

BATTLEMECH RECORD SHEET

MECH DATA

Type: UrbanMech UM-R60

Movement Points:	Tonnage:	30
Walking: 2	Tech Base:	Inner Sphere
Running: 3	Rules Level:	Introductory
Jumping: 6	Role:	Ambusher
Engine Type:	60 Fusion	

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Ln
1	Small Laser	LA	1	3 [DE]	—	1	2	3
1	AC/10	RA	3	10 [DB,S]	—	5	10	15

Ammo: (AC/10) 10

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

BV: 847

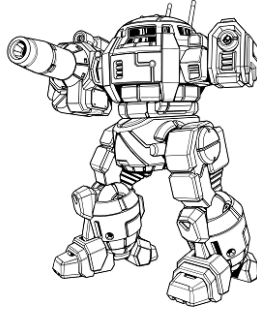


WARRIOR DATA

Name: Elsa Caine

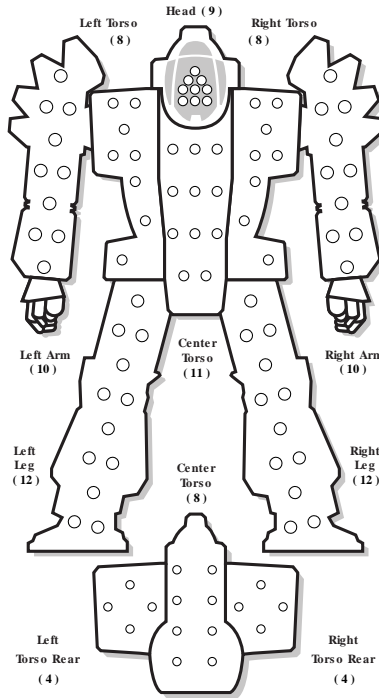
Gunnery Skill: 2 Piloting Skill: 3

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



ARMOR DIAGRAM

Standard Armor



HIT LOCATION 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

TO-HIT MODIFIERS

Attacker	
Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Prone	+2
Skidding	+1
Terrain	
Light Woods	+1/hex
Heavy Woods	+2/hex
Partial Cover	+1
Target	
Prone (adjacent hex)	-2
Prone (other hex)	+1
Immobile	-4
Skidding	-2
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped	+1
BattleArmor unit	+1
Secondary target (front)	+1
Secondary target (side/rear)	+2
Large support vehicle or grounded DropShip	-1
Damage	
Sensor hit	+2
Shoulder hit	+4
Arm Actuator	+1

CRITICAL TABLE

	Left Arm
1-3	<ol style="list-style-type: none">ShoulderUpper Arm ActuatorSmall LaserRoll AgainRoll AgainRoll Again
4-6	<ol style="list-style-type: none">Roll AgainRoll AgainRoll AgainRoll AgainRoll AgainRoll Again

	Left Torso
1-3	<ol style="list-style-type: none">Heat SinkHeat SinkRoll AgainRoll AgainRoll AgainRoll Again
4-6	<ol style="list-style-type: none">Roll AgainRoll AgainRoll AgainRoll AgainRoll AgainRoll Again

	Head
1-3	<ol style="list-style-type: none">Life SupportSensorsCockpitHeat SinkSensorsLife Support

	Center Torso
1-3	<ol style="list-style-type: none">Fusion EngineFusion EngineFusion EngineGyroGyroGyro
4-6	<ol style="list-style-type: none">GyroFusion EngineFusion EngineFusion EngineJump JetJump Jet

	Right Arm
1-3	<ol style="list-style-type: none">ShoulderUpper Arm ActuatorAC/10AC/10AC/10AC/10
4-6	<ol style="list-style-type: none">AC/10AC/10AC/10Roll AgainRoll AgainRoll Again

	Right Torso
1-3	<ol style="list-style-type: none">Heat SinkHeat SinkAmmo (AC/10) 10Roll AgainRoll AgainRoll Again
4-6	<ol style="list-style-type: none">Roll AgainRoll AgainRoll AgainRoll AgainRoll AgainRoll Again

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

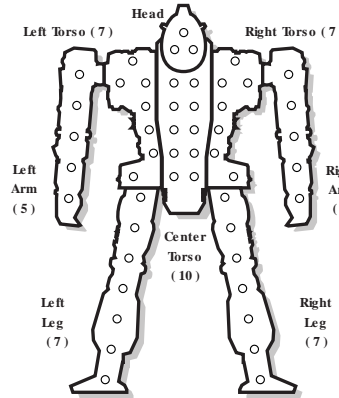


Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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	○

MOVEMENT RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Hex/Facing										
Move Mode										

Turn #	11	12	13	14	15	16	17	18	19	20
Hex/Facing										
Move Mode										

KICK LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1-3	LL	RL	RL
4-6	LL	LL	RL

FACING AFTER FALL

Die Roll (1D6)	New Facing	Hit Location
1	Same Direction	Front
2	1 Hexside Right	Right Side
3	2 Hexsides Right	Right Side
4	Opposite Direction	Rear
5	2 Hexsides Left	Left Side
6	1 Hexside Left	Left Side

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: UrbanMech UM-R60L
Movement Points: **Tonnage:** 30
Walking: 2 **Tech Base:** Inner Sphere
Running: 3 **Rules Level:** Introductory
Jumping: 2 **Role:** Ambusher
Engine Type: 60 Fusion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Ln
1	Small Laser	LA	1	3 [DE]	—	1	2	3
1	AC/20	RA	7	20 [DB,S]	—	3	6	9

Ammo: (AC/20) 5
Quirks: Extended Torso Twist, Narrow/Low Profile, No/Minimal Arms

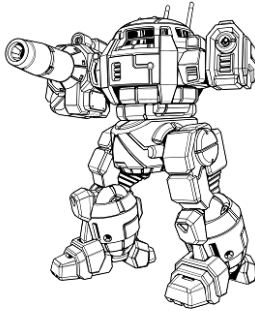
BV: 827



WARRIOR DATA

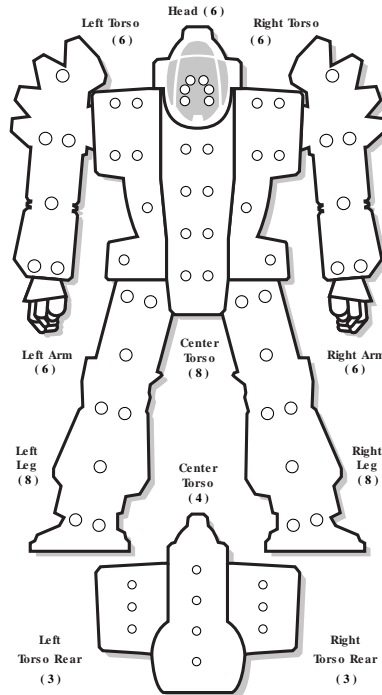
Name: Asim Stojkovic
Gunnery Skill: 2 **Piloting Skill:** 2

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



ARMOR DIAGRAM

Standard Armor



HIT LOCATION 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

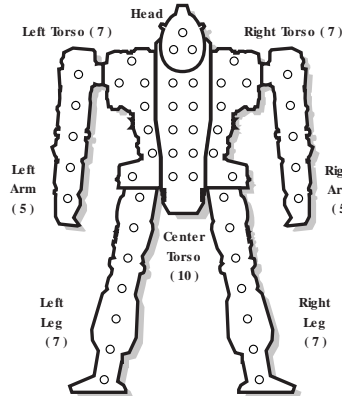
*A result of 2 may inflict a critical hit

TO-HIT MODIFIERS

Attacker	
Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Prone	+2
Skidding	+1
Terrain	
Light Woods	+1/hex
Heavy Woods	+2/hex
Partial Cover	+1
Target	
Prone (adjacent hex)	-2
Prone (other hex)	+1
Immobile	-4
Skidding	-2
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped	+1
BattleArmor unit	+1
Secondary target (front)	+1
Secondary target (side/rear)	+2
Large support vehicle or grounded DropShip	-1
Damage	
Sensor hit	+2
Shoulder hit	+4
Arm Actuator	+1

INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

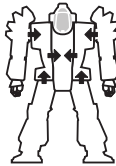
HEAT DATA

Heat Level*	Effects	Heat Sinks: 11
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	○

