

BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Mad Cat (Timber Wolf) Prime

Movement Points: _____
 Walking: 5 Tech Base: Clan
 Running: 8 Rules Level: Standard
 Jumping: 0 Role: Brawler

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	LRM 20	LT	6	1/[Msl] [M.C.S.]	—	7	14	21
1	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3
1	LRM 20	RT	6	1/[Msl] [M.C.S.]	—	7	14	21
1	Machine Gun	CT	—	2 [DB,AI]	—	1	2	3

Ammo: [LRM 20] 12, [Machine Gun] 200

BV: 2,737



WARRIOR DATA

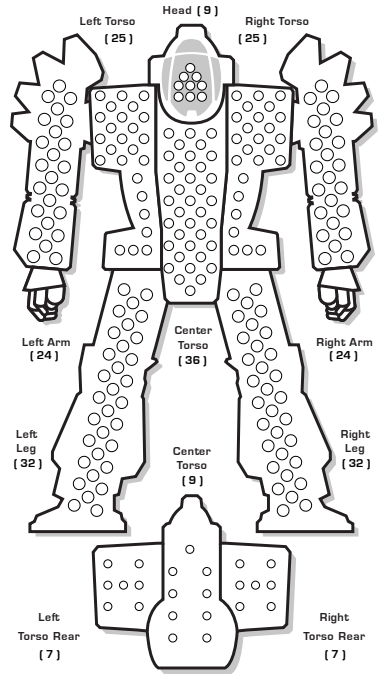
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

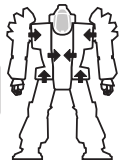


ARMOR DIAGRAM



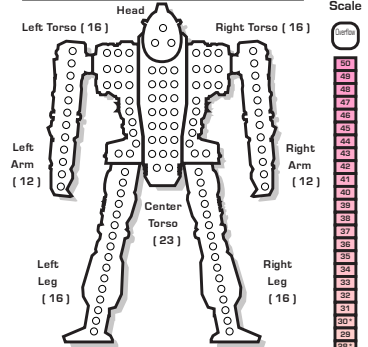
CRITICAL TABLE

Location	Parts	Engine Hits	Gyro Hits	Sensor Hits	Life Support
Left Arm	1. Shoulder	○	○	○	○
	2. Upper Arm Actuator	○	○	○	○
	3. Lower Arm Actuator	○	○	○	○
	4. Double Heat Sink	○	○	○	○
	5. Double Heat Sink	○	○	○	○
	6. ER Large Laser	○	○	○	○
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. Double Heat Sink	○	○	○	○
	5. Double Heat Sink	○	○	○	○
	6. ER Large Laser	○	○	○	○
Left Torso (CASE)	1. XL Fusion Engine	○	○	○	○
	2. XL Fusion Engine	○	○	○	○
	3. Medium Pulse Laser	○	○	○	○
	4. LRM 20	○	○	○	○
	5. LRM 20	○	○	○	○
	6. LRM 20	○	○	○	○
Right Torso (CASE)	1. XL Fusion Engine	○	○	○	○
	2. XL Fusion Engine	○	○	○	○
	3. Machine Gun	○	○	○	○
	4. LRM 20	○	○	○	○
	5. LRM 20	○	○	○	○
	6. LRM 20	○	○	○	○
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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Double Heat Sinks: 17 [34]

Heat Level*	Effects	Heat Level*	Effects
32	Pilot damage, avoid on 8+	50	Shutdown
31	+6 Movement Points	49	+8 Movement Points
30	Shutdown, avoid on 12+	48	+7 Modifier to Fire
28	Ammo Exp, avoid on 10+	47	Pilot damage, avoid on -10+
26	Shutdown, avoid on 10+	46	Shutdown, avoid on 20+
25	+5 Movement Points	45	Ammo Explosion
24	+4 Modifier to Fire	44	System failure, avoid on 10+
23	Ammo Exp, avoid on 6+	43	+8 Movement Points
22	Shutdown, avoid on 8+	42	Shutdown, avoid on 18+
20	+4 Movement Points	41	+5 Modifier to Fire
19	Ammo Exp, avoid on 4+	40	Ammo Exp, avoid on 12+
18	Shutdown, avoid on 6+	39	Pilot damage, avoid on 10+
17	+3 Modifier to Fire	38	Shutdown, avoid on 16+
15	-3 Movement Points	37	-7 Movement Points
14	Shutdown, avoid on 4+	36	System failure, avoid on 8+
13	+2 Modifier to Fire	35	Ammo Exp, avoid on 10+
10	-2 Movement Points	34	Shutdown, avoid on 14+
8	+1 Modifier to Fire	33	+5 Modifier to Fire
5	-1 Movement Points		

