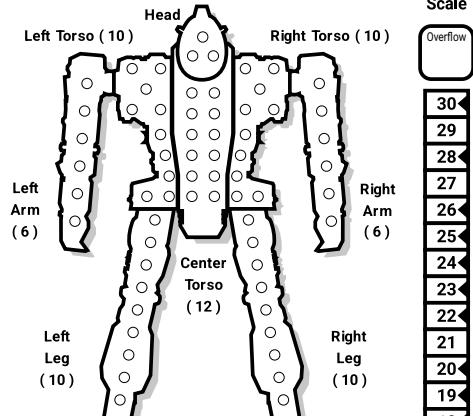
### ARMOR DIAGRAM

#### Standard Armor



### 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	
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 IIC

Movement Points:

Walking: 8

Running: 12

Jumping: 0

Engine Type: 200 Fusion

Tonnage: 25

Tech Base: Clan

Rules Level: Standard

Role: Striker

### WEAPONS & EQUIPMENT Inventory

Type	Loc	Ht	Dmg	Min	Shtr	Med	Lng
-2 Medium Pulse Laser	CT	4	7 [P]	—	4	8	12
ER Small Laser	LA	2	5 [DE]	—	2	4	6
ER Small Laser	LA	2	5 [DE]	—	2	4	6
ER Small Laser	LA	2	5 [DE]	—	2	4	6
ER Small Laser	LA	2	5 [DE]	—	2	4	6
ER Small Laser	RA	2	5 [DE]	—	2	4	6
ER Small Laser	RA	2	5 [DE]	—	2	4	6
ER Small Laser	RA	2	5 [DE]	—	2	4	6
ER Small Laser	RA	2	5 [DE]	—	2	4	6
Total Heat (Dissipation):	20 (20)						

+3 Punch	LA	—	1	—	—	—	—
+3 Punch	RA	—	1	—	—	—	—
-2 Kick	—	—	5	—	—	—	—
Vs Charge	—	—	2.5/hex	—	—	—	—
-1 Push	—	—	—	—	—	—	—

Quirks: Easy to Maintain, Narrow/Low Profile, No/Minimal Arms, Weak Legs

BV: 990 (1100)



### CRITICAL TABLE

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

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

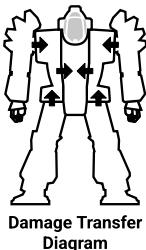
Left Leg	1. Hip
	2. Upper Leg Actuator
	3. Lower Leg Actuator
	4. Foot Actuator
	5. Endo Steel
	6. Ferro-Fibrous

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

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

4-6	1. Gyro
	2. Fusion Engine
	3. Fusion Engine
	4. Fusion Engine
	5. Medium Pulse Laser
	6. Endo Steel

Engine Hits Gyro Hits Sensor Hits Life Support



### WARRIOR DATA

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

Gunnery Skill: 5 Piloting Skill: 5

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

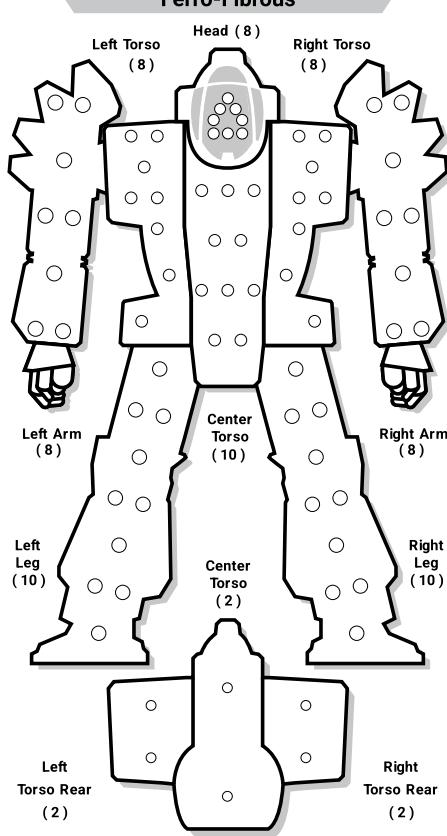
\*A result of 2 may inflict a critical hit.