CRITICAL TABLE

Location	Roll	Effects		
Left Arm	1-3	1. Shoulder 2. Upper Arm Actuator 3. Small Laser 4. Roll Again 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		
	Left Torso	1-3	1. Heat Sink 2. Heat Sink 3. Roll Again 4. Roll Again 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	
		Left Leg	1-3	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Heat Sink
			4-6	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Heat Sink
Head			1-3	1. Life Support 2. Sensors 3. Cockpit 4. Heat Sink 5. Sensors 6. Life Support
			4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
	Right Arm		1-3	1. Shoulder 2. Upper Arm Actuator 3. AC/20 4. AC/20 5. AC/20 6. AC/20
			4-6	1. AC/20 2. AC/20 3. AC/20 4. AC/20 5. AC/20 6. AC/20
		Right Torso	1-3	1. Heat Sink 2. Heat Sink 3. Ammo (AC/20) 5 4. Roll Again 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
Right Leg			1-3	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Heat Sink
			4-6	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Heat Sink
	Center Torso		1-3	1. Fusion Engine 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. Jump Jet 6. Jump Jet

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



Damage Transfer Diagram

MOVEMENT RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Hex/Facing										
Move Mode										

Turn #	11	12	13	14	15	16	17	18	19	20
Hex/Facing										
Move Mode										

KICK LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1-3	LL	RL	RL
4-6	LL	LL	RL

FACING AFTER FALL

Die Roll (1D6)	New Facing	Hit Location
1	Same Direction	Front
2	1 Hexside Right	Right Side
3	2 Hexsides Right	Right Side
4	Opposite Direction	Rear
5	2 Hexsides Left	Left Side
6	1 Hexside Left	Left Side

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: UrbanMech UM-R63

Movement Points: 30
 Walking: 2 Tonnage: 30
 Running: 3 Tech Base: Inner Sphere
 Jumping: 2 Rules Level: Standard
 Engine Type: 60 Fusion Role: Sniper

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Ln
1	Small Laser	LA	1	3 [DE]	—	1	2	3
1	LB 10-X AC	RA	2	10	—	6	12	18
[DB,C/F/S]								
1	Small Pulse Laser	LT	2	3 [P.A.I]	—	1	2	3

Ammo: (LB 10-X) 10

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

BV: 832

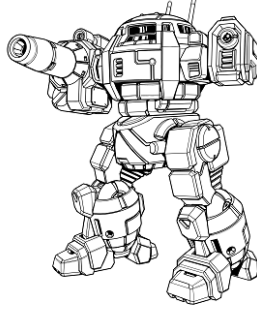


WARRIOR DATA

Name: Kieran Getskin

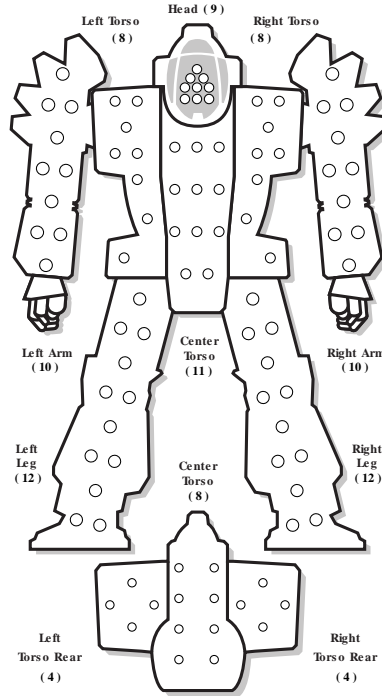
Gunnery Skill: 2 Piloting Skill: 4

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



ARMOR DIAGRAM

Standard Armor



HIT LOCATION 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

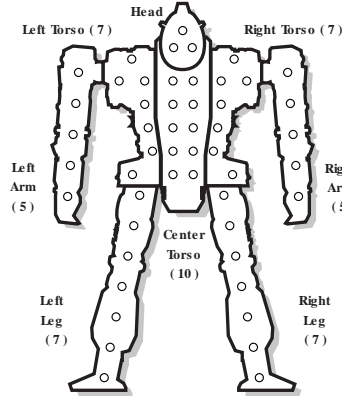
*A result of 2 may inflict a critical hit.

TO-HIT MODIFIERS

Attacker	Modifier
Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Prone	+2
Skidding	+1
Terrain	
Light Woods	+1/hex
Heavy Woods	+2/hex
Partial Cover	+1
Target	
Prone (adjacent hex)	-2
Prone (other hex)	+1
Immobile	-4
Skidding	-2
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped	+1
BattleArmor unit	+1
Secondary target (front)	+1
Secondary target (side/rear)	+2
Large support vehicle or grounded DropShip	-1
Damage	
Sensor hit	+2
Shoulder hit	+4
Arm Actuator	+1

INTERNAL STRUCTURE DIAGRAM

Standard Structure

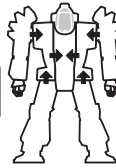
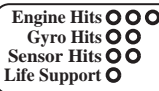


Heat Scale

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

CRITICAL TABLE

Location	1-3	4-6
Left Arm	1. Shoulder 2. Upper Arm Actuator 3. Small Laser 4. Roll Again 5. Roll Again 6. Roll Again	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Right Arm	1. Shoulder 2. Upper Arm Actuator 3. LB 10-X AC 4. LB 10-X AC 5. LB 10-X AC 6. LB 10-X AC	1. LB 10-X AC 2. LB 10-X AC 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Center Torso	1. Life Support 2. Sensors 3. Cockpit 4. Heat Sink 5. Sensors 6. Life Support	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
Left Torso	1. Heat Sink 2. Heat Sink 3. Small Pulse Laser 4. Roll Again 5. Roll Again 6. Roll Again	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Jump Jet 6. Jump Jet
Right Torso	1. Heat Sink 2. Heat Sink 3. Ammo (LB 10-X) 10 4. Roll Again 5. Roll Again 6. Roll Again	1. Heat Sink 2. Heat Sink 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. Heat Sink 6. Heat Sink	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Heat Sink
Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Heat Sink	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Heat Sink



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Heat Sinks: 11
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	○

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MOVEMENT RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Hex/Facing										
Move Mode										

Turn #	11	12	13	14	15	16	17	18	19	20
Hex/Facing										
Move Mode										

PUNCH LOCATION TABLE

Die Roll (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

KICK LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1-3	LL	RL	RL
4-6	LL	LL	RL

FACING AFTER FALL

Die Roll (1D6)	New Facing	Hit Location
1	Same Direction	Front
2	1 Hexside Right	Right Side
3	2 Hexsides Right	Right Side
4	Opposite Direction	Rear
5	2 Hexsides Left	Left Side
6	1 Hexside Left	Left Side

CLUSTER HITS TABLE

Die Roll (2D6)	10
2	3
3	3
4	4
5	6
6	6
7	6
8	6
9	8
10	8
11	10
12	10

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: UrbanMech UM-R68

Movement Points: 30
 Tonnage: 30
 Walking: 2 Tech Base: Inner Sphere
 Running: 3 Rules Level: Standard
 Jumping: 2 Role: Ambusher
 Engine Type: 60 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Ln
1	Small Laser	LA	1	3 [DE]	—	1	2	3
1	MRM 30	RA	10	1/Msl [M.C.]	—	3	8	15
1	Small Pulse Laser	LT	2	3 [P.AI]	—	1	2	3

Ammo: (MRM 30) 16

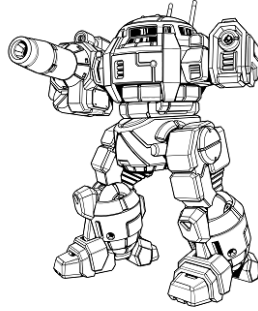
Quirks: Extended Torso Twist, Narrow/Low Profile, No/Minimal Arms

BV: 808

WARRIOR DATA

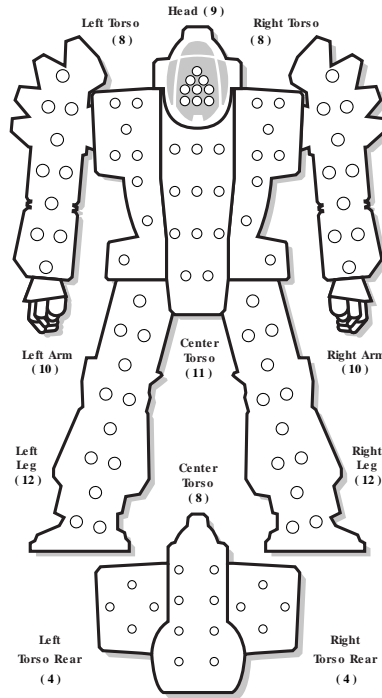
Name: Carlos Zavala
 Gunnery Skill: 3 Piloting Skill: 3

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



ARMOR DIAGRAM

Standard Armor



HIT LOCATION 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

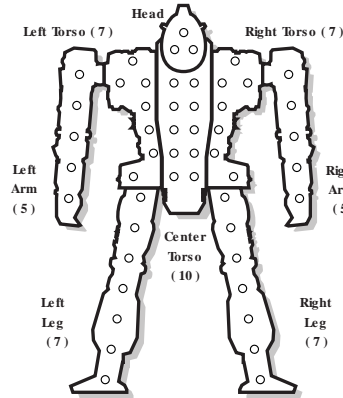
*A result of 2 may inflict a critical hit.