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: BattleMaster BLR-1Gc

Movement Points: **85**
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 Rules Level: Advanced
 Jumping: 0 Role: Brawler

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)			
					Min	Sht	Med	Lng
1	PPC	RA	10	10 [DE]	3	6	12	18
1	SRM 6	LT	4	2/[Me] [M.C.S.]	-	3	6	9
2	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	Medium Laser (R)	LT	3	5 [DE]	-	3	6	9
2	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser (R)	RT	3	5 [DE]	-	3	6	9

Ammo: [SRM 6] 30

BV: 1,577



WARRIOR DATA

Pilot: _____

Gunnery Skill: _____ Piloting Skill: _____

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

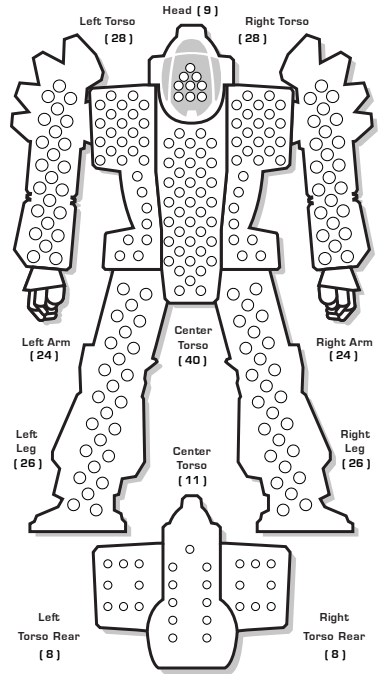
Commander: _____

Gunnery Skill: _____ Piloting Skill: _____

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

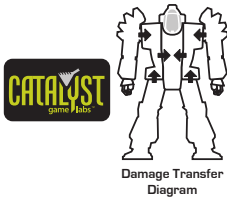


ARMOR DIAGRAM

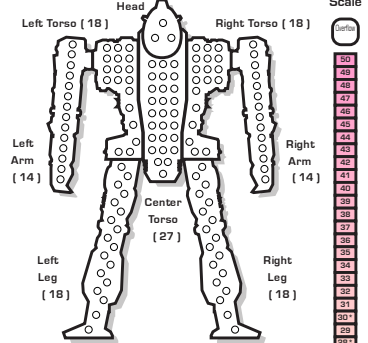


CRITICAL TABLE

	Left Arm	Right Arm	Center Torso	Left Torso	Right Torso	Left Leg	Right Leg
1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Roll Again 6. Roll Again	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. PPC 6. PPC	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. SRM 6 5. SRM 6 6. Medium Laser	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Medium Laser 5. Medium Laser 6. Medium Laser (R)	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again
4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. PPC 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Roll Again 6. Roll Again	1. Medium Laser 2. Medium Laser (R) 3. Ammo [SRM 6] 15 4. Ammo [SRM 6] 15	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Medium Laser 5. Medium Laser 6. Medium Laser (R)	1. Roll Again 2. Roll Again	1. Roll Again 2. Roll Again



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Double Heat Sinks: 17 [34]

Heat Level* Effects	Heat Level* Effects
32 Pilot damage, avoid on 8+	50 Shutdown
31 -6 Movement Points	49 -8 Movement Points
30 Shutdown, avoid on 12+	48 +7 Modifier to Fire
28 Ammo Exp, avoid on 10+	47 Pilot damage, avoid on -10+
26 Shutdown, avoid on 10+	46 Shutdown, avoid on 20+
25 -5 Movement Points	45 Ammo Explosion
24 +4 Modifier to Fire	44 System failure, avoid on 10+
23 Ammo Exp, avoid on 6+	43 -8 Movement Points
22 Shutdown, avoid on 8+	42 Shutdown, avoid on 18+
20 -4 Movement Points	41 +6 Modifier to Fire
19 Ammo Exp, avoid on 4+	40 Ammo Exp, avoid on 12+
18 Shutdown, avoid on 6+	39 Pilot damage, avoid on 10+
17 +3 Modifier to Fire	38 Shutdown, avoid on 16+
15 -3 Movement Points	37 -7 Movement Points
14 Shutdown, avoid on 4+	36 System failure, avoid on 8+
13 +2 Modifier to Fire	35 Ammo Exp, avoid on 10+
10 -2 Movement Points	34 Shutdown, avoid on 14+
8 +1 Modifier to Fire	33 +5 Modifier to Fire
5 -1 Movement Points	

