



RECORD SHEETS: VEHICLE ANNEX

INDUSTRIALMECHS & EXOSKELETONS



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NOTES

Previous record sheet volumes grouped all unit types together and then organized per tonnage. However, this often ignored the organization of the corresponding Technical Readout, creating disconnect for players moving from a Technical Readout to a record sheet volume to find the unit they're looking for.

To better ease this transition, this record sheet volume is organized like its corresponding Technical Readout. Hyperlinks off of each unit name in the TOC will enable players to instantly move to a given section, or to the start of a given unit's record sheets.

STANDARD RULES

These designs are considered "standard rules" (see p. 10, *Total Warfare*) and are legal for tournaments played at the Gen Con Game Fair®, Origins Game Convention®, and other convention tournaments, retail store events and so on, alongside the record sheets found in the various record sheet books (whether published by Catalyst Game Labs, FanPro, or FASA). (Note that only those designs that meet the requirements for a tournament unit selection will be available for use in a given tournament.)

Advanced and Experimental Rules: If any record sheets includes "Advanced" or "Experimental" on it—meaning it mounts equipment from *Tactical Operations*—then that record sheet is generally not appropriate for tournament play (individual tournaments will spell out the specifics of whether such designs can or cannot be used).

ERAS

The record sheets in this volume indicate which era they first appeared in; see p. 4 for an explanation of BattleTech Eras.

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CREDITS

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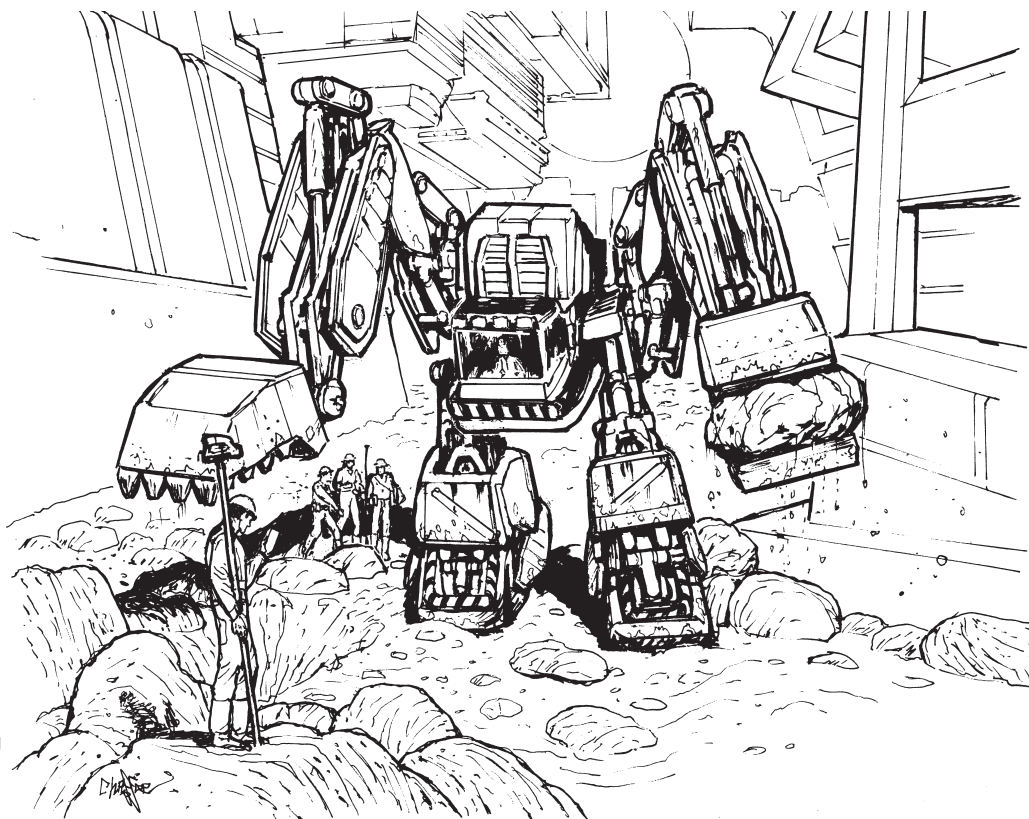
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BATTLETECH

BATTLETECH ERAS

The *BattleTech* universe is a living, vibrant entity that grows each year as more sourcebooks and fiction are published. A dynamic universe, its setting and characters evolve over time within a highly detailed continuity framework, bringing everything to life in a way a static game universe cannot match.

However, the same dynamic energy that makes *BattleTech* so compelling can also make it confusing, with so many sourcebooks published over the years. As people encounter *BattleTech*, get hooked and start to obtain sourcebooks, they need to know where a particular sourcebook is best used along the *BattleTech* timeline.

To help quickly and easily convey the timeline of the *BattleTech* universe—and to allow a player to easily “plug in” a given sourcebook—we’ve divided *BattleTech* into five major eras. (For those that own the *BattleTech Introductory Box Set*, the year dates in parentheses following each era’s title correspond to the maps found in the *Inner Sphere at a Glance* sourcebook.)

STAR LEAGUE (2570)

Ian Cameron, ruler of the Terran Hegemony, concludes decades of tireless effort with the creation of the Star League, a political and military alliance between all Great Houses and the Hegemony. Star League armed forces immediately launch the Reunification War, forcing the Periphery realms to join. For the next two centuries, humanity experiences a golden age across the thousand light-years of human-occupied space known as the Inner Sphere. It also sees the creation of the most powerful military in human history.



SUCCESSION WARS (3025, 3030, 3040)

Every last member of First Lord Richard Cameron’s family is killed during a coup launched by Stefan Amaris. Following the thirteen-year war to unseat him, the rulers of each of the five Great Houses disband the Star League. General Aleksandr Kerensky departs with eighty percent of the Star League Defense Force beyond known space and the Inner Sphere collapses into centuries of warfare known as the Succession Wars that will eventually result in a massive loss of technology across most worlds.



CLAN INVASION (3052, 3057)

A mysterious invading force strikes the coreward region of the Inner Sphere. The invaders, called the Clans, are descendants of Kerensky’s SLDF troops, forged into a society dedicated to becoming the greatest fighting force in history. With vastly superior technology and warriors, the Clans conquer world after world. Eventually this outside threat will forge a new Star League, something hundreds of years of warfare failed to accomplish. In addition, the Clans will act as a catalyst for a technological renaissance.



CIVIL WAR (3062, 3067)

The Clan threat is eventually lessened with the complete destruction of a Clan. With that massive external threat apparently neutralized, internal conflicts explode around the Inner Sphere. House Liao conquers its former Commonality, the St. Ives Compact; a rebellion of military units belonging to House Kurita sparks a war with their powerful border enemy, Clan Ghost Bear; the fabulously powerful Federated Commonwealth of House Steiner and House Davion collapses into five long years of bitter civil war.



JIHAD

Following the Federated Commonwealth Civil War, the leaders of the Great Houses meet and disband the new Star League, declaring it a sham. The pseudo-religious Word of Blake—a splinter group of ComStar, the protectors and controllers of interstellar communication—launch the Jihad: an interstellar war that will ultimately pit every faction against each other and even against themselves, as weapons of mass destruction are used for the first time in centuries while new and frightening technologies are likewise unleashed.



DARK AGE (3132+)

Under the guidance of Devlin Stone, the Republic of the Sphere is born at the heart of the Inner Sphere following the Jihad. One of the more extensive periods of peace begins to break out as the 32nd century dawns. The factions, to one degree or another, embrace disarmament and the massive armies of the Succession Wars begin to fade. However, in 3132 eighty percent of interstellar communications collapses, throwing the universe into chaos. Wars almost immediately erupt and the factions begin rebuilding their armies.



SOURCEBOOKS

As Catalyst Game Labs continues to publish new *BattleTech* products (and reprint previously published products), easy reference logos—corresponding to those above—will be printed directly on their back covers. This will allow retailers and players alike to know at a glance what eras are covered by a given product. For additional ease of reference, era logos will also appear on product’s sell sheet, online products page and so on.

Note that if a Catalyst Game Labs’ *BattleTech* product does not contain an era logo, then it is considered a core rulebook or supplement to be used across all eras, such as the *Introductory Box Set*, *Total Warfare* and so on.



EXOSKELETONS / PA(L)S

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Ailette Era: Clan Invasion
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1
Weapons & Equip. Dmg Min Sht Med Lng
Armored Glove [E] - - - -
Extended Life Support (Body) [E] - - - -
Salvage Arm [E] - - - -

1	○ ○
2	○ ○
3	○ ○
4	○ ○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☒

BV: 20/4

BATTLE ARMOR: SQUAD 2

Type: Ailette Era: Clan Invasion
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1
Weapons & Equip. Dmg Min Sht Med Lng
Armored Glove [E] - - - -
Extended Life Support (Body) [E] - - - -
Salvage Arm [E] - - - -

1	○ ○
2	○ ○
3	○ ○
4	○ ○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☒

BV: 20/4

BATTLE ARMOR: SQUAD 3

Type: Ailette Era: Clan Invasion
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1
Weapons & Equip. Dmg Min Sht Med Lng
Armored Glove [E] - - - -
Extended Life Support (Body) [E] - - - -
Salvage Arm [E] - - - -

1	○ ○
2	○ ○
3	○ ○
4	○ ○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☒

BV: 20/4

BATTLE ARMOR: SQUAD 4

Type: Ailette Era: Clan Invasion
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1
Weapons & Equip. Dmg Min Sht Med Lng
Armored Glove [E] - - - -
Extended Life Support (Body) [E] - - - -
Salvage Arm [E] - - - -

1	○ ○
2	○ ○
3	○ ○
4	○ ○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☒

BV: 20/4

BATTLE ARMOR: SQUAD 5

Type: Ailette Era: Clan Invasion
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1
Weapons & Equip. Dmg Min Sht Med Lng
Armored Glove [E] - - - -
Extended Life Support (Body) [E] - - - -
Salvage Arm [E] - - - -

1	○ ○
2	○ ○
3	○ ○
4	○ ○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☒

BV: 20/4

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

'Mech prone -2
'Mech or vehicle immobile -4
Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION *
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Gladiator [Armored Glove] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Armored Glove (2) [E] - - - -
 unsealed Exoskeleton

1	○○○
2	○○○
3	○○○
4	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 34/7

BATTLE ARMOR: SQUAD 2

Type: Gladiator [Armored Glove] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Armored Glove (2) [E] - - - -
 unsealed Exoskeleton

1	○○○
2	○○○
3	○○○
4	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 34/7

BATTLE ARMOR: SQUAD 3

Type: Gladiator [Armored Glove] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Armored Glove (2) [E] - - - -
 unsealed Exoskeleton

1	○○○
2	○○○
3	○○○
4	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 34/7

BATTLE ARMOR: SQUAD 4

Type: Gladiator [Armored Glove] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Armored Glove (2) [E] - - - -
 unsealed Exoskeleton

1	○○○
2	○○○
3	○○○
4	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 34/7

BATTLE ARMOR: SQUAD 5

Type: Gladiator [Armored Glove] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Armored Glove (2) [E] - - - -
 unsealed Exoskeleton

1	○○○
2	○○○
3	○○○
4	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 34/7

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

'Mech prone -2
 'Mech or vehicle immobile -4
 Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)

*Unit 1 and Unit 2 represent two battle armor units



BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: **Gladiator [Industrial Drill]** Era: **Clan Invasion**
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] - - - -
 Industrial Drill [E] - - - -
 unsealed Exoskeleton

1	○○○
2	○○○
3	○○○
4	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

BV: 34/7

BATTLE ARMOR: SQUAD 2

Type: **Gladiator [Industrial Drill]** Era: **Clan Invasion**
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] - - - -
 Industrial Drill [E] - - - -
 unsealed Exoskeleton

1	○○○
2	○○○
3	○○○
4	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

BV: 34/7

BATTLE ARMOR: SQUAD 3

Type: **Gladiator [Industrial Drill]** Era: **Clan Invasion**
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] - - - -
 Industrial Drill [E] - - - -
 unsealed Exoskeleton

1	○○○
2	○○○
3	○○○
4	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

BV: 34/7

BATTLE ARMOR: SQUAD 4

Type: **Gladiator [Industrial Drill]** Era: **Clan Invasion**
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] - - - -
 Industrial Drill [E] - - - -
 unsealed Exoskeleton

1	○○○
2	○○○
3	○○○
4	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

BV: 34/7

BATTLE ARMOR: SQUAD 5

Type: **Gladiator [Industrial Drill]** Era: **Clan Invasion**
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] - - - -
 Industrial Drill [E] - - - -
 unsealed Exoskeleton

1	○○○
2	○○○
3	○○○
4	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

BV: 34/7

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

'Mech prone -2
 'Mech or vehicle immobile -4
 Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)

*Unit 1 and Unit 2 represent two battle armor units



BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: CEX-205 Groundhog [Armored Glove] Era: Civil War
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Armored Glove (2) [E] — — — —
 Searchlight (Body) [E] — — — 9
 unsealed Exoskeleton

1	○○○
2	○○○
3	○○○
4	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 37/7

BATTLE ARMOR: SQUAD 2

Type: CEX-205 Groundhog [Armored Glove] Era: Civil War
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Armored Glove (2) [E] — — — —
 Searchlight (Body) [E] — — — 9
 unsealed Exoskeleton

1	○○○
2	○○○
3	○○○
4	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 37/7

BATTLE ARMOR: SQUAD 3

Type: CEX-205 Groundhog [Armored Glove] Era: Civil War
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Armored Glove (2) [E] — — — —
 Searchlight (Body) [E] — — — 9
 unsealed Exoskeleton

1	○○○
2	○○○
3	○○○
4	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 37/7

BATTLE ARMOR: SQUAD 4

Type: CEX-205 Groundhog [Armored Glove] Era: Civil War
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Armored Glove (2) [E] — — — —
 Searchlight (Body) [E] — — — 9
 unsealed Exoskeleton

1	○○○
2	○○○
3	○○○
4	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 37/7

BATTLE ARMOR: SQUAD 5

Type: CEX-205 Groundhog [Armored Glove] Era: Civil War
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Armored Glove (2) [E] — — — —
 Searchlight (Body) [E] — — — 9
 unsealed Exoskeleton

1	○○○
2	○○○
3	○○○
4	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 37/7

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

'Mech prone -2
 'Mech or vehicle immobile -4
 Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear
TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*	
1	Right Side (Unit 1/Unit 2)	
2	Right Side (Unit 1/Unit 2)	
3	Left Side (Unit 1/Unit 2)	
4	Left Side (Unit 1/Unit 2)	
5	Rear (Unit 1/Unit 2)	
6	Rear (Unit 1/Unit 2)	

*Unit 1 and Unit 2 represent two battle armor units



BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: CEX-205 Groundhog [Basic Manipulator] Era: Civil War
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (2) [E] — — — —
 Searchlight (Body) [E] — — — 9
 unsealed Exoskeleton

1	○○○
2	○○○
3	○○○
4	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

BV: 37/7

BATTLE ARMOR: SQUAD 2

Type: CEX-205 Groundhog [Basic Manipulator] Era: Civil War
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (2) [E] — — — —
 Searchlight (Body) [E] — — — 9
 unsealed Exoskeleton

1	○○○
2	○○○
3	○○○
4	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

BV: 37/7

BATTLE ARMOR: SQUAD 3

Type: CEX-205 Groundhog [Basic Manipulator] Era: Civil War
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (2) [E] — — — —
 Searchlight (Body) [E] — — — 9
 unsealed Exoskeleton

