

# BATTLETECH™

## 'MECH RECORD SHEET

### MECH DATA

Type: Longbow LGB-10K

Movement Points: Tonnage: 85  
Walking: 3 Tech Base: Inner Sphere  
Running: 5 3140  
Jumping: 0 E/X-X-E-D

### Weapons & Equipment Inventory

(hexes)

| Qty | Type               | Loc | Ht  | Dmg          | Min | Sht | Med | Lng |
|-----|--------------------|-----|-----|--------------|-----|-----|-----|-----|
| 1   | Medium Pulse Laser | HD  | 4   | 6 [P]        | -   | 2   | 4   | 6   |
| 1   | ER Large Laser     | CT  | 12  | 8 [DE]       | -   | 7   | 14  | 19  |
| 1   | Ultra AC/20        | RA  | 8/s | 20           | -   | 3   | 7   | 10  |
|     |                    |     |     | [DB, R/C/R2] |     |     |     |     |
| 1   | Ultra AC/20        | LA  | 8/s | 20           | -   | 3   | 7   | 10  |
|     |                    |     |     | [DB, R/C/R2] |     |     |     |     |

| Ammunition Type | Rounds |
|-----------------|--------|
| Ultra AC/20     | 30     |

Cost: 16,547,325 C-Bills +120,000 (ammo)  
BV: 2,704 (Base: 1,791)  
Weapon Heat (32,0)  
Dissipation (28)

### WARRIOR DATA

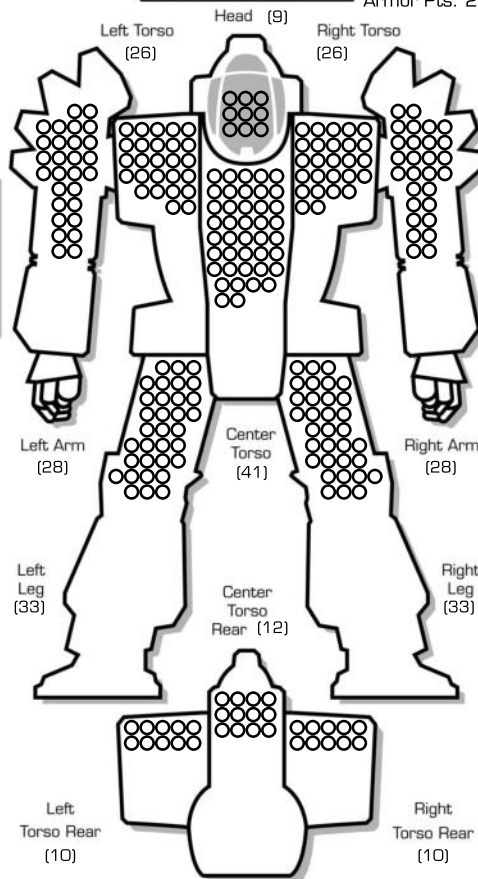
Name: R3 C1 M1

Gunnery Skill: 3 Piloting Skill: 2

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

### ARMOR DIAGRAM

Armor Pts: 256



### CRITICAL HIT TABLE

#### Left Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. Ultra AC/20
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Medium Pulse Laser
5. Sensors
6. Life Support

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. Ultra AC/20
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

#### Center Torso

1. Ultra AC/20
  2. Ultra AC/20
  3. Ultra AC/20
  4. Ultra AC/20
  5. Ultra AC/20
  6. Ultra AC/20
1. XL Fusion Engine
  2. XL Fusion Engine
  - 1-3 3. XL Fusion Engine
  4. Gyro
  5. Gyro
  6. Gyro

1. Ultra AC/20
2. Ultra AC/20
3. Ultra AC/20
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

#### Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
- 1-3 4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
- 4-6 5. ER Large Laser
6. ER Large Laser

#### Right Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
- 1-3 4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

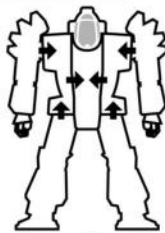
Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. @Ultra AC/20 (5)
- 4-6 6. Roll Again

#### Right Leg

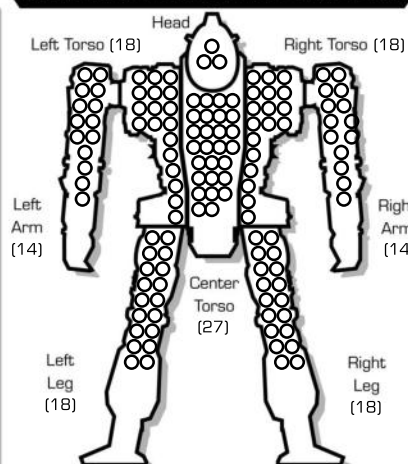
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. @Ultra AC/20 (5)
- 4-6 6. Roll Again



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM

Heat Scale



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: 14 (28) Double |
|-------------|------------------------|----------------------------|
| 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 |
|------------|
| 30*        |
| 29         |
| 28*        |
| 27         |
| 26*        |
| 25*        |
| 24*        |
| 23*        |
| 22*        |
| 21         |
| 20*        |
| 19*        |
| 18*        |
| 17*        |
| 16         |
| 15*        |
| 14*        |
| 13*        |
| 12         |
| 11         |
| 10*        |
| 9          |
| 8*         |
| 7          |
| 6          |
| 5*         |
| 4          |
| 3          |
| 2          |
| 1          |
| 0          |

# BATTLETECH™

## 'MECH RECORD SHEET

### MECH DATA

Type: No-Dachi NDA-3X

**Movement Points:**      **Tonnage:** 70  
**Walking:** 5              **Tech Base:** Mixed  
**Running:** 8 (10)              3075  
**Jumping:** 0                      X/X-X-X-X

### Weapons & Equipment Inventory

(hexes)

| Qty              | Type                   | Loc | Ht     | Dmg            | Min | Sht | Med | Lng |
|------------------|------------------------|-----|--------|----------------|-----|-----|-----|-----|
| 1                | ER Medium Laser (C)    | HD  | 5      | 7 [DE]         | -   | 5   | 10  | 15  |
| 1                | LRM-15 (C)             | RT  | 5      | 1/m            | -   | 7   | 14  | 21  |
|                  |                        |     |        | [M, C/S/C5/15] |     |     |     |     |
| 1                | LRM-15 (C)             | LT  | 5      | 1/m            | -   | 7   | 14  | 21  |
|                  |                        |     |        | [M, C/S/C5/15] |     |     |     |     |
| 1                | (R) ER Small Laser (C) | LT  | 2      | 5 [DE]         | -   | 2   | 4   | 6   |
| 1                | Supercharger           | LT  | 0      | -              | -   | -   | -   | -   |
|                  |                        |     |        | [null, ]       |     |     |     |     |
| 1                | Large Vibroblade       | RA  | 7      | 14             | -   | 1   | 0   | 0   |
|                  |                        |     |        | [PA, V]        |     |     |     |     |
| 1                | ER PPC (C)             | LA  | 15     | 15 [DE]        | -   | 7   | 14  | 23  |
| Ammunition Type  |                        |     | Rounds |                |     |     |     |     |
| LRM-15 (Artemis) |                        |     | 16     |                |     |     |     |     |

**Cost:** 23,990.712 C-Bills  
+120,000 (ammo)

**BV:** 3,131 (Base: 2,609)  
Weapon Heat (39,0)  
Dissipation (30)

### WARRIOR DATA

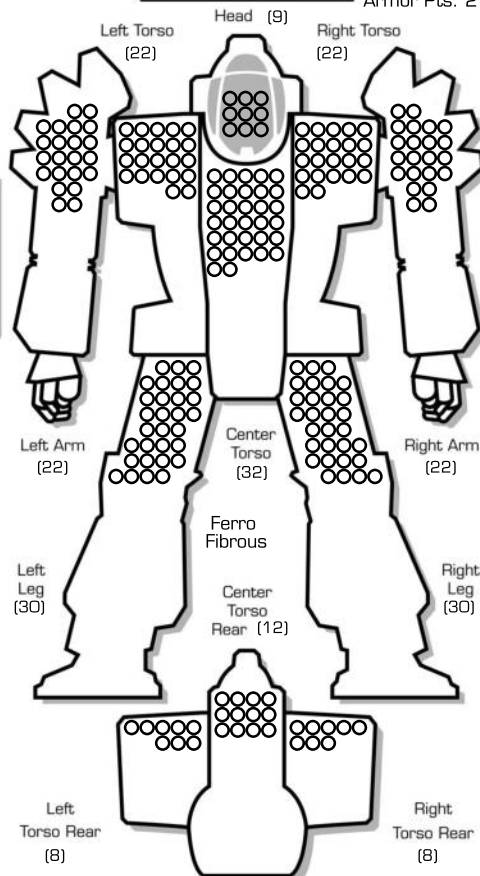
Name: R3 C1 M2

Gunnery Skill: 4      Piloting Skill: 3

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

### ARMOR DIAGRAM

Armor Pts: 217



### CRITICAL HIT TABLE

#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. ER PPC (C)
5. ER PPC (C)
6. Ferro-Fibrous