BATTLETECH™

FOUR-LEGGED BATTLEMECH RECORD SHEET

'MECH DATA

Type: Goliath GOL-1H

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 80

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Sniper

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)			
					Min	Sht	Med	Lng
1	LRM 10	LT	4	1/Msl [M.C.S]	6	7	14	21
1	Machine Gun	LT	-	2 [DB.A]	-	1	2	3
1	PPC	RT	10	10 [DB.A]	3	6	12	18
1	LRM 10	RT	4	1/Msl [M.C.S]	6	7	14	21
1	Machine Gun	RT	-	2 [DB.A]	-	1	2	3

Ammo: [LRM 10] 24, [Machine Gun] 200

BV: 1,449



WARRIOR DATA

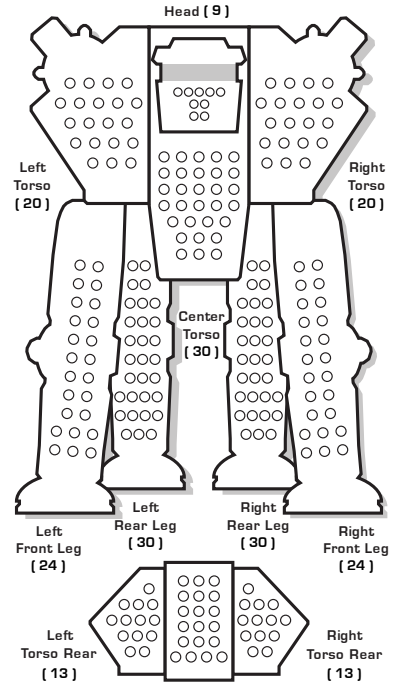
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

Right Torso

- PPC
- PPC
- PPC
- LRM 10
- LRM 10
- Machine Gun

1-3

4-6

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

Front Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

1-3

4-6

Left Torso

- LRM 10
- LRM 10
- Machine Gun
- Ammo [Machine Gun] 200
- Roll Again
- Roll Again

Rear Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

Front Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again

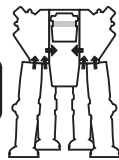
Right Torso

- PPC
- PPC
- PPC
- LRM 10
- LRM 10
- Machine Gun

1-3

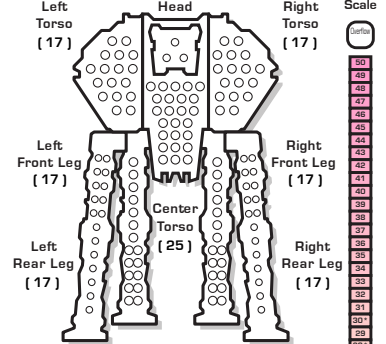
Rear Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Roll Again



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Sinks: 17

Heat Level*	Effects	Heat Level	Effects
32	Pilot damage, avoid on 8+	50	Shutdown
31	-6 Movement Points	49	-8 Movement Points
30	Shutdown, avoid on 12+	48	+7 Modifier to Fire
28	Ammo Exp, avoid on 12+	47	Pilot damage, avoid on -10+
26	Shutdown, avoid on 10+	46	Shutdown, avoid on 20+
25	-5 Movement Points	45	Ammo Explosion
24	+4 Modifier to Fire	44	System failure, avoid on 10+
23	Ammo Exp, avoid on 6+	43	-8 Movement Points
22	Shutdown, avoid on 8+	42	Shutdown, avoid on 18+
20	-4 Movement Points	41	+5 Modifier to Fire
19	Ammo Exp, avoid on 4+	40	Ammo Exp, avoid on 12+
18	Shutdown, avoid on 6+	39	Pilot damage, avoid on 10+
17	+3 Modifier to Fire	38	Shutdown, avoid on 16+
15	-3 Movement Points	37	-7 Movement Points
14	Shutdown, avoid on 4+	36	System failure, avoid on 8+
13	+2 Modifier to Fire	35	Ammo Exp, avoid on 10+
10	-2 Movement Points	34	Shutdown, avoid on 14+
8	+1 Modifier to Fire	33	+5 Modifier to Fire
5	-1 Movement Points		