TO-HIT MODIFIERS

Attacker	Modifier
Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Prone	+2
Skidding	+1
Terrain	
Light Woods	+1/hex
Heavy Woods	+2/hex
Partial Cover	+1
Target	
Prone (adjacent hex)	-2
Prone (other hex)	+1
Immobile	-4
Skidding	-2
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped	+1
BattleArmor unit	+1
Secondary target (front)	+1
Secondary target (side/rear)	+2
Large support vehicle or grounded DropShip	-1
Damage	
Sensor hit	+2
Shoulder hit	+4
Arm Actuator	+1

INTERNAL STRUCTURE DIAGRAM

Standard Structure

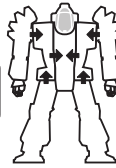
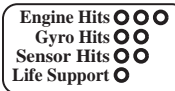


Heat Scale

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

CRITICAL TABLE

Location	1-3	4-6
Left Arm	1. Shoulder 2. Upper Arm Actuator 3. Small Laser 4. Roll Again 5. Roll Again 6. Roll Again	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Right Arm	1. Shoulder 2. Upper Arm Actuator 3. MRM 30 4. MRM 30 5. MRM 30 6. MRM 30	1. MRM 30 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Center Torso	1. Life Support 2. Sensors 3. Cockpit 4. Heat Sink 5. Sensors 6. Life Support	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
Left Torso	1. Heat Sink 2. Heat Sink 3. Small Pulse Laser 4. Roll Again 5. Roll Again 6. Roll Again	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Right Torso	1. Heat Sink 2. Heat Sink 3. Ammo (MRM 30) 8 4. Ammo (MRM 30) 8 5. Roll Again 6. Roll Again	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. Heat Sink 6. Heat Sink	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Heat Sink
Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Heat Sink	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Heat Sink



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Heat Sinks: 11
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	○

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MOVEMENT RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Hex/Facing										
Move Mode										

Turn #	11	12	13	14	15	16	17	18	19	20
Hex/Facing										
Move Mode										

PHYSICAL ATTACKS

Attack	To-Hit	Damage
Punch	+3	1
Kick	-2	6
Push	-1	—
Charge	+0*	3/Hex
DFA	+0*	9

*Modified by target piloting skill

PUNCH LOCATION TABLE

Die Roll (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

KICK LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1-3	LL	RL	RL
4-6	LL	LL	RL

FACING AFTER FALL

Die Roll (1D6)	New Facing	Hit Location
1	Same Direction	Front
2	1 Hexside Right	Right Side
3	2 Hexsides Right	Right Side
4	Opposite Direction	Rear
5	2 Hexsides Left	Left Side
6	1 Hexside Left	Left Side

CLUSTER HITS TABLE

Die Roll (2D6)	30
2	10
3	10
4	12
5	18
6	18
7	18
8	18
9	24
10	24
11	30
12	30

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: UrbanMech UM-R69
Movement Points: 30
Tonnage: 30
Walking: 2 **Tech Base:** Inner Sphere
Running: 3 **Rules Level:** Standard
Jumping: 2 **Role:** Sniper
Engine Type: 60 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Ln
1	ER Small Laser	LA	2	3 [DE]	—	2	4	5
1	Ultra AC/10	RA	4	10[Sht]	—	6	12	18
				[DB,R/C]				
1	Small Pulse Laser	LT	2	3 [P.AI]	—	1	2	3

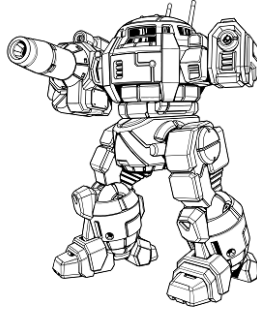
Ammo: (Ultra AC/10) 10
Quirks: Extended Torso Twist, Narrow/Low Profile, No/Minimal Arms

BV: 848

WARRIOR DATA

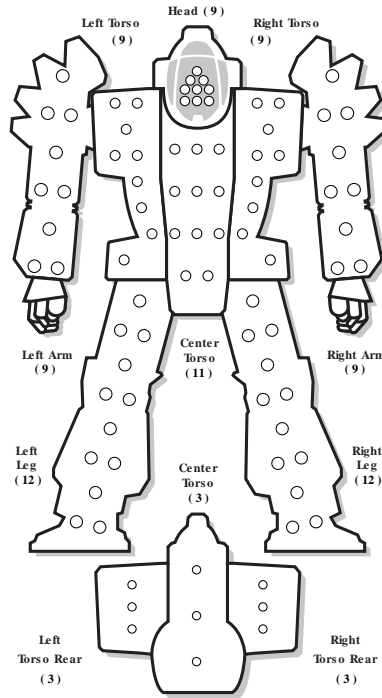
Name: Erna Schmetzer
Gunnery Skill: 3 **Piloting Skill:** 3

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



ARMOR DIAGRAM

Ferro-Fibrous



HIT LOCATION 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

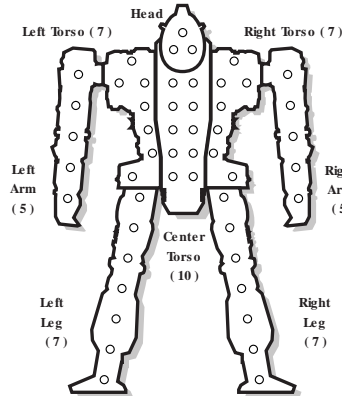
*A result of 2 may inflict a critical hit.

TO-HIT MODIFIERS

Attacker	
Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Prone	+2
Skidding	+1
Terrain	
Light Woods	+1/hex
Heavy Woods	+2/hex
Partial Cover	+1
Target	
Prone (adjacent hex)	-2
Prone (other hex)	+1
Immobile	-4
Skidding	-2
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped	+1
BattleArmor unit	+1
Secondary target (front)	+1
Secondary target (side/rear)	+2
Large support vehicle or grounded DropShip	-1
Damage	
Sensor hit	+2
Shoulder hit	+4
Arm Actuator	+1

INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

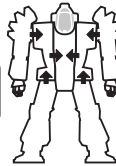
HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	10
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	○

CRITICAL TABLE

Location	1-3	4-6
Left Arm	1. Shoulder 2. Upper Arm Actuator 3. ER Small Laser 4. Roll Again 5. Roll Again 6. Roll Again	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Right Arm	1. Shoulder 2. Upper Arm Actuator 3. Ultra AC/10 4. Ultra AC/10 5. Ultra AC/10 6. Ultra AC/10	1. Ultra AC/10 2. Ultra AC/10 3. Ultra AC/10 4. Roll Again 5. Roll Again 6. Roll Again
Center Torso	1. Life Support 2. Sensors 3. Cockpit 4. Roll Again 5. Sensors 6. Life Support	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
Left Torso	1. Heat Sink 2. Heat Sink 3. Small Pulse Laser 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Jump Jet 6. Jump Jet
Right Torso	1. Heat Sink 2. Heat Sink 3. Ammo (Ultra AC/10) 10 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous	1. Heat Sink 2. Heat Sink 3. Ammo (Ultra AC/10) 10 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous
Left Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Heat Sink	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Roll Again 6. Roll Again
Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Heat Sink	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Roll Again 6. Roll Again

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



Damage Transfer Diagram

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MOVEMENT RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Hex/Facing										
Move Mode										