### 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

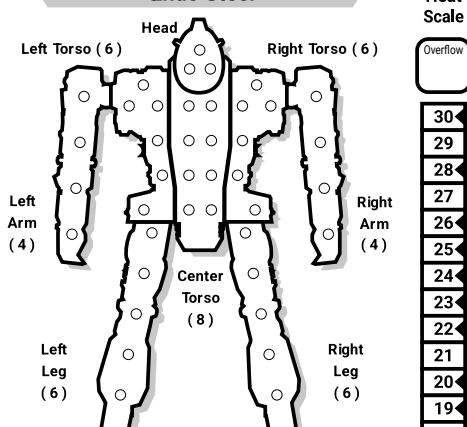
### ARMOR DIAGRAM

#### Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM

#### Endo Steel



### HEAT DATA

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: Locust IIC

Movement Points:

Walking: 8

Running: 12

Jumping: 0

Engine Type: 200 Fusion

Tonnage: 25

Tech Base: Clan

Rules Level: Standard

Role: Striker

### WEAPONS & EQUIPMENT Inventory

Type	Loc	Ht	Dmg	Min	Shtr	Med	Lng
-2 Medium Pulse Laser	CT	4	7 [P]	—	4	8	12
ER Small Laser	LA	2	5 [DE]	—	2	4	6
ER Small Laser	LA	2	5 [DE]	—	2	4	6
ER Small Laser	LA	2	5 [DE]	—	2	4	6
ER Small Laser	LA	2	5 [DE]	—	2	4	6
ER Small Laser	RA	2	5 [DE]	—	2	4	6
ER Small Laser	RA	2	5 [DE]	—	2	4	6
ER Small Laser	RA	2	5 [DE]	—	2	4	6
ER Small Laser	RA	2	5 [DE]	—	2	4	6
Total Heat (Dissipation):	20 (20)						

+3 Punch	LA	—	1	—	—	—	—
+3 Punch	RA	—	1	—	—	—	—
-2 Kick	—	—	5	—	—	—	—
Vs Charge	—	—	2.5/hex	—	—	—	—
-1 Push	—	—	—	—	—	—	—

Quirks: Easy to Maintain, Narrow/Low Profile, No/Minimal Arms, Weak Legs

BV: 990 (1100)



### CRITICAL TABLE

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

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

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

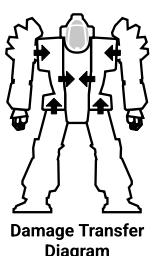
Head	1. Life Support
1-3	2. Sensors
	3. Cockpit
4.	4. Ferro-Fibrous
5.	5. Sensors
6.	6. Life Support

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

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

4-6	1. Double Heat Sink
	2. Double Heat Sink
1-3	3. Endo Steel
	4. Endo Steel
5.	5. Ferro-Fibrous
6.	6. Ferro-Fibrous

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



### WARRIOR DATA

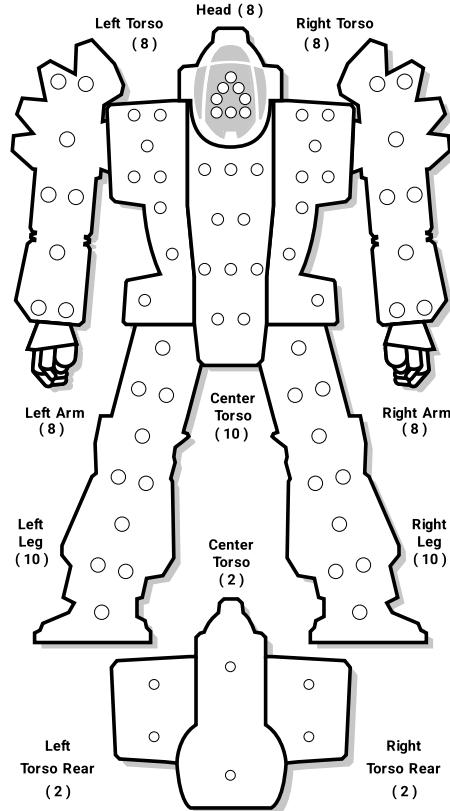
Name: \_\_\_\_\_

Gunnery Skill: 5 Piloting Skill: 5

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

### ARMOR DIAGRAM

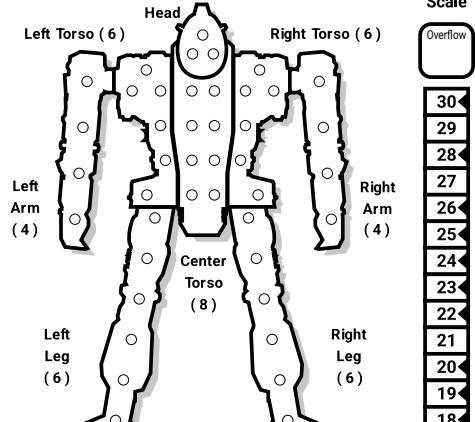
Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM

Endo Steel

Heat Scale



### 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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Jenner IIC

Movement Points:

Walking: 9

Running: 14

Jumping: 7

Engine Type: 315 XL

Tonnage: 35

Tech Base: Clan

Rules Level: Standard

Role: Striker

### WEAPONS & EQUIPMENT Inventory

Type	Loc	Ht	Dmg	Min	Sh	Med	Lng
Streak SRM 4	CT	3	2/Msl [M,C]	—	4	8	12
SRM 6	LA	4	2/Msl [M,C,S]	—	3	6	9
SRM 6	RA	4	2/Msl [M,C,S]	—	3	6	9

Total Heat (Dissipation): 11 (20)

+3	Punch	LA	—	2	—	—	—
+3	Punch	RA	—	2	—	—	—
-2	Kick	—	—	7	—	—	—
Vs	Death From Above	—	—	11	—	—	—
Vs	Charge	—	—	3.5/hex	—	—	—
-1	Push	—	—	—	—	—	—

Ammo: (Streak SRM 4) 25, (SRM 6) 30

Quirks: No/Minimal Arms

BV: 890 (1047)

### CRITICAL TABLE

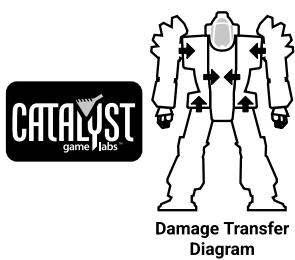
Left Arm	1. Shoulder
1-3	2. Upper Arm Actuator
1-3	3. SRM 6
1-3	4. Ferro-Fibrous
1-3	5. Roll Again
1-3	6. Roll Again
4-6	1. Roll Again
4-6	2. Roll Again
4-6	3. Roll Again
4-6	4. Roll Again
4-6	5. Roll Again
4-6	6. Roll Again

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

Center Torso	1. XL Fusion Engine
1-3	2. XL Fusion Engine
1-3	3. XL Fusion Engine
1-3	4. XL Fusion Engine
1-3	5. Gyro
1-3	6. Gyro
1-3	7. Gyro

Left Torso (CASE)	1. Gyro
1-3	2. XL Fusion Engine
1-3	3. XL Fusion Engine
1-3	4. XL Fusion Engine
1-3	5. Jump Jet
1-3	6. Ammo (SRM 6) 15
1-3	7. Endo Steel
1-3	8. Endo Steel
4-6	9. Endo Steel
4-6	10. Endo Steel
4-6	11. Ferro-Fibrous
4-6	12. Ferro-Fibrous
4-6	13. Roll Again
4-6	14. Roll Again

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



CATALYST  
game labs

### WARRIOR DATA

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

Gunnery Skill: 6 Piloting Skill: 5

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

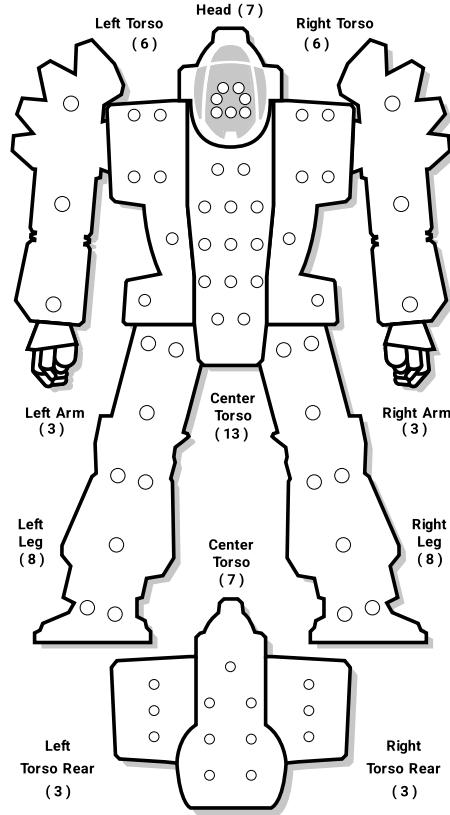
\*A result of 2 may inflict a critical hit.