BATTLETECH™

THREE-LEGGED BATTLEMECH RECORD SHEET

ARMOR DIAGRAM

'MECH DATA

Type: Triskelion TRK-4V

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 75

Tech Base: Mixed

Rules Level: Experimental

Role: Brawler

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)		
					Min	Sht	Med Lng
2	ER Medium Laser	LA	5	7 [DE]	-	5	10 15
[Clan]							
2	ER Medium Laser	RA	5	7 [DE]	-	5	10 15
[Clan]							
1	LRM 15 [Clan]	LT	5	1/Msl [M.C.S.]	-	7	14 21
w/Artemis V							
1	LRM 15 [Clan]	RT	5	1/Msl [M.C.S.]	-	7	14 21
w/Artemis V							
1	ECM Suite [Guardian]	CT	-	[E]	-	-	-
[IS]							
1	Targeting Computer	HD	-	[E]	-	-	-
[IS]							

Ammo: [LRM 15] 32

BV: 2,972



WARRIOR DATA

Pilot: _____

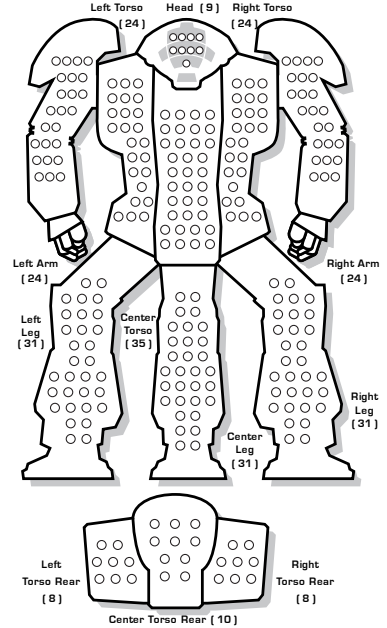
Gunnery Skill: _____ Piloting Skill: _____

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

Gunner: _____

Gunnery Skill: _____ Piloting Skill: _____

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



CRITICAL TABLE

	Head	Left Arm	Right Arm	Center Torso	Left Torso	Right Torso	Left Leg	Center Leg	Right Leg
1-3	1. Life Support 2. Sensors 3. Tripod Cockpit 4. Targeting Computer [IS] 5. Sensors 6. Life Support	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. ER Medium Laser [Clan] 6. ER Medium Laser [Clan]	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. ER Medium Laser [Clan] 6. ER Medium Laser [Clan]	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. Endo-Composite 2. Ferro-Fibrous [Clan]	1. Endo-Composite 2. Ferro-Fibrous [Clan]	1. Endo-Composite 2. Ferro-Fibrous [Clan]	1. Gyro 2. XL Fusion Engine 3. XL Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo-Composite 6. Ferro-Fibrous [Clan]
4-6	1. Gyro 2. XL Fusion Engine 3. XL Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. LRM 15 [Clan] 2. LRM 15 [Clan] 3. Artemis V FCS [Clan] 4. Artemis V FCS [Clan]	1. LRM 15 [Clan] 2. LRM 15 [Clan] 3. Artemis V FCS [Clan] 4. Artemis V FCS [Clan]	1. ECM Suite [Guardian] 2. ECM Suite [Guardian]	1. Ammo [LRM 15] 8 2. Ammo [LRM 15] 8 3. CASE II 4. Endo-Composite 5. Ferro-Fibrous [Clan] 6. Roll Again	1. Ammo [LRM 15] 8 2. Ammo [LRM 15] 8 3. CASE II 4. Endo-Composite 5. Ferro-Fibrous [Clan] 6. Roll Again	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo-Composite 6. Ferro-Fibrous [Clan]	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo-Composite 6. Ferro-Fibrous [Clan]	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo-Composite 6. Ferro-Fibrous [Clan]

Engine Hits ○○○○

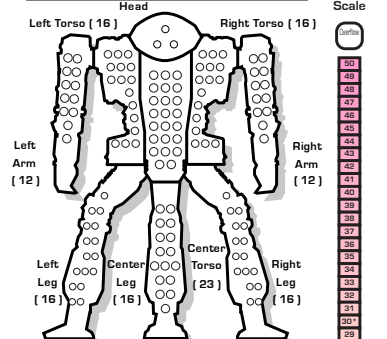
Gyro Hits ○○○○

Sensor Hits ○○○○

Life Support ○

Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Double Heat Sinks: ○○○○○○○○
15 [30]