Turn #	11	12	13	14	15	16	17	18	19	20
Hex/Facing										
Move Mode										

PHYSICAL ATTACKS

Attack	To-Hit	Damage
Punch	+3	1
Kick	-2	6
Push	-1	—
Charge	+0*	3/Hex
DFA	+0*	9

*Modified by target piloting skill

PUNCH LOCATION TABLE

Die Roll (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

KICK LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1-3	LL	RL	RL
4-6	LL	LL	RL

FACING AFTER FALL

Die Roll (1D6)	New Facing	Hit Location
1	Same Direction	Front
2	1 Hexside Right	Right Side
3	2 Hexsides Right	Right Side
4	Opposite Direction	Rear
5	2 Hexsides Left	Left Side
6	1 Hexside Left	Left Side

CLUSTER HITS TABLE

Die Roll (2D6)	
2	2
3	1
4	1
5	1
6	1
7	1
8	2
9	2
10	2
11	2
12	2

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: UrbanMech UM-R70

Movement Points: 30
 Walking: 2
 Running: 3
 Jumping: 2
 Engine Type: 60 Fusion

Tonnage: 30
 Tech Base: Inner Sphere
 Rules Level: Standard
 Role: Ambusher

Weapons & Equipment Inventory

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

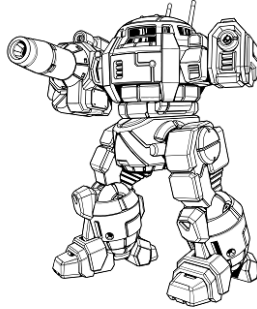
Ammo: (RAC/5) 40
 Quirks: Extended Torso Twist, Narrow/Low Profile, No/Minimal Arms

BV: 869

WARRIOR DATA

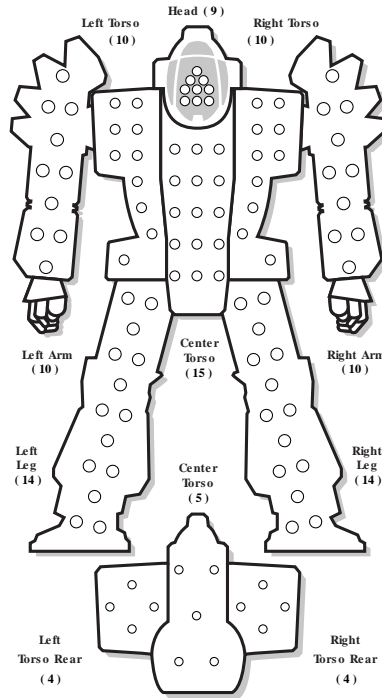
Name: Danja Vivo
 Gunnery Skill: 3 Piloting Skill: 5

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



ARMOR DIAGRAM

Ferro-Fibrous



HIT LOCATION 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

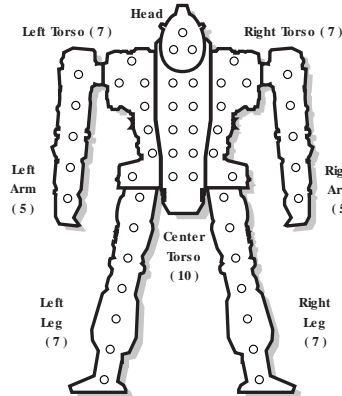
*A result of 2 may inflict a critical hit.

TO-HIT MODIFIERS

Attacker	
Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Prone	+2
Skidding	+1
Terrain	
Light Woods	+1/hex
Heavy Woods	+2/hex
Partial Cover	+1
Target	
Prone (adjacent hex)	-2
Prone (other hex)	+1
Immobile	-4
Skidding	-2
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped	+1
BattleArmor unit	+1
Secondary target (front)	+1
Secondary target (side/rear)	+2
Large support vehicle or grounded DropShip	-1
Damage	
Sensor hit	+2
Shoulder hit	+4
Arm Actuator	+1

INTERNAL STRUCTURE DIAGRAM

Standard Structure

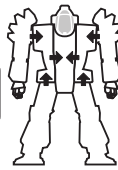
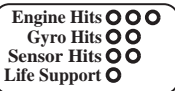


Heat Scale

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

CRITICAL TABLE

Location	1-3	4-6
Left Arm	1. Shoulder 2. Upper Arm Actuator 3. ER Small Laser 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous	1. Ferro-Fibrous 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Right Arm	1. Shoulder 2. Upper Arm Actuator 3. Rotary AC/5 4. Rotary AC/5 5. Rotary AC/5 6. Rotary AC/5	1. Rotary AC/5 2. Rotary AC/5 3. Ferro-Fibrous 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Roll Again
Center Torso	1. Life Support 2. Sensors 3. Cockpit 4. Heat Sink 5. Sensors 6. Life Support	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
Left Torso	1. Heat Sink 2. Heat Sink 3. ER Medium Laser 4. Ferro-Fibrous 5. Ferro-Fibrous 6. Ferro-Fibrous	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Jump Jet 6. Jump Jet
Right Torso	1. Heat Sink 2. Heat Sink 3. Ammo (RAC/5) 20 4. Ammo (RAC/5) 20 5. Ferro-Fibrous 6. Ferro-Fibrous	1. Heat Sink 2. Heat Sink 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. Heat Sink 6. Heat Sink	1. Ferro-Fibrous 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. Heat Sink 6. Heat Sink	1. Ferro-Fibrous 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again



HEAT DATA

Heat Level*	Effects	Heat Sinks: 11
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	○

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MOVEMENT RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Hex/Facing										
Move Mode										

Turn #	11	12	13	14	15	16	17	18	19	20
Hex/Facing										
Move Mode										

PHYSICAL ATTACKS

Attack	To-Hit	Damage
Punch	+3	1
Kick	-2	6
Push	-1	—
Charge	+0*	3/Hex
DFA	+0*	9

*Modified by target piloting skill

PUNCH LOCATION TABLE

Die Roll (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

KICK LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1-3	LL	RL	RL
4-6	LL	LL	RL

FACING AFTER FALL

Die Roll (1D6)	New Facing	Hit Location
1	Same Direction	Front
2	1 Hexside Right	Right Side
3	2 Hexsides Right	Right Side
4	Opposite Direction	Rear
5	2 Hexsides Left	Left Side
6	1 Hexside Left	Left Side

CLUSTER HITS TABLE

Die Roll (2D6)	2	3	4	5	6
2	1	1	1	1	2
3	1	1	2	2	2
4	1	1	2	2	3
5	1	2	2	3	3
6	1	2	2	3	4
7	1	2	3	3	4
8	2	2	3	3	4
9	2	2	3	4	5
10	2	3	3	4	5
11	2	3	4	5	6
12	2	3	4	5	6

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: UrbanMech IIC 2
Movement Points: 30
Tonnage: 30
Walking: 3 **Tech Base:** Clan
Running: 5 **Rules Level:** Standard
Jumping: 3 **Role:** Sniper
Engine Type: 90 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Ln
1	Flamer	LA	3	2 [DE,H,A,I]	—	1	2	3
1	HAG/20	RA	4	20 [C,F,X]	2	8	16	24

Ammo: (HAG/20) 12
Quirks: Extended Torso Twist, Narrow/Low Profile,
 No/Minimal Arms

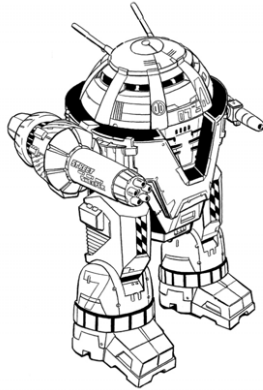
BV: 855



WARRIOR DATA

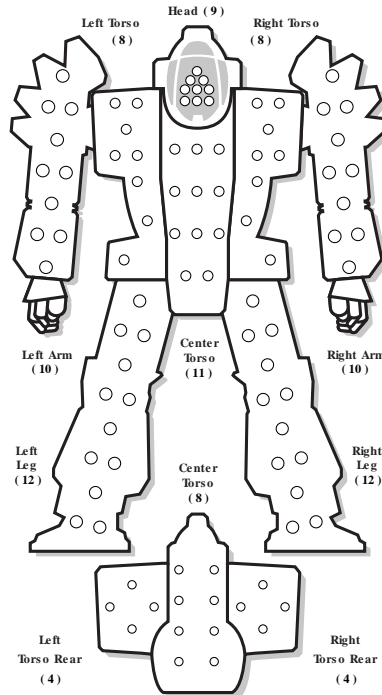
Name: Zabia Kamangeni
Gunnery Skill: 4 **Piloting Skill:** 5

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



ARMOR DIAGRAM

Standard Armor



HIT LOCATION 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

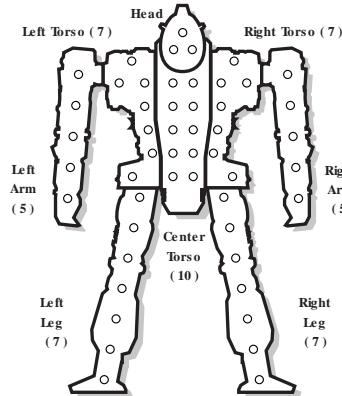
*A result of 2 may inflict a critical hit.

