

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Catapult II CPLT-L7

Movement Points: Tonnage: 70
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 Rules Level: Standard
 Jumping: 4 Role: Missile Boat

Weapons & Equipment Inventory

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|-----------------|-----|----|---------------|-----|-----|-----|-----|
| 1 | LRM 20 | LA | 6 | 1/Msl [M.C.S] | 6 | 7 | 14 | 21 |
| 1 | LRM 20 | RA | 6 | 1/Msl [M.C.S] | 6 | 7 | 14 | 21 |
| 1 | TSEMP Cannon | LT | 10 | 0 [DEX] | — | 5 | 10 | 15 |
| 1 | TSEMP Cannon | RT | 10 | 0 [DEX] | — | 5 | 10 | 15 |
| 2 | ER Medium Laser | CT | 5 | 5 [DE] | — | 4 | 8 | 12 |

Ammo: [LRM 20] 24

Quirks: Bad Reputation [Inner Sphere]

BV: 3,398

WARRIOR DATA

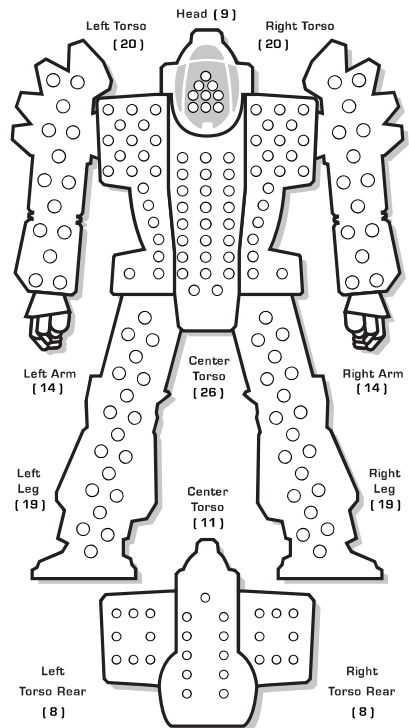
Name: Lt. Felipe Cintron

Gunnery Skill: 3 Piloting Skill: 4

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



ARMOR DIAGRAM



CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - LRM 20
 - LRM 20
 - LRM 20
 - LRM 20

- Center Torso**
- XL Fusion Engine
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel

- Left Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Jump Jet
 - TSEMP Cannon

- Right Torso**
- TSEMP Cannon
 - TSEMP Cannon
 - TSEMP Cannon
 - TSEMP Cannon
 - Ammo [LRM 20] 6
 - Ammo [LRM 20] 6

- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Endo Steel

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Roll Again
 - Sensors
 - Life Support

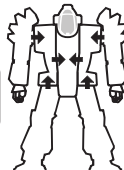
- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - LRM 20
 - LRM 20
 - LRM 20
 - LRM 20

- Center Torso**
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - ER Medium Laser
 - ER Medium Laser

- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Jump Jet
 - TSEMP Cannon

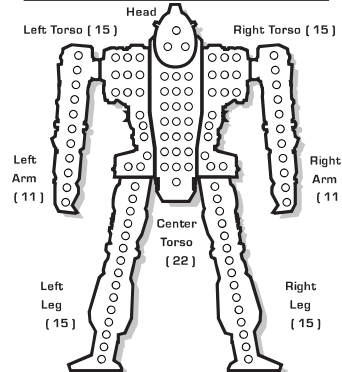
- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Endo Steel

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



Damage Transfer Diagram

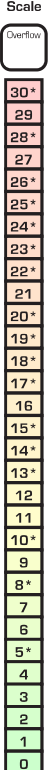
INTERNAL STRUCTURE DIAGRAM



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 | ○ |

Heat Scale



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Firestarter FS9-S3

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 35

Tech Base: Inner Sphere

Rules Level: Standard

Role: Scout

Weapons & Equipment Inventory

(hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|----------------------|-----|----|-------------|-----|-----|-----|-----|
| 1 | ER Medium Laser | LA | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | Flamer | LA | 3 | 2 [DE,H,AI] | — | 1 | 2 | 3 |
| 1 | ER Medium Laser | RA | 5 | 5 [DE] | — | 4 | 8 | 12 |
| 1 | Flamer | RA | 3 | 2 [DE,H,AI] | — | 1 | 2 | 3 |
| 1 | Anti-Missile System | LT | 1 | [PD] | — | 1 | 1 | 1 |
| 1 | ECM Suite (Guardian) | LT | — | [E] | — | — | — | — |
| 1 | Small Laser | RT | 1 | 3 [DE] | — | 1 | 2 | 3 |
| 1 | Flamer | CT | 3 | 2 [DE,H,AI] | — | 1 | 2 | 3 |
| 1 | Flamer [R] | CT | 3 | 2 [DE,H,AI] | — | 1 | 2 | 3 |

Ammo: [AMS] 12

Quirks: Cowl

BV: 1,199



WARRIOR DATA

Name: Lt. Andrew Sternglass

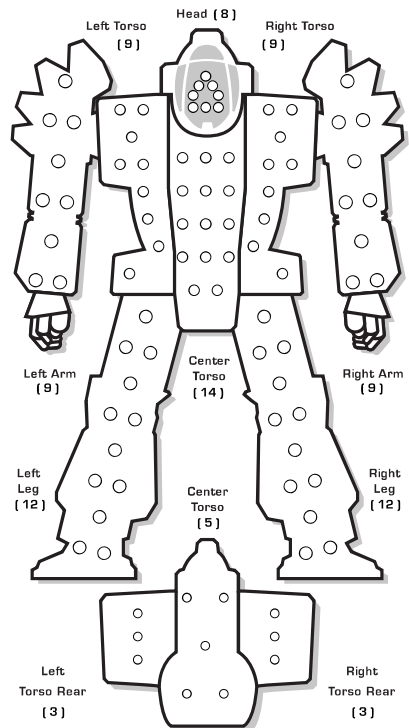
Gunnery Skill: 3

Piloting Skill: 4

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



ARMOR DIAGRAM



CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink

- ER Medium Laser
 - Flamer
- 4-6
- Endo Steel
 - Endo Steel
 - Light Ferro-Fibrous
 - Light Ferro-Fibrous