Heat Level*	Effects	Heat Level	Effects
32	Pilot damage, avoid on 8+	30	Shutdown
31	-6 Movement Points	29	+16 Modifier to Fire
30	Shutdown, avoid on 12+	28	+7 Modifier to Fire
28	Ammo Exp, avoid on 8+	27	47 Pilot damage, avoid on -10+
26	Shutdown, avoid on 18+	26	46 Shutdown, avoid on 20+
25	-5 Movement Points	25	45 Ammo Explosion
24	+4 Modifier to Fire	24	44 System failure, avoid on 10+
23	Ammo Exp, avoid on 6+	23	-8 Movement Points
22	Shutdown, avoid on 8+	22	42 Shutdown, avoid on 18+
20	-4 Movement Points	21	+16 Modifier to Fire
19	Ammo Exp, avoid on 4+	20	40 Ammo Exp, avoid on 12+
18	Shutdown, avoid on 6+	19	39 Pilot damage, avoid on 10+
17	+3 Modifier to Fire	18	38 Shutdown, avoid on 16+
15	-3 Movement Points	17	37 -7 Movement Points
14	Shutdown, avoid on 4+	16	46 System failure, avoid on 8+
13	+2 Modifier to Fire	15	35 Ammo Exp, avoid on 10+
10	-2 Movement Points	14	34 Shutdown, avoid on 14+
8	+1 Modifier to Fire	13	33 +5 Modifier to Fire
5	-1 Movement Points		

BATTLETECH™

ARMOR DIAGRAM

SUPERHEAVY THREE-LEGGED OMNIMECH RECORD SHEET

'MECH DATA

Type: Ares ARS-V1C Aphrodite

Movement Points: Tonnage: 135
 Walking: 2 Tech Base: Mixed
 Running: 3 Rules Level: Experimental
 Jumping: 0 Role: Juggernaut

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)	Min	Sht	Med	Lng
2	A-Pod	CL	-	[PD,OS,A]		-	-	-	-
2	A-Pod	LL	-	[PD,OS,A]		-	-	-	-
2	A-Pod	RL	-	[PD,OS,A]		-	-	-	-
1	Rotary AC/5 [Clan]	LA	1	5/Sht [DB,R/C]		7	14	21	
3	Streak LRM 5 [Clan]	RA	2	1/Mal [M.C]		7	14	21	
1	ER Medium Laser [Clan]	LT	5	7 [DE]		-	5	10	15
1	ER Small Laser [Clan]	LT	2	5 [DE]		-	2	4	6
1	LRM 5	LT	2	1/Mal [M.C.S]		6	7	14	21
1	SRM 2	LT	2	2/Mal [M.C.S]		-	3	6	9
1	C3 Computer [Master] [IS]	LT	-	[E]		-	5	9	15
1	ER Medium Laser [Clan]	RT	5	7 [DE]		-	5	10	15
1	ER Small Laser [Clan]	RT	2	5 [DE]		-	2	4	6
1	LRM 5	RT	2	1/Mal [M.C.S]		6	7	14	21
1	SRM 2	RT	2	2/Mal [M.C.S]		-	3	6	9
1	C3 Computer [Master] [IS]	RT	-	[E]		-	5	9	15
1	ER Small Laser [Clan]	CT	2	5 [DE]		-	2	4	6
1	SRM 2	CT	2	2/Mal [M.C.S]		-	3	6	9
2	Angel ECM Suite	CT	-	[E]		-	-	-	-

Ammo: [LRM 5] 24, [RAC/5] 40, [SRM 2] 50, [Streak LRM 5] 24

BV: 3,232



WARRIOR DATA

Pilot: _____

Gunnery Skill: _____ Piloting Skill: _____

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

Gunner: _____

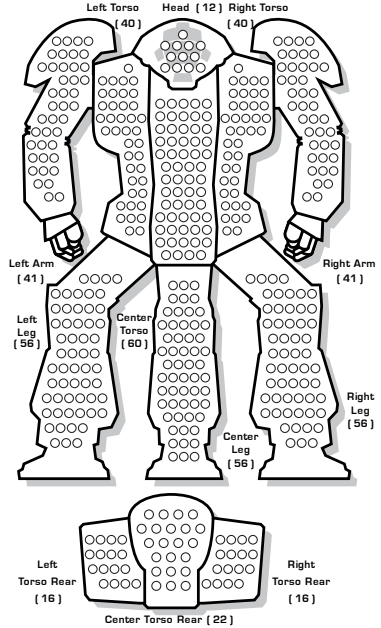
Gunnery Skill: _____ Piloting Skill: _____