TO-HIT MODIFIERS

Attacker	
Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Prone	+2
Skidding	+1
Terrain	
Light Woods	+1/hex
Heavy Woods	+2/hex
Partial Cover	+1
Target	
Prone (adjacent hex)	-2
Prone (other hex)	+1
Immobile	-4
Skidding	-2
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped	+1
BattleArmor unit	+1
Secondary target (front)	+1
Secondary target (side/rear)	+2
Large support vehicle or grounded DropShip	-1
Damage	
Sensor hit	+2
Shoulder hit	+4
Arm Actuator	+1

INTERNAL STRUCTURE DIAGRAM

Standard Structure



Heat Scale

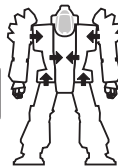
30*	Overflow
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

HEAT DATA

Heat Level*	Effects	Heat Sinks: 10
30	Shutdown	○
28	Ammo Exp, avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp, avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp, avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

CRITICAL TABLE

Location	1-3	4-6
Left Arm	1. Shoulder 2. Upper Arm Actuator 3. Flamer 4. Roll Again 5. Roll Again 6. Roll Again	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Right Arm (CASE)	1. Shoulder 2. Upper Arm Actuator 3. HAG/20 4. HAG/20 5. HAG/20 6. HAG/20	1. HAG/20 2. HAG/20 3. Ammo (HAG/20) 6 4. Roll Again 5. Roll Again 6. Roll Again
Center Torso	1. Life Support 2. Sensors 3. Cockpit 4. Heat Sink 5. Sensors 6. Life Support	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
Left Torso	1. Heat Sink 2. Jump Jet 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Jump Jet 6. Roll Again
Right Torso	1. Heat Sink 2. Jump Jet 3. Ammo (HAG/20) 6 4. Roll Again 5. Roll Again 6. Roll Again	1. Heat Sink 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. Heat Sink 6. Heat Sink	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Heat Sink
Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Heat Sink	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Heat Sink



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MOVEMENT RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Hex/Facing										
Move Mode										

Turn #	11	12	13	14	15	16	17	18	19	20
Hex/Facing										
Move Mode										

PHYSICAL ATTACKS

Attack	To-Hit	Damage
Punch	+3	1
Kick	-2	6
Push	-1	—
Charge	+0*	3/Hex
DFA	+0*	9

*Modified by target piloting skill

KICK LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1-3	LL	RL	RL
4-6	LL	LL	RL

FACING AFTER FALL

Die Roll (1D6)	New Facing	Hit Location
1	Same Direction	Front
2	1 Hexside Right	Right Side
3	2 Hexsides Right	Right Side
4	Opposite Direction	Rear
5	2 Hexsides Left	Left Side
6	1 Hexside Left	Left Side

CLUSTER HITS TABLE

Die Roll (2D6)	20
2	6
3	6
4	9
5	12
6	12
7	12
8	12
9	16
10	16
11	20
12	20

HAG: short range +2, long range -2

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: UrbanMech IIC
Movement Points: 30
Walking: 3
Running: 5
Jumping: 3
Engine Type: 90 Fusion

Tonnage: 30
Tech Base: Clan
Rules Level: Standard
Role: Sniper

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Ln
1	ER Small Laser	LA	2	5 [DE]	—	2	4	6
1	Ultra AC/10	RA	3	10/Sht	—	6	12	18

(hexes)
[DB,R/C]

Ammo: (Ultra AC/10) 20
Quirks: Extended Torso Twist, Narrow/Low Profile, No/Minimal Arms

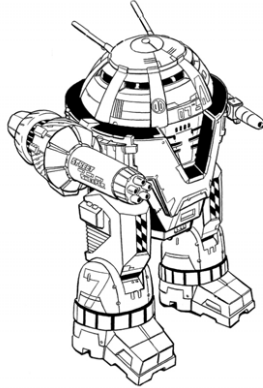
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WARRIOR DATA

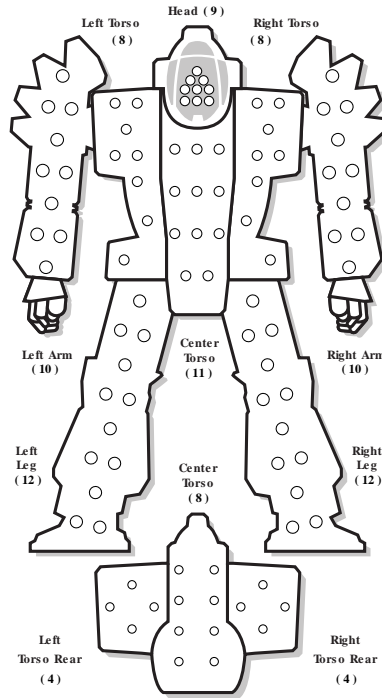
Name: Lyle Pao
Gunnery Skill: 4 **Piloting Skill:** 5

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



ARMOR DIAGRAM

Standard Armor



HIT LOCATION 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

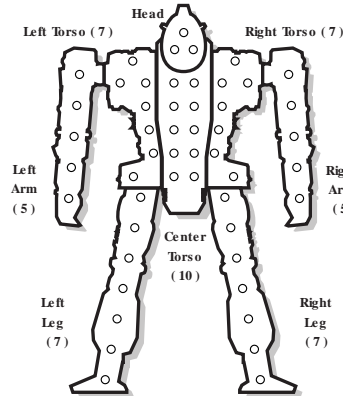
*A result of 2 may inflict a critical hit.

TO-HIT MODIFIERS

Attacker	Modifier
Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Prone	+2
Skidding	+1
Terrain	
Light Woods	+1/hex
Heavy Woods	+2/hex
Partial Cover	+1
Target	
Prone (adjacent hex)	-2
Prone (other hex)	+1
Immobile	-4
Skidding	-2
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped	+1
BattleArmor unit	+1
Secondary target (front)	+1
Secondary target (side/rear)	+2
Large support vehicle or grounded DropShip	-1
Damage	
Sensor hit	+2
Shoulder hit	+4
Arm Actuator	+1

INTERNAL STRUCTURE DIAGRAM

Standard Structure



Heat Scale

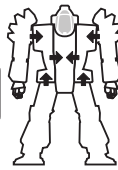
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HEAT DATA

Heat Level*	Effects	Heat Sinks: 10
30	Shutdown	○
28	Ammo Exp, avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp, avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp, avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

CRITICAL TABLE

Location	1-3	4-6
Left Arm	1. Shoulder 2. Upper Arm Actuator 3. ER Small Laser 4. Roll Again 5. Roll Again 6. Roll Again	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Right Arm	1. Shoulder 2. Upper Arm Actuator 3. Ultra AC/10 4. Ultra AC/10 5. Ultra AC/10 6. Ultra AC/10	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Center Torso	1. Life Support 2. Sensors 3. Cockpit 4. Heat Sink 5. Sensors 6. Life Support	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
Left Torso	1. Heat Sink 2. Jump Jet 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Jump Jet 6. Roll Again
Right Torso (CASE)	1. Heat Sink 2. Jump Jet 3. Ammo (Ultra AC/10) 10 4. Ammo (Ultra AC/10) 10 5. Roll Again 6. Roll Again	1. Heat Sink 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. Heat Sink 6. Heat Sink	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Heat Sink
Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Heat Sink	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Heat Sink



Damage Transfer Diagram



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MOVEMENT RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Hex/Facing										
Move Mode										

Turn #	11	12	13	14	15	16	17	18	19	20
Hex/Facing										
Move Mode										

PHYSICAL ATTACKS

Attack	To-Hit	Damage
Punch	+3	1
Kick	-2	6
Push	-1	—
Charge	+0*	3/Hex
DFA	+0*	9

*Modified by target piloting skill

PUNCH LOCATION TABLE

Die Roll (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

KICK LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1-3	LL	RL	RL
4-6	LL	LL	RL