- Left Torso**
- Jump Jet
 - Jump Jet
 - Jump Jet
- 1-3
- Anti-Missile System
 - Ammo [AMS] 12
 - ECM Suite (Guardian)

- ECM Suite (Guardian)
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6

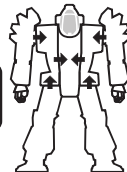
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Roll Again
 - Roll Again

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Roll Again
 - Sensors
 - Life Support

- Center Torso**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3

- Right Torso**
- Jump Jet
 - Jump Jet
 - Jump Jet
 - Fusion Engine
 - Flamer
 - Flamer [R]
- 4-6

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



Damage Transfer Diagram

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink

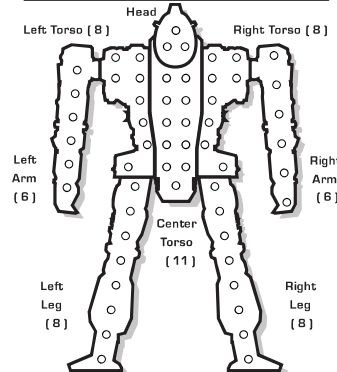
- ER Medium Laser
 - Flamer
- 4-6
- Light Ferro-Fibrous
 - Light Ferro-Fibrous
 - Light Ferro-Fibrous
 - Light Ferro-Fibrous

- Right Torso**
- Jump Jet
 - Jump Jet
 - Jump Jet
 - Small Laser
 - Endo Steel
 - Endo Steel
- 1-3

- Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Light Ferro-Fibrous
- 4-6

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Roll Again
 - Roll Again

INTERNAL STRUCTURE DIAGRAM



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 |

HEAT DATA

| Heat Level* | Effects | Double Heat Sinks: |
|-------------|------------------------|--------------------|
| 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: Stalker STK-8S

Movement Points:

Walking: 3

Running: 5

Jumping: 0

Tonnage: 85

Tech Base: Inner Sphere

Rules Level: Standard

Role: Juggernaut

Weapons & Equipment Inventory

(hexes)

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|----------------|-----|-----|-----|-----|
| 1 | ER PPC | LA | 15 | 10 [DE] | - | 7 | 14 | 23 |
| 1 | Medium Pulse Laser | LA | 4 | 6 [P] | - | 2 | 4 | 6 |
| 1 | ER PPC | RA | 15 | 10 [DE] | - | 7 | 14 | 23 |
| 1 | Medium Pulse Laser | RA | 4 | 6 [P] | - | 2 | 4 | 6 |
| 2 | ER Medium Laser | LT | 5 | 5 [DE] | - | 4 | 8 | 12 |
| 1 | Heavy Gauss Rifle | CT | 2 | 25/20/10 [DBX] | 4 | 6 | 13 | 20 |

Ammo: [Heavy Gauss] 12

Quirks: Combat Computer, Ubiquitous [Inner Sphere], No/Minimal Arms

BV: 3,394

WARRIOR DATA

Name: Major Skott Whyte

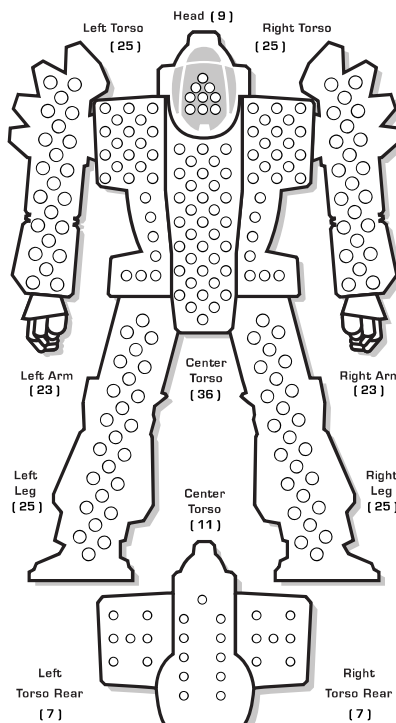
Gunnery Skill: 2

Piloting Skill: 3

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



ARMOR DIAGRAM

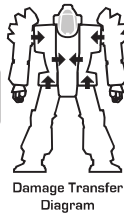


CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3**
- Double Heat Sink
 - Double Heat Sink
- 4-6**
- ER PPC
 - ER PPC
 - ER PPC
 - Medium Pulse Laser
- Left Torso**
- Light Fusion Engine
 - Light Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3**
- Double Heat Sink
 - Double Heat Sink
 - ER Medium Laser
 - ER Medium Laser
 - Ammo [Heavy Gauss] 4
 - Ammo [Heavy Gauss] 4
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Roll Again
 - Roll Again

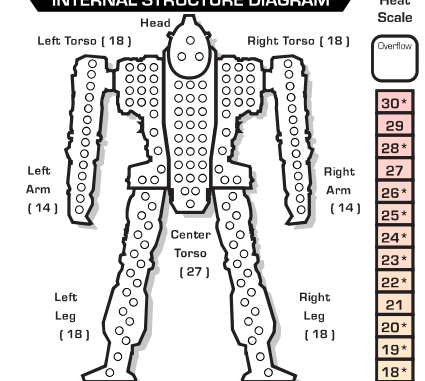
- Head**
- Life Support
 - Sensors
 - Cockpit
 - Roll Again
 - Sensors
 - Life Support
- Center Torso**
- Light Fusion Engine
 - Light Fusion Engine
 - Light Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3**
- Gyro
 - Gyro
 - Medium Pulse Laser