1. Endo-Steel
2. Endo-Steel
3. Endo-Steel
4. Endo-Steel
5. Endo-Steel
6. Endo-Steel

#### Left Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
- 1-3 4. LRM-15 (C)
5. LRM-15 (C)
6. Artemis IV FCS

1. @LRM 15 Artemis (8)
2. Supercharger
3. (R) ER Small Laser (C)
4. Ferro-Fibrous
5. Endo-Steel
6. Endo-Steel

#### Left Leg

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

#### Head

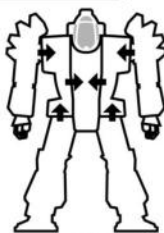
1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser (C)
5. Sensors
6. Life Support

#### Center Torso

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
- 4-6 5. Double Heat Sink
6. Double Heat Sink

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



Damage Transfer Diagram

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. Hand Actuator
5. Large Vibroblade
6. Large Vibroblade

1. Large Vibroblade
2. Large Vibroblade
3. Ferro-Fibrous
4. Endo-Steel
5. Roll Again
6. Roll Again

#### Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
- 1-3 4. LRM-15 (C)
5. LRM-15 (C)
6. Artemis IV FCS

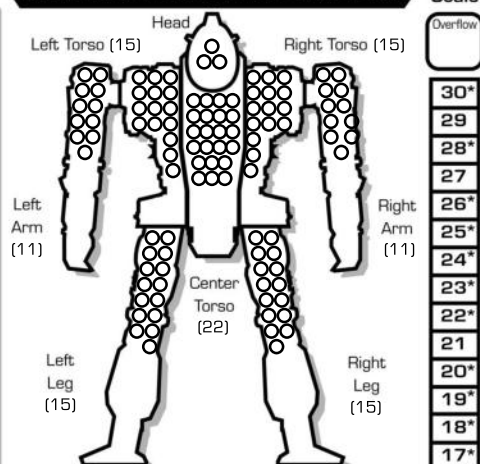
1. @LRM 15 Artemis (8)
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Endo-Steel
5. Endo-Steel
6. Endo-Steel

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM

Heat Scale



### HEAT DATA

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

'MECH RECORD SHEET

**MECH DATA**

Type: Longbow LGB-13C

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 85

Tech Base: Inner Sphere

3070

E/X-X-E-D

**Weapons & Equipment Inventory**

(hexes)

| Qty                | Type             | Loc    | Ht | Dmg           | Min | Sht | Med | Lng |
|--------------------|------------------|--------|----|---------------|-----|-----|-----|-----|
| 1                  | ER Small Laser   | HD     | 2  | 3 [DE]        | -   | 2   | 4   | 5   |
| 2                  | ER Small Laser   | CT     | 2  | 3 [DE]        | -   | 2   | 4   | 5   |
| 1                  | MML-7            | RT     | 4  | [M, C/S/C5/7] | -   | -   | -   | -   |
|                    | LRM              |        |    | 1/Msl.        | 6   | 7   | 14  | 21  |
|                    | SRM              |        |    | 2/Msl.        | -   | 3   | 6   | 9   |
|                    | w/Artemis IV FCS |        |    | -             |     |     |     |     |
| 1                  | MML-7            | LT     | 4  | [M, C/S/C5/7] | -   | -   | -   | -   |
|                    | w/Artemis IV FCS |        |    | -             |     |     |     |     |
| 2                  | MML-7            | RA     | 4  | [M, C/S/C5/7] | -   | -   | -   | -   |
|                    | w/Artemis IV FCS |        |    | -             |     |     |     |     |
| 2                  | MML-7            | LA     | 4  | [M, C/S/C5/7] | -   | -   | -   | -   |
|                    | w/Artemis IV FCS |        |    | -             |     |     |     |     |
| Ammunition Type    |                  | Rounds |    |               |     |     |     |     |
| MML-7 (SRM Art-IV) |                  | 42     |    |               |     |     |     |     |
| MML-7 (LRM Art-IV) |                  | 51     |    |               |     |     |     |     |

Cost: 20,660,646 C-Bills

+342,000 (ammo)

BV: 2,459 (Base: 1,397)

Weapon Heat (30,0)

Dissipation (24)

**WARRIOR DATA**

Name: R3 C2 M1

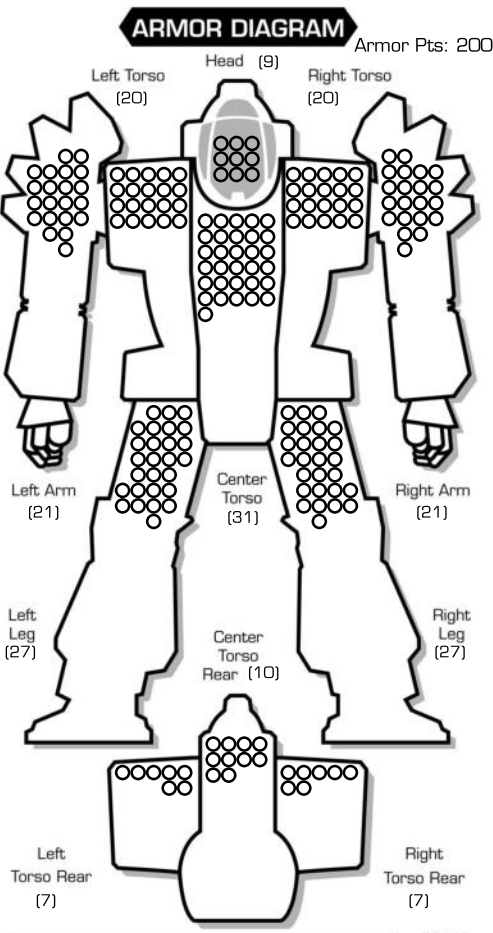
Gunnery Skill: 2    Piloting Skill: 2

Hits Taken

|   |   |   |   |   |   |
|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|

Consciousness#

|   |   |   |    |    |      |
|---|---|---|----|----|------|
| 3 | 5 | 7 | 10 | 11 | Dead |
|---|---|---|----|----|------|



**CRITICAL HIT TABLE**

**Left Arm**

1. Shoulder

2. Upper Arm Actuator

3. MML-7

4. MML-7

5. MML-7

6. MML-7

**Right Arm**

1. Shoulder

2. Upper Arm Actuator

3. MML-7

4. MML-7

5. MML-7

6. MML-7

**Center Torso**

1. XL Fusion Engine

2. XL Fusion Engine

3. XL Fusion Engine

4. Gyro

5. Gyro

6. Gyro

**Left Torso (CASE)**

1. XL Fusion Engine

2. XL Fusion Engine

3. XL Fusion Engine

4. MML-7

5. MML-7

6. MML-7

**Right Torso (CASE)**

1. XL Fusion Engine

2. XL Fusion Engine

3. XL Fusion Engine

4. MML-7

5. MML-7

6. MML-7

**Left Leg**

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

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○

CATALYST

game labs

Damage Transfer

Diagram

**INTERNAL STRUCTURE DIAGRAM**

Heat Scale

Overflow

Left Torso (18)

Head

Right Torso (18)

Left Arm (14)

Right Arm (14)

Left Leg (18)

Right Leg (18)

Center Torso (27)

**HEAT DATA**

Heat Level\*    Effects    Heat Sinks: 12 (24) Double

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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# BATTLETECH™