### 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

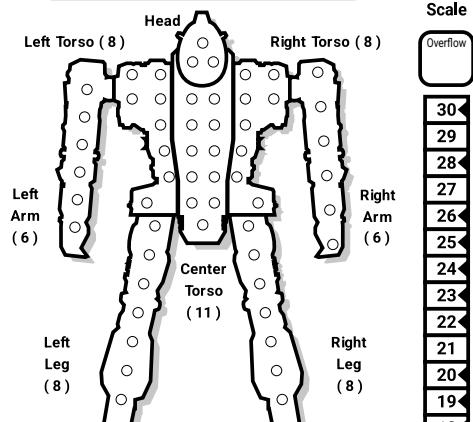
### ARMOR DIAGRAM

Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM

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

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™



## PROTOMECH RECORD SHEET

### PROTOMEK 1

Type: Boggart Ultraheavy

Tons: 13 ProtoMech

Role: Striker

Movement Points:

Walk: 5

Run: 8

Jump: 5



### WEAPONS INVENTORY

#	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Plasma Cannon	MG	[DE,H,AI]	-	6	12	18
	Frenzy		- 3	-	-	-	-

Ammo: (Plasma Cannon) 10

### PILOT DATA

Name: \_\_\_\_\_  
Gunnery Skill: \_\_\_\_\_

Hits Taken: 

1	2	3	4	5	6
3	5	7	10	11	Dead

Consciousness #: \_\_\_\_\_

BV: 538

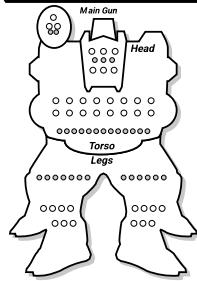
Armor: Standard

### HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4,5	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump MP*	<input type="checkbox"/> 1/2 Jump MP*	<input type="checkbox"/> Proto Destroyed
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	No Long Range Shots

\*Torso Weapon Destroyed, Roll 1D6:  
No Torso Weapons

### ARMOR DIAGRAM



# BATTLETECH™



## PROTOMECH RECORD SHEET

### PROTOMEK 1

Type: Roc  
Tons: 7  
Role: Brawler  
Movement Points:  
Walk: 5  
Run: 8  
Jump: 5

WEAPONS INVENTORY					
#	Type	Loc	Dmg	Min Sht	Med Lng
1	ER Medium Laser	MG	7 [DE]	-	5 10 15



Frenzy - 2 - - - -

### PILOT DATA

Name: \_\_\_\_\_  
Gunnery Skill: \_\_\_\_\_

Hits Taken: 

1	2	3	4	5	6
3	5	7	10	11	Dead

  
Consciousness #:

BV: 336

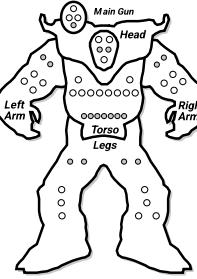
Armor: Standard

### HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump MP*	<input type="checkbox"/> 1/2 Jump MP*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	No Long Range Shots

\*Torso Weapon Destroyed, Roll 1D6:  
No Torso Weapons

### ARMOR DIAGRAM



# BATTLETECH™



## PROTOMECH RECORD SHEET

### PROTOMEK 1

Type: Minotaur Z

Tons: 9

Role: Ambusher

Movement Points:

Walk: 3

Run: 5

Jump: 5



### WEAPONS INVENTORY

#	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Imp. Heavy Medium Laser	T	10 [DE,X]	-	3	6	9
1	Magnetic Clamps System	T	[E]	-	-	-	-
	Frenzy	-	2	-	-	-	-

### PILOT DATA

Name: \_\_\_\_\_  
Gunnery Skill: \_\_\_\_\_

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

BV: 300

Armor: Standard

### HIT LOCATIONS AND CRITICAL HITS

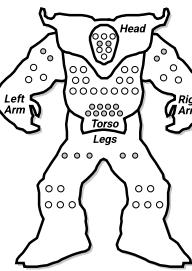
2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump MP*	<input type="checkbox"/> 1/2 Jump MP*	<input type="checkbox"/> Proto Destroyed
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	No Long Range Shots

\*Torso Weapon Destroyed, Roll 1D6:

1-2: Imp. Heavy Medium Laser Effect

Magnetic Clamp System destroyed on first torso critical

### ARMOR DIAGRAM



# BATTLETECH™

## PROTOMECH RECORD SHEET



### PROTOMEK 1

Type: Hobgoblin Ultraheavy

Tons: 10 ProtoMech

Role: Ambusher

Movement Points:

Walk: 4

Run: 6

Jump: 0



### WEAPONS INVENTORY

#	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Fusillade Launcher Standard	MG	[M,C,S]	2/Msl	4	5	10
	Extended Range			1/Msl	4	9	18
	High Explosive			3/Msl	—	3	6
1	AP Gauss Rifle	RA	3 [DB,AI,X]	—	3	6	9
1	Magnetic Clamps System Frenzy	T	[E]	—	—	—	—
				Ammo: (AP Gauss) 40	—	3	—

### PILOT DATA

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

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

BV: 272

Armor: Standard

### HIT LOCATIONS AND CRITICAL HITS

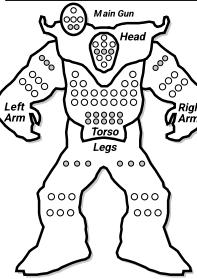
2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4	Right Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Right Arm Destroyed	
5,9	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
6,7,8	Torso	<input type="checkbox"/> -1 Jump MP*	<input type="checkbox"/> 1/2 Jump MP*	<input type="checkbox"/> Proto
10	Left Arm	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> Left Arm Destroyed	Destroyed
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	No Long Range Shots

\*Torso Weapon Destroyed, Roll 1D6:

No Torso Weapons

Magnetic Clamp System destroyed on first torso critical

### ARMOR DIAGRAM



### CLUSTER HITS TABLE

2D6

3

2

1

3

1

4

1

5

2

6

2

7

2

8

2

9

2

10

3

11

3

12

3

# BATTLETECH™



## PROTOMECH RECORD SHEET

### PROTOMEK 1

Type: Basilisk ProtoMech

Tons: 7 (Quad)

Role: Striker

Movement Points:

Walk: 5

Run: 8

Jump: 0



### WEAPONS INVENTORY

#	Type	Loc	Dmg	Min	Sht	Med	Lng
1	SRM 4	T	2/Msl [M,C,S]	-	3	6	9
1	Quad Melee System	T	[E]	-	-	-	-
	Frenzy	-	4	-	-	-	-

Ammo: (SRM 4) 10

### PILOT DATA

Name: \_\_\_\_\_  
Gunnery Skill: \_\_\_\_\_

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

BV: 255

Armor: EDP

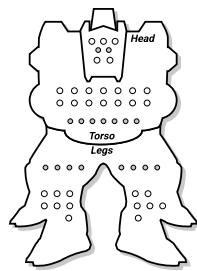
### HIT LOCATIONS AND CRITICAL HITS

2D6	LOCATION	1st HIT	2nd HIT	3rd HIT
2	Main Gun	<input type="checkbox"/> Main Gun Destroyed		
4,5	Legs	<input type="checkbox"/> -1 Walk MP	<input type="checkbox"/> 1/2 Walk MP	<input type="checkbox"/> No Move
9,10	Torso	<input type="checkbox"/> -1 Jump MP*	<input type="checkbox"/> 1/2 Jump MP*	<input type="checkbox"/> Proto Destroyed
6,7,8				
12	Head	<input type="checkbox"/> +1 to Hit	<input type="checkbox"/> +2 to Hit	No Long Range Shots

\*Torso Weapon Destroyed, Roll 1D6:

1: SRM 4      2: Quad Melee System      3-6: No Effect

### ARMOR DIAGRAM



### CLUSTER HITS TABLE

2D6

4

2

1

3

2

4

2

5

2

6

2

7

3

8

3

9

3

10

3

11

4

12

4

# BATTLETECH™



## BATTLE ARMOR RECORD SHEET

### BATTLE ARMOR: UN 1

Type: Gnome Battle Armor (Sqd3)

Gunnery Skill: \_\_\_\_\_ Anti-Mech Skill: \_\_\_\_\_  
Ground MP: 1 Jump MP: 2

# Type	Dmg	Min	Sht	Med	Lng
1 Advanced SRM 2 (Body)	2/Msl [M,C,S]	—	4	8	12
1 ER Small Laser	5 [DE]	—	2	4	6
1 Heavy Battle Claw	—	—	—	—	—

Ammo: (Advanced SRM 2) 2

Mechanized:  Swarm:  Leg:  AP:



Armor: Standard (Basic)