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



- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3**
- Double Heat Sink
 - Double Heat Sink
- 4-6**
- ER PPC
 - ER PPC
 - ER PPC
 - Medium Pulse Laser
- Right Torso**
- Light Fusion Engine
 - Light Fusion Engine
 - Heavy Gauss Rifle
 - Heavy Gauss Rifle
 - Heavy Gauss Rifle
 - Heavy Gauss Rifle
- 1-3**
- Heavy Gauss Rifle
 - Heavy Gauss Rifle
 - Heavy Gauss Rifle
 - Heavy Gauss Rifle
 - Heavy Gauss Rifle
 - Ammo [Heavy Gauss] 4
- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Roll Again
 - Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

| Heat Level* | Effects | Double Heat Sinks: |
|-------------|------------------------|---------------------|
| 30 | Shutdown | 16 (32) |
| 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: UrbanMech UM-R70

Movement Points: Tonnage: 30
 Walking: 2 Tech Base: Inner Sphere
 Running: 3 Rules Level: Standard
 Jumping: 2 Role: Ambusher

Weapons & Equipment Inventory

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|-----------------|-----|----|-------------------|-----|-----|-----|-----|
| 1 | ER Small Laser | LA | 2 | 3 [DE] | - | 2 | 4 | 5 |
| 1 | Rotary AC/5 | RA | 1 | 5/Sht [DB,R/C] | - | 5 | 10 | 15 |
| 1 | ER Medium Laser | LT | 5 | 5 [DE] | - | 4 | 8 | 12 |

Ammo: [RAC/5] 40

Quirks: Extended Torso Twist, Narrow/Low Profile, No/Minimal Arms

BV: 1,115

WARRIOR DATA

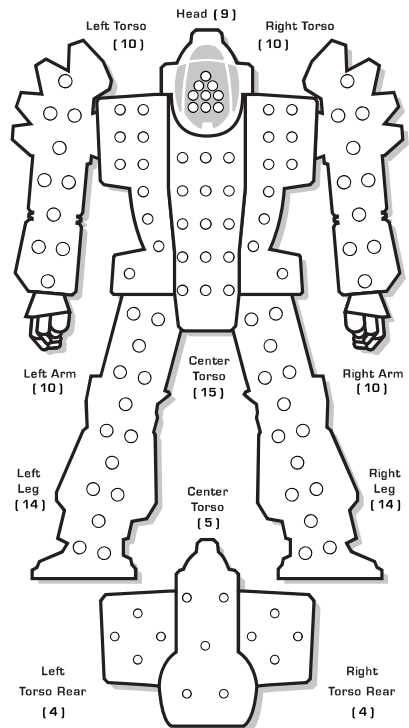
Name: Col. Elizabeth Lyons

Gunnery Skill: 2 Piloting Skill: 4

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



ARMOR DIAGRAM



CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - ER Small Laser
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous

- Center Torso**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro

- Left Torso**
- Heat Sink
 - Heat Sink
 - ER Medium Laser
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous

- Right Torso**
- Heat Sink
 - Heat Sink
 - Ammo [RAC/5] 20
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous

- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Heat Sink
 - Heat Sink

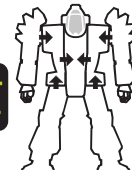
- Head**
- Life Support
 - Sensors
 - Cockpit
 - Heat Sink
 - Sensors
 - Life Support

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Rotary AC/5
 - Rotary AC/5
 - Rotary AC/5
 - Rotary AC/5

- Right Torso**
- Rotary AC/5
 - Rotary AC/5
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again

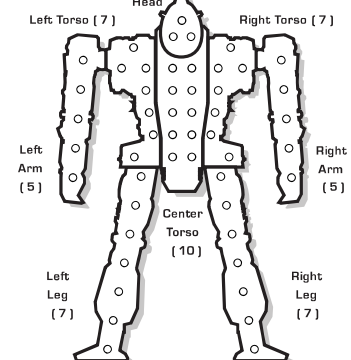
- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Heat Sink
 - Heat Sink

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



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 |

HEAT DATA

| Heat Level* | Effects | Heat Sinks: |
|-------------|------------------------|-------------|
| 30 | Shutdown | 11 |
| 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: BattleMaster BLR-K4

Movement Points: Tonnage: 85
 Walking: 3 Tech Base: Inner Sphere
 Running: 5 Rules Level: Standard
 Jumping: 5 Role: Skirmisher

Weapons & Equipment Inventory

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|-------------------|-----|----|---------------|-----|-----|-----|-----|
| 1 | Large Pulse Laser | LA | 10 | 9 [P] | - | 3 | 7 | 10 |
| 1 | Snub-Nose PPC | LA | 10 | 10/8/5 [DE.V] | - | 9 | 13 | 15 |
| 1 | Gauss Rifle | RA | 1 | 15 [DB.X] | 2 | 7 | 15 | 22 |
| 1 | ER Medium Laser | LT | 5 | 5 [DE] | - | 4 | 8 | 12 |
| 1 | ER Medium Laser | RT | 5 | 5 [DE] | - | 4 | 8 | 12 |

Ammo: [Gauss] 16

Quirks: Command 'Mech, Weak Head Armor [1]

BV: 3,214



WARRIOR DATA

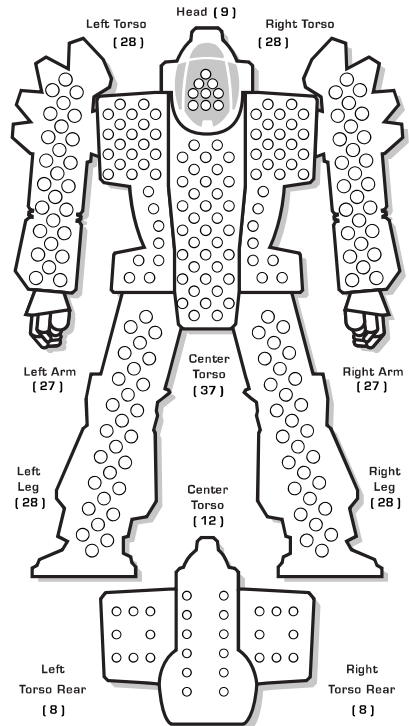
Name: Sg Matt Valgardson

Gunnery Skill: 3 Piloting Skill: 3

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



ARMOR DIAGRAM



CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Large Pulse Laser
 - Large Pulse Laser
 - Snub-Nose PPC
 - Snub-Nose PPC
 - Roll Again
- 4-6