## 'MECH RECORD SHEET

### MECH DATA

Type: Sunder SD1-O E

Movement Points: Tonnage: 90  
Walking: 4 Tech Base: Inner Sphere  
Running: 6 3069  
Jumping: 0 E/X-X-F-E

### Weapons & Equipment Inventory

(hexes)

| Qty               | Type            | Loc    | Ht | Dmg                | Min | Sht | Med | Lng |
|-------------------|-----------------|--------|----|--------------------|-----|-----|-----|-----|
| 1                 | ER Medium Laser | HD     | 5  | 5 [DE]             | -   | 4   | 8   | 12  |
| 1                 | Streak SRM-6    | CT     | 4  | 2/m<br>[M, C/C2/6] | -   | 3   | 6   | 9   |
| 1                 | Streak SRM-6    | LT     | 4  | 2/m<br>[M, C/C2/6] | -   | 3   | 6   | 9   |
| 2                 | Snub-Nose PPC   | RA     | 10 | 10/8/5<br>[DE, V]  | -   | 9   | 13  | 15  |
| 1                 | LB 10-X AC      | LA     | 2  | 10<br>[DB, C/S/F]  | -   | 6   | 12  | 18  |
| Ammunition Type   |                 | Rounds |    |                    |     |     |     |     |
| LB 10-X (Slug)    |                 | 10     |    |                    |     |     |     |     |
| LB 10-X (Cluster) |                 | 10     |    |                    |     |     |     |     |
| Streak SRM-6      |                 | 15     |    |                    |     |     |     |     |

Cost: 28,837,250 C-Bills  
+86,000 (ammo)

BV: 3,302 (Base: 1,876)  
Weapon Heat (35,0)  
Dissipation (30)

### WARRIOR DATA

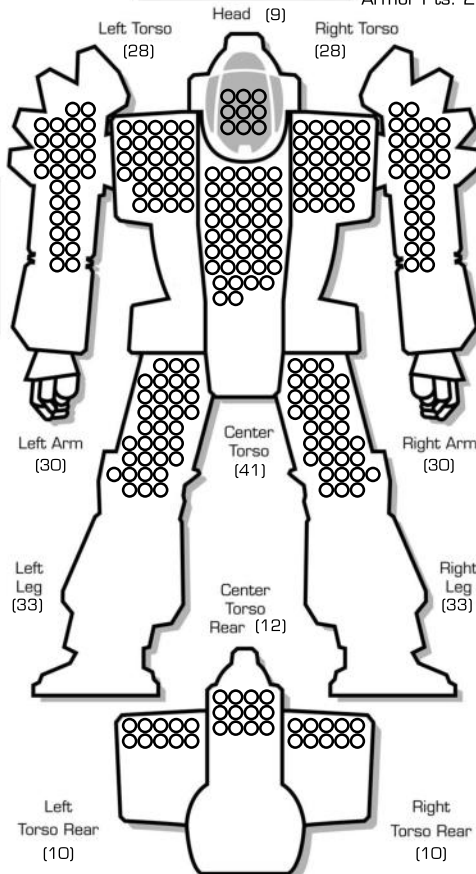
Name: R3 C2 M2

Gunnery Skill: 2 Piloting Skill: 2

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

### ARMOR DIAGRAM

Armor Pts: 264



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 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
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Streak SRM-6
- Streak SRM-6
- @Streak SRM 6 (15)

1-3

- @LB 10 X Slug (10)
- @LB 10 X Cluster (10)
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- 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
- Streak SRM-6
- Streak SRM-6

4-6

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Snub-Nose PPC
- Snub-Nose PPC
- Snub-Nose PPC
- Snub-Nose PPC

1-3

- Roll Again
- Roll Again
- Roll Again
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Roll Again
- Roll Again
- Roll Again

1-3

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

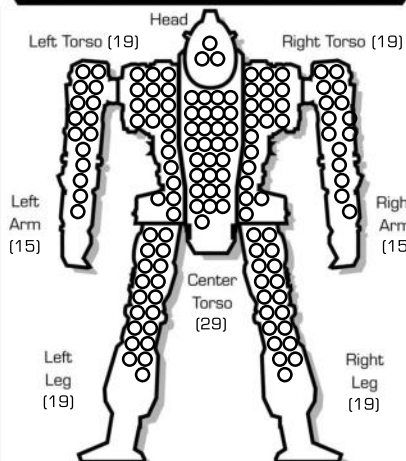
4-6

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM

Heat Scale



### HEAT DATA

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

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

## 'MECH RECORD SHEET

## Type: Turkina D

|                         |                   |           |
|-------------------------|-------------------|-----------|
| <b>Movement Points:</b> | <b>Tonnage:</b>   | 95        |
| <b>Walking:</b>         | <b>Tech Base:</b> | Clan      |
| <b>Running:</b>         |                   | 3060      |
| <b>Jumping:</b>         |                   | F/X-X-E-D |

## Weapons &amp; Equipment Inventory (hexes)

| Gty             | Type            | Loc | Ht     | Dmg            | Min | Sht | Med | Lng |
|-----------------|-----------------|-----|--------|----------------|-----|-----|-----|-----|
| 1               | ER Medium Laser | HD  | 5      | 7 [DE]         | -   | 5   | 10  | 15  |
| 1               | ER Medium Laser | CT  | 5      | 7 [DE]         | -   | 5   | 10  | 15  |
| 2               | ATM-12          | RA  | 8      | 2/m            | 4   | 5   | 10  | 15  |
|                 | ER              |     |        | 1/m            | 4   | 9   | 18  | 27  |
|                 | HE              |     |        | 3/m            | -   | 3   | 6   | 9   |
|                 |                 |     |        | [M, C/S/C5/12] |     |     |     |     |
| 2               | ATM-12          | LA  | 8      | 2/m            | 4   | 5   | 10  | 15  |
|                 |                 |     |        | [M, C/S/C5/12] |     |     |     |     |
| Ammunition Type |                 |     | Rounds |                |     |     |     |     |
| ATM-12          |                 |     | 20     |                |     |     |     |     |
| ATM-12 (ER)     |                 |     | 15     |                |     |     |     |     |
| ATM-12 (HE)     |                 |     | 15     |                |     |     |     |     |

**Cost:** 26.779.594 C-Bills  
+750.000 (ammo)

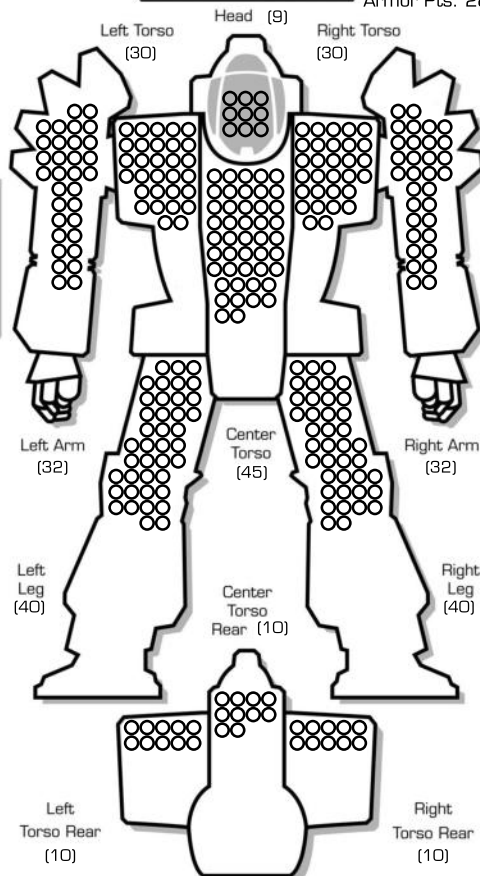
**BV: 3.132**  
Weapon Heat (42,0)  
Dissipation (34)

## Name: R3 C3 M1

**Gunnery Skill: 4      Piloting Skill: 5**

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

Armor Pts: 288



## CRITICAL HIT TABLE

### Left Arm

1. Shoulder  
2. Upper Arm Actuator  
1-3 3. ATM-12  
4. ATM-12  
5. ATM-12  
6. ATM-12  
1. ATM-12  
2. ATM-12  
4-6 3. ATM-12  
4. ATM-12  
5. ATM-12  
6. ATM-12