Role: Juggernaut

BV: 299

### 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

### CLUSTER HITS TABLE

2D6	2	3	4	5	6
2	1	1	1	2	
3	1	1	2	2	
4	1	1	2	3	
5	1	2	2	3	
6	1	2	2	4	
7	1	2	3	4	
8	2	2	3	4	
9	2	2	3	5	
10	2	3	3	5	
11	2	3	4	6	
12	2	3	4	6	

### SWARM ATTACKS HIT LOCATION TABLE

2D6	BIPEDAL/TRIPOD LOCATION	QUAD LOCATION
ROLL	LOCATION	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: UN 1

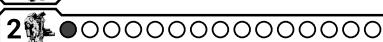
Type: Gnome Battle Armor (Sqd3)

Gunnery Skill: \_\_\_\_\_ Anti-Mech Skill: \_\_\_\_\_  
Ground MP: 1 Jump MP: 2

# Type	Dmg	Min	Sht	Med	Lng
1 Advanced SRM 2 (Body)	2/Msl [M,C,S]	—	4	8	12
1 ER Small Laser	5 [DE]	—	2	4	6
1 Heavy Battle Claw	—	—	—	—	—

Ammo: (Advanced SRM 2) 2

Mechanized:  Swarm:  Leg:  AP:



Armor: Standard (Basic)

Role: Juggernaut

BV: 299

### 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

### CLUSTER HITS TABLE

2D6	2	3	4	5	6
2	1	1	1	2	
3	1	1	2	2	
4	1	1	2	3	
5	1	2	2	3	
6	1	2	2	4	
7	1	2	3	4	
8	2	2	3	4	
9	2	2	3	5	
10	2	3	3	5	
11	2	3	4	6	
12	2	3	4	6	

### SWARM ATTACKS HIT LOCATION TABLE

2D6	BIPEDAL/TRIPOD LOCATION	QUAD LOCATION
ROLL	LOCATION	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: UN 1

Type: Elemental Battle Armor [Laser](Sqd3)

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: 230

### CLUSTER HITS TABLE

2D6	2	3	4	5	6
2	1	1	1	2	
3	1	1	2	2	
4	1	1	2	3	
5	1	2	2	3	
6	1	2	2	4	
7	1	2	3	4	
8	2	2	3	4	
9	2	2	3	5	
10	2	3	3	5	
11	2	3	4	6	
12	2	3	4	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	BIPEDAL/TRIPOD LOCATION	QUAD LOCATION
ROLL	LOCATION	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\*

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: UN 1

Type: Elemental Battle Armor [Laser](Sqd3)

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: 230

### CLUSTER HITS TABLE

2D6	2	3	4	5	6
2	1	1	1	2	
3	1	1	2	2	
4	1	1	2	3	
5	1	2	2	3	
6	1	2	2	4	
7	1	2	3	4	
8	2	2	3	4	
9	2	2	3	5	
10	2	3	3	5	
11	2	3	4	6	
12	2	3	4	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	BIPEDAL/TRIPOD LOCATION	QUAD LOCATION
ROLL	LOCATION	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\*

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: UN 1

Type: Elemental Battle Armor [Flamer](Sqd3)

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 Flamer [BA]	2 [DE,H,AI]	-	1	2	3
1 Battle Claw	-	-	-	-	

Ammo: (SRM 2) 2

Mechanized:

Swarm:

Leg:

AP:

Armor: Standard (Basic)

Role: Ambusher

BV: 208

### CLUSTER HITS TABLE

2D6	2	3	4	5	6
2	1	1	1	2	
3	1	1	2	2	
4	1	1	2	3	
5	1	2	2	3	
6	1	2	2	4	
7	1	2	3	4	
8	2	2	3	4	
9	2	2	3	5	
10	2	3	3	5	
11	2	3	4	6	
12	2	3	4	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: UN 1

Type: Elemental Battle Armor [Flamer](Sqd3)

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 Flamer [BA]	2 [DE,H,AI]	-	1	2	3
1 Battle Claw	-	-	-	-	

Ammo: (SRM 2) 2

Mechanized:

Swarm:

Leg:

AP:

Armor: Standard (Basic)

Role: Ambusher

BV: 208

### CLUSTER HITS TABLE

2D6	2	3	4	5	6
2	1	1	1	2	
3	1	1	2	2	
4	1	1	2	3	
5	1	2	2	3	
6	1	2	2	4	
7	1	2	3	4	
8	2	2	3	4	
9	2	2	3	5	
10	2	3	3	5	
11	2	3	4	6	
12	2	3	4	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
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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
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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.