1	○○○
2	○○○
3	○○○
4	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

BV: 37/7

BATTLE ARMOR: SQUAD 4

Type: CEX-205 Groundhog [Basic Manipulator] Era: Civil War
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (2) [E] — — — —
 Searchlight (Body) [E] — — — 9
 unsealed Exoskeleton

1	○○○
2	○○○
3	○○○
4	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

BV: 37/7

BATTLE ARMOR: SQUAD 5

Type: CEX-205 Groundhog [Basic Manipulator] Era: Civil War
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (2) [E] — — — —
 Searchlight (Body) [E] — — — 9
 unsealed Exoskeleton

1	○○○
2	○○○
3	○○○
4	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

BV: 37/7

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

'Mech prone -2
 'Mech or vehicle immobile -4
 Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: CEX-205 Groundhog [Cargo Lifter] Era: Civil War
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Cargo Lifter (1.0 tonlifting capability) [E] — — — —
 Searchlight (Body) [E] — — — 9
 unsealed Exoskeleton

1	○○○
2	○○○
3	○○○
4	○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 37/7

BATTLE ARMOR: SQUAD 2

Type: CEX-205 Groundhog [Cargo Lifter] Era: Civil War
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Cargo Lifter (1.0 tonlifting capability) [E] — — — —
 Searchlight (Body) [E] — — — 9
 unsealed Exoskeleton

1	○○○
2	○○○
3	○○○
4	○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 37/7

BATTLE ARMOR: SQUAD 3

Type: CEX-205 Groundhog [Cargo Lifter] Era: Civil War
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Cargo Lifter (1.0 tonlifting capability) [E] — — — —
 Searchlight (Body) [E] — — — 9
 unsealed Exoskeleton

1	○○○
2	○○○
3	○○○
4	○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 37/7

BATTLE ARMOR: SQUAD 4

Type: CEX-205 Groundhog [Cargo Lifter] Era: Civil War
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Cargo Lifter (1.0 tonlifting capability) [E] — — — —
 Searchlight (Body) [E] — — — 9
 unsealed Exoskeleton

1	○○○
2	○○○
3	○○○
4	○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 37/7

BATTLE ARMOR: SQUAD 5

Type: CEX-205 Groundhog [Cargo Lifter] Era: Civil War
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Cargo Lifter (1.0 tonlifting capability) [E] — — — —
 Searchlight (Body) [E] — — — 9
 unsealed Exoskeleton

1	○○○
2	○○○
3	○○○
4	○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

BV: 37/7

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

'Mech prone -2
 'Mech or vehicle immobile -4
 Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: CEX-205 Groundhog (Industrial Drill) Era: Civil War
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Industrial Drill [E] — — — —
 Industrial Drill [E] — — — —
 Searchlight (Body) [E] — — — 9
 unsealed Exoskeleton

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○

2 ○○○

3 ○○○

4 ○○○

BV: 37/7

BATTLE ARMOR: SQUAD 2

Type: CEX-205 Groundhog (Industrial Drill) Era: Civil War
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Industrial Drill [E] — — — —
 Industrial Drill [E] — — — —
 Searchlight (Body) [E] — — — 9
 unsealed Exoskeleton

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○

2 ○○○

3 ○○○

4 ○○○

BV: 37/7

BATTLE ARMOR: SQUAD 3

Type: CEX-205 Groundhog (Industrial Drill) Era: Civil War
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Industrial Drill [E] — — — —
 Industrial Drill [E] — — — —
 Searchlight (Body) [E] — — — 9
 unsealed Exoskeleton

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○

2 ○○○

3 ○○○

4 ○○○

BV: 37/7

BATTLE ARMOR: SQUAD 4

Type: CEX-205 Groundhog (Industrial Drill) Era: Civil War
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Industrial Drill [E] — — — —
 Industrial Drill [E] — — — —
 Searchlight (Body) [E] — — — 9
 unsealed Exoskeleton

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○

2 ○○○

3 ○○○

4 ○○○

BV: 37/7

BATTLE ARMOR: SQUAD 5

Type: CEX-205 Groundhog (Industrial Drill) Era: Civil War
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Industrial Drill [E] — — — —
 Industrial Drill [E] — — — —
 Searchlight (Body) [E] — — — 9
 unsealed Exoskeleton

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○

2 ○○○

3 ○○○

4 ○○○

BV: 37/7

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

'Mech prone -2
 'Mech or vehicle immobile -4
 Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION *
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: CEX-205 Groundhog [Mine Clearance] Era: Civil War
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (Mine Clearance) [2] [E] — — — —
 Searchlight (Body) [E] — — — — 9
 unsealed Exoskeleton

1	○○○
2	○○○
3	○○○
4	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

BV: 37/7

BATTLE ARMOR: SQUAD 2

Type: CEX-205 Groundhog [Mine Clearance] Era: Civil War
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (Mine Clearance) [2] [E] — — — —
 Searchlight (Body) [E] — — — — 9
 unsealed Exoskeleton

1	○○○
2	○○○
3	○○○
4	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

BV: 37/7

BATTLE ARMOR: SQUAD 3

Type: CEX-205 Groundhog [Mine Clearance] Era: Civil War
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (Mine Clearance) [2] [E] — — — —
 Searchlight (Body) [E] — — — — 9
 unsealed Exoskeleton

1	○○○
2	○○○
3	○○○
4	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

BV: 37/7

BATTLE ARMOR: SQUAD 4

Type: CEX-205 Groundhog [Mine Clearance] Era: Civil War
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (Mine Clearance) [2] [E] — — — —
 Searchlight (Body) [E] — — — — 9
 unsealed Exoskeleton

1	○○○
2	○○○
3	○○○
4	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

BV: 37/7

BATTLE ARMOR: SQUAD 5

Type: CEX-205 Groundhog [Mine Clearance] Era: Civil War
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (Mine Clearance) [2] [E] — — — —
 Searchlight (Body) [E] — — — — 9
 unsealed Exoskeleton

1	○○○
2	○○○
3	○○○
4	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

BV: 37/7

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

'Mech prone -2
 'Mech or vehicle immobile -4
 Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: CEX-205 Groundhog [Salvage Arm] Era: Civil War

Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip.

	Dmg	Min	Sht	Med	Lng
Salvage Arm	[E]	—	—	—	—
Salvage Arm	[E]	—	—	—	—
Searchlight (Body)	[E]	—	—	—	9
unsealed Exoskeleton					

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1	○○○
2	○○○
3	○○○
4	○○○

BV: 37/7

BATTLE ARMOR: SQUAD 2

Type: CEX-205 Groundhog [Salvage Arm] Era: Civil War

Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip.

	Dmg	Min	Sht	Med	Lng
Salvage Arm	[E]	—	—	—	—
Salvage Arm	[E]	—	—	—	—
Searchlight (Body)	[E]	—	—	—	9
unsealed Exoskeleton					

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1	○○○
2	○○○
3	○○○
4	○○○

BV: 37/7

BATTLE ARMOR: SQUAD 3

Type: CEX-205 Groundhog [Salvage Arm] Era: Civil War

Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip.

	Dmg	Min	Sht	Med	Lng
Salvage Arm	[E]	—	—	—	—
Salvage Arm	[E]	—	—	—	—
Searchlight (Body)	[E]	—	—	—	9
unsealed Exoskeleton					

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1	○○○
2	○○○
3	○○○
4	○○○

BV: 37/7

BATTLE ARMOR: SQUAD 4

Type: CEX-205 Groundhog [Salvage Arm] Era: Civil War

Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip.

	Dmg	Min	Sht	Med	Lng
Salvage Arm	[E]	—	—	—	—
Salvage Arm	[E]	—	—	—	—
Searchlight (Body)	[E]	—	—	—	9
unsealed Exoskeleton					

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1	○○○
2	○○○
3	○○○
4	○○○

BV: 37/7

BATTLE ARMOR: SQUAD 5

Type: CEX-205 Groundhog [Salvage Arm] Era: Civil War

Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip.

	Dmg	Min	Sht	Med	Lng
Salvage Arm	[E]	—	—	—	—
Salvage Arm	[E]	—	—	—	—
Searchlight (Body)	[E]	—	—	—	9
unsealed Exoskeleton					

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1	○○○
2	○○○
3	○○○
4	○○○

BV: 37/7

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

'Mech prone -2
'Mech or vehicle immobile -4
Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION *
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Gorilla Era: Clan Invasion
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1
Weapons & Equip. Dmg Min Sht Med Lng
Basic Manipulator [E] - - - -
Cutting Torch (Body) [E] - - - -
Salvage Arm [E] - - - -
Searchlight (Body) [E] - - - 9
unsealed Exoskeleton

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1	○ ○
2	○ ○
3	○ ○
4	○ ○

BV: 20/4

BATTLE ARMOR: SQUAD 2

Type: Gorilla Era: Clan Invasion
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1
Weapons & Equip. Dmg Min Sht Med Lng
Basic Manipulator [E] - - - -
Cutting Torch (Body) [E] - - - -
Salvage Arm [E] - - - -
Searchlight (Body) [E] - - - 9
unsealed Exoskeleton

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1	○ ○
2	○ ○
3	○ ○
4	○ ○

BV: 20/4

BATTLE ARMOR: SQUAD 3

Type: Gorilla Era: Clan Invasion
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1
Weapons & Equip. Dmg Min Sht Med Lng
Basic Manipulator [E] - - - -
Cutting Torch (Body) [E] - - - -
Salvage Arm [E] - - - -
Searchlight (Body) [E] - - - 9
unsealed Exoskeleton

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1	○ ○
2	○ ○
3	○ ○
4	○ ○

BV: 20/4

BATTLE ARMOR: SQUAD 4

Type: Gorilla Era: Clan Invasion
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1
Weapons & Equip. Dmg Min Sht Med Lng
Basic Manipulator [E] - - - -
Cutting Torch (Body) [E] - - - -
Salvage Arm [E] - - - -
Searchlight (Body) [E] - - - 9
unsealed Exoskeleton

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1	○ ○
2	○ ○
3	○ ○
4	○ ○

BV: 20/4

BATTLE ARMOR: SQUAD 5

Type: Gorilla Era: Clan Invasion
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 1
Weapons & Equip. Dmg Min Sht Med Lng
Basic Manipulator [E] - - - -
Cutting Torch (Body) [E] - - - -
Salvage Arm [E] - - - -
Searchlight (Body) [E] - - - 9
unsealed Exoskeleton

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1	○ ○
2	○ ○
3	○ ○
4	○ ○

BV: 20/4

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

'Mech prone -2
'Mech or vehicle immobile -4
Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION *
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Gorilla "Falcata"

Era: Jihad

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1

Weapons & Equip.

Heavy Battle Claw (2)

Small Laser (Body)

Dmg

3 [DE]

Min

—

Sht

—

Med

—

Lng

—

1 ○○○

2 ○○○

3 ○○○

4 ○○○

Mechanized: ☒

Swarm: ☒

Leg: ☒

AP: ☐

BV: 60/11

BATTLE ARMOR: SQUAD 2

Type: Gorilla "Falcata"

Era: Jihad

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1

Weapons & Equip.

Heavy Battle Claw (2)

Small Laser (Body)

Dmg

3 [DE]

Min

—

Sht

—

Med

—

Lng

—

1 ○○○

2 ○○○

3 ○○○

4 ○○○

Mechanized: ☒

Swarm: ☒

Leg: ☒

AP: ☐

BV: 60/11

BATTLE ARMOR: SQUAD 3

Type: Gorilla "Falcata"

Era: Jihad

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1

Weapons & Equip.

Heavy Battle Claw (2)

Small Laser (Body)

Dmg

3 [DE]

Min

—

Sht

—

Med

—

Lng

—

1 ○○○

2 ○○○

3 ○○○

4 ○○○

Mechanized: ☒

Swarm: ☒

Leg: ☒

AP: ☐

BV: 60/11

BATTLE ARMOR: SQUAD 4

Type: Gorilla "Falcata"

Era: Jihad

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1

Weapons & Equip.

Heavy Battle Claw (2)

Small Laser (Body)

Dmg

3 [DE]

Min

—

Sht

—

Med

—

Lng

—

1 ○○○

2 ○○○

3 ○○○

4 ○○○

Mechanized: ☒

Swarm: ☒

Leg: ☒

AP: ☐

BV: 60/11

BATTLE ARMOR: SQUAD 5

Type: Gorilla "Falcata"

Era: Jihad

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1

Weapons & Equip.

Heavy Battle Claw (2)

Small Laser (Body)

Dmg

3 [DE]

Min

—

Sht

—

Med

—

Lng

—

1 ○○○

2 ○○○

3 ○○○

4 ○○○

Mechanized: ☒

Swarm: ☒

Leg: ☒

AP: ☐

BV: 60/11

LEG ATTACKS TABLE

**BATTLE ARMOR
TROOPERS ACTIVE**

4-6

3

2

1

**BASE TO-HIT
MODIFIER**

0

+2

+5

+7

SWARM ATTACKS TABLE

**BATTLE ARMOR
TROOPERS ACTIVE**

4-6

1-3

**BASE TO-HIT
MODIFIER**

+2

+5

SWARM ATTACK MODIFIERS TABLE

**ATTACKING ENEMY
BATTLE ARMOR
TROOPERS ACTIVE**

6

5

4

3

2

1

**FRIENDLY MECHANIZED BATTLE
ARMOR TROOPERS ACTIVE**

1

2

3

4

5

6

+0 +0 +0 +0 +1 +2
+0 +0 +0 +1 +2 +3
+0 +0 +1 +2 +3 +4
+0 +1 +2 +3 +4 +5
+1 +2 +3 +4 +5 +6
+2 +3 +4 +5 +6 +7

BATTLE ARMOR EQUIPMENT

Claws with magnets

-1

SITUATION*

'Mech prone

-2

'Mech or vehicle immobile

-4

Vehicle

-2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

**2D6
ROLL**

2

3

4

5

6

7

8

9

10

11

12

**BIPEDAL
LOCATION**

Head

Rear Center Torso

Rear Right Torso

Front Right Torso

Right Arm

Front Center Torso

Left Arm

Front Left Torso

Rear Left Torso

Rear Center Torso

Head

**FOUR-LEGGED
LOCATION**

Head

Front Right Torso

Rear Center Torso

Rear Right Torso

Front Right Torso

Front Center Torso

Front Left Torso

Rear Left Torso

Rear Center Torso

Front Left Torso

Head

TRANSPORT POSITIONS TABLE

**TROOPER
NUMBER**

1

2

3

4

5

6

**'MECH
LOCATION**

Right Torso

Left Torso

Right Torso (rear)

Left Torso (rear)

Center Torso (rear)

Center Torso

**VEHICLE
LOCATION**

Right Side

Right Side

Left Side

Left Side

Rear

Rear

**TROOPER
NUMBER**

1

2

3

4

5

6

**LARGE SUPPORT
VEHICLE LOCATION***

Right Side (Unit 1/Unit 2)

Right Side (Unit 1/Unit 2)

Left Side (Unit 1/Unit 2)

Left Side (Unit 1/Unit 2)

Rear (Unit 1/Unit 2)

Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: **Salrilla [Mine Clearance]** Era: **Clan Invasion**
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (Mine Clearance) (2) [E] — — — —
 Cutting Torch (Body) [E] — — — —
 Searchlight (Body) [E] — — — 9
 unsealed Exoskeleton

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ○○○

2 ○○○

3 ○○○

4 ○○○

BV: 37/7

BATTLE ARMOR: SQUAD 2

Type: **Salrilla [Mine Clearance]** Era: **Clan Invasion**
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (Mine Clearance) (2) [E] — — — —
 Cutting Torch (Body) [E] — — — —
 Searchlight (Body) [E] — — — 9
 unsealed Exoskeleton