## Left Torso (CASE)

1. XL Fusion Engine  
2. XL Fusion Engine  
3. [Double Heat Sink  
4. [Double Heat Sink  
5. [Double Heat Sink  
6. [Double Heat Sink
1. Jump Jet  
2. @ATM 12 (5)  
3. @ATM 12 (5)  
4. @ATM 12 ER (5)  
5. @ATM 12 ER (5)  
6. @ATM 12 HE (5)

### Left Leg

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

## Head

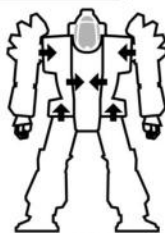
1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser
5. Sensors
6. Life Support

### Center Torso

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

- 4-6**
1. Gyro
  2. XL Fusion Engine
  3. XL Fusion Engine
  4. XL Fusion Engine
  5. Jump Jet
  6. ER Medium Laser

|              |     |
|--------------|-----|
| Engine Hits  | ○○○ |
| Gyro Hits    | ○○  |
| Sensor Hits  | ○○  |
| Life Support | ○   |



### Damage Transfer Diagram

### Right Arm

1. Shoulder  
2. Upper Arm Actuator  
1-3 3. ATM-12  
4. ATM-12  
5. ATM-12  
6. ATM-12  
1. ATM-12  
2. ATM-12  
4-6 3. ATM-12  
4. ATM-12  
5. ATM-12  
6. ATM-12

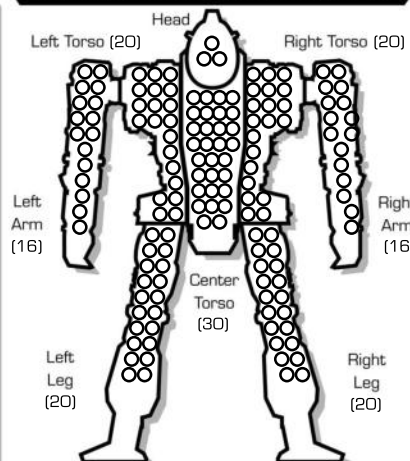
## Right Torso (CASE)

- 1-3
1. XL Fusion Engine
  2. XL Fusion Engine
  3. [Double Heat Sink
  4. [Double Heat Sink
  5. [Double Heat Sink
  6. [Double Heat Sink
- 4-6
1. Jump Jet
  2. @ATM 12 (5)
  3. @ATM 12 (5)
  4. @ATM 12 ER (5)
  5. @ATM 12 HE (5)
  6. @ATM 12 HE (5)

### Right Leg

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

## INTERNAL STRUCTURE DIAGRAM

Heat  
Scale

## HEAT DATA

| Heat Level* | Effects                | Heat Sinks:<br>17 (34)<br>Double |
|-------------|------------------------|----------------------------------|
| 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     |                                  |

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

BATTLETECH™

'MECH RECORD SHEET

MECH DATA

Type: Shadow Cat M

Movement Points: Tonnage: 45  
Walking: 6 Tech Base: Clan  
Running: 9 (12) 3052  
Jumping: 6 F/X-X-E-D

Weapons & Equipment Inventory

| Qty | Type              | Loc | Ht | Dmg    | Min | Sht | Med | Lng |
|-----|-------------------|-----|----|--------|-----|-----|-----|-----|
| 1   | MASC              | CT  | -  | -      | -   | -   | -   | -   |
| 1   | ER Medium Laser   | RT  | 5  | 7 [DE] | -   | 5   | 10  | 15  |
| 1   | ER Medium Laser   | LT  | 5  | 7 [DE] | -   | 5   | 10  | 15  |
| 1   | Large Pulse Laser | RA  | 10 | 10 [P] | -   | 6   | 14  | 20  |
| 1   | Large Pulse Laser | LA  | 10 | 10 [P] | -   | 6   | 14  | 20  |

Cost: 11.372.531 C-Bills  
+0 (ammo)

BV: 2.682 (Base: 2.438)  
Weapon Heat (30,0)  
Dissipation (26)

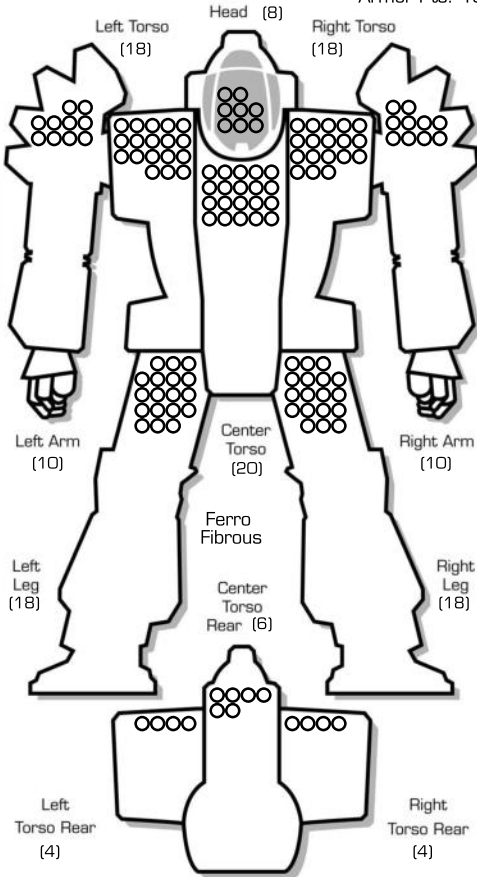
WARRIOR DATA

Name: R3 C3 M2  
Gunnery Skill: 4 Piloting Skill: 4

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

ARMOR DIAGRAM

Armor Pts: 134



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Large Pulse Laser
- Large Pulse Laser

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Endo-Steel
- Endo-Steel

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser

- Roll Again
- Roll Again
- Endo-Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

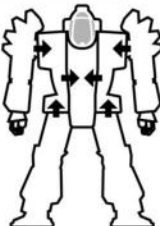
- Life Support
- Sensors
- Cockpit
- Endo-Steel
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- MASC
- MASC

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Double Heat Sink
- Double Heat Sink
- Large Pulse Laser
- Large Pulse Laser

- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Endo-Steel
- Endo-Steel

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- ER Medium Laser
- Roll Again
- Roll Again

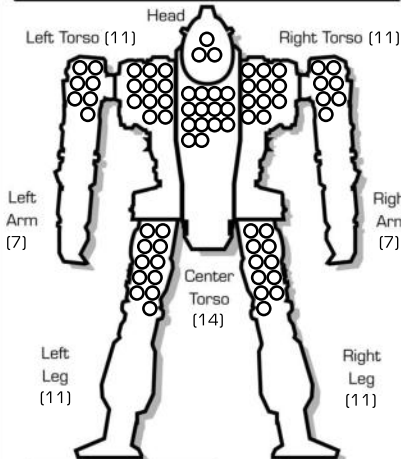
- Roll Again
- Endo-Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

INTERNAL STRUCTURE DIAGRAM

Heat Scale



HEAT DATA

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

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



# BATTLETECH™

## 'MECH RECORD SHEET

### MECH DATA

Type: Marauder IIC 4

Movement Points: Tonnage: 85  
Walking: 4 Tech Base: Clan  
Running: 6 3070  
Jumping: 3 F/X-X-ED

### Weapons & Equipment Inventory (hexes)

| Qty             | Type   | Loc | Ht     | Dmg               | Min | Sht | Med | Lng |
|-----------------|--------|-----|--------|-------------------|-----|-----|-----|-----|
| 1               | HAG-40 | RT  | 8      | 40                | 2   | 8   | 16  | 24  |
|                 |        |     |        | [DB, X/C/F/C5/40] |     |     |     |     |
| 1               | HAG-40 | LT  | 8      | 40                | 2   | 8   | 16  | 24  |
|                 |        |     |        | [DB, X/C/F/C5/40] |     |     |     |     |
| Ammunition Type |        |     | Rounds |                   |     |     |     |     |
| HAG-40          |        |     | 30     |                   |     |     |     |     |

Cost: 21,239,233 C-Bills  
+300,000 (ammo)