FACING AFTER FALL

Die Roll (1D6)	New Facing	Hit Location
1	Same Direction	Front
2	1 Hexside Right	Right Side
3	2 Hexsides Right	Right Side
4	Opposite Direction	Rear
5	2 Hexsides Left	Left Side
6	1 Hexside Left	Left Side

CLUSTER HITS TABLE

Die Roll (2D6)	2
2	1
3	1
4	1
5	1
6	1
7	1
8	2
9	2
10	2
11	2
12	2

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: UrbanMech UM-AIV
 Movement Points: 30
 Walking: 2 Tonnage: 30
 Running: 3 Tech Base: Inner Sphere
 Jumping: 2 Rules Level: Advanced
 Engine Type: 60 XL Role: Missile Boat

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Ln
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Arrow IV	RT/RA	10	20[AE,S,F]	—	1	2	8

Ammo: (Arrow IV) 5, (Arrow IV Homing) 5
 Quirks: Extended Torso Twist, Narrow/Low Profile, No/Minimal Arms

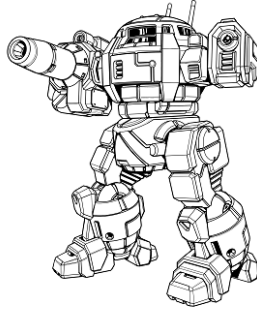
BV: 796



WARRIOR DATA

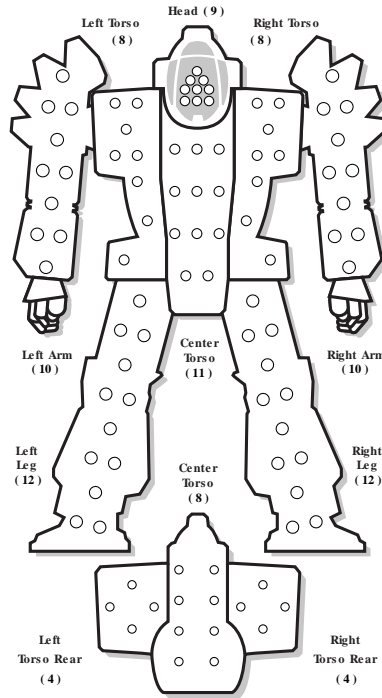
Name: Hija Franciosa
 Gunnery Skill: 3 Piloting Skill: 4

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



ARMOR DIAGRAM

Standard Armor



HIT LOCATION 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

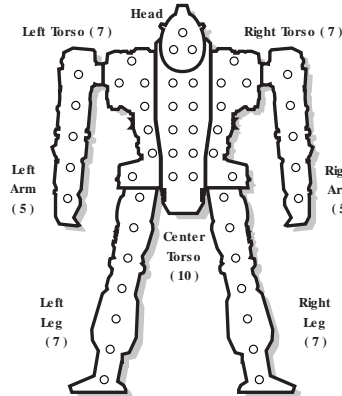
*A result of 2 may inflict a critical hit

TO-HIT MODIFIERS

Attacker	Modifier
Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Prone	+2
Skidding	+1
Terrain	
Light Woods	+1/hex
Heavy Woods	+2/hex
Partial Cover	+1
Target	
Prone (adjacent hex)	-2
Prone (other hex)	+1
Immobile	-4
Skidding	-2
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped	+1
BattleArmor unit	+1
Secondary target (front)	+1
Secondary target (side/rear)	+2
Large support vehicle or grounded DropShip	-1
Damage	
Sensor hit	+2
Shoulder hit	+4
Arm Actuator	+1

INTERNAL STRUCTURE DIAGRAM

Endo Steel



Heat Scale

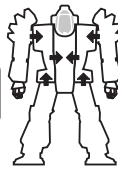
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5*
4
3
2
1
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HEAT DATA

Heat Level*	Effects	Heat Sinks: 10
30	Shutdown	○
28	Ammo Exp, avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp, avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp, avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

CRITICAL TABLE

Location	1-3	4-6
Left Arm	1. Shoulder 2. Upper Arm Actuator 3. ER Medium Laser 4. Endo Steel 5. Endo Steel 6. Endo Steel	1. Endo Steel 2. Endo Steel 3. Endo Steel 4. Endo Steel 5. Roll Again 6. Roll Again
Right Arm	1. Shoulder 2. Upper Arm Actuator 3. Arrow IV 4. Arrow IV 5. Arrow IV 6. Arrow IV	1. Arrow IV 2. Arrow IV 3. Arrow IV 4. Arrow IV 5. Arrow IV 6. Arrow IV
Center Torso	1. Life Support 2. Sensors 3. Small Cockpit 4. Sensors 5. Heat Sink 6. Endo Steel	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. XL Gyro 5. XL Gyro 6. XL Gyro
Left Torso	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Heat Sink 5. Heat Sink 6. Jump Jet	1. XL Gyro 2. XL Gyro 3. XL Gyro 4. XL Fusion Engine 5. XL Fusion Engine 6. XL Fusion Engine
Right Torso	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Heat Sink 5. Heat Sink 6. Jump Jet	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Heat Sink 5. Heat Sink 6. Jump Jet
Left Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Endo Steel	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Heat Sink
Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Heat Sink	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Heat Sink



Damage Transfer Diagram



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MOVEMENT RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Hex/Facing										
Move Mode										

Turn #	11	12	13	14	15	16	17	18	19	20
Hex/Facing										
Move Mode										

KICK LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1-3	LL	RL	RL
4-6	LL	LL	RL

FACING AFTER FALL

Die Roll (1D6)	New Facing	Hit Location
1	Same Direction	Front
2	1 Hexside Right	Right Side
3	2 Hexsides Right	Right Side
4	Opposite Direction	Rear
5	2 Hexsides Left	Left Side
6	1 Hexside Left	Left Side

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: UrbanMech UM-R80

Movement Points: **Tonnage:** 30
 Walking: 2 **Tech Base:** Inner Sphere
 Running: 3 **Rules Level:** Standard
 Jumping: 3 **Role:** Ambusher
 Engine Type: 60 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Ln
1	Small Laser	LA	1	3 [DE]	—	1	2	3
1	Snub-Nose PPC	RA	10	10/8/5	—	9	13	15
[DE,V]								
1	TAG	RA	—	[E]	—	5	9	15
1	Small Pulse Laser	LT	2	3 [P,AI]	—	1	2	3
1	ECM Suite (Guardian)	LT	—	[E]	—	—	—	6
1	Active Probe (Beagle)	RT	—	[E]	—	—	—	4

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

BV: 769

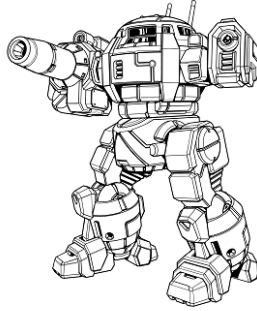


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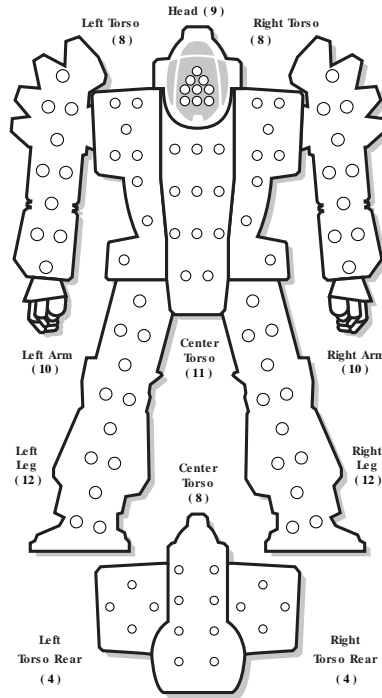
Gunnery Skill: 4 Piloting Skill: 4

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



ARMOR DIAGRAM

Standard Armor



HIT LOCATION 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

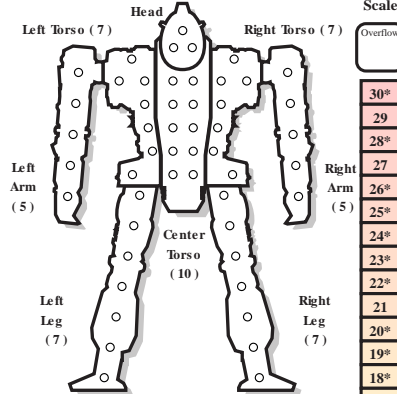
*A result of 2 may inflict a critical hit