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ○○○

2 ○○○

3 ○○○

4 ○○○

BV: 37/7

BATTLE ARMOR: SQUAD 3

Type: **Salrilla [Mine Clearance]** Era: **Clan Invasion**
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (Mine Clearance) (2) [E] — — — —
 Cutting Torch (Body) [E] — — — —
 Searchlight (Body) [E] — — — 9
 unsealed Exoskeleton

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ○○○

2 ○○○

3 ○○○

4 ○○○

BV: 37/7

BATTLE ARMOR: SQUAD 4

Type: **Salrilla [Mine Clearance]** Era: **Clan Invasion**
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (Mine Clearance) (2) [E] — — — —
 Cutting Torch (Body) [E] — — — —
 Searchlight (Body) [E] — — — 9
 unsealed Exoskeleton

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ○○○

2 ○○○

3 ○○○

4 ○○○

BV: 37/7

BATTLE ARMOR: SQUAD 5

Type: **Salrilla [Mine Clearance]** Era: **Clan Invasion**
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator (Mine Clearance) (2) [E] — — — —
 Cutting Torch (Body) [E] — — — —
 Searchlight (Body) [E] — — — 9
 unsealed Exoskeleton

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ○○○

2 ○○○

3 ○○○

4 ○○○

BV: 37/7

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE	1	2	3	4	5	6
6		+0	+0	+0	+0	+1	+2
5		+0	+0	+0	+1	+2	+3
4		+0	+0	+1	+2	+3	+4
3		+0	+1	+2	+3	+4	+5
2		+1	+2	+3	+4	+5	+6
1		+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

'Mech prone -2
 'Mech or vehicle immobile -4
 Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION *
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: **Salrilla [Salvage Arm]** Era: **Clan Invasion**
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Cutting Torch (Body) [E] — — — —
 Salvage Arm [E] — — — —
 Searchlight (Body) [E] — — — 9
 unsealed Exoskeleton

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1	○○○
2	○○○
3	○○○
4	○○○

BV: 37/7

BATTLE ARMOR: SQUAD 2

Type: **Salrilla [Salvage Arm]** Era: **Clan Invasion**
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Cutting Torch (Body) [E] — — — —
 Salvage Arm [E] — — — —
 Searchlight (Body) [E] — — — 9
 unsealed Exoskeleton

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1	○○○
2	○○○
3	○○○
4	○○○

BV: 37/7

BATTLE ARMOR: SQUAD 3

Type: **Salrilla [Salvage Arm]** Era: **Clan Invasion**
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Cutting Torch (Body) [E] — — — —
 Salvage Arm [E] — — — —
 Searchlight (Body) [E] — — — 9
 unsealed Exoskeleton

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1	○○○
2	○○○
3	○○○
4	○○○

BV: 37/7

BATTLE ARMOR: SQUAD 4

Type: **Salrilla [Salvage Arm]** Era: **Clan Invasion**
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Cutting Torch (Body) [E] — — — —
 Salvage Arm [E] — — — —
 Searchlight (Body) [E] — — — 9
 unsealed Exoskeleton

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1	○○○
2	○○○
3	○○○
4	○○○

BV: 37/7

BATTLE ARMOR: SQUAD 5

Type: **Salrilla [Salvage Arm]** Era: **Clan Invasion**
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3
Weapons & Equip.
 Basic Manipulator [E] — — — —
 Cutting Torch (Body) [E] — — — —
 Salvage Arm [E] — — — —
 Searchlight (Body) [E] — — — 9
 unsealed Exoskeleton

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1	○○○
2	○○○
3	○○○
4	○○○

BV: 37/7

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

'Mech prone -2
 'Mech or vehicle immobile -4
 Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION *
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: HeavyHauler

Era: Clan Invasion

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1

Weapons & Equip.

Cargo Lifter (2.5 tons lifting capability)

Dmg

Min

Sht

Med

Lng

[E]

—

—

—

—

Cutting Torch (Body)

[E]

—

—

—

9

Searchlight (Body)

[E]

—

—

—

9

unsealed Exoskeleton

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ☐

2 ☐

3 ☐

4 ☐

BV: 6/1

BATTLE ARMOR: SQUAD 2

Type: HeavyHauler

Era: Clan Invasion

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1

Weapons & Equip.

Cargo Lifter (2.5 tons lifting capability)

Dmg

Min

Sht

Med

Lng

[E]

—

—

—

—

Cutting Torch (Body)

[E]

—

—

—

9

Searchlight (Body)

[E]

—

—

—

9

unsealed Exoskeleton

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ☐

2 ☐

3 ☐

4 ☐

BV: 6/1

BATTLE ARMOR: SQUAD 3

Type: HeavyHauler

Era: Clan Invasion

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1

Weapons & Equip.

Cargo Lifter (2.5 tons lifting capability)

Dmg

Min

Sht

Med

Lng

[E]

—

—

—

—

Cutting Torch (Body)

[E]

—

—

—

9

Searchlight (Body)

[E]

—

—

—

9

unsealed Exoskeleton

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ☐

2 ☐

3 ☐

4 ☐

BV: 6/1

BATTLE ARMOR: SQUAD 4

Type: HeavyHauler

Era: Clan Invasion

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1

Weapons & Equip.

Cargo Lifter (2.5 tons lifting capability)

Dmg

Min

Sht

Med

Lng

[E]

—

—

—

—

Cutting Torch (Body)

[E]

—

—

—

9

Searchlight (Body)

[E]

—

—

—

9

unsealed Exoskeleton

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ☐

2 ☐

3 ☐

4 ☐

BV: 6/1

BATTLE ARMOR: SQUAD 5

Type: HeavyHauler

Era: Clan Invasion

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1

Weapons & Equip.

Cargo Lifter (2.5 tons lifting capability)

Dmg

Min

Sht

Med

Lng

[E]

—

—

—

—

Cutting Torch (Body)

[E]

—

—

—

9

Searchlight (Body)

[E]

—

—

—

9

unsealed Exoskeleton

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ☐

2 ☐

3 ☐

4 ☐

BV: 6/1

LEG ATTACKS TABLE

**BATTLE ARMOR
TROOPERS ACTIVE**

4-6
3
2
1

**BASE TO-HIT
MODIFIER**

0
+2
+5
+7

SWARM ATTACKS TABLE

**BATTLE ARMOR
TROOPERS ACTIVE**

4-6
1-3

**BASE TO-HIT
MODIFIER**

+2
+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

'Mech prone -2
'Mech or vehicle immobile -4
Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear
TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*	
1	Right Side (Unit 1/Unit 2)	
2	Right Side (Unit 1/Unit 2)	
3	Left Side (Unit 1/Unit 2)	
4	Left Side (Unit 1/Unit 2)	
5	Rear (Unit 1/Unit 2)	
6	Rear (Unit 1/Unit 2)	

*Unit 1 and Unit 2 represent two battle armor units



BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: PowerLoader

Era: Clan Invasion

Gunnery Skill: _____

Anti-'Mech Skill: _____

Ground MP: 2

Weapons & Equip.

Cargo Lifter (2.0 tonlifting capability)

Cutting Torch (Body)

unsealed Exoskeleton

Dmg

Min

Sht

Med

Lng

[E]

[E]

[E]

[E]

1 ○ ○

2 ○ ○

3 ○ ○

4 ○ ○

Mechanized: ☐

Swarm: ☐

Leg: ☐

AP: ☐

BV: 20/4

BATTLE ARMOR: SQUAD 2

Type: PowerLoader

Era: Clan Invasion

Gunnery Skill: _____

Anti-'Mech Skill: _____

Ground MP: 2

Weapons & Equip.

Cargo Lifter (2.0 tonlifting capability)

Cutting Torch (Body)

unsealed Exoskeleton

Dmg

Min

Sht

Med

Lng

[E]

[E]

[E]

[E]

1 ○ ○

2 ○ ○

3 ○ ○

4 ○ ○

Mechanized: ☐

Swarm: ☐

Leg: ☐

AP: ☐

BV: 20/4

BATTLE ARMOR: SQUAD 3

Type: PowerLoader

Era: Clan Invasion

Gunnery Skill: _____

Anti-'Mech Skill: _____

Ground MP: 2

Weapons & Equip.

Cargo Lifter (2.0 tonlifting capability)

Cutting Torch (Body)

unsealed Exoskeleton

Dmg

Min

Sht

Med

Lng

[E]

[E]

[E]

[E]

1 ○ ○

2 ○ ○

3 ○ ○

4 ○ ○

Mechanized: ☐

Swarm: ☐

Leg: ☐

AP: ☐

BV: 20/4

BATTLE ARMOR: SQUAD 4

Type: PowerLoader

Era: Clan Invasion

Gunnery Skill: _____

Anti-'Mech Skill: _____

Ground MP: 2

Weapons & Equip.

Cargo Lifter (2.0 tonlifting capability)

Cutting Torch (Body)

unsealed Exoskeleton

Dmg

Min

Sht

Med

Lng

[E]

[E]

[E]

[E]

1 ○ ○

2 ○ ○

3 ○ ○

4 ○ ○

Mechanized: ☐

Swarm: ☐

Leg: ☐

AP: ☐

BV: 20/4

BATTLE ARMOR: SQUAD 5

Type: PowerLoader

Era: Clan Invasion

Gunnery Skill: _____

Anti-'Mech Skill: _____

Ground MP: 2

Weapons & Equip.

Cargo Lifter (2.0 tonlifting capability)

Cutting Torch (Body)

unsealed Exoskeleton

Dmg

Min

Sht

Med

Lng

[E]

[E]

[E]

[E]

1 ○ ○

2 ○ ○

3 ○ ○

4 ○ ○

Mechanized: ☐

Swarm: ☐

Leg: ☐

AP: ☐

BV: 20/4

LEG ATTACKS TABLE

**BATTLE ARMOR
TROOPERS ACTIVE**

4-6

3

2

1

**BASE TO-HIT
MODIFIER**

0

+2

+5

+7

SWARM ATTACKS TABLE

**BATTLE ARMOR
TROOPERS ACTIVE**

4-6

1-3

**BASE TO-HIT
MODIFIER**

+2

+5

SWARM ATTACK MODIFIERS TABLE

**ATTACKING ENEMY
BATTLE ARMOR
TROOPERS ACTIVE**

6

5

4

3

2

1

**FRIENDLY MECHANIZED BATTLE
ARMOR TROOPERS ACTIVE**

1

2

3

4

5

6

+0 +0 +0 +0 +1 +2
+0 +0 +0 +1 +2 +3
+0 +0 +1 +2 +3 +4
+0 +1 +2 +3 +4 +5
+1 +2 +3 +4 +5 +6
+2 +3 +4 +5 +6 +7

BATTLE ARMOR EQUIPMENT

Claws with magnets

-1

SITUATION *

'Mech prone

-2

'Mech or vehicle immobile

-4

Vehicle

-2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

**2D6
ROLL**

2

3

4

5

6

7

8

9

10

11

12

**BIPEDAL
LOCATION**

Head

Rear Center Torso

Rear Right Torso

Front Right Torso

Right Arm

Front Center Torso

Left Arm

Front Left Torso

Rear Left Torso

Rear Center Torso

Head

**FOUR-LEGGED
LOCATION**

Head

Front Right Torso

Rear Center Torso

Rear Right Torso

Front Right Torso

Front Center Torso

Front Left Torso

Rear Left Torso

Rear Center Torso

Front Left Torso

Head

TRANSPORT POSITIONS TABLE

**TROOPER
NUMBER**

1

2

3

4

5

6

**'MECH
LOCATION**

Right Torso

Left Torso

Right Torso (rear)

Left Torso (rear)

Center Torso (rear)

Center Torso

**VEHICLE
LOCATION**

Right Side

Right Side

Left Side

Left Side

Rear

Rear

**TROOPER
NUMBER**

1

2

3

4

5

6

**LARGE SUPPORT
VEHICLE LOCATION***

Right Side (Unit 1/Unit 2)

Right Side (Unit 1/Unit 2)

Left Side (Unit 1/Unit 2)

Left Side (Unit 1/Unit 2)

Rear (Unit 1/Unit 2)

Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Tunnel Rat I/II [Armored Glove] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Armored Glove (2) [E] — — — —
 Extended Life Support [E] — — — —
 Searchlight [E] — — — 9

1	○ ○
2	○ ○
3	○ ○
4	○ ○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 20/4

BATTLE ARMOR: SQUAD 2

Type: Tunnel Rat I/II [Armored Glove] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Armored Glove (2) [E] — — — —
 Extended Life Support [E] — — — —
 Searchlight [E] — — — 9

1	○ ○
2	○ ○
3	○ ○
4	○ ○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 20/4

BATTLE ARMOR: SQUAD 3

Type: Tunnel Rat I/II [Armored Glove] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Armored Glove (2) [E] — — — —
 Extended Life Support [E] — — — —
 Searchlight [E] — — — 9

1	○ ○
2	○ ○
3	○ ○
4	○ ○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 20/4

BATTLE ARMOR: SQUAD 4

Type: Tunnel Rat I/II [Armored Glove] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Armored Glove (2) [E] — — — —
 Extended Life Support [E] — — — —
 Searchlight [E] — — — 9

1	○ ○
2	○ ○
3	○ ○
4	○ ○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 20/4

BATTLE ARMOR: SQUAD 5

Type: Tunnel Rat I/II [Armored Glove] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Armored Glove (2) [E] — — — —
 Extended Life Support [E] — — — —
 Searchlight [E] — — — 9

1	○ ○
2	○ ○
3	○ ○
4	○ ○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 20/4

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

'Mech prone -2
 'Mech or vehicle immobile -4
 Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Tunnel Rat I/II [Industrial Drill] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator [E] - - - -
 Extended Life Support [E] - - - -
 Industrial Drill [E] - - - -
 Searchlight [E] - - - 9

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1 ☐ ☐

2 ☐ ☐

3 ☐ ☐

4 ☐ ☐

BV: 20/4

BATTLE ARMOR: SQUAD 2

Type: Tunnel Rat I/II [Industrial Drill] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator [E] - - - -
 Extended Life Support [E] - - - -
 Industrial Drill [E] - - - -
 Searchlight [E] - - - 9

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1 ☐ ☐

2 ☐ ☐

3 ☐ ☐

4 ☐ ☐

BV: 20/4

BATTLE ARMOR: SQUAD 3

Type: Tunnel Rat I/II [Industrial Drill] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator [E] - - - -
 Extended Life Support [E] - - - -
 Industrial Drill [E] - - - -
 Searchlight [E] - - - 9

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1 ☐ ☐

2 ☐ ☐

3 ☐ ☐

4 ☐ ☐

BV: 20/4

BATTLE ARMOR: SQUAD 4

Type: Tunnel Rat I/II [Industrial Drill] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator [E] - - - -
 Extended Life Support [E] - - - -
 Industrial Drill [E] - - - -
 Searchlight [E] - - - 9

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1 ☐ ☐

2 ☐ ☐

3 ☐ ☐

4 ☐ ☐

BV: 20/4

BATTLE ARMOR: SQUAD 5

Type: Tunnel Rat I/II [Industrial Drill] Era: Clan Invasion
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator [E] - - - -
 Extended Life Support [E] - - - -
 Industrial Drill [E] - - - -
 Searchlight [E] - - - 9

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1 ☐ ☐

2 ☐ ☐

3 ☐ ☐

4 ☐ ☐

BV: 20/4

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

'Mech prone -2
 'Mech or vehicle immobile -4
 Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)



*Unit 1 and Unit 2 represent two battle armor units

BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Tunnel Rat III [Armored Glove] Era: Civil War
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Armored Glove (2) [E] — — — —
 Extended Life Support [E] — — — —
 Searchlight [E] — — — 9