BV: 3,447  
Weapon Heat (16,0)  
Dissipation (20)

### WARRIOR DATA

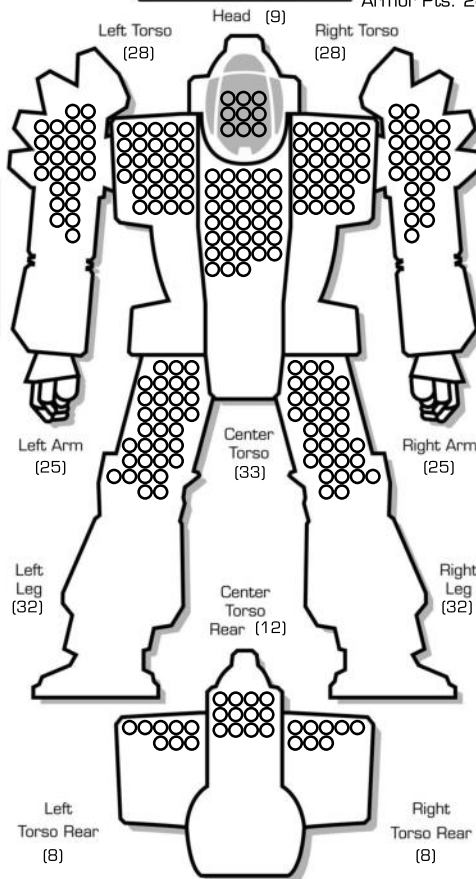
Name: R3 C4 M1

Gunnery Skill: 4 Piloting Skill: 5

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

### ARMOR DIAGRAM

Armor Pts: 240



### CRITICAL HIT TABLE

#### Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. HAG-40
5. HAG-40
6. HAG-40

#### Head

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

#### Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. HAG-40
5. HAG-40
6. HAG-40

#### Center Torso

1. HAG-40
  2. HAG-40
  3. HAG-40
  4. HAG-40
  5. HAG-40
  6. HAG-40
1. XL Fusion Engine
  2. XL Fusion Engine
  - 1-3 3. XL Fusion Engine
  4. Gyro
  5. Gyro
  6. Gyro

1. HAG-40
2. HAG-40
3. HAG-40
4. HAG-40
5. HAG-40
6. HAG-40

#### Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
- 1-3 4. rHAG-40
5. @HAG 40 (3)
6. @HAG 40 (3)

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
- 4-6 6. @HAG 40 (3)

#### Right Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
- 1-3 4. rHAG-40
5. @HAG 40 (3)
6. @HAG 40 (3)

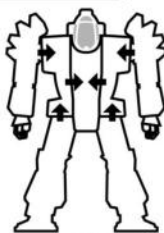
Engine Hits ○○○  
Gyro Hits ○○  
Sensor Hits ○○  
Life Support ○

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. @HAG 40 (3)
- 4-6 6. @HAG 40 (3)

#### Right Leg

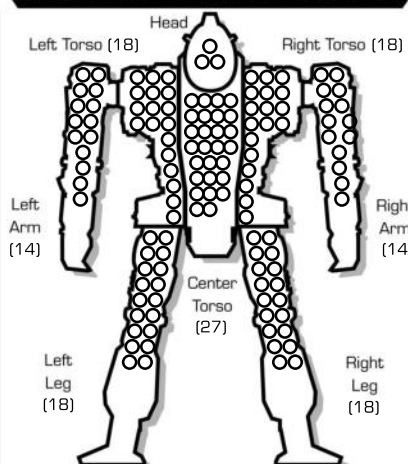
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. @HAG 40 (3)
- 4-6 6. @HAG 40 (3)



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM

Heat Scale



### HEAT DATA

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

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

# BATTLETECH™

## 'MECH RECORD SHEET

### MECH DATA

Type: Guillotine IIC

Movement Points:      Tonnage: 70  
Walking: 4                      Tech Base: Clan  
Running: 6                      2889  
Jumping: 4                      F/X-F-D-D

### Weapons & Equipment Inventory

(hexes)

| Qty | Type              | Loc | Ht | Dmg     | Min | Sht | Med | Lng |
|-----|-------------------|-----|----|---------|-----|-----|-----|-----|
| 1   | SRM-6             | CT  | 4  | 2/m     | -   | 3   | 6   | 9   |
| 1   | ER Medium Laser   | RT  | 5  | 7 [DE]  | -   | 5   | 10  | 15  |
| 1   | ER Medium Laser   | LT  | 5  | 7 [DE]  | -   | 5   | 10  | 15  |
| 2   | Large Pulse Laser | RA  | 10 | 10 [P]  | -   | 6   | 14  | 20  |
| 1   | ER PPC            | LA  | 15 | 15 [DE] | -   | 7   | 14  | 23  |

Ammunition Type      Rounds  
SRM-6                      15

Cost: 7,307,733 C-Bills  
+27,000 (ammo)

BV: 2,377  
Weapon Heat (49,0)  
Dissipation (32)

### WARRIOR DATA

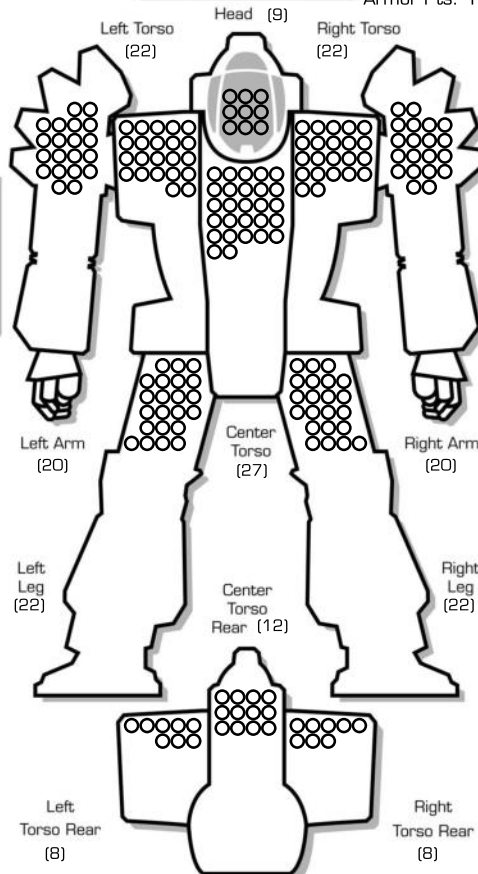
Name: R3 C4 M2

Gunnery Skill: 4      Piloting Skill: 5

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

### ARMOR DIAGRAM

Armor Pts: 192



### CRITICAL HIT TABLE

#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. ER PPC
5. ER PPC
6. Endo-Steel

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

#### Left Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
- 1-3 4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Jump Jet
2. ER Medium Laser
3. Roll Again
- 4-6 4. Roll Again
5. Roll Again
6. Roll Again

#### Left Leg

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

#### Head

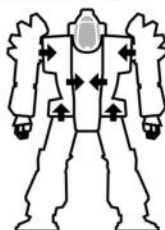
1. Life Support
2. Sensors
3. Cockpit
4. Endo-Steel
5. Sensors
6. Life Support

#### Center Torso (CASE)

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

1. Gyro
2. Fusion Engine
3. Fusion Engine
- 4-6 4. Fusion Engine
5. SRM-6
6. @SRM 6 (15)

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



Damage Transfer Diagram

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 4. Large Pulse Laser
5. Large Pulse Laser
6. Large Pulse Laser

1. Large Pulse Laser
2. Endo-Steel
3. Endo-Steel
- 4-6 4. Endo-Steel
5. Roll Again
6. Roll Again

#### Right Torso

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
- 1-3 4. Double Heat Sink
5. Jump Jet
6. ER Medium Laser

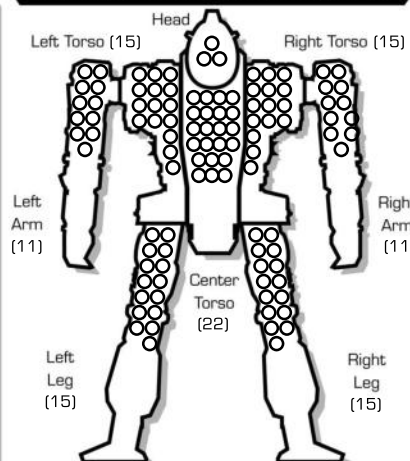
1. Roll Again
2. Roll Again
3. Roll Again
- 4-6 4. Roll Again
5. Roll Again
6. Roll Again