TO-HIT MODIFIERS

Attacker	
Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Prone	+2
Skidding	+1
Terrain	
Light Woods	+1/hex
Heavy Woods	+2/hex
Partial Cover	+1
Target	
Prone (adjacent hex)	-2
Prone (other hex)	+1
Immobile	-4
Skidding	-2
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped	+1
BattleArmor unit	+1
Secondary target (front)	+1
Secondary target (side/rear)	+2
Large support vehicle or grounded DropShip	-1
Damage	
Sensor hit	+2
Shoulder hit	+4
Arm Actuator	+1

INTERNAL STRUCTURE DIAGRAM

Standard Structure



Heat Scale

Overflow

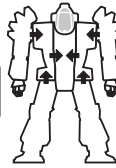
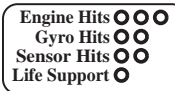
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HEAT DATA

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	○

CRITICAL TABLE

Location	1-3	4-6
Left Arm	1. Shoulder 2. Upper Arm Actuator 3. Small Laser 4. Roll Again 5. Roll Again 6. Roll Again	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Right Arm	1. Shoulder 2. Upper Arm Actuator 3. Snub-Nose PPC 4. Snub-Nose PPC 5. TAG 6. Roll Again	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Center Torso	1. Life Support 2. Sensors 3. Cockpit 4. Heat Sink 5. Sensors 6. Life Support	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
Left Torso	1. Heat Sink 2. Heat Sink 3. Improved Jump Jet 4. Improved Jump Jet 5. Small Pulse Laser 6. ECM Suite (Guardian)	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Right Torso	1. Heat Sink 2. Heat Sink 3. Improved Jump Jet 4. Improved Jump Jet 5. Active Probe (Beagle) 6. Active Probe (Beagle)	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. Heat Sink 6. Heat Sink	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Heat Sink
Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Heat Sink	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Heat Sink



Damage Transfer Diagram

MOVEMENT RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Hex/Facing										
Move Mode										

Turn #	11	12	13	14	15	16	17	18	19	20
Hex/Facing										
Move Mode										

KICK LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1-3	LL	RL	RL
4-6	LL	LL	RL

FACING AFTER FALL

Die Roll (1D6)	New Facing	Hit Location
1	Same Direction	Front
2	1 Hexside Right	Right Side
3	2 Hexsides Right	Right Side
4	Opposite Direction	Rear
5	2 Hexsides Left	Left Side
6	1 Hexside Left	Left Side

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: UrbanMech UM-R27
Movement Points: 30
Tonnage: 30
Walking: 2 **Tech Base:** Inner Sphere
Running: 3 **Rules Level:** Advanced
Jumping: 2 **Role:** Ambusher
Engine Type: 60 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Ln
1	SRM 6	LA	4	2/Msl	—	3	6	9
[M.C.S.]								
1	AES	LA	—	[E]	—	—	—	—
2	SRM 6	RA	4	2/Msl	—	3	6	9
[M.C.S.]								
1	AES	RA	—	[E]	—	—	—	—

Ammo: (SRM 6) 45
Quirks: Extended Torso Twist, Narrow/Low Profile, No/Minimal Arms

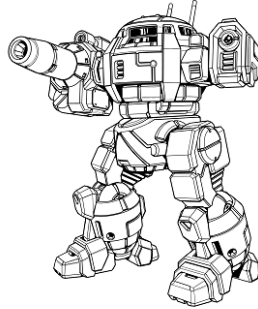
BV: 805



WARRIOR DATA

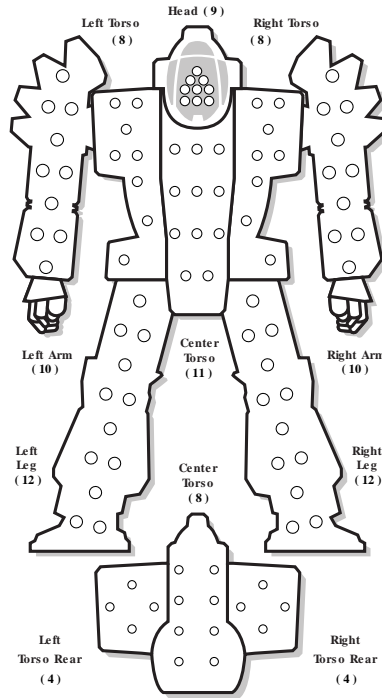
Name: Bohan Jackson
Gunnery Skill: 3 **Piloting Skill:** 4

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



ARMOR DIAGRAM

Standard Armor



HIT LOCATION 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

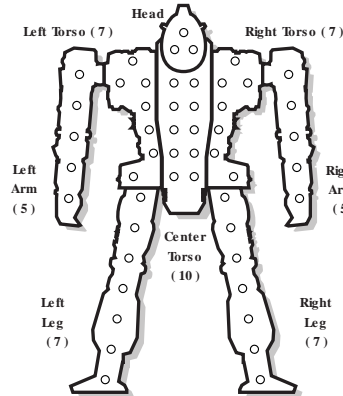
*A result of 2 may inflict a critical hit.

TO-HIT MODIFIERS

Attacker	Modifier
Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Prone	+2
Skidding	+1
Terrain	
Light Woods	+1/hex
Heavy Woods	+2/hex
Partial Cover	+1
Target	
Prone (adjacent hex)	-2
Prone (other hex)	+1
Immobile	-4
Skidding	-2
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped	+1
BattleArmor unit	+1
Secondary target (front)	+1
Secondary target (side/rear)	+2
Large support vehicle or grounded DropShip	-1
Damage	
Sensor hit	+2
Shoulder hit	+4
Arm Actuator	+1

INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

CRITICAL TABLE

Location	1-3	4-6
Left Arm	1. Shoulder 2. Upper Arm Actuator 3. SRM 6 4. SRM 6 5. AES 6. Roll Again	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Right Arm	1. Shoulder 2. Upper Arm Actuator 3. SRM 6 4. SRM 6 5. SRM 6 6. SRM 6	1. AES 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Center Torso	1. Life Support 2. Sensors 3. Cockpit 4. Heat Sink 5. Sensors 6. Life Support	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
Left Torso	1. Heat Sink 2. Heat Sink 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Jump Jet 6. Jump Jet
Right Torso (CASE)	1. Heat Sink 2. Heat Sink 3. Ammo (SRM 6) 15 4. Ammo (SRM 6) 15 5. Ammo (SRM 6) 15 6. CASE	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Left Leg	1. Hip 2. Lower Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Roll Again	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Heat Sink
Right Leg	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Roll Again	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Heat Sink 6. Heat Sink

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



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	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	○

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MOVEMENT RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Hex/Facing										
Move Mode										

Turn #	11	12	13	14	15	16	17	18	19	20
Hex/Facing										
Move Mode										

PHYSICAL ATTACKS

Attack	To-Hit	Damage
Punch	+3	1
Kick	-2	6
Push	-1	—
Charge	+0*	3/Hex
DFA	+0*	9

*Modified by target piloting skill

PUNCH LOCATION TABLE

Die Roll (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

KICK LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1-3	LL	RL	RL
4-6	LL	LL	RL

FACING AFTER FALL

Die Roll (1D6)	New Facing	Hit Location
1	Same Direction	Front
2	1 Hexside Right	Right Side
3	2 Hexsides Right	Right Side
4	Opposite Direction	Rear
5	2 Hexsides Left	Left Side
6	1 Hexside Left	Left Side

CLUSTER HITS TABLE

Die Roll (2D6)	Number of Hits
2	2
3	2
4	3
5	3
6	4
7	4
8	4
9	5
10	5
11	6
12	6

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: UrbanMech UM-R96
 Movement Points: 30
 Walking: 2 Tonnage: 30
 Running: 2 Tech Base: Inner Sphere
 Jumping: 3 Rules Level: Advanced
 Engine Type: 60 Fusion Role: Ambusher

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Ln
1	Small X-Pulse Laser	LA	3	3 [P, AI]	—	2	4	5
1	Snub-Nose PPC	RA	10	10/8/5 [DE, V]	—	9	13	15