- Left Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Improved Jump Jet
 - Improved Jump Jet
 - ER Medium Laser
- 4-6

- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Improved Jump Jet
 - Improved Jump Jet

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Roll Again
 - Sensors
 - Life Support
- Center Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Heavy Duty Gyro
 - Heavy Duty Gyro
 - Heavy Duty Gyro
- 1-3
- Heavy Duty Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Improved Jump Jet
 - Improved Jump Jet
- 4-6

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



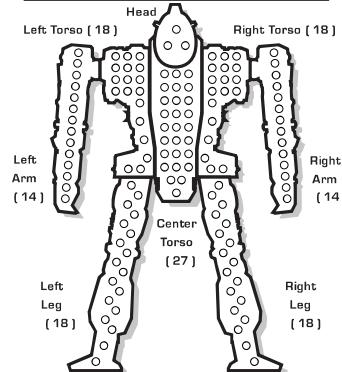
Damage Transfer Diagram

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Gauss Rifle
 - Gauss Rifle
- 1-3
- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Ammo [Gauss] 8
- 4-6

- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Improved Jump Jet
 - Improved Jump Jet
 - ER Medium Laser
 - Ammo [Gauss] 8
 - Roll Again
 - Roll Again
- 4-6

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Improved Jump Jet
 - Improved Jump Jet

INTERNAL STRUCTURE DIAGRAM



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 |

HEAT DATA

| Heat Level* | Effects | Double Heat Sinks: 14 [28] |
|-------------|------------------------|----------------------------|
| 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: War Dog WR-DG-02FC

Movement Points: Tonnage: 75
 Walking: 4 Tech Base: Inner Sphere
 Running: 6 Rules Level: Standard
 Jumping: 0 Role: Brawler

Weapons & Equipment Inventory

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|-----------------------|-----|----|--------------|-----|-----|-----|-----|
| 1 | Streak SRM 2 (OS) | LL | 2 | 2/Msl [M.C.] | - | 3 | 6 | 9 |
| 1 | Streak SRM 2 (OS) | RL | 2 | 2/Msl [M.C.] | - | 3 | 6 | 9 |
| 1 | Large Pulse Laser | LA | 10 | 9 [P] | - | 3 | 7 | 10 |
| 1 | Gauss Rifle | RA | 1 | 15 [DB.X] | 2 | 7 | 15 | 22 |
| 1 | Medium Pulse Laser | RA | 4 | 6 [P] | - | 2 | 4 | 6 |
| 1 | Medium Pulse Laser | LT | 4 | 6 [P] | - | 2 | 4 | 6 |
| 1 | Anti-Missile System | RT | 1 | [PD] | - | 1 | 1 | 1 |
| 1 | ECM Suite (Guardian) | CT | - | [E] | - | - | - | - |
| 1 | Small Pulse Laser (R) | HD | 2 | 3 [P,AI] | - | 1 | 2 | 3 |

Ammo: [AMS] 24, [Gauss] 40
 Quirks: No Torso Twist

BV: 2,394



WARRIOR DATA

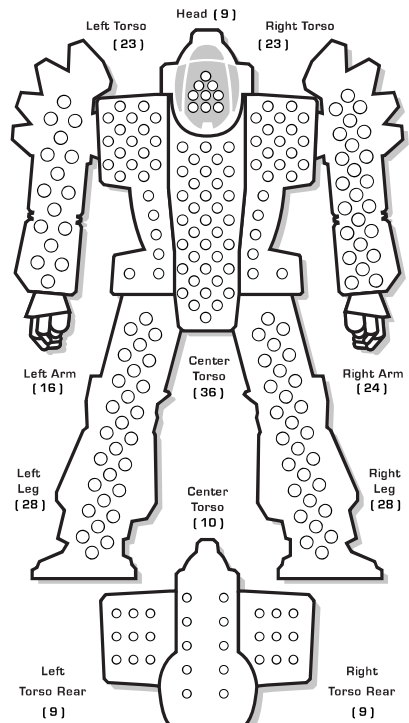
Name: Sg Caesar Pelcham

Gunnery Skill: 3 Piloting Skill: 4

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



ARMOR DIAGRAM



CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Large Pulse Laser
 - Large Pulse Laser

- 1-3
- Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous

- Left Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Medium Pulse Laser
 - Ammo [Gauss] 8
 - Ammo [Gauss] 8

- 1-3
- Ammo [Gauss] 8
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Roll Again

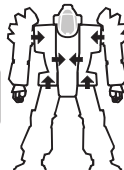
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Streak SRM 2 (OS)
 - Ferro-Fibrous

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Small Pulse Laser (R)
 - Sensors
 - Life Support

- Center Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro

- 1-3
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - ECM Suite (Guardian)
 - ECM Suite (Guardian)

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



- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle

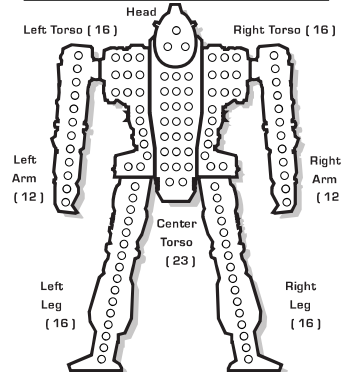
- 1-3
- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Medium Pulse Laser
 - Ferro-Fibrous

- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Anti-Missile System
 - Ammo [AMS] 12
 - Ammo [AMS] 12

- 1-3
- Ammo [Gauss] 8
 - Ammo [Gauss] 8
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Streak SRM 2 (OS)
 - Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



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 |

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™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Templar TLR1-OR

Movement Points: Tonnage: 85
 Walking: 4 Tech Base: Mixed
 Running: 6 Rules Level: Experimental
 Jumping: 0 Role: Sniper