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

Tech Officer: _____

Gunnery Skill: _____ Piloting Skill: _____

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



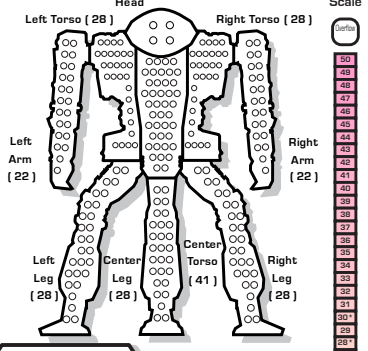
CRITICAL TABLE

	Left Arm	Right Arm	Center Torso	Left Torso	Right Torso	Left Leg	Center Leg	Right Leg	
1-3	1. Shoulder 2. Upper Arm Actuator 3. Double Heat Sink 4. Double Heat Sink 5. Rotary AC/5 [Clan] 6. Rotary AC/5 [Clan]	1. Shoulder 2. Upper Arm Actuator 3. Double Heat Sink 4. Double Heat Sink 5. Streak LRM 5 [Clan] 6. Streak LRM 5 [Clan]	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Superheavy Gyro 5. Superheavy Gyro 6. Double Heat Sink	1. Double Heat Sink 2. Double Heat Sink 3. ER Medium Laser [Clan] 4. ER Small Laser [Clan]	1. Double Heat Sink 2. Double Heat Sink 3. ER Medium Laser [Clan] 4. ER Small Laser [Clan] 5. LRM 5 6. SRM 2	1. Double Heat Sink 2. Double Heat Sink 3. ER Medium Laser [Clan] 4. ER Small Laser [Clan] 5. LRM 5 6. SRM 2	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. A-Pod 6. A-Pod	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. A-Pod 6. A-Pod	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. A-Pod 6. A-Pod

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Double Heat Sinks: 15 [30]

Heat Level*	Effects	Heat Level	Effects
32	Pilot damage, avoid on 8+	50	Shutdown
31	+6 Movement Points	49	+8 Movement Points
30	Shutdown, avoid on 12+	48	+7 Modifier to Fire
28	Ammo Exp, avoid on 8+	47	Pilot damage, avoid on -10+
26	Shutdown, avoid on 18+	46	Shutdown, avoid on 20+
25	+5 Movement Points	45	Ammo Explosion
24	+4 Modifier to Fire	44	System failure, avoid on 10+
23	Ammo Exp, avoid on 6+	43	-8 Movement Points
22	Shutdown, avoid on 8+	42	Shutdown, avoid on 18+
20	+4 Movement Points	41	+6 Modifier to Fire
19	Ammo Exp, avoid on 4+	40	Ammo Exp, avoid on 12+
18	Shutdown, avoid on 6+	39	Pilot damage, avoid on 10+
17	+3 Modifier to Fire	38	Shutdown, avoid on 16+
15	+3 Movement Points	37	+7 Movement Points
14	Shutdown, avoid on 4+	36	System failure, avoid on 8+
13	+2 Modifier to Fire	35	Ammo Exp, avoid on 10+
10	+2 Movement Points	34	Shutdown, avoid on 14+
8	+1 Modifier to Fire	33	+5 Modifier to Fire
5	-1 Movement Points		

BATTLETECH™

QUADVEE RECORD SHEET

'MECH DATA

Type: Cyllaros (Standard)

Movement Points: _____
 Walking: 5 Vehicle: _____ Tonnage: 55
 Running: 8 Cruising: 5 Tech Base: Clan
 Jumping: 0 Flanking: 8 Role: Skirmisher

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)	Min	Sht	Med	Lng
1	Imp. Heavy Medium Laser	LT	7	10 [D.E.X]	-	3	6	9	
1	AP Gauss Rifle	LT	1	3 [D.B.A.I.X]	-	3	6	9	
1	Imp. Heavy Medium Laser	RT	7	10 [D.E.X]	-	3	6	9	
1	AP Gauss Rifle	RT	1	3 [D.B.A.I.X]	-	3	6	9	
1	ECM Suite	RT	-	[E]	-	-	-	-	
1	LRM 15	CT	5	1/MeI [M.C.S]	-	7	14	21	