1	○○○
2	○○○
3	○○○
4	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 37/7

BATTLE ARMOR: SQUAD 2

Type: Tunnel Rat III [Armored Glove] Era: Civil War
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Armored Glove (2) [E] — — — —
 Extended Life Support [E] — — — —
 Searchlight [E] — — — 9

1	○○○
2	○○○
3	○○○
4	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 37/7

BATTLE ARMOR: SQUAD 3

Type: Tunnel Rat III [Armored Glove] Era: Civil War
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Armored Glove (2) [E] — — — —
 Extended Life Support [E] — — — —
 Searchlight [E] — — — 9

1	○○○
2	○○○
3	○○○
4	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 37/7

BATTLE ARMOR: SQUAD 4

Type: Tunnel Rat III [Armored Glove] Era: Civil War
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Armored Glove (2) [E] — — — —
 Extended Life Support [E] — — — —
 Searchlight [E] — — — 9

1	○○○
2	○○○
3	○○○
4	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 37/7

BATTLE ARMOR: SQUAD 5

Type: Tunnel Rat III [Armored Glove] Era: Civil War
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Armored Glove (2) [E] — — — —
 Extended Life Support [E] — — — —
 Searchlight [E] — — — 9

1	○○○
2	○○○
3	○○○
4	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 37/7

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

'Mech prone -2
 'Mech or vehicle immobile -4
 Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear
TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*	
1	Right Side (Unit 1/Unit 2)	
2	Right Side (Unit 1/Unit 2)	
3	Left Side (Unit 1/Unit 2)	
4	Left Side (Unit 1/Unit 2)	
5	Rear (Unit 1/Unit 2)	
6	Rear (Unit 1/Unit 2)	

*Unit 1 and Unit 2 represent two battle armor units



BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Tunnel Rat III [Industrial Drill] Era: Civil War
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator [E] - - - -
 Extended Life Support [E] - - - -
 Industrial Drill [E] - - - -
 Searchlight [E] - - - 9

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○

2 ○○○

3 ○○○

4 ○○○

BV: 37/7

BATTLE ARMOR: SQUAD 2

Type: Tunnel Rat III [Industrial Drill] Era: Civil War
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator [E] - - - -
 Extended Life Support [E] - - - -
 Industrial Drill [E] - - - -
 Searchlight [E] - - - 9

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○

2 ○○○

3 ○○○

4 ○○○

BV: 37/7

BATTLE ARMOR: SQUAD 3

Type: Tunnel Rat III [Industrial Drill] Era: Civil War
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator [E] - - - -
 Extended Life Support [E] - - - -
 Industrial Drill [E] - - - -
 Searchlight [E] - - - 9

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○

2 ○○○

3 ○○○

4 ○○○

BV: 37/7

BATTLE ARMOR: SQUAD 4

Type: Tunnel Rat III [Industrial Drill] Era: Civil War
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator [E] - - - -
 Extended Life Support [E] - - - -
 Industrial Drill [E] - - - -
 Searchlight [E] - - - 9

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○

2 ○○○

3 ○○○

4 ○○○

BV: 37/7

BATTLE ARMOR: SQUAD 5

Type: Tunnel Rat III [Industrial Drill] Era: Civil War
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 1
 Weapons & Equip. Dmg Min Sht Med Lng
 Basic Manipulator [E] - - - -
 Extended Life Support [E] - - - -
 Industrial Drill [E] - - - -
 Searchlight [E] - - - 9

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○

2 ○○○

3 ○○○

4 ○○○

BV: 37/7

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

'Mech prone -2
 'Mech or vehicle immobile -4
 Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)

*Unit 1 and Unit 2 represent two battle armor units



BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Tunnel Rat IV [Armored Glove/GL] Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 2
Weapons & Equip.
 Armored Glove [E] — — — —
 Extended Life Support [E] — — — —
 Grenade Launcher 1 [DB, AI] — 1 2 3
 Searchlight [E] — — — 9

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☒

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○

BV: 41/8

BATTLE ARMOR: SQUAD 2

Type: Tunnel Rat IV [Armored Glove/GL] Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 2
Weapons & Equip.
 Armored Glove [E] — — — —
 Extended Life Support [E] — — — —
 Grenade Launcher 1 [DB, AI] — 1 2 3
 Searchlight [E] — — — 9

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☒

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○

BV: 41/8

BATTLE ARMOR: SQUAD 3

Type: Tunnel Rat IV [Armored Glove/GL] Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 2
Weapons & Equip.
 Armored Glove [E] — — — —
 Extended Life Support [E] — — — —
 Grenade Launcher 1 [DB, AI] — 1 2 3
 Searchlight [E] — — — 9

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☒

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○

BV: 41/8

BATTLE ARMOR: SQUAD 4

Type: Tunnel Rat IV [Armored Glove/GL] Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 2
Weapons & Equip.
 Armored Glove [E] — — — —
 Extended Life Support [E] — — — —
 Grenade Launcher 1 [DB, AI] — 1 2 3
 Searchlight [E] — — — 9

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☒

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○

BV: 41/8

BATTLE ARMOR: SQUAD 5

Type: Tunnel Rat IV [Armored Glove/GL] Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 2
Weapons & Equip.
 Armored Glove [E] — — — —
 Extended Life Support [E] — — — —
 Grenade Launcher 1 [DB, AI] — 1 2 3
 Searchlight [E] — — — 9

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☒

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○

BV: 41/8

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

'Mech prone -2
 'Mech or vehicle immobile -4
 Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)

*Unit 1 and Unit 2 represent two battle armor units



BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Tunnel Rat IV [Armored Glove/LMG] Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 2
Weapons & Equip.
 Armored Glove [E] — — — —
 Extended Life Support [E] — — — —
 Light Machine Gun 1 [DB, AI] — 2 4 6
 Searchlight [E] — — — 9

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☒

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○

BV: 54/10

BATTLE ARMOR: SQUAD 2

Type: Tunnel Rat IV [Armored Glove/LMG] Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 2
Weapons & Equip.
 Armored Glove [E] — — — —
 Extended Life Support [E] — — — —
 Light Machine Gun 1 [DB, AI] — 2 4 6
 Searchlight [E] — — — 9

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☒

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○

BV: 54/10

BATTLE ARMOR: SQUAD 3

Type: Tunnel Rat IV [Armored Glove/LMG] Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 2
Weapons & Equip.
 Armored Glove [E] — — — —
 Extended Life Support [E] — — — —
 Light Machine Gun 1 [DB, AI] — 2 4 6
 Searchlight [E] — — — 9

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☒

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○

BV: 54/10

BATTLE ARMOR: SQUAD 4

Type: Tunnel Rat IV [Armored Glove/LMG] Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 2
Weapons & Equip.
 Armored Glove [E] — — — —
 Extended Life Support [E] — — — —
 Light Machine Gun 1 [DB, AI] — 2 4 6
 Searchlight [E] — — — 9

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☒

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○

BV: 54/10

BATTLE ARMOR: SQUAD 5

Type: Tunnel Rat IV [Armored Glove/LMG] Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 2
Weapons & Equip.
 Armored Glove [E] — — — —
 Extended Life Support [E] — — — —
 Light Machine Gun 1 [DB, AI] — 2 4 6
 Searchlight [E] — — — 9

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☒

1 ○○○
 2 ○○○
 3 ○○○
 4 ○○○

BV: 54/10

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

'Mech prone -2
 'Mech or vehicle immobile -4
 Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear
TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*	
1	Right Side (Unit 1/Unit 2)	
2	Right Side (Unit 1/Unit 2)	
3	Left Side (Unit 1/Unit 2)	
4	Left Side (Unit 1/Unit 2)	
5	Rear (Unit 1/Unit 2)	
6	Rear (Unit 1/Unit 2)	

*Unit 1 and Unit 2 represent two battle armor units



BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Tunnel Rat IV [Battle Claw/GL] Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 2
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] — — — —
 Extended Life Support [E] — — — —
 Grenade Launcher 1 [DB, AI] — 1 2 3
 Searchlight [E] — — — 9

1	○○○
2	○○○
3	○○○
4	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

BV: 44/9

BATTLE ARMOR: SQUAD 2

Type: Tunnel Rat IV [Battle Claw/GL] Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 2
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] — — — —
 Extended Life Support [E] — — — —
 Grenade Launcher 1 [DB, AI] — 1 2 3
 Searchlight [E] — — — 9

1	○○○
2	○○○
3	○○○
4	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

BV: 44/9

BATTLE ARMOR: SQUAD 3

Type: Tunnel Rat IV [Battle Claw/GL] Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 2
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] — — — —
 Extended Life Support [E] — — — —
 Grenade Launcher 1 [DB, AI] — 1 2 3
 Searchlight [E] — — — 9

1	○○○
2	○○○
3	○○○
4	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

BV: 44/9

BATTLE ARMOR: SQUAD 4

Type: Tunnel Rat IV [Battle Claw/GL] Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 2
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] — — — —
 Extended Life Support [E] — — — —
 Grenade Launcher 1 [DB, AI] — 1 2 3
 Searchlight [E] — — — 9

1	○○○
2	○○○
3	○○○
4	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

BV: 44/9

BATTLE ARMOR: SQUAD 5

Type: Tunnel Rat IV [Battle Claw/GL] Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 2
 Weapons & Equip. Dmg Min Sht Med Lng
 Battle Claw [E] — — — —
 Extended Life Support [E] — — — —
 Grenade Launcher 1 [DB, AI] — 1 2 3
 Searchlight [E] — — — 9

1	○○○
2	○○○
3	○○○
4	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

BV: 44/9

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

'Mech prone -2
 'Mech or vehicle immobile -4
 Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)

*Unit 1 and Unit 2 represent two battle armor units



BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Tunnel Rat IV [Battle Claw/LMG] Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 2
Weapons & Equip.
 Battle Claw [E] — — — —
 Extended Life Support [E] — — — —
 Light Machine Gun 1 [DB, AI] — 2 4 6
 Searchlight [E] — — — 9

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ○○○

2 ○○○

3 ○○○

4 ○○○

BV: 71/14

BATTLE ARMOR: SQUAD 2

Type: Tunnel Rat IV [Battle Claw/LMG] Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 2
Weapons & Equip.
 Battle Claw [E] — — — —
 Extended Life Support [E] — — — —
 Light Machine Gun 1 [DB, AI] — 2 4 6
 Searchlight [E] — — — 9

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ○○○

2 ○○○

3 ○○○

4 ○○○

BV: 71/14

BATTLE ARMOR: SQUAD 3

Type: Tunnel Rat IV [Battle Claw/LMG] Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 2
Weapons & Equip.
 Battle Claw [E] — — — —
 Extended Life Support [E] — — — —
 Light Machine Gun 1 [DB, AI] — 2 4 6
 Searchlight [E] — — — 9

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ○○○

2 ○○○

3 ○○○

4 ○○○

BV: 71/14

BATTLE ARMOR: SQUAD 4

Type: Tunnel Rat IV [Battle Claw/LMG] Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 2
Weapons & Equip.
 Battle Claw [E] — — — —
 Extended Life Support [E] — — — —
 Light Machine Gun 1 [DB, AI] — 2 4 6
 Searchlight [E] — — — 9

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ○○○

2 ○○○

3 ○○○

4 ○○○

BV: 71/14

BATTLE ARMOR: SQUAD 5

Type: Tunnel Rat IV [Battle Claw/LMG] Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 1 Jump: 2
Weapons & Equip.
 Battle Claw [E] — — — —
 Extended Life Support [E] — — — —
 Light Machine Gun 1 [DB, AI] — 2 4 6
 Searchlight [E] — — — 9

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☐

1 ○○○

2 ○○○

3 ○○○

4 ○○○

BV: 71/14

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

'Mech prone -2
 'Mech or vehicle immobile -4
 Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear
TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*	
1	Right Side (Unit 1/Unit 2)	
2	Right Side (Unit 1/Unit 2)	
3	Left Side (Unit 1/Unit 2)	
4	Left Side (Unit 1/Unit 2)	
5	Rear (Unit 1/Unit 2)	
6	Rear (Unit 1/Unit 2)	

*Unit 1 and Unit 2 represent two battle armor units



BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Krise Era: Civil War
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 3 Jump: 3
Weapons & Equip. Dmg Min Sht Med Lng
Basic Manipulator [E] — — — —
Cutting Torch [E] — — — —
Extended Life Support (Body) [E] — — — —
Improved Sensors (Body) [E] — — — 2
Salvage Arm [E] — — — —
Searchlight [E] — — — 9
Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1 ○ ○
2 ○ ○
3 ○ ○
4 ○ ○

BV: 30/6

BATTLE ARMOR: SQUAD 2

Type: Krise Era: Civil War
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 3 Jump: 3
Weapons & Equip. Dmg Min Sht Med Lng
Basic Manipulator [E] — — — —
Cutting Torch [E] — — — —
Extended Life Support (Body) [E] — — — —
Improved Sensors (Body) [E] — — — 2
Salvage Arm [E] — — — —
Searchlight [E] — — — 9
Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1 ○ ○
2 ○ ○
3 ○ ○
4 ○ ○

BV: 30/6

BATTLE ARMOR: SQUAD 3

Type: Krise Era: Civil War
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 3 Jump: 3
Weapons & Equip. Dmg Min Sht Med Lng
Basic Manipulator [E] — — — —
Cutting Torch [E] — — — —
Extended Life Support (Body) [E] — — — —
Improved Sensors (Body) [E] — — — 2
Salvage Arm [E] — — — —
Searchlight [E] — — — 9
Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1 ○ ○
2 ○ ○
3 ○ ○
4 ○ ○

BV: 30/6

BATTLE ARMOR: SQUAD 4

Type: Krise Era: Civil War
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 3 Jump: 3
Weapons & Equip. Dmg Min Sht Med Lng
Basic Manipulator [E] — — — —
Cutting Torch [E] — — — —
Extended Life Support (Body) [E] — — — —
Improved Sensors (Body) [E] — — — 2
Salvage Arm [E] — — — —
Searchlight [E] — — — 9
Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1 ○ ○
2 ○ ○
3 ○ ○
4 ○ ○

BV: 30/6

BATTLE ARMOR: SQUAD 5

Type: Krise Era: Civil War
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 3 Jump: 3
Weapons & Equip. Dmg Min Sht Med Lng
Basic Manipulator [E] — — — —
Cutting Torch [E] — — — —
Extended Life Support (Body) [E] — — — —
Improved Sensors (Body) [E] — — — 2
Salvage Arm [E] — — — —
Searchlight [E] — — — 9
Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1 ○ ○
2 ○ ○
3 ○ ○
4 ○ ○

BV: 30/6

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

'Mech prone -2
'Mech or vehicle immobile -4
Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear
TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION *	
1	Right Side (Unit 1/Unit 2)	
2	Right Side (Unit 1/Unit 2)	
3	Left Side (Unit 1/Unit 2)	
4	Left Side (Unit 1/Unit 2)	
5	Rear (Unit 1/Unit 2)	
6	Rear (Unit 1/Unit 2)	

*Unit 1 and Unit 2 represent two battle armor units



BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Resgate Era: Clan Invasion
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 3 Jump: 3
Weapons & Equip. Dmg Min Sht Med Lng
Basic Manipulator [E] - - - -
Improved Sensors (Body) [E] - - - - 2
Salvage Arm [E] - - - -

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1	○○○
2	○○○
3	○○○
4	○○○
5	○○○

BV: 64/9

BATTLE ARMOR: SQUAD 2

Type: Resgate Era: Clan Invasion
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 3 Jump: 3
Weapons & Equip. Dmg Min Sht Med Lng
Basic Manipulator [E] - - - -
Improved Sensors (Body) [E] - - - - 2
Salvage Arm [E] - - - -