Weapons & Equipment Inventory

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|----------------------------|-----|----|---------------|-----|-----|-----|-----|
| 2 | ER PPC (Clan) | LA | 15 | 15 [DE] | — | 7 | 14 | 23 |
| 1 | Medium Re-engineered Laser | LA | 6 | 6 [DE] | — | 3 | 6 | 9 |
| 1 | LB 10-X AC (Clan) | RA | 2 | 10 [DB,C/F/S] | — | 6 | 12 | 18 |
| 2 | Medium Re-engineered Laser | LT | 6 | 6 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Re-engineered Laser | RT | 6 | 6 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Re-engineered Laser | CT | 6 | 6 [DE] | — | 3 | 6 | 9 |

Ammo: [LB 10-X] 30
 Quirks: Easy to Maintain

BV: 4,071

WARRIOR DATA

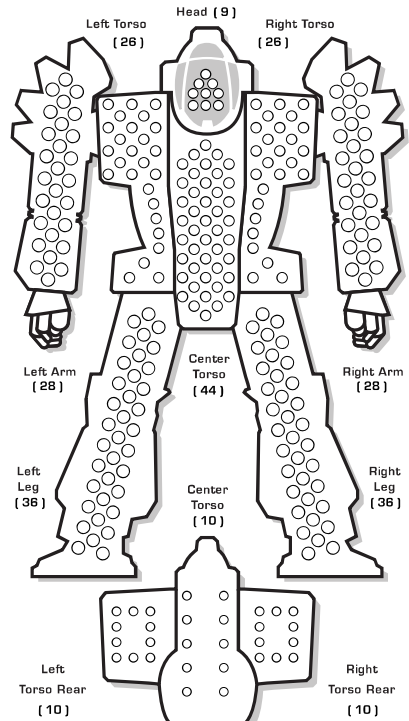
Name: Lt. Wilma Hakobian

Gunnery Skill: 2 Piloting Skill: 3

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



ARMOR DIAGRAM



CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
- 1-3
- ER PPC [Clan]
 - ER PPC [Clan]
 - ER PPC [Clan]
 - ER PPC [Clan]

- 4-6
- Medium Re-engineered Laser
 - Medium Re-engineered Laser
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel

- Left Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3

- 4-6
- Medium Re-engineered Laser
 - Medium Re-engineered Laser
 - Medium Re-engineered Laser
 - Medium Re-engineered Laser
 - Endo Steel
 - Endo Steel

- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Endo Steel

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Endo Steel
 - Sensors
 - Life Support

- Center Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3

- 4-6
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Medium Re-engineered Laser
 - Medium Re-engineered Laser
 - Medium Re-engineered Laser

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



Damage Transfer Diagram

- Right Arm**
- Shoulder
 - Upper Arm Actuator
- 1-3
- LB 10-X AC [Clan]
 - LB 10-X AC [Clan]
 - LB 10-X AC [Clan]
 - LB 10-X AC [Clan]

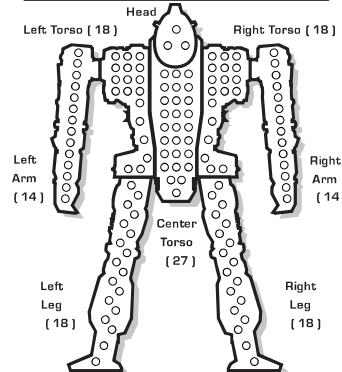
- 4-6
- LB 10-X AC [Clan]
 - Ammo [LB 10-X] 10
 - Ammo [LB 10-X] 10
 - Ammo [LB 10-X] 10
 - CASE II [Clan]
 - Endo Steel

- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
- 1-3

- 4-6
- Medium Re-engineered Laser
 - Medium Re-engineered Laser
 - CASE
 - Endo Steel
 - Endo Steel
 - Roll Again

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Endo Steel

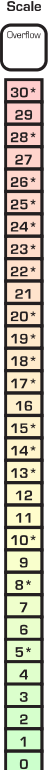
INTERNAL STRUCTURE DIAGRAM



HEAT DATA

| Heat Level* | Effects | Double Heat Sinks: |
|-------------|------------------------|--------------------|
| 30 | Shutdown | 15 (30) |
| 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



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Marauder II MAD-4L

Movement Points: Tonnage: 100
 Walking: 3 Tech Base: Inner Sphere
 Running: 5 Rules Level: Standard
 Jumping: 3 Role: Sniper

Weapons & Equipment Inventory

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|----------------------|-----|----|-----------|-----|-----|-----|-----|
| 1 | Gauss Rifle | LA | 1 | 15 [DB,X] | 2 | 7 | 15 | 22 |
| 1 | Gauss Rifle | RA | 1 | 15 [DB,X] | 2 | 7 | 15 | 22 |
| 1 | ECM Suite (Guardian) | LT | - | [E] | - | - | - | - |
| 1 | ER PPC | RT | 15 | 10 [DE] | - | 7 | 14 | 23 |

Ammo: [Gauss] 32

Quirks: Command 'Mech, Protected Actuators

BV: 3,747



WARRIOR DATA

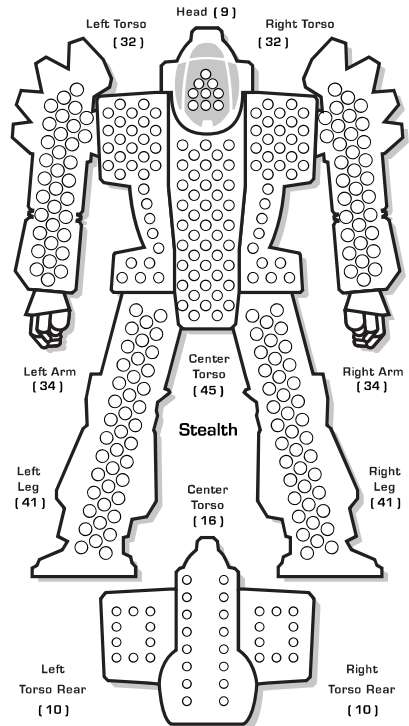
Name: Sg Catharine Keki

Gunnery Skill: 3 Piloting Skill: 4

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



ARMOR DIAGRAM



CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle

- 4-6
- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Stealth
 - Stealth

- Left Torso**
- Light Fusion Engine
 - Light Fusion Engine
 - Jump Jet
- 1-3
- Ammo [Gauss] 8
 - Ammo [Gauss] 8
 - ECM Suite (Guardian)