Ammo: [AP Gauss] 40, [LRM 15] 16

BV: 1,450



WARRIOR DATA

Pilot: _____

Gunnery Skill: _____ Piloting Skill: _____

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

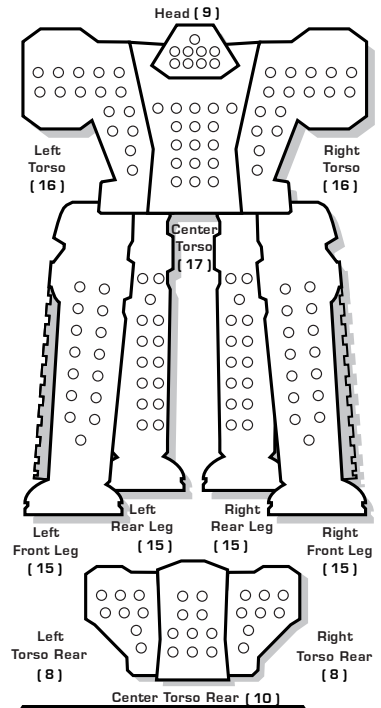
Gunner: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL TABLE

Head

- Life Support
- Sensors
- Pilot
- Gunner
- Sensors
- Life Support

Front Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Tracks

Center Torso

- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

Left Torso (CASE)

- Imp. Heavy Medium Laser
- Imp. Heavy Medium Laser
- AP Gauss Rifle
- Ammo [LRM 15] 8
- Ammo [LRM 15] 8
- Endo Steel

1-3

Endo Steel

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel

4-6

Rear Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Tracks

Front Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Tracks

Right Torso (CASE)

- Imp. Heavy Medium Laser
- Imp. Heavy Medium Laser
- AP Gauss Rifle
- Ammo [AP Gauss] 40
- ECM Suite
- Ferro-Fibrous

1-3

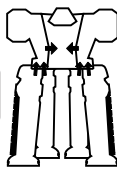
Endo Steel

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

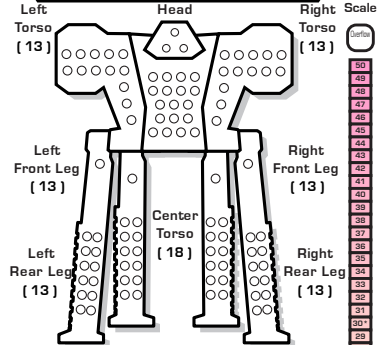
Rear Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Conversion Gear
- Tracks



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

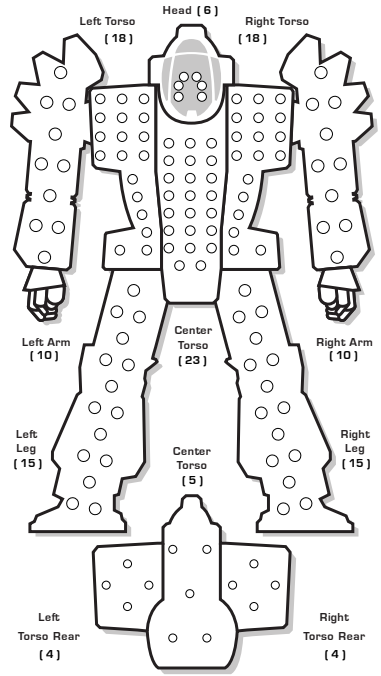
Laser Heat Sinks: ○○○○○○○○○○
 10 [20]

Heat Level*	Effects	Heat Level	Effects
32	Pilot damage, avoid on 8+	50	Shutdown
31	+6 Movement Points	49	+8 Movement Points
30	Shutdown, avoid on 12+	48	+7 Modifier to Fire
28	Ammo Exp, avoid on 8+	47	Pilot damage, avoid on -10+
26	Shutdown, avoid on 10+	46	Shutdown, avoid on 20+
25	+5 Movement Points	45	Ammo Explosion
24	+4 Modifier to Fire	44	System failure, avoid on 10+
23	Ammo Exp, avoid on 6+	43	-8 Movement Points
22	Shutdown, avoid on 8+	42	Shutdown, avoid on 18+
20	+4 Movement Points	41	+8 Modifier to Fire
19	Ammo Exp, avoid on 4+	40	Ammo Exp, avoid on 12+
18	Shutdown, avoid on 6+	39	Pilot damage, avoid on 10+
17	+3 Modifier to Fire	38	Shutdown, avoid on 16+
15	-3 Movement Points	37	-7 Movement Points
14	Shutdown, avoid on 4+	36	System failure, avoid on 8+
13	+2 Modifier to Fire	35	Ammo Exp, avoid on 10+
10	-2 Movement Points	34	Shutdown, avoid on 14+
8	+1 Modifier to Fire	33	+5 Modifier to Fire
5	-1 Movement Points		