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM

Heat Scale



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: 16 (32) Double |
|-------------|------------------------|----------------------------|
| 30          | Shutdown               | ○○○○○○○○○○○○○○○○○○○○       |
| 28          | Ammo Exp. avoid on 8+  | ○○○○○○○○○○○○○○○○○○○○       |
| 26          | Shutdown, avoid on 10+ | ○○○○○○○○○○○○○○○○○○○○       |
| 25          | -5 Movement Points     | ○○○○○○○○○○○○○○○○○○○○       |
| 24          | +4 Modifier to Fire    | ○○○○○○○○○○○○○○○○○○○○       |
| 23          | Ammo Exp. avoid on 6+  | ○○○○○○○○○○○○○○○○○○○○       |
| 22          | Shutdown, avoid on 8+  | ○○○○○○○○○○○○○○○○○○○○       |
| 20          | -4 Movement Points     | ○○○○○○○○○○○○○○○○○○○○       |
| 19          | Ammo Exp. avoid on 4+  | ○○○○○○○○○○○○○○○○○○○○       |
| 18          | Shutdown, avoid on 6+  | ○○○○○○○○○○○○○○○○○○○○       |
| 17          | +3 Modifier to Fire    | ○○○○○○○○○○○○○○○○○○○○       |
| 15          | -3 Movement Points     | ○○○○○○○○○○○○○○○○○○○○       |
| 14          | Shutdown, avoid on 4+  | ○○○○○○○○○○○○○○○○○○○○       |
| 13          | +2 Modifier to Fire    | ○○○○○○○○○○○○○○○○○○○○       |
| 10          | -2 Movement Points     | ○○○○○○○○○○○○○○○○○○○○       |
| 8           | +1 Modifier to Fire    | ○○○○○○○○○○○○○○○○○○○○       |
| 5           | -1 Movement Points     | ○○○○○○○○○○○○○○○○○○○○       |

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



# BATTLETECH™

## 'MECH RECORD SHEET

### MECH DATA

Type: Phoenix Hawk IIC 4

Movement Points: Tonnage: 80  
Walking: 5 Tech Base: Clan  
Running: 8 3065  
Jumping: 5 F/X-X-D-D

### Weapons & Equipment Inventory (hexes)

| Qty             | Type  | Loc | Ht     | Dmg           | Min | Sht | Med | Lng |
|-----------------|-------|-----|--------|---------------|-----|-----|-----|-----|
| 2               | ATM-9 | RT  | 6      | 2/m           | 4   | 5   | 10  | 15  |
|                 | ER    |     |        | 1/m           | 4   | 9   | 18  | 27  |
|                 | HE    |     |        | 3/m           | -   | 3   | 6   | 9   |
|                 |       |     |        | [M, C/S/C5/9] |     |     |     |     |
| 2               | ATM-9 | LT  | 6      | 2/m           | 4   | 5   | 10  | 15  |
|                 |       |     |        | [M, C/S/C5/9] |     |     |     |     |
| Ammunition Type |       |     | Rounds |               |     |     |     |     |
| ATM-9           |       |     | 21     |               |     |     |     |     |
| ATM-9 (ER)      |       |     | 14     |               |     |     |     |     |
| ATM-9 (HE)      |       |     | 14     |               |     |     |     |     |

Cost: 22,039,440 C-Bills  
+525,000 (ammo)  
BV: 2,731 (Base: 2,483)  
Weapon Heat (24,0)  
Dissipation (20)

### WARRIOR DATA

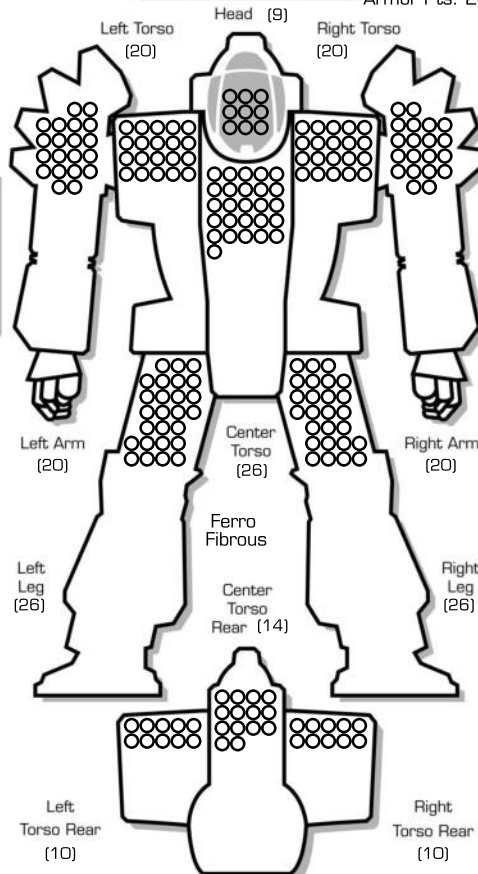
Name: R3 C5 M1

Gunnery Skill: 4 Piloting Skill: 4

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

### ARMOR DIAGRAM

Armor Pts: 201



### CRITICAL HIT TABLE

#### Left Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. @ATM 9 (7)
6. @ATM 9 ER (7)

1. @ATM 9 HE (7)
2. Endo-Steel
3. Endo-Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Left Torso

1. XL Fusion Engine
  2. XL Fusion Engine
  3. Jump Jet
  4. Jump Jet
  5. ATM-9
  6. ATM-9
1. ATM-9
  2. ATM-9
  3. ATM-9
  4. ATM-9
  5. ATM-9
  6. ATM-9

#### Left Leg

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

#### Head

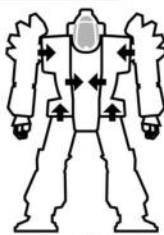
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

#### Center Torso (CASE)

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. @ATM 9 (7)

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



Damage Transfer Diagram

#### Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. @ATM 9 (7)
6. @ATM 9 ER (7)

1. @ATM 9 HE (7)
2. Endo-Steel
3. Endo-Steel
4. Endo-Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

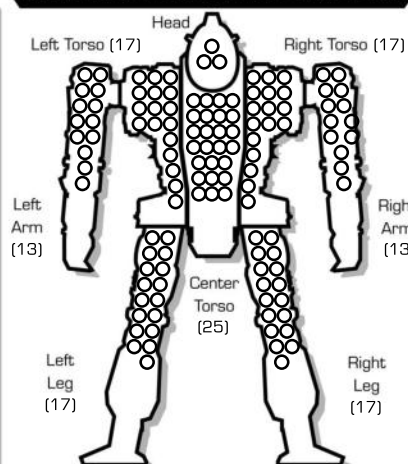
#### Right Torso

1. XL Fusion Engine
  2. XL Fusion Engine
  3. Jump Jet
  4. Jump Jet
  5. ATM-9
  6. ATM-9
1. ATM-9
  2. ATM-9
  3. ATM-9
  4. ATM-9
  5. ATM-9
  6. ATM-9

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

### Heat Scale

Overflow

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

# BATTLETECH™

## 'MECH RECORD SHEET

### MECH DATA

Type: Mad Dog (Vulture) Prime

Movement Points: Tonnage: 60  
Walking: 5 Tech Base: Clan  
Running: 8 2963  
Jumping: 0 F/X-E-E-D

### Weapons & Equipment Inventory

(hexes)

| Qty | Type               | Loc | Ht | Dmg    | Min | Sht | Med | Lng |
|-----|--------------------|-----|----|--------|-----|-----|-----|-----|
| 1   | LRM-20             | RT  | 6  | 1/m    | -   | 7   | 14  | 21  |
| 1   | LRM-20             | LT  | 6  | 1/m    | -   | 7   | 14  | 21  |
| 1   | Large Pulse Laser  | RA  | 10 | 10 [P] | -   | 6   | 14  | 20  |
| 1   | Medium Pulse Laser | RA  | 4  | 7 [P]  | -   | 4   | 8   | 12  |
| 1   | Large Pulse Laser  | LA  | 10 | 10 [P] | -   | 6   | 14  | 20  |
| 1   | Medium Pulse Laser | LA  | 4  | 7 [P]  | -   | 4   | 8   | 12  |