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1	○○○
2	○○○
3	○○○
4	○○○
5	○○○

BV: 64/9

BATTLE ARMOR: SQUAD 3

Type: Resgate Era: Clan Invasion
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 3 Jump: 3
Weapons & Equip. Dmg Min Sht Med Lng
Basic Manipulator [E] - - - -
Improved Sensors (Body) [E] - - - - 2
Salvage Arm [E] - - - -

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1	○○○
2	○○○
3	○○○
4	○○○
5	○○○

BV: 64/9

BATTLE ARMOR: SQUAD 4

Type: Resgate Era: Clan Invasion
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 3 Jump: 3
Weapons & Equip. Dmg Min Sht Med Lng
Basic Manipulator [E] - - - -
Improved Sensors (Body) [E] - - - - 2
Salvage Arm [E] - - - -

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1	○○○
2	○○○
3	○○○
4	○○○
5	○○○

BV: 64/9

BATTLE ARMOR: SQUAD 5

Type: Resgate Era: Clan Invasion
Gunnery Skill: _____ Anti-Mech Skill: _____
Ground MP: 3 Jump: 3
Weapons & Equip. Dmg Min Sht Med Lng
Basic Manipulator [E] - - - -
Improved Sensors (Body) [E] - - - - 2
Salvage Arm [E] - - - -

Mechanized: ☒ Swarm: ☐ Leg: ☐ AP: ☐

1	○○○
2	○○○
3	○○○
4	○○○
5	○○○

BV: 64/9

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

'Mech prone -2
'Mech or vehicle immobile -4
Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)

*Unit 1 and Unit 2 represent two battle armor units



BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Resgate (Interdictor) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Armored Glove (2) [E] - - - -
 ECM Suite (Body) [E] - - - -

1	○○○
2	○○○
3	○○○
4	○○○
5	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 64/9

BATTLE ARMOR: SQUAD 2

Type: Resgate (Interdictor) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Armored Glove (2) [E] - - - -
 ECM Suite (Body) [E] - - - -

1	○○○
2	○○○
3	○○○
4	○○○
5	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 64/9

BATTLE ARMOR: SQUAD 3

Type: Resgate (Interdictor) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Armored Glove (2) [E] - - - -
 ECM Suite (Body) [E] - - - -

1	○○○
2	○○○
3	○○○
4	○○○
5	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 64/9

BATTLE ARMOR: SQUAD 4

Type: Resgate (Interdictor) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Armored Glove (2) [E] - - - -
 ECM Suite (Body) [E] - - - -

1	○○○
2	○○○
3	○○○
4	○○○
5	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 64/9

BATTLE ARMOR: SQUAD 5

Type: Resgate (Interdictor) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Armored Glove (2) [E] - - - -
 ECM Suite (Body) [E] - - - -

1	○○○
2	○○○
3	○○○
4	○○○
5	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 64/9

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

'Mech prone -2
 'Mech or vehicle immobile -4
 Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear
TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*	
1	Right Side (Unit 1/Unit 2)	
2	Right Side (Unit 1/Unit 2)	
3	Left Side (Unit 1/Unit 2)	
4	Left Side (Unit 1/Unit 2)	
5	Rear (Unit 1/Unit 2)	
6	Rear (Unit 1/Unit 2)	

*Unit 1 and Unit 2 represent two battle armor units



BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Resgate (Scout)

Era: Jihad

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 3

Jump: 3

Weapons & Equip.

Armored Glove (2)
Improved Sensors (Body)

Dmg Min Sht Med Lng

[E] — — — 2
[E] — — — 2

1 ○○○

2 ○○○

3 ○○○

4 ○○○

5 ○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 64/9

BATTLE ARMOR: SQUAD 2

Type: Resgate (Scout)

Era: Jihad

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 3

Jump: 3

Weapons & Equip.

Armored Glove (2)
Improved Sensors (Body)

Dmg Min Sht Med Lng

[E] — — — 2
[E] — — — 2

1 ○○○

2 ○○○

3 ○○○

4 ○○○

5 ○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 64/9

BATTLE ARMOR: SQUAD 3

Type: Resgate (Scout)

Era: Jihad

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 3

Jump: 3

Weapons & Equip.

Armored Glove (2)
Improved Sensors (Body)

Dmg Min Sht Med Lng

[E] — — — 2
[E] — — — 2

1 ○○○

2 ○○○

3 ○○○

4 ○○○

5 ○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 64/9

BATTLE ARMOR: SQUAD 4

Type: Resgate (Scout)

Era: Jihad

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 3

Jump: 3

Weapons & Equip.

Armored Glove (2)
Improved Sensors (Body)

Dmg Min Sht Med Lng

[E] — — — 2
[E] — — — 2

1 ○○○

2 ○○○

3 ○○○

4 ○○○

5 ○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 64/9

BATTLE ARMOR: SQUAD 5

Type: Resgate (Scout)

Era: Jihad

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 3

Jump: 3

Weapons & Equip.

Armored Glove (2)
Improved Sensors (Body)

Dmg Min Sht Med Lng

[E] — — — 2
[E] — — — 2

1 ○○○

2 ○○○

3 ○○○

4 ○○○

5 ○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 64/9

LEG ATTACKS TABLE

**BATTLE ARMOR
TROOPERS ACTIVE**

4-6
3
2
1

**BASE TO-HIT
MODIFIER**

0
+2
+5
+7

SWARM ATTACKS TABLE

**BATTLE ARMOR
TROOPERS ACTIVE**

4-6
1-3

**BASE TO-HIT
MODIFIER**

+2
+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

'Mech prone -2
'Mech or vehicle immobile -4
Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear
TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*	
1	Right Side (Unit 1/Unit 2)	
2	Right Side (Unit 1/Unit 2)	
3	Left Side (Unit 1/Unit 2)	
4	Left Side (Unit 1/Unit 2)	
5	Rear (Unit 1/Unit 2)	
6	Rear (Unit 1/Unit 2)	

*Unit 1 and Unit 2 represent two battle armor units



BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Resgate (Spotter) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Armored Glove (2) [E] — — 3 6 9
 Light TAG [E] — — 3 6 9

1	○○○
2	○○○
3	○○○
4	○○○
5	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 55/8

BATTLE ARMOR: SQUAD 2

Type: Resgate (Spotter) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Armored Glove (2) [E] — — 3 6 9
 Light TAG [E] — — 3 6 9

1	○○○
2	○○○
3	○○○
4	○○○
5	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 55/8

BATTLE ARMOR: SQUAD 3

Type: Resgate (Spotter) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Armored Glove (2) [E] — — 3 6 9
 Light TAG [E] — — 3 6 9

1	○○○
2	○○○
3	○○○
4	○○○
5	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 55/8

BATTLE ARMOR: SQUAD 4

Type: Resgate (Spotter) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Armored Glove (2) [E] — — 3 6 9
 Light TAG [E] — — 3 6 9

1	○○○
2	○○○
3	○○○
4	○○○
5	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 55/8

BATTLE ARMOR: SQUAD 5

Type: Resgate (Spotter) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Armored Glove (2) [E] — — 3 6 9
 Light TAG [E] — — 3 6 9

1	○○○
2	○○○
3	○○○
4	○○○
5	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 55/8

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

'Mech prone -2
 'Mech or vehicle immobile -4
 Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear
TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*	
1	Right Side (Unit 1/Unit 2)	
2	Right Side (Unit 1/Unit 2)	
3	Left Side (Unit 1/Unit 2)	
4	Left Side (Unit 1/Unit 2)	
5	Rear (Unit 1/Unit 2)	
6	Rear (Unit 1/Unit 2)	

*Unit 1 and Unit 2 represent two battle armor units



BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Resgate (Support) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Armored Glove (2) [E] — — — —
 Light Machine Gun 1 [DB, AI] — 2 4 6

1	○○○
2	○○○
3	○○○
4	○○○
5	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 109/16

BATTLE ARMOR: SQUAD 2

Type: Resgate (Support) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Armored Glove (2) [E] — — — —
 Light Machine Gun 1 [DB, AI] — 2 4 6

1	○○○
2	○○○
3	○○○
4	○○○
5	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 109/16

BATTLE ARMOR: SQUAD 3

Type: Resgate (Support) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Armored Glove (2) [E] — — — —
 Light Machine Gun 1 [DB, AI] — 2 4 6

1	○○○
2	○○○
3	○○○
4	○○○
5	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 109/16

BATTLE ARMOR: SQUAD 4

Type: Resgate (Support) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Armored Glove (2) [E] — — — —
 Light Machine Gun 1 [DB, AI] — 2 4 6

1	○○○
2	○○○
3	○○○
4	○○○
5	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 109/16

BATTLE ARMOR: SQUAD 5

Type: Resgate (Support) Era: Jihad
 Gunnery Skill: _____ Anti-Mech Skill: _____
 Ground MP: 3 Jump: 3
 Weapons & Equip. Dmg Min Sht Med Lng
 Armored Glove (2) [E] — — — —
 Light Machine Gun 1 [DB, AI] — 2 4 6

1	○○○
2	○○○
3	○○○
4	○○○
5	○○○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 109/16

LEG ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	0
3	+2
2	+5
1	+7

SWARM ATTACKS TABLE

BATTLE ARMOR TROOPERS ACTIVE	BASE TO-HIT MODIFIER
4-6	+2
1-3	+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

'Mech prone -2
 'Mech or vehicle immobile -4
 Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear

TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*
1	Right Side (Unit 1/Unit 2)
2	Right Side (Unit 1/Unit 2)
3	Left Side (Unit 1/Unit 2)
4	Left Side (Unit 1/Unit 2)
5	Rear (Unit 1/Unit 2)
6	Rear (Unit 1/Unit 2)

*Unit 1 and Unit 2 represent two battle armor units



BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Smoothdavid II

Era: Civil War

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip.

Armored Glove (2)

Searchlight (Body)

Dmg

[E]

Min

Sht

Med

Lng

[E]

—

—

—

9

1 ○ ○

2 ○ ○

3 ○ ○

4 ○ ○

Mechanized: ☒

Swarm: ☒

Leg: ☒

AP: ☒

BV: 22/4

BATTLE ARMOR: SQUAD 2

Type: Smoothdavid II

Era: Civil War

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip.

Armored Glove (2)

Searchlight (Body)

Dmg

[E]

Min

Sht

Med

Lng

[E]

—

—

—

9

1 ○ ○

2 ○ ○

3 ○ ○

4 ○ ○

Mechanized: ☒

Swarm: ☒

Leg: ☒

AP: ☒

BV: 22/4

BATTLE ARMOR: SQUAD 3

Type: Smoothdavid II

Era: Civil War

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip.

Armored Glove (2)

Searchlight (Body)

Dmg

[E]

Min

Sht

Med

Lng

[E]

—

—

—

9

1 ○ ○

2 ○ ○

3 ○ ○

4 ○ ○

Mechanized: ☒

Swarm: ☒

Leg: ☒

AP: ☒

BV: 22/4

BATTLE ARMOR: SQUAD 4

Type: Smoothdavid II

Era: Civil War

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip.

Armored Glove (2)

Searchlight (Body)

Dmg

[E]

Min

Sht

Med

Lng

[E]

—

—

—

9

1 ○ ○

2 ○ ○

3 ○ ○

4 ○ ○

Mechanized: ☒

Swarm: ☒

Leg: ☒

AP: ☒

BV: 22/4

BATTLE ARMOR: SQUAD 5

Type: Smoothdavid II

Era: Civil War

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip.

Armored Glove (2)

Searchlight (Body)

Dmg

[E]

Min

Sht

Med

Lng

[E]

—

—

—

9

1 ○ ○

2 ○ ○

3 ○ ○

4 ○ ○

Mechanized: ☒

Swarm: ☒

Leg: ☒

AP: ☒

BV: 22/4

LEG ATTACKS TABLE

**BATTLE ARMOR
TROOPERS ACTIVE**

4-6

3

2

1

**BASE TO-HIT
MODIFIER**

0

+2

+5

+7

SWARM ATTACKS TABLE

**BATTLE ARMOR
TROOPERS ACTIVE**

4-6

1-3

**BASE TO-HIT
MODIFIER**

+2

+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION*

'Mech prone -2

'Mech or vehicle immobile -4

Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear
TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION*	
1	Right Side (Unit 1/Unit 2)	
2	Right Side (Unit 1/Unit 2)	
3	Left Side (Unit 1/Unit 2)	
4	Left Side (Unit 1/Unit 2)	
5	Rear (Unit 1/Unit 2)	
6	Rear (Unit 1/Unit 2)	

*Unit 1 and Unit 2 represent two battle armor units



BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Smoothdavid III

Era: Jihad

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1

Weapons & Equip.

Armored Glove (2)
Medium Recoilless Rifle
Searchlight (Body)

Dmg	Min	Sht	Med	Lng
[E]	—	—	—	—
3 [DB, AI]	—	2	4	6
[E]	—	—	—	9

1	○ ○
2	○ ○
3	○ ○
4	○ ○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 127/24

BATTLE ARMOR: SQUAD 2

Type: Smoothdavid III

Era: Jihad

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1

Weapons & Equip.

Armored Glove (2)
Medium Recoilless Rifle
Searchlight (Body)

Dmg	Min	Sht	Med	Lng
[E]	—	—	—	—
3 [DB, AI]	—	2	4	6
[E]	—	—	—	9

1	○ ○
2	○ ○
3	○ ○
4	○ ○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 127/24

BATTLE ARMOR: SQUAD 3

Type: Smoothdavid III

Era: Jihad

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1

Weapons & Equip.

Armored Glove (2)
Medium Recoilless Rifle
Searchlight (Body)

Dmg	Min	Sht	Med	Lng
[E]	—	—	—	—
3 [DB, AI]	—	2	4	6
[E]	—	—	—	9

1	○ ○
2	○ ○
3	○ ○
4	○ ○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 127/24

BATTLE ARMOR: SQUAD 4

Type: Smoothdavid III

Era: Jihad

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1

Weapons & Equip.

Armored Glove (2)
Medium Recoilless Rifle
Searchlight (Body)

Dmg	Min	Sht	Med	Lng
[E]	—	—	—	—
3 [DB, AI]	—	2	4	6
[E]	—	—	—	9

1	○ ○
2	○ ○
3	○ ○
4	○ ○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 127/24

BATTLE ARMOR: SQUAD 5

Type: Smoothdavid III

Era: Jihad

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 1

Weapons & Equip.