- 4-6
- ECM Suite (Guardian)
 - Stealth
 - Stealth
 - Roll Again
 - Roll Again
 - Roll Again

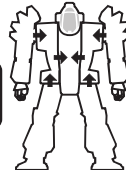
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
5. Stealth
6. Stealth

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Roll Again
 - Sensors
 - Life Support

- Center Torso**
- Light Fusion Engine
 - Light Fusion Engine
 - Light Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3

- 4-6
- Gyro
 - Light Fusion Engine
 - Light Fusion Engine
 - Light Fusion Engine
 - Jump Jet
 - Roll Again

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



Damage Transfer Diagram

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle

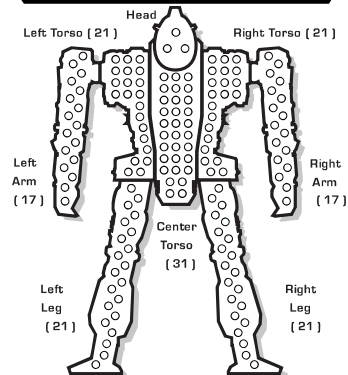
- 4-6
- Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Gauss Rifle
 - Stealth
 - Stealth

- Right Torso**
- Light Fusion Engine
 - Light Fusion Engine
 - Jump Jet
- 1-3
- ER PPC
 - ER PPC
 - ER PPC

- 4-6
- Ammo [Gauss] 8
 - Ammo [Gauss] 8
 - Stealth
 - Stealth
 - Roll Again
 - Roll Again

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
5. Stealth
6. Stealth

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

| Heat Level* | Effects | Double Heat Sinks: |
|-------------|------------------------|-----------------------------------|
| 30 | Shutdown | 12 (24) |
| 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



BATTLETECH™

OMNIMECH RECORD SHEET

'MECH DATA

Type: Mad Cat Mk IV (Savage Wolf) C
Movement Points: Walking: 5, Running: 8, Jumping: 0
Tonnage: 75
Tech Base: Clan
Rules Level: Experimental
Role: Missile Boat

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 | LRM 15 | LT | 5 | 1/Msl [M.C.S] | — | 7 | 14 | 21 |
| w/Artemis V | | | | | | | | |
| 1 | LRM 15 | RT | 5 | 1/Msl [M.C.S] | — | 7 | 14 | 21 |
| w/Artemis V | | | | | | | | |
| 2 | Medium Pulse Laser | CT | 4 | 7 [P] | — | 4 | 8 | 12 |

Ammo: [LRM 15] 24

Quirks: Protected Actuators, Stable, Non-Standard Parts

BV: 3,691

WARRIOR DATA

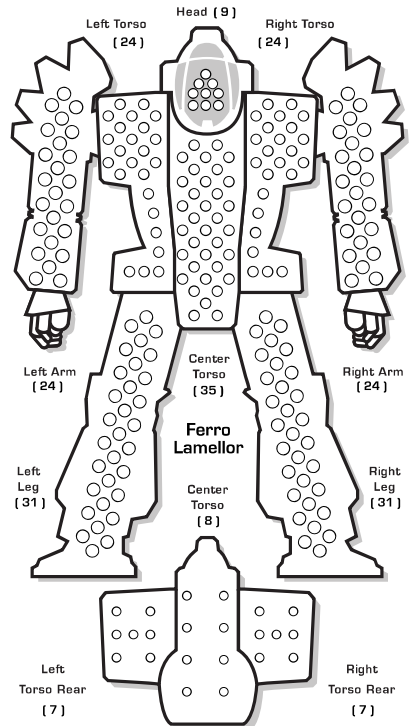
Name: Lt. Neil Harris

Gunnery Skill: 3 Piloting Skill: 4

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



ARMOR DIAGRAM



CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - ER Large Laser
 - ER Medium Laser
 - Ferro-Lamellor
 - Ferro-Lamellor

- Center Torso**
- XXL Fusion Engine
 - XXL Fusion Engine
 - XXL Fusion Engine
 - Roll Again
 - Roll Again

- Left Torso**
- XXL Fusion Engine
 - XXL Fusion Engine
 - XXL Fusion Engine
 - XXL Fusion Engine
 - LRM 15
 - LRM 15

- Right Torso**
- XXL Fusion Engine
 - XXL Fusion Engine
 - XXL Fusion Engine
 - XXL Fusion Engine
 - LRM 15
 - LRM 15

- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Endo Steel

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Endo Steel
 - Sensors
 - Life Support

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - ER Large Laser
 - ER Medium Laser
 - Ferro-Lamellor
 - Ferro-Lamellor

- Center Torso**
- XXL Fusion Engine
 - XXL Fusion Engine
 - XXL Fusion Engine
 - Roll Again
 - Roll Again

- Right Torso**
- XXL Fusion Engine
 - XXL Fusion Engine
 - XXL Fusion Engine
 - XXL Fusion Engine
 - LRM 15
 - LRM 15

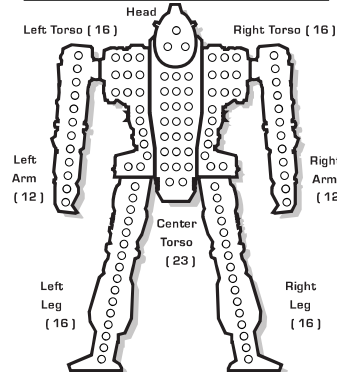
- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Endo Steel