BATTLETECH™

LAND-AIR 'MECH RECORD SHEET

ARMOR DIAGRAM



'MECH DATA

Type: Phoenix Hawk LAM PHX-HK2

Tonnage: 50 Tech Base: Inner Sphere
 Movement Points: Rules Level: Experimental
 BattleMech Role: Striker
 Walking: 5 AirMech Fighter
 Running: 8 Walking: 2 Cruising: 15 Safe Thrust: 5
 Jumping: 5 Running: 3 Flanking: 23 Max Thrust: 8

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	-	3	6	9
1	Machine Gun	LA	-	2 [DB,AI]	-	1	2	3
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Machine Gun	RA	-	2 [DB,AI]	-	1	2	3
1	Large Laser	RT	8	8 [DE]	-	5	10	15

Ammo: [Machine Gun] 200

BV: 1,555



WARRIOR DATA

Name: _____

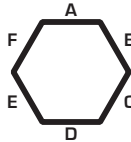
BattleMech _____
 Gunnery Skill: _____ Piloting Skill: _____
 Aerospace _____
 Gunnery Skill: _____ Piloting Skill: _____

Hits Taken
 Consciousness #

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



Advanced
Movement
Compass



CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Laser
 - Machine Gun
- 1-3**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**
- Left Torso**
- Landing Gear
 - Avionics
 - Heat Sink
 - Jump Jet
 - Jump Jet
 - Ammo [Machine Gun] 200
- 1-3**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Roll Again
 - Roll Again

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Avionics
 - Sensors
 - Life Support
- Center Torso**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Landing Gear
 - Jump Jet

Avionics Hits ○○○○
 Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Landing Gear ○○○○
 Life Support ○○○○
 Structural Integrity ○○○○○○
 ○○○○○○
 ○○○○○○

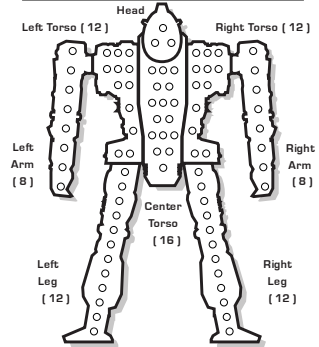


Damage Transfer
Diagram



- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Laser
 - Machine Gun
- 1-3**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**
- Right Torso**
- Landing Gear
 - Avionics
 - Heat Sink
 - Jump Jet
 - Jump Jet
 - Large Laser
- 1-3**
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6**
- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Roll Again
 - Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

- Heat Scale
- | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|

HEAT DATA

Heat Sinks: ○○○○○○○○
 12
 [AirMech +3]

Heat Level* Effects
 23 Ammo Exp, avoid on 8+
 25 Shutdown, avoid on 10+
 25 5 Movement Points
 25 /Rand. Movement 10+
 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 7+
 14 Shutdown, avoid on 4+
 13 +2 Modifier to Fire
 10 2 Movement Points
 8 /Rand. Movement 6+
 8 +1 Modifier to Fire
 5 1 Movement Points
 3 /Rand. Movement 5+

Heat Level* Effects
 50 Shutdown
 49 -9 Movement Points
 48 +7 Modifier to Fire
 47 Pilot damage, avoid on -10+
 46 Shutdown, avoid on 20+
 45 Ammo Explosion
 44 System failure, avoid on 10+
 43 -8 Movement Points
 42 Shutdown, avoid on 18+
 41 +5 Modifier to Fire
 40 Ammo Exp, avoid on 12+
 39 Pilot damage, avoid on 10+
 38 Shutdown, avoid on 16+
 37 7 Movement Points
 36 System failure, avoid on 8+
 35 Ammo Exp, avoid on 10+
 34 Shutdown, avoid on 14+
 33 +5 Modifier to Fire
 32 Pilot damage, avoid on 8+
 31 8 Movement Points
 30 Shutdown, avoid on 20+