Armored Glove (2)
Medium Recoilless Rifle
Searchlight (Body)

Dmg	Min	Sht	Med	Lng
[E]	—	—	—	—
3 [DB, AI]	—	2	4	6
[E]	—	—	—	9

1	○ ○
2	○ ○
3	○ ○
4	○ ○

Mechanized: ☒ Swarm: ☒ Leg: ☒ AP: ☒

BV: 127/24

LEG ATTACKS TABLE

**BATTLE ARMOR
TROOPERS ACTIVE**

4-6
3
2
1

**BASE TO-HIT
MODIFIER**

0
+2
+5
+7

SWARM ATTACKS TABLE

**BATTLE ARMOR
TROOPERS ACTIVE**

4-6
1-3

**BASE TO-HIT
MODIFIER**

+2
+5

SWARM ATTACK MODIFIERS TABLE

ATTACKING ENEMY BATTLE ARMOR TROOPERS ACTIVE	FRIENDLY MECHANIZED BATTLE ARMOR TROOPERS ACTIVE					
	1	2	3	4	5	6
6	+0	+0	+0	+0	+1	+2
5	+0	+0	+0	+1	+2	+3
4	+0	+0	+1	+2	+3	+4
3	+0	+1	+2	+3	+4	+5
2	+1	+2	+3	+4	+5	+6
1	+2	+3	+4	+5	+6	+7

BATTLE ARMOR EQUIPMENT

Claws with magnets -1

SITUATION *

'Mech prone -2
'Mech or vehicle immobile -4
Vehicle -2

*Modifiers are cumulative

SWARM ATTACKS HIT LOCATION TABLE

2D6 ROLL	BIPEDAL LOCATION	FOUR-LEGGED LOCATION
2	Head	Head
3	Rear Center Torso	Front Right Torso
4	Rear Right Torso	Rear Center Torso
5	Front Right Torso	Rear Right Torso
6	Right Arm	Front Right Torso
7	Front Center Torso	Front Center Torso
8	Left Arm	Front Left Torso
9	Front Left Torso	Rear Left Torso
10	Rear Left Torso	Rear Center Torso
11	Rear Center Torso	Front Left Torso
12	Head	Head

TRANSPORT POSITIONS TABLE

TROOPER NUMBER	'MECH LOCATION	VEHICLE LOCATION
1	Right Torso	Right Side
2	Left Torso	Right Side
3	Right Torso (rear)	Left Side
4	Left Torso (rear)	Left Side
5	Center Torso (rear)	Rear
6	Center Torso	Rear
TROOPER NUMBER	LARGE SUPPORT VEHICLE LOCATION *	
1	Right Side (Unit 1/Unit 2)	
2	Right Side (Unit 1/Unit 2)	
3	Left Side (Unit 1/Unit 2)	
4	Left Side (Unit 1/Unit 2)	
5	Rear (Unit 1/Unit 2)	
6	Rear (Unit 1/Unit 2)	

*Unit 1 and Unit 2 represent two battle armor units



BATTLETECH



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Smoothgoliath II

Era: Civil War

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip.

Armored Glove (2)

Cutting Torch

Searchlight (Body)

Dmg

[E]

[E]

[E]

Min

Sht

Med

Lng

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1 ○○○

2 ○○○

3 ○○○

4 ○○○

Mechanized: ☒

Swarm: ☒

Leg: ☒

AP: ☒

BV: 37/7

BATTLE ARMOR: SQUAD 2

Type: Smoothgoliath II

Era: Civil War

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip.

Armored Glove (2)

Cutting Torch

Searchlight (Body)

Dmg

[E]

[E]

[E]

Min

Sht

Med

Lng

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1 ○○○

2 ○○○

3 ○○○

4 ○○○

Mechanized: ☒

Swarm: ☒

Leg: ☒

AP: ☒

BV: 37/7

BATTLE ARMOR: SQUAD 3

Type: Smoothgoliath II

Era: Civil War

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip.

Armored Glove (2)

Cutting Torch

Searchlight (Body)

Dmg

[E]

[E]

[E]

Min

Sht

Med

Lng

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1 ○○○

2 ○○○

3 ○○○

4 ○○○

Mechanized: ☒

Swarm: ☒

Leg: ☒

AP: ☒

BV: 37/7

BATTLE ARMOR: SQUAD 4

Type: Smoothgoliath II

Era: Civil War

Gunnery Skill: _____

Anti-Mech Skill: _____

Ground MP: 3

Weapons & Equip.

Armored Glove (2)

Cutting Torch

Searchlight (Body)

Dmg

[E]

[E]

[E]

Min

Sht

Med

Lng

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INDUSTRIALMECHS

BATTLETECH

'MECH RECORD SHEET

(Industrial)

'MECH DATA

Type: Chaffee BT1 ServiceMech

Movement Points: Tonnage: 15
Walking: 5 Tech Base: Inner Sphere
Running: 8 Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Mounted Searchlight	CT	—	[E]	—	—	—	170
1	Paramedic Equipment	RA	—	[E]	—	—	—	—
1	Paramedic Equipment	LA	—	[E]	—	—	—	—

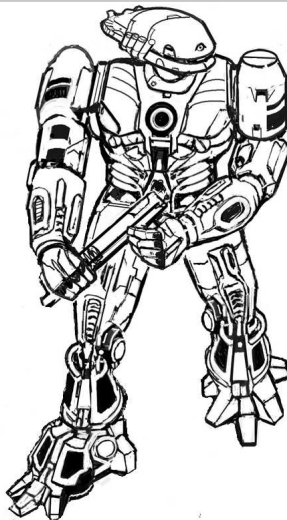
BV: 212

WARRIOR DATA

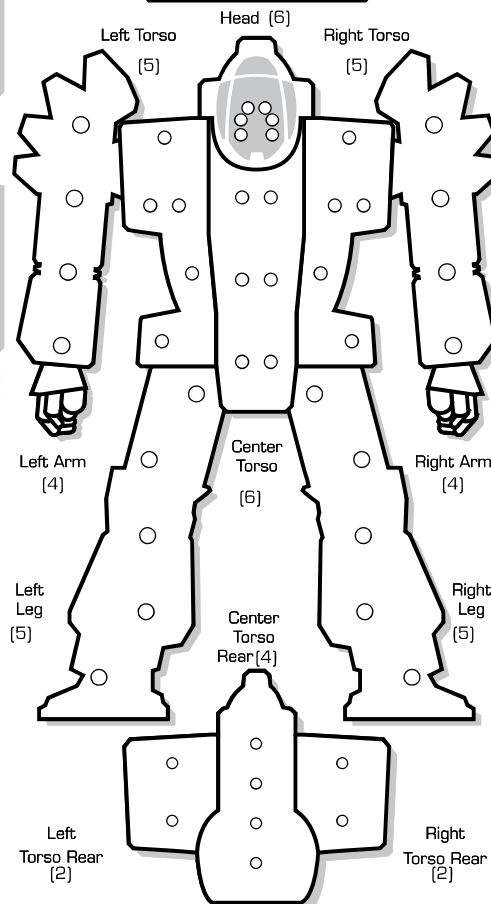
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Paramedic Equipment
- Environmental Sealing

Head

- Life Support
- Sensors
- Industrial Cockpit
- Environmental Sealing
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Paramedic Equipment
- Environmental Sealing

Center Torso

- Fuel Cell Engine
- Fuel Cell Engine
- Fuel Cell Engine
- Gyro
- Gyro
- Gyro

Right Torso

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

Left Torso

- Environmental Sealing
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer

- Gyro
- Fuel Cell Engine
- Fuel Cell Engine
- Mounted Searchlight
- Environmental Sealing

Right Torso

- Environmental Sealing
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer

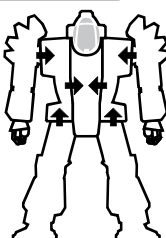
Engine Hits ○○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Left Leg

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

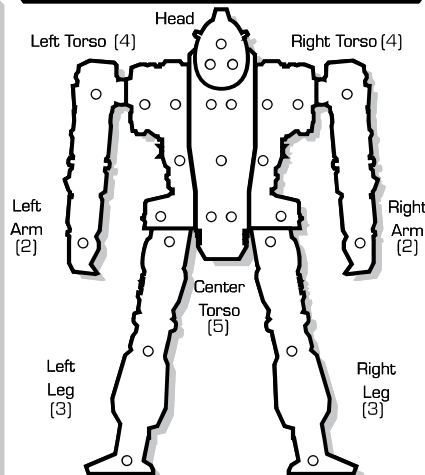
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	1 (1) 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	

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

(Industrial)

'MECH DATA

Type: **Pompier GM-3A FireMech**

Movement Points: **Tonnage:** 15
 Walking: 2 **Tech Base:** Inner Sphere
 Running: 3 **Era:** Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Liquid Storage (1 ton)	CT	—	[E]	—	—	—	—
1	Sprayer	CT	—	[E]	—	—	—	1
1	Mounted Searchlight	RT	—	[E]	—	—	—	170
1	Salvage Arm	RA	—	[E]	—	—	—	—

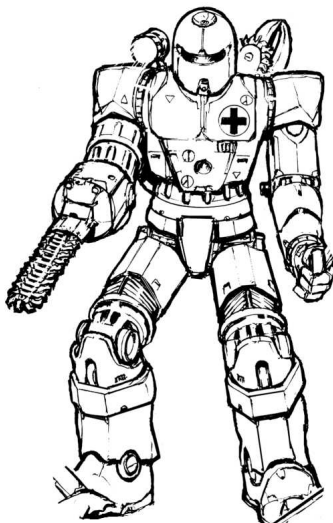
BV: 106

WARRIOR DATA

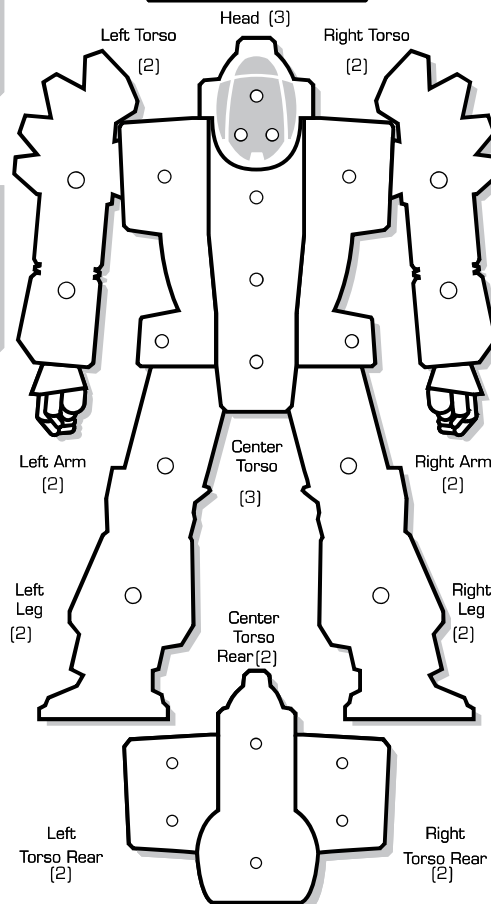
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Industrial Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Salvage Arm
- Salvage Arm
- Roll Again

Center Torso

- Fuel Cell Engine
- Fuel Cell Engine
- Fuel Cell Engine
- Gyro
- Gyro
- Gyro

Right Arm

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

Left Torso

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

- Roll Again
- Fuel Cell Engine
- Fuel Cell Engine
- Sprayer
- Liquid Storage (1 ton)

Right Torso

- Mounted Searchlight
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

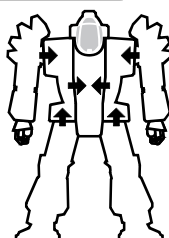
Engine Hits ○○○
 Gyro Hits ○○
 Sensor Hits ○○
 Life Support ○

Left Leg

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

Right Leg

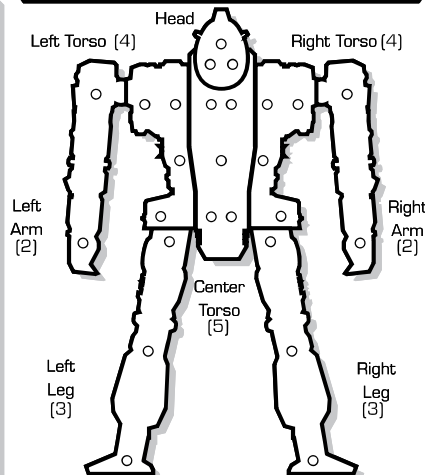
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	1 (1) 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	

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

(Industrial)

'MECH DATA

Type: Pompier GM-3CD FireMech

Movement Points: Tonnage: 15
Walking: 2 Tech Base: Inner Sphere
Running: 3 Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Sprayer	CT	—	[E]	—	—	—	1
1	Liquid Storage (1 ton)	RT	—	[E]	—	—	—	—
1	Mounted Searchlight	RT	—	[E]	—	—	—	170
1	Beagle Active Probe	LT	—	[E]	—	—	—	4

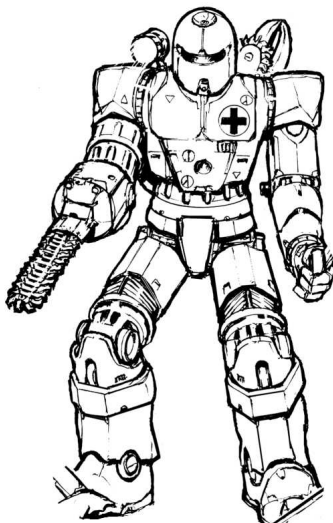
BV: 118

WARRIOR DATA

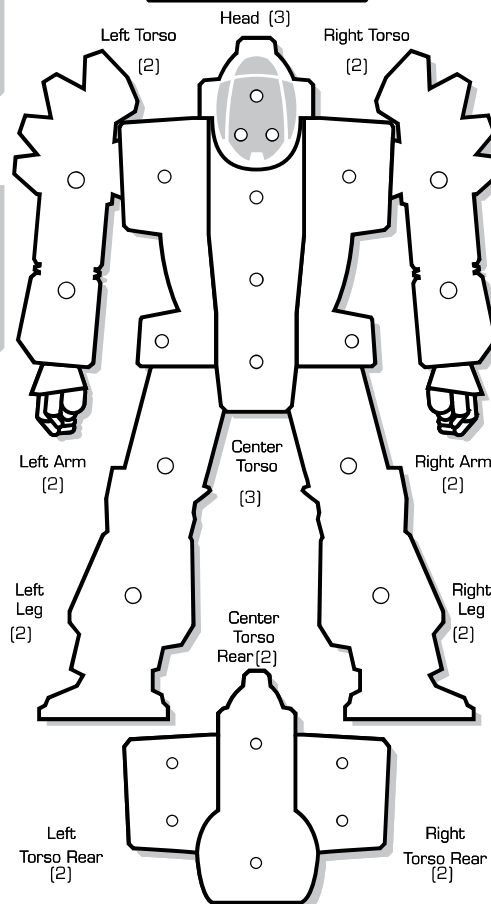
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Environmental Sealing
- Roll Again

Head

- Life Support
- Sensors
- Industrial Cockpit (adv. FCS)
- Environmental Sealing
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Environmental Sealing
- Roll Again

Center Torso

- Fuel Cell Engine
- Fuel Cell Engine
- Fuel Cell Engine
- Gyro
- Gyro
- Gyro

Right Arm

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

Left Torso

- Beagle Active Probe
- Beagle Active Probe
- Environmental Sealing
- Roll Again
- Roll Again
- Roll Again

- Gyro
- Fuel Cell Engine
- Fuel Cell Engine
- Fuel Cell Engine
- Sprayer
- Environmental Sealing

Right Torso

- Liquid Storage (1 ton)
- Mounted Searchlight
- Environmental Sealing
- Roll Again
- Roll Again
- Roll Again

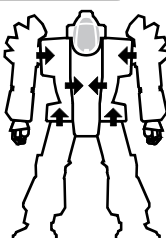
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Left Leg

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

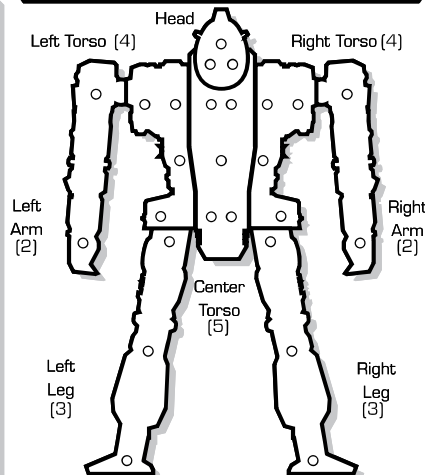
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	1 (1) 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	

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

(Industrial)