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

| Heat Level* | Effects | Double Heat Sinks: |
|-------------|------------------------|--------------------|
| 30 | Shutdown | 15 (30) |
| 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: Flashman FLS-8K

Movement Points: Tonnage: 75
 Walking: 5 Tech Base: Inner Sphere
 Running: 8 Rules Level: Standard
 Jumping: 0 Role: Skirmisher

Weapons & Equipment Inventory

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|---------------------|-----|----|-----------|-----|-----|-----|-----|
| 1 | Large Laser | LA | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Medium Laser | LA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Large Laser | RA | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Medium Laser | RA | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser (R) | LT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Medium Laser | RT | 3 | 5 [DE] | — | 3 | 6 | 9 |
| 1 | Anti-Missile System | RT | 1 | [PD] | — | 1 | 1 | 1 |
| 1 | Large Laser | CT | 8 | 8 [DE] | — | 5 | 10 | 15 |
| 1 | Flamer | HD | 3 | 2 [DE,HA] | — | 1 | 2 | 3 |

Ammo: [AMS] 12
 Quirks: Rugged [1 Point]

BV: 2,348

WARRIOR DATA

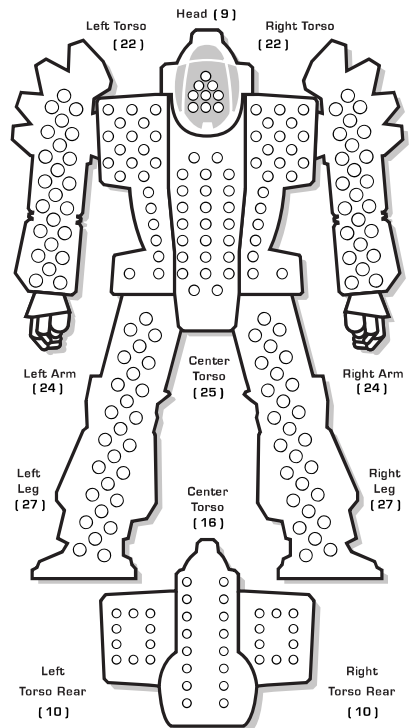
Name: Cpt Josh McHugh

Gunnery Skill: 3 Piloting Skill: 4

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



ARMOR DIAGRAM



CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Large Laser
 - Large Laser
 - Medium Laser
- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

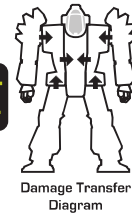
- Head**
- Life Support
 - Sensors
 - Cockpit
 - Flamer
 - Sensors
 - Life Support
- Center Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
- 1-3
- Gyro
 - Gyro
 - Gyro

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Large Laser
 - Large Laser
 - Medium Laser
- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- Left Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
- 1-3
- Medium Laser
 - Medium Laser (R)
 - Roll Again
- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
- 1-3
- Medium Laser
 - Anti-Missile System
 - Ammo [AMS] 12
- 4-6
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

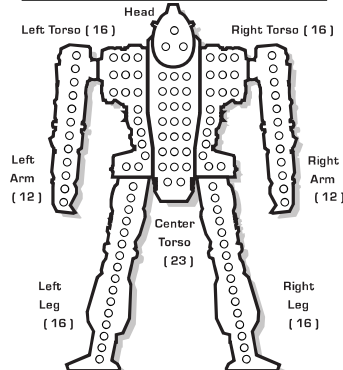
Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○



- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
- 4-6
- Roll Again
 - Roll Again
 - Roll Again

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
- 4-6
- Roll Again
 - Roll Again
 - Roll Again

INTERNAL STRUCTURE DIAGRAM



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 |

HEAT DATA

| Heat Level* | Effects | Double Heat Sinks: |
|-------------|------------------------|--------------------|
| 30 | Shutdown | 15 (30) |
| 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: Annihilator ANH-2A

Movement Points: **Tonnage:** 100
 Walking: 2 **Tech Base:** Inner Sphere
 Running: 3 **Rules Level:** Standard
 Jumping: 0 **Role:** Juggernaut

Weapons & Equipment Inventory

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|---------------|-----|-----|-----|-----|
| 1 | LB 10-X AC | LA | 2 | 10 | - | 6 | 12 | 18 |
| | | | | [D.B.C./F./S] | | | | |
| 1 | Medium Pulse Laser | LA | 4 | 6 [P] | - | 2 | 4 | 6 |
| 1 | LB 10-X AC | RA | 2 | 10 | - | 6 | 12 | 18 |
| | | | | [D.B.C./F./S] | | | | |
| 1 | Medium Pulse Laser | RA | 4 | 6 [P] | - | 2 | 4 | 6 |
| 1 | LB 10-X AC | LT | 2 | 10 | - | 6 | 12 | 18 |
| | | | | [D.B.C./F./S] | | | | |
| 1 | LB 10-X AC | RT | 2 | 10 | - | 6 | 12 | 18 |
| | | | | [D.B.C./F./S] | | | | |
| 2 | Medium Pulse Laser | CT | 4 | 6 [P] | - | 2 | 4 | 6 |

Ammo: [LB 10-X] 40
 Quirks: Easy to Maintain

BV: 2,680



WARRIOR DATA

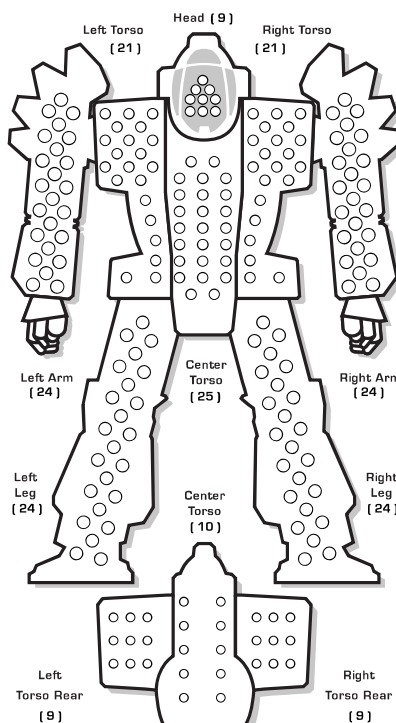
Name: General Thomas Brubaker

Gunnery Skill: 2 Piloting Skill: 3

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



ARMOR DIAGRAM



CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
- 4-6
- LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
 - Medium Pulse Laser
 - Roll Again
 - Roll Again