Ammunition Type Rounds  
LRM-20 12

Cost: 15,172,000 C-Bills  
+60,000 (ammo)

BV: 3,103 (Base: 2,351)  
Weapon Heat (40,0)  
Dissipation (24)

### WARRIOR DATA

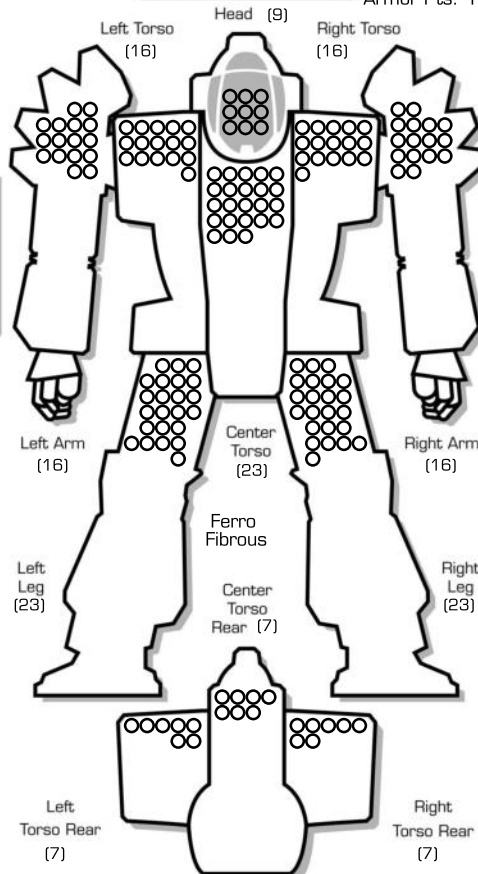
Name: R3 C5 M2

Gunnery Skill: 3 Piloting Skill: 4

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

### ARMOR DIAGRAM

Armor Pts: 163



### CRITICAL HIT TABLE

#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Pulse Laser
5. Large Pulse Laser
6. Medium Pulse Laser

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

#### Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. LRM-20
4. LRM-20
5. LRM-20
6. LRM-20

1. @LRM 20 (6)
2. Roll Again
3. Roll Again
4. Roll Again
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

#### Head

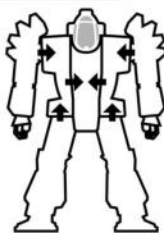
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

#### Center Torso

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

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

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



Damage Transfer Diagram

#### Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Pulse Laser
5. Large Pulse Laser
6. Medium Pulse Laser

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

#### Right Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. LRM-20
4. LRM-20
5. LRM-20
6. LRM-20

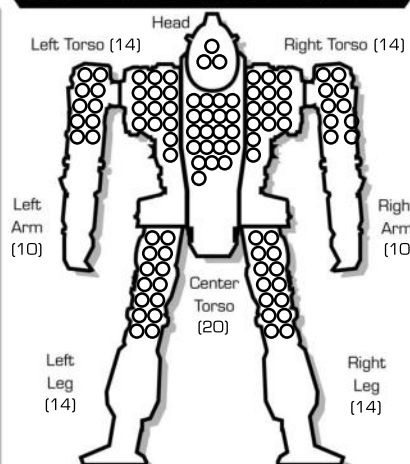
1. @LRM 20 (6)
2. Roll Again
3. Roll Again
4. Roll Again
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

### INTERNAL STRUCTURE DIAGRAM

Heat Scale



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: 12 (24) Double |
|-------------|------------------------|----------------------------|
| 30          | Shutdown               | ○○○                        |
| 28          | Ammo Exp. avoid on 8+  | ○                          |
| 26          | Shutdown, avoid on 10+ | ○                          |
| 25          | -5 Movement Points     | ○                          |
| 24          | +4 Modifier to Fire    | ○                          |
| 23          | Ammo Exp. avoid on 6+  | ○                          |
| 22          | Shutdown, avoid on 8+  | ○                          |
| 20          | -4 Movement Points     | ○                          |
| 19          | Ammo Exp. avoid on 4+  | ○                          |
| 18          | Shutdown, avoid on 6+  | ○                          |
| 17          | +3 Modifier to Fire    | ○                          |
| 15          | -3 Movement Points     | ○                          |
| 14          | Shutdown, avoid on 4+  | ○                          |
| 13          | +2 Modifier to Fire    | ○                          |
| 10          | -2 Movement Points     | ○                          |
| 8           | +1 Modifier to Fire    | ○                          |
| 5           | -1 Movement Points     | ○                          |

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

# BATTLETECH™

## 'MECH RECORD SHEET

### MECH DATA

Type: BattleMaster C

Movement Points: Tonnage: 85  
Walking: 4 Tech Base: Clan  
Running: 6 3070  
Jumping: 0 F/X-X-E-D

### Weapons & Equipment Inventory

(hexes)

| Qty             | Type               | Loc | Ht     | Dmg               | Min | Sht | Med | Lng |
|-----------------|--------------------|-----|--------|-------------------|-----|-----|-----|-----|
| 2               | Medium Pulse Laser | RT  | 4      | 7 [P]             | -   | 4   | 8   | 12  |
| 1               | ER Medium Laser    | RT  | 5      | 7 [DE]            | -   | 5   | 10  | 15  |
| 1               | Targeting Computer | RT  | -      | -                 | -   | -   | -   | -   |
| 2               | Medium Pulse Laser | LT  | 4      | 7 [P]             | -   | 4   | 8   | 12  |
| 1               | ER Medium Laser    | LT  | 5      | 7 [DE]            | -   | 5   | 10  | 15  |
| 1               | ATM-6              | LT  | 4      | 2/m               | 4   | 5   | 10  | 15  |
|                 | ER                 |     |        | 1/m               | 4   | 9   | 18  | 27  |
|                 | HE                 |     |        | 3/m               | -   | 3   | 6   | 9   |
|                 |                    |     |        | [M, C/S/C5/6]     |     |     |     |     |
| 1               | HAG-30             | RA  | 6      | 30                | 2   | 8   | 16  | 24  |
|                 |                    |     |        | [DB, X/C/F/C5/30] |     |     |     |     |
| Ammunition Type |                    |     | Rounds |                   |     |     |     |     |
| ATM-6           |                    |     | 10     |                   |     |     |     |     |
| HAG-30          |                    |     | 16     |                   |     |     |     |     |
| ATM-6 (HE)      |                    |     | 10     |                   |     |     |     |     |
| ATM-6 (ER)      |                    |     | 10     |                   |     |     |     |     |

Cost: 20,648,343 C-Bills  
+345,000 (ammo)

BV: 3,328 (Base: 3,025)  
Weapon Heat (36,0)  
Dissipation (30)

### WARRIOR DATA

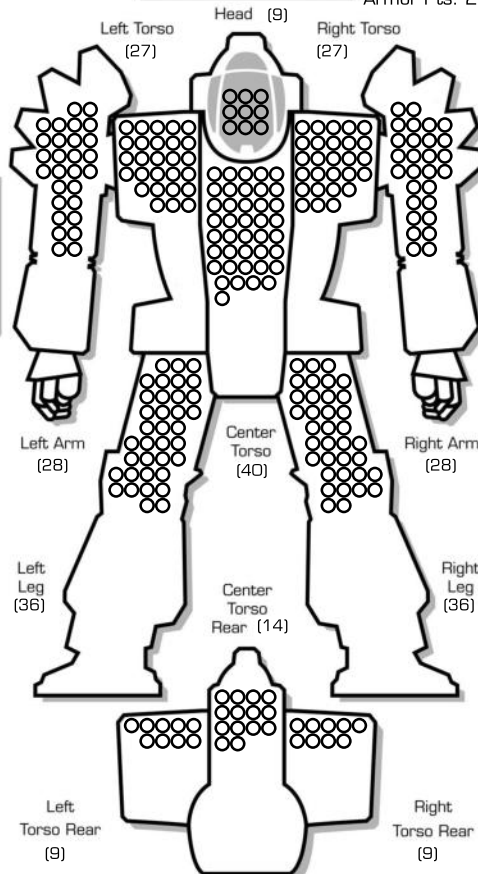
Name: R3 C6 M1

Gunnery Skill: 4 Piloting Skill: 4

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

### ARMOR DIAGRAM

Armor Pts: 263



### CRITICAL HIT TABLE

#### Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo-Steel
6. Endo-Steel

1-3

#### Head

1. Life Support
2. Sensors
3. Cockpit
4. Endo-Steel
5. Sensors
6. Life Support

#### Right Arm (CASE)

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. HAG-30
6. HAG-30

1-3

#### Center Torso

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

1-3

#### Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
3. ATM-6
4. ATM-6
5. ATM-6
6. Medium Pulse Laser