'MECH DATA

Type: Pompier GM-3HT FireMech

Movement Points: Tonnage: 15
Walking: 2 Tech Base: Inner Sphere
Running: 3 Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Liquid Storage (1 ton)	CT	—	[E]	—	—	—	—
1	Sprayer	CT	—	[E]	—	—	—	1
1	Liquid Storage (1 ton)	RT	—	[E]	—	—	—	—
1	Mounted Searchlight	RT	—	[E]	—	—	—	170
2	Liquid Storage (1 ton)	LT	—	[E]	—	—	—	—

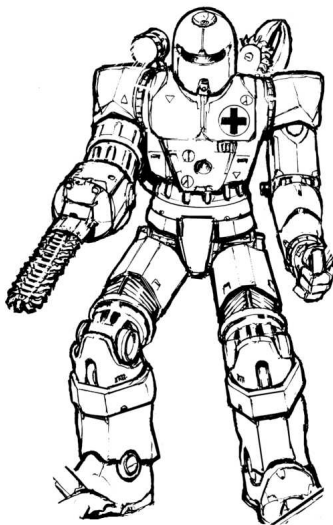
BV: 106

WARRIOR DATA

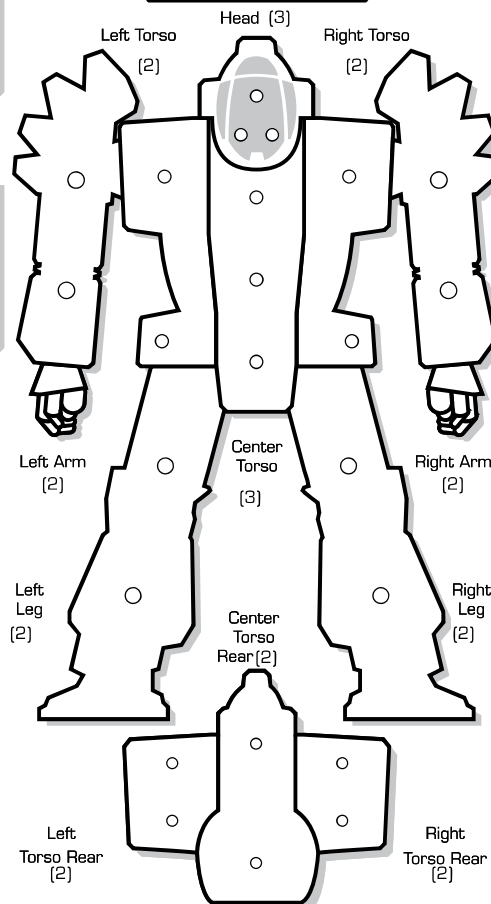
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Industrial Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

Center Torso

- Fuel Cell Engine
- Fuel Cell Engine
- Fuel Cell Engine
- Gyro
- Gyro
- Gyro

Right Torso

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

Left Torso

- Liquid Storage (1 ton)
- Liquid Storage (1 ton)
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- Gyro
- Fuel Cell Engine
- Fuel Cell Engine
- Fuel Cell Engine
- Sprayer
- Liquid Storage (1 ton)

Right Torso

- Liquid Storage (1 ton)
- Mounted Searchlight
- Roll Again
- Roll Again
- Roll Again
- Roll Again

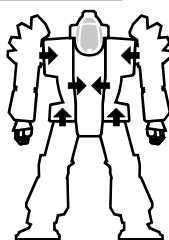
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Left Leg

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

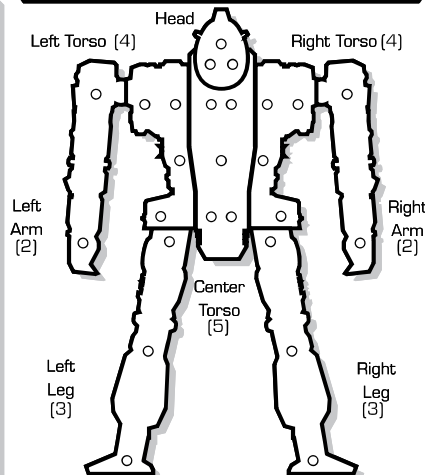
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	1 (1) 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	

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

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

(Industrial)

Type: Harvester Ant KIC-3 AgroMech

Movement Points: Tonnage: 20
Walking: 3 Tech Base: Inner Sphere
Running: 5 Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Cargo (2 tons)	CT	—	[E]	—	—	—	—
1	Combine	RT	—	3	—	—	—	—
1	Combine	LT	—	3	—	—	—	—

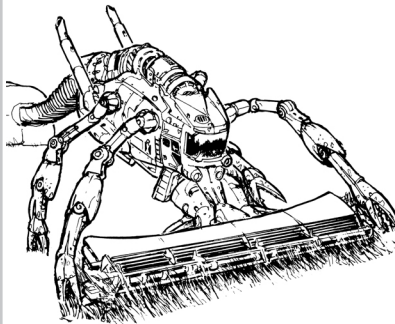
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WARRIOR DATA

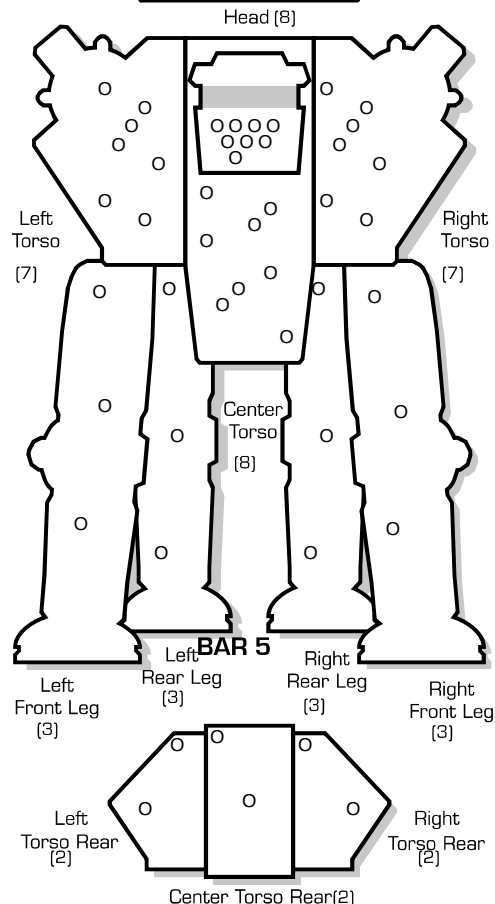
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Industrial Cockpit
- Roll Again
- Sensors
- Life Support

Left Front Leg

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

Right Front Leg

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

Center Torso

- I.C.E.
 - I.C.E.
 - I.C.E.
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - I.C.E.
 - I.C.E.
 - I.C.E.
 - Cargo (2 tons)
 - Cargo (2 tons)
- 4-6

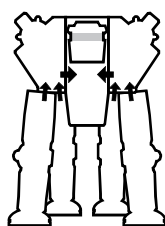
Left Torso

- Combine
 - Combine
 - Combine
 - Combine
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso

- Combine
 - Combine
 - Combine
 - Combine
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

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



Damage Transfer Diagram

Left Rear Leg

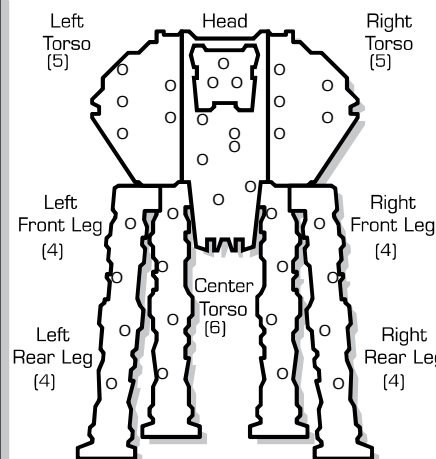
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Rear Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	0 (0) 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	

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™

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

(Industrial)

Type: Harvester Ant KIC-3M AgroMech MOD

Movement Points: Tonnage: 20
Walking: 3 Tech Base: Inner Sphere
Running: 5 Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 2	CT	2	2/Msl [M.C.S.]	—	3	6	9
2	Machine Gun	RT	0	2 [DB,AI]	—	1	2	3
2	Machine Gun	LT	0	2 [DB,AI]	—	1	2	3

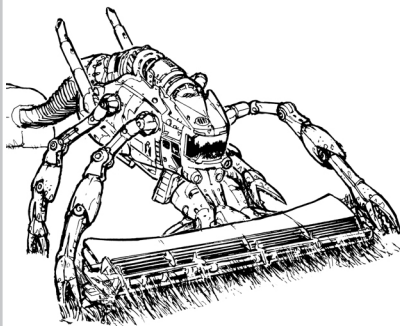
BV: 127

WARRIOR DATA

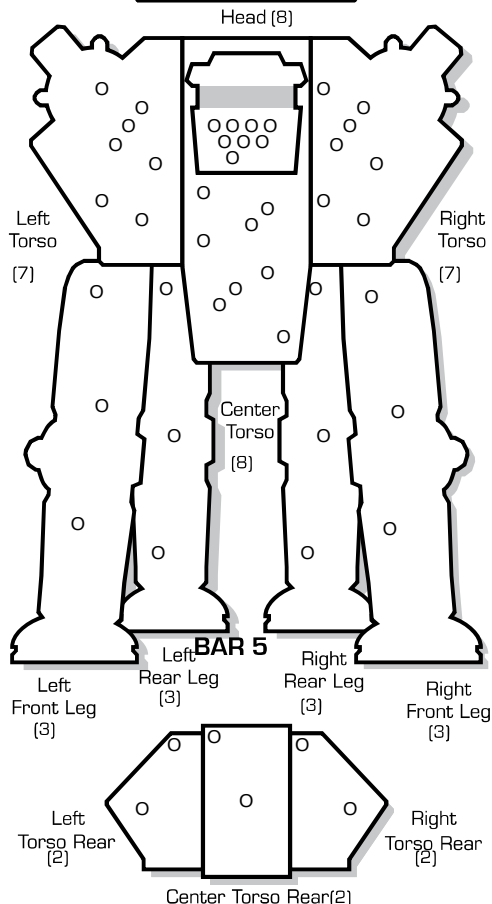
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Industrial Cockpit (adv. FCS)
- Roll Again
- Sensors
- Life Support

Left Front Leg

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

Right Front Leg

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

Center Torso

- I.C.E.
 - I.C.E.
 - I.C.E.
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - I.C.E.
 - I.C.E.
 - I.C.E.
 - SRM 2
 - Ammo (SRM 2) 50
- 4-6

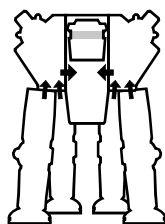
Left Torso

- Machine Gun
 - Machine Gun
 - Ammo (Machine Gun) 100
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso

- Machine Gun
 - Machine Gun
 - Ammo (Machine Gun) 100
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

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



Damage Transfer Diagram

Left Rear Leg

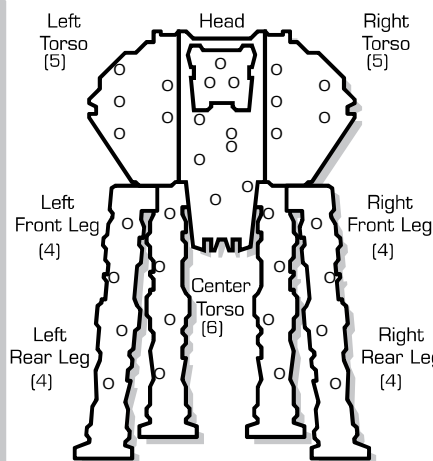
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Rear Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	2 (2) 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	

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™

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

(Industrial)

Type: Harvester Ant KIC-3M-B AgroMech MOD

Movement Points: Tonnage: 20
Walking: 3 Tech Base: Inner Sphere
Running: 5 Era: Succession Wars

Weapons & Equipment Inventory (hexes)

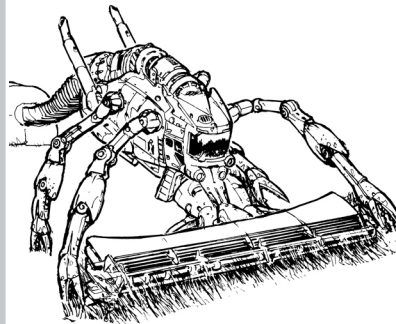
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	RT	2	1/Msl [M.C.S.]	6	7	14	21
1	LRM 5	LT	2	1/Msl [M.C.S.]	6	7	14	21

WARRIOR DATA

Name: _____

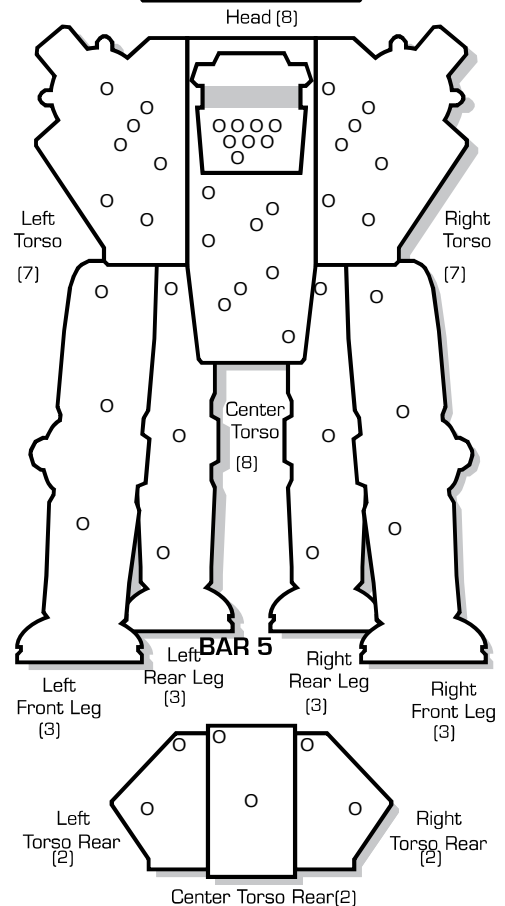
Gunnery Skill: _____ Piloting Skill: _____

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



BV: 214

ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Industrial Cockpit (adv. FCS)
- Roll Again
- Sensors
- Life Support

Left Front Leg

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

Right Front Leg

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

Center Torso

- I.C.E.
 - I.C.E.
 - I.C.E.
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - I.C.E.
 - I.C.E.
 - I.C.E.
 - Ammo [LRM 5] 24
 - Roll Again
- 4-6

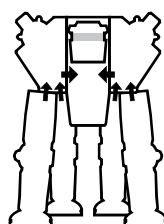
Left Torso

- LRM 5
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

Right Torso

- LRM 5
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

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



Damage Transfer Diagram

Left Rear Leg

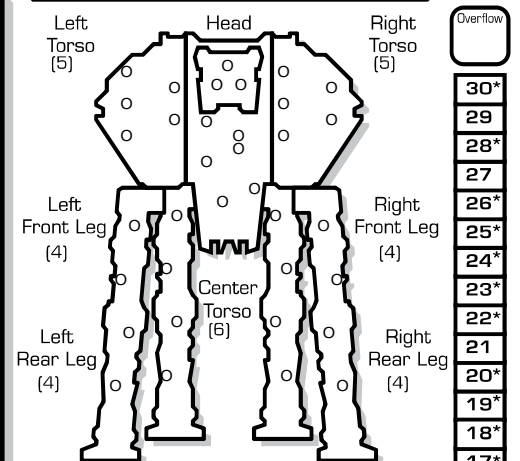
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Rear Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	2 (2) 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	○

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

(Industrial)

'MECH DATA

Type: Shugosha LAW-QM1 Q-Mech

Movement Points: Tonnage: 20
Walking: 2 Tech Base: Inner Sphere
Running: 3 (Experimental)
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Drone (Remote) Operating System	HD	—	[E]	—	—	—	—
1	Booby Trap	CT	—	[E]	—	—	—	—
1	Large Laser	RT	8	8 [DE]	—	5	10	15