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

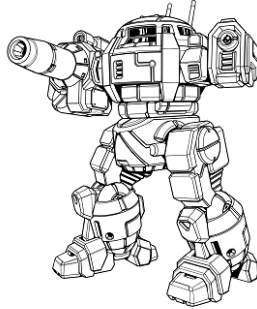
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WARRIOR DATA

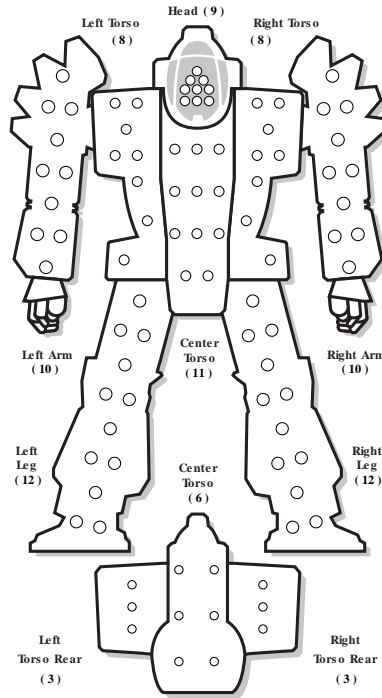
Name: Shawn Kemp
 Gunnery Skill: 4 Piloting Skill: 5

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



ARMOR DIAGRAM

Hardened



HIT LOCATION 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

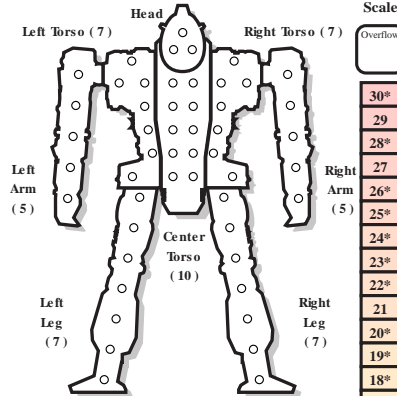
*A result of 2 may inflict a critical hit

TO-HIT MODIFIERS

Attacker	Modifier
Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Prone	+2
Skidding	+1
Terrain	
Light Woods	+1/hex
Heavy Woods	+2/hex
Partial Cover	+1
Target	
Prone (adjacent hex)	-2
Prone (other hex)	+1
Immobile	-4
Skidding	-2
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped	+1
BattleArmor unit	+1
Secondary target (front)	+1
Secondary target (side/rear)	+2
Large support vehicle or grounded DropShip	-1
Damage	
Sensor hit	+2
Shoulder hit	+4
Arm Actuator	+1

INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

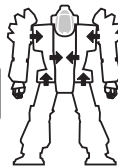
HEAT DATA

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	○

CRITICAL TABLE

Location	1-3	4-6
Left Arm	1. Shoulder 2. Upper Arm Actuator 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Small X-Pulse Laser	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Right Arm	1. Shoulder 2. Upper Arm Actuator 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Snub-Nose PPC	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Center Torso	1. Life Support 2. Sensors 3. Cockpit 4. Roll Again 5. Sensors 6. Life Support	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
Left Torso	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Improved Jump Jet 5. Improved Jump Jet 6. Roll Again
Right Torso	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Improved Jump Jet 5. Improved Jump Jet 6. Roll Again
Left Leg	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
Right Leg	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

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



Damage Transfer Diagram



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MOVEMENT RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Hex/Facing										
Move Mode										

Turn #	11	12	13	14	15	16	17	18	19	20
Hex/Facing										
Move Mode										

KICK LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1-3	LL	RL	RL
4-6	LL	LL	RL

FACING AFTER FALL

Die Roll (1D6)	New Facing	Hit Location
1	Same Direction	Front
2	1 Hexside Right	Right Side
3	2 Hexsides Right	Right Side
4	Opposite Direction	Rear
5	2 Hexsides Left	Left Side
6	1 Hexside Left	Left Side

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: UrbanMech UM-R93
Movement Points: 30
Tonnage: 30
Walking: 2 **Tech Base:** Inner Sphere
Running: 2 **Rules Level:** Advanced
Jumping: 2 **Role:** Ambusher
Engine Type: 60 Fusion

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Ln
1	ER Small Laser	LA	2	3 [DE]	—	2	4	5
1	Plasma Rifle	RA	10	10 [DE,H]	—	5	10	15
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12

Ammo: (Plasma Rifle) 10
Quirks: Extended Torso Twist, Narrow/Low Profile, No/Minimal Arms

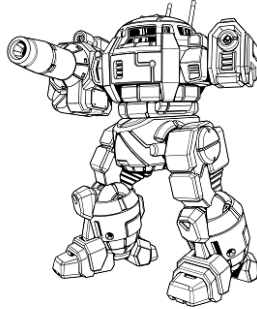
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WARRIOR DATA

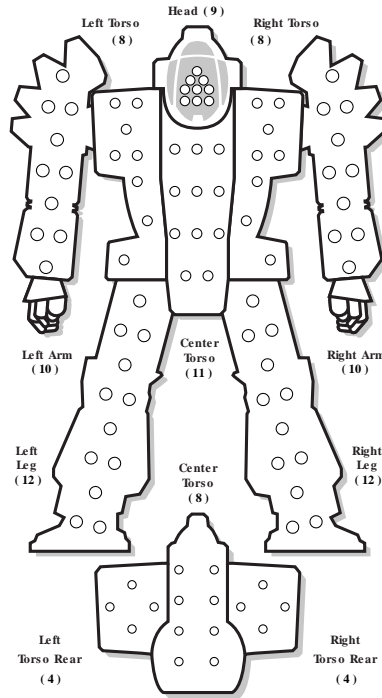
Name: Ralph Hamadani
Gunnery Skill: 4 **Piloting Skill:** 6

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



ARMOR DIAGRAM

Hardened



HIT LOCATION 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

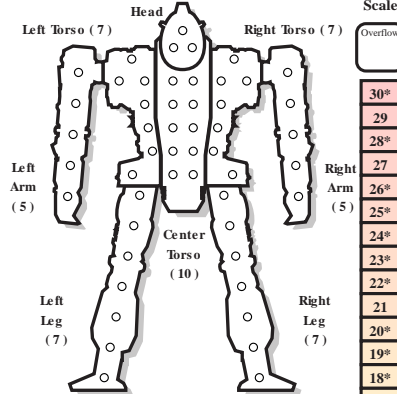
*A result of 2 may inflict a critical hit

TO-HIT MODIFIERS

Attacker	Modifier
Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Prone	+2
Skidding	+1
Terrain	
Light Woods	+1/hex
Heavy Woods	+2/hex
Partial Cover	+1
Target	
Prone (adjacent hex)	-2
Prone (other hex)	+1
Immobile	-4
Skidding	-2
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped	+1
BattleArmor unit	+1
Secondary target (front)	+1
Secondary target (side/rear)	+2
Large support vehicle or grounded DropShip	-1
Damage	
Sensor hit	+2
Shoulder hit	+4
Arm Actuator	+1

INTERNAL STRUCTURE DIAGRAM

Standard Structure



Heat Scale

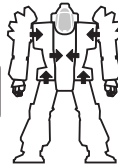
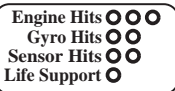
Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
14*	
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

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	○

CRITICAL TABLE

Location	1-3	4-6
Left Arm	1. Shoulder 2. Upper Arm Actuator 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. ER Small Laser	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Right Arm	1. Shoulder 2. Upper Arm Actuator 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Plasma Rifle	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Center Torso	1. Life Support 2. Sensors 3. Cockpit 4. Roll Again 5. Sensors 6. Life Support	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
Left Torso	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. ER Medium Laser 5. Roll Again 6. Roll Again
Right Torso	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Ammo (Plasma Rifle) 10 5. Roll Again 6. Roll Again
Left Leg	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
Right Leg	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



Damage Transfer Diagram



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MOVEMENT RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Hex/Facing										
Move Mode										

Turn #	11	12	13	14	15	16	17	18	19	20
Hex/Facing										
Move Mode										

KICK LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1-3	LL	RL	RL
4-6	LL	LL	RL

FACING AFTER FALL

Die Roll (1D6)	New Facing	Hit Location
1	Same Direction	Front
2	1 Hexside Right	Right Side
3	2 Hexsides Right	Right Side
4	Opposite Direction	Rear
5	2 Hexsides Left	Left Side
6	1 Hexside Left	Left Side