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. @HAG 30 (4)
6. @HAG 30 (4)

4-6

#### Right Torso

1. XL Fusion Engine
2. XL Fusion Engine
3. Medium Pulse Laser
4. Medium Pulse Laser
5. ER Medium Laser
6. @HAG 30 (4)

1-3

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

#### Left Leg

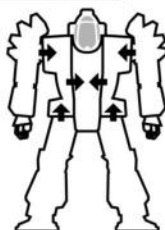
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

4-6

#### Right Leg

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

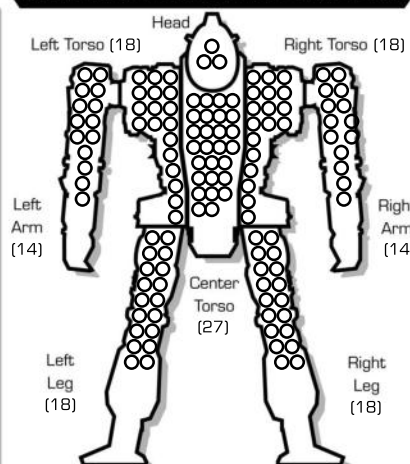
4-6



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM

Heat Scale



### HEAT DATA

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

## 'MECH RECORD SHEET

## Type: Atlas C

|                         |                   |           |
|-------------------------|-------------------|-----------|
| <b>Movement Points:</b> | <b>Tonnage:</b>   | 100       |
| <b>Walking:</b>         | <b>Tech Base:</b> | Mixed     |
| <b>Running:</b>         |                   | 3050      |
| <b>Jumping:</b>         |                   | F/X-E-X-X |

**Weapons & Equipment Inventory** (hexes)

| Gty Type           | Loc | Ht     | Dmg                | Min | Sht | Med | Lng |
|--------------------|-----|--------|--------------------|-----|-----|-----|-----|
| 2 (R) Medium Laser | CT  | 3      | 5 [DE]             | -   | 3   | 6   | 9   |
| 1 Ultra AC/20 (C)  | RT  | 7/s    | 20<br>[DB, R/C/R2] | -   | 4   | 8   | 12  |
| 1 LRM-20 (C)       | LT  | 6      | 1/m                | -   | 7   | 14  | 21  |
| 1 Streak SRM-6 (C) | LT  | 4      | 2/m<br>[M, C/C2/6] | -   | 4   | 8   | 12  |
| 1 Medium Laser     | RA  | 3      | 5 [DE]             | -   | 3   | 6   | 9   |
| 1 Medium Laser     | LA  | 3      | 5 [DE]             | -   | 3   | 6   | 9   |
| Ammunition Type    |     | Rounds |                    |     |     |     |     |
| Ultra AC/20        |     | 10     |                    |     |     |     |     |
| LRM-20             |     | 12     |                    |     |     |     |     |
| Streak SRM-6       |     | 15     |                    |     |     |     |     |

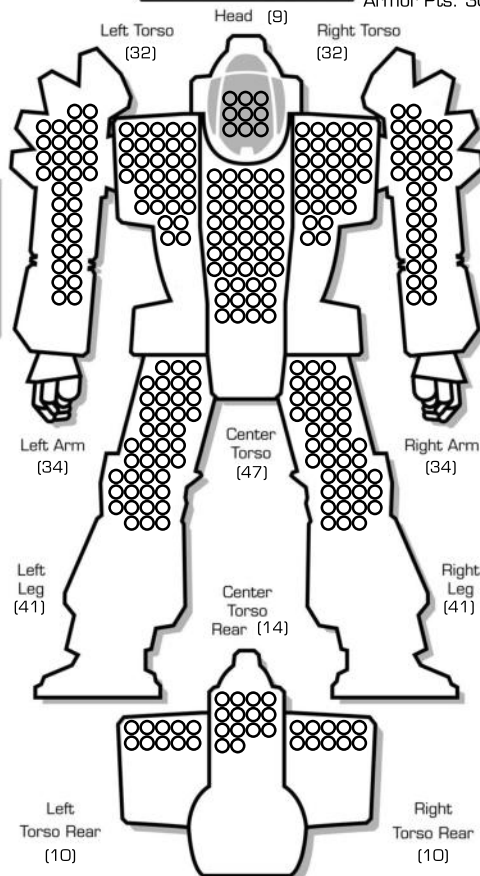
|                                                   |                                                                          |
|---------------------------------------------------|--------------------------------------------------------------------------|
| <b>Cost:</b> 9.852.000 C-Bills<br>+154.000 (ammo) | <b>BV:</b> 2.391 (Base: 2.174)<br>Weapon Heat (29,0)<br>Dissipation (20) |
|---------------------------------------------------|--------------------------------------------------------------------------|

## Name: R3 C6 M2

**Gunnery Skill: 4      Piloting Skill: 4**

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

Armor Pts: 304



## CRITICAL HIT TABLE

### Left Arm

- 1-3**
1. Shoulder
  2. Upper Arm Actuator
  3. Lower Arm Actuator
  4. Hand Actuator
  5. Heat Sink
  6. Medium Laser

- 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. [LRM-20 (C)
  3. [LRM-20 (C)
  4. [LRM-20 (C)
  5. [LRM-20 (C)
  6. [Streak SRM-6 (C)
- 4-6
1. [Streak SRM-6 (C)
  2. @Streak SRM 6 (15)
  3. @LRM 20 (6)
  4. @LRM 20 (6)
  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

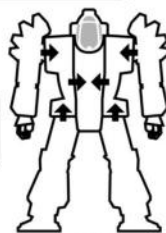
## Head

1. Life Support
2. Sensors
3. Cockpit
4. Heat Sink
5. Sensors
6. Life Support

### 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. | (R) Medium Laser |
|     | 6. | (R) Medium Laser |

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



### Damage Transfer Diagram

### Right Arm

1. Shoulder
2. Upper Arm Actuator
- 1-3 3. Lower Arm Actuator
4. Hand Actuator
5. Heat Sink
6. Medium Laser

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

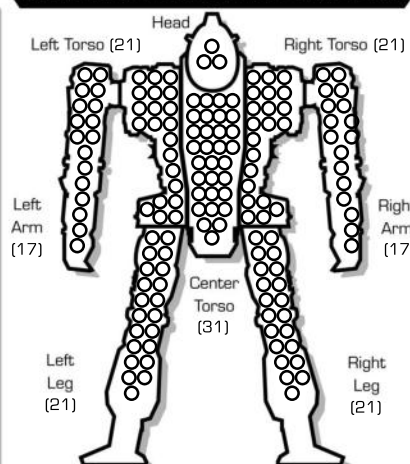
## Right Torso

- 1-3
1. Ultra AC/20 (C)
  2. Ultra AC/20 (C)
  3. Ultra AC/20 (C)
  4. Ultra AC/20 (C)
  5. Ultra AC/20 (C)
  6. Ultra AC/20 (C)
- 4-6
1. Ultra AC/20 (C)
  2. Ultra AC/20 (C)
  3. @Ultra AC/20 (5)
  4. @Ultra AC/20 (5)
  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

## INTERNAL STRUCTURE DIAGRAM

Heat  
Scale

## HEAT DATA

| Heat Level* | Effects                | Heat Sinks:<br>20<br>Single |
|-------------|------------------------|-----------------------------|
| 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     |                             |

|          |  |
|----------|--|
| 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        |  |