- Left Torso**
- Heat Sink
 - Heat Sink
 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
- 1-3
- LB 10-X AC
 - LB 10-X AC
- 4-6
- Ammo (LB 10-X) 10
 - Ammo (LB 10-X) 10
 - CASE
 - Roll Again

- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Heat Sink
 - Heat Sink

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Heat Sink
 - Sensors
 - Life Support

- Center Torso**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
- 1-3
- Gyro
 - Gyro
 - Gyro

- 4-6
- Fusion Engine
 - Fusion Engine
 - Medium Pulse Laser
 - Medium Pulse Laser

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



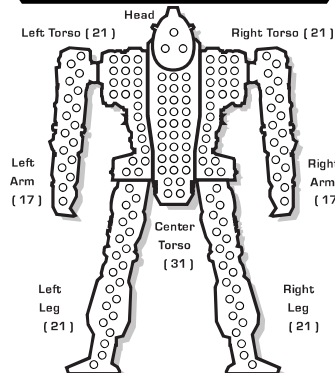
Damage Transfer Diagram

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
- 4-6
- LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
 - Medium Pulse Laser
 - Roll Again
 - Roll Again

- Right Torso**
- Heat Sink
 - Heat Sink
 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC
- 1-3
- LB 10-X AC
 - LB 10-X AC
- 4-6
- Ammo (LB 10-X) 10
 - Ammo (LB 10-X) 10
 - CASE
 - Roll Again

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Heat Sink
 - Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

| Heat Scale | Overflow |
|------------|----------|
| 30* | Overflow |
| 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 | |

HEAT DATA

| Heat Level* | Effects | Heat Sinks: |
|-------------|------------------------|--------------------|
| 30 | Shutdown | 17 |
| 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: Phoenix Hawk PXH-6D

Movement Points: Tonnage: 45
 Walking: 6 Tech Base: Inner Sphere
 Running: 9 Rules Level: Advanced
 Jumping: 6 Role: Striker

Weapons & Equipment Inventory

| Qty | Type | Loc | Ht | Dmg | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|---------|-----|-----|-----|-----|
| 2 | ER Medium Laser | LA | 5 | 5 [DE] | - | 4 | 8 | 12 |
| 1 | ER PPC | RA | 15 | 10 [DE] | - | 7 | 14 | 23 |
| 1 | Targeting Computer | RT | - | [E] | - | - | - | - |
| 2 | ER Medium Laser | CT | 5 | 5 [DE] | - | 4 | 8 | 12 |

Quirks: Command 'Mech, Improved Communications, Ubiquitous [Inner Sphere], Ubiquitous [Clans]

BV: 2,198

WARRIOR DATA

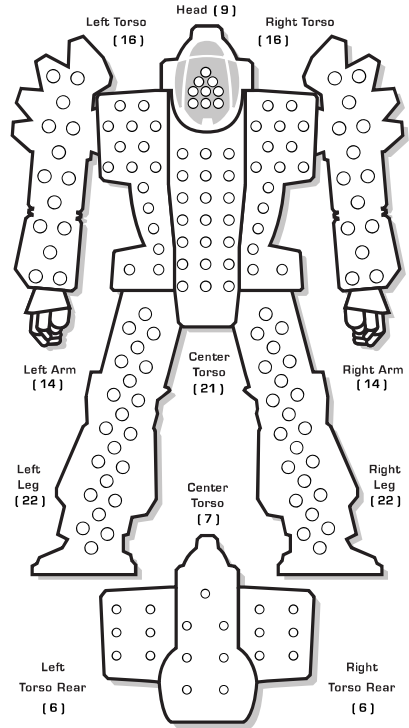
Name: Sg Nikki Roche

Gunnery Skill: 3 Piloting Skill: 4

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



ARMOR DIAGRAM



CRITICAL TABLE

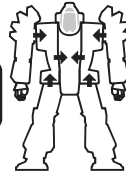
- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - ER Medium Laser
 - ER Medium Laser
- 4-6
- Endo Steel
 - Endo Steel
 - Endo Steel

- Left Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Jump Jet
 - Jump Jet
- 1-3
- Endo Steel
 - Endo Steel
 - Endo Steel
- 4-6
- Roll Again
 - Roll Again
 - Roll Again

- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Endo Steel

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Roll Again
 - Sensors
 - Life Support
- Center Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - ER Medium Laser
 - ER Medium Laser
- 4-6

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



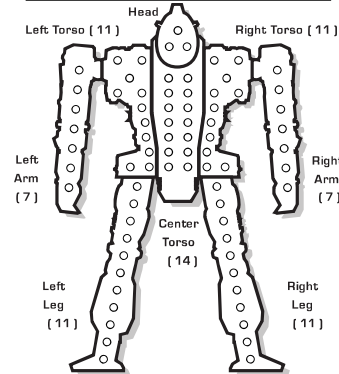
Damage Transfer Diagram

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Double Heat Sink
 - Double Heat Sink
- 1-3
- Double Heat Sink
 - ER PPC
 - ER PPC
 - ER PPC
- 4-6
- Endo Steel
 - Endo Steel

- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Jump Jet
 - Jump Jet
- 1-3
- Targeting Computer [IS]
 - Targeting Computer [IS]
 - Targeting Computer [IS]
- 4-6
- Endo Steel
 - Endo Steel
 - Roll Again

- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

| Heat Level* | Effects | Double Heat Sinks: |
|-------------|------------------------|-----------------------------------|
| 30 | Shutdown | 12 (24) |
| 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 | ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ |