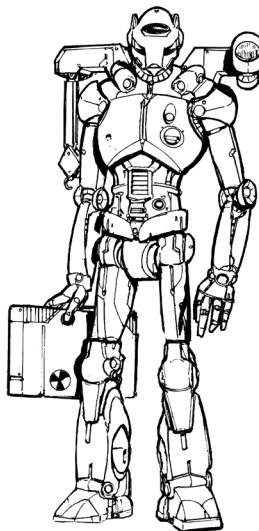
BV: 161

WARRIOR DATA

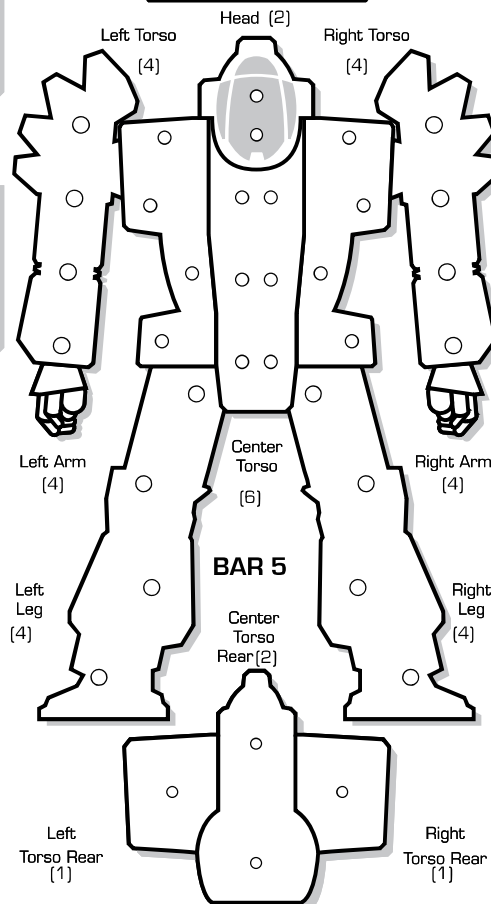
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

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

Left Torso

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

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

Left Leg

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

Head

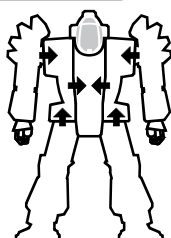
- Life Support
- Sensors
- Industrial Cockpit
- Drone (Remote) Operating System
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Heat Sink
- Booby Trap

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

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

Right Torso

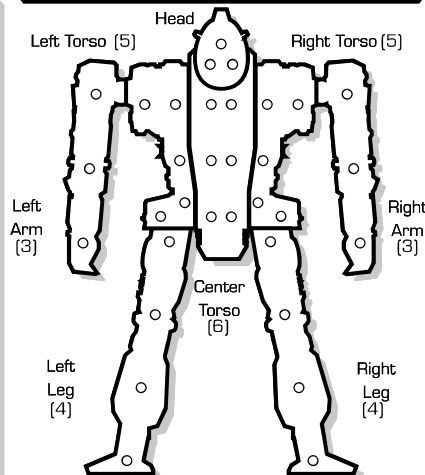
- Heat Sink
- Heat Sink
- Large Laser
- Large Laser
- Roll Again
- Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 [10] 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	○

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

(Industrial)

'MECH DATA

Type: Shugosha LAW-QM2 Q-Mech

Movement Points: Tonnage: 20
Walking: 2 Tech Base: Inner Sphere
Running: 3 (Experimental)
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Drone (Remote) Operating System	HD	—	[E]	—	—	—	—
1	Booby Trap	CT	—	[E]	—	—	—	—
1	LRM 5	LT	2	1/2 Msl [M.C.S]	6	7	14	21
2	Medium Laser	RA	3	5 [DE]	—	3	6	9

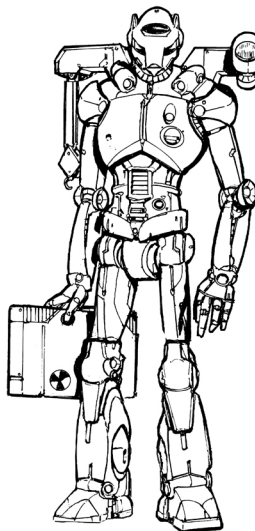
BV: 157

WARRIOR DATA

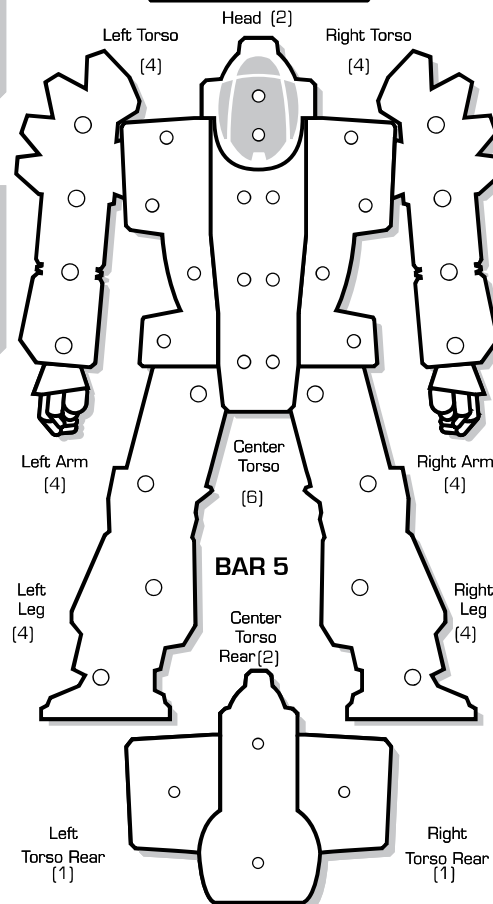
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Industrial Cockpit
- Drone (Remote) Operating System
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Medium Laser

Center Torso

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

Right Torso

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

Left Torso

- Heat Sink
- Heat Sink
- LRM 5
- Ammo (LRM 5) 24
- Roll Again
- Roll Again

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Heat Sink
- Booby Trap

Right Torso

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

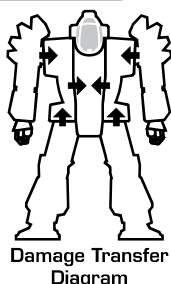
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Left Leg

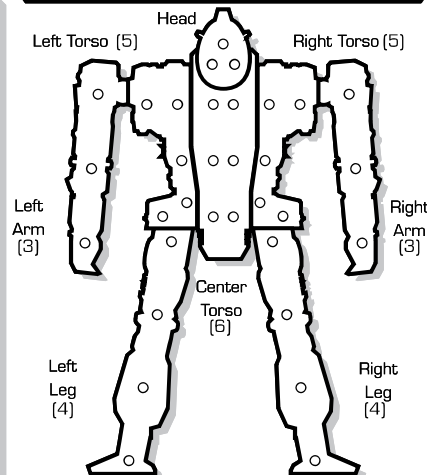
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 [10] 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	○

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

(Industrial)

'MECH DATA

Type: Shugosha LAW-QM3 Q-Mech

Movement Points: Tonnage: 20
Walking: 2 Tech Base: Inner Sphere
Running: 3 (Experimental)
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Drone (Remote) Operating System	HD	—	[E]	—	—	—	—
1	PPC	LT	10	10 [DE]	3	6	12	18

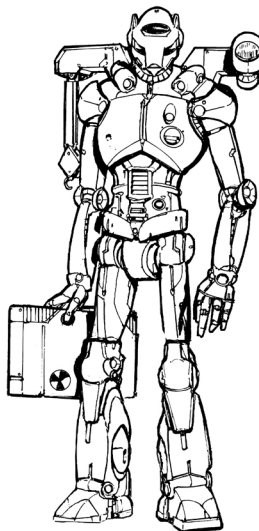
BV: 189

WARRIOR DATA

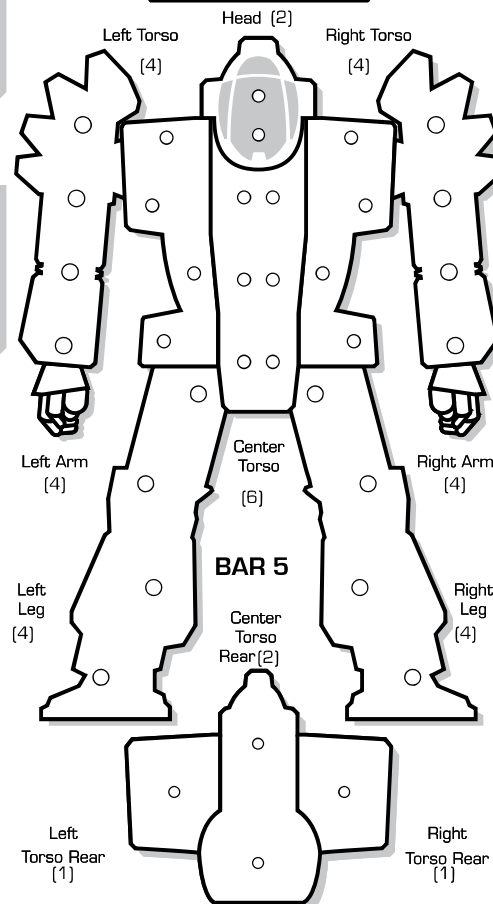
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

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

Left Torso

- Heat Sink
- Heat Sink
- PPC
- PPC
- PPC
- Roll Again

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

Left Leg

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

Head

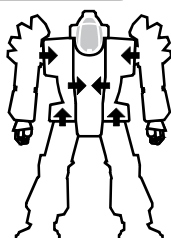
- Life Support
- Sensors
- Industrial Cockpit
- Drone (Remote) Operating System
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Heat Sink
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

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

Right Torso

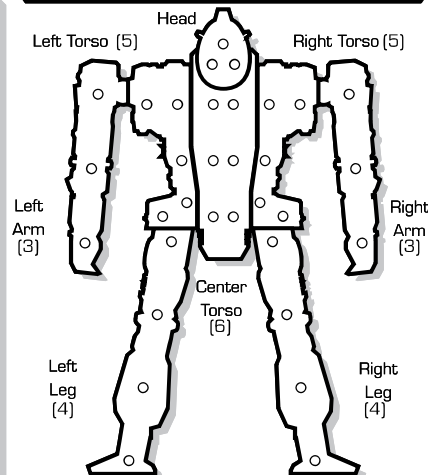
- Heat Sink
- Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 [10] 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	○

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

(Industrial)

'MECH DATA

Type: Shugosha PTN-LAW LoaderMech

Movement Points: Tonnage: 20
Walking: 2 Tech Base: Inner Sphere
Running: 3 Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Mounted Searchlight	CT	—	[E]	—	—	—	170
1	Cargo (1.5 tons)	RT	—	[E]	—	—	—	—
1	Lift Hoist	RT	—	[E]	—	—	—	—
1	Cargo (1.5 tons)	LT	—	[E]	—	—	—	—
1	Lift Hoist	LT	—	[E]	—	—	—	—

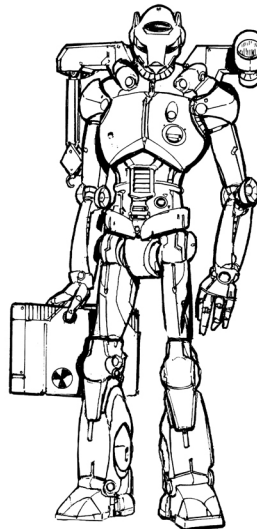
BV: 102

WARRIOR DATA

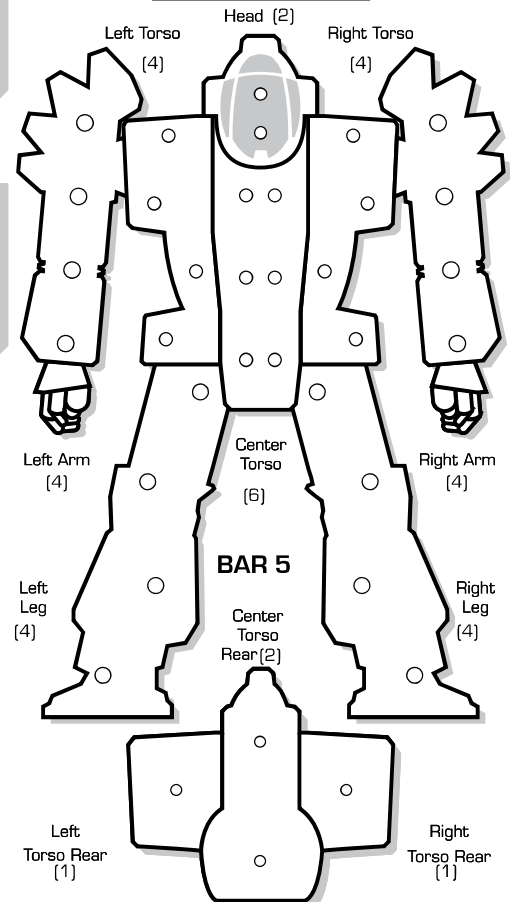
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Industrial Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

Center Torso

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

Right Torso

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

Left Torso

- Heat Sink
- Heat Sink
- Lift Hoist
- Lift Hoist
- Lift Hoist
- Cargo (1.5 tons)
- Cargo (1.5 tons)
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- Gyro
- Fusion Engine
- Fusion Engine
- Heat Sink
- Mounted Searchlight

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

Right Torso

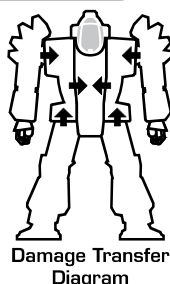
- Heat Sink
- Heat Sink
- Lift Hoist
- Lift Hoist
- Lift Hoist
- Cargo (1.5 tons)
- Cargo (1.5 tons)
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

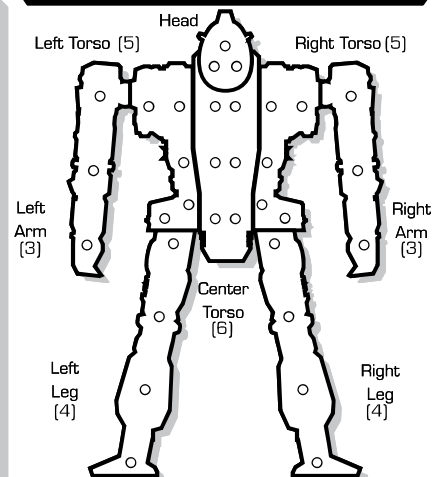
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Heat Sink

Right Leg

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



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Heat Level*	Effects	10 [10] 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	○

BATTLETECH

'MECH RECORD SHEET

(Industrial)

'MECH DATA

Type: CattleMaster CTL-3R "Herder" IndustrialMech

Movement Points: Tonnage: 25
Walking: 4 Tech Base: Inner Sphere
Running: 6 Era: Succession Wars

Weapons & Equipment Inventory (hexes)

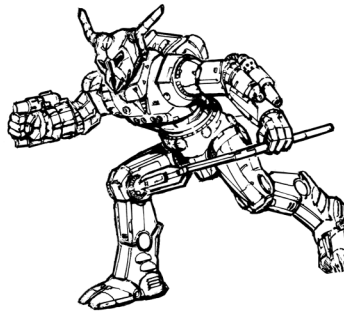
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Cargo (3 tons)	LT	—	[E]	—	—	—	—
1	Mounted Searchlight	RA	—	[E]	—	—	—	170
1	Retractable Blade	RA	—	3	—	—	—	—

WARRIOR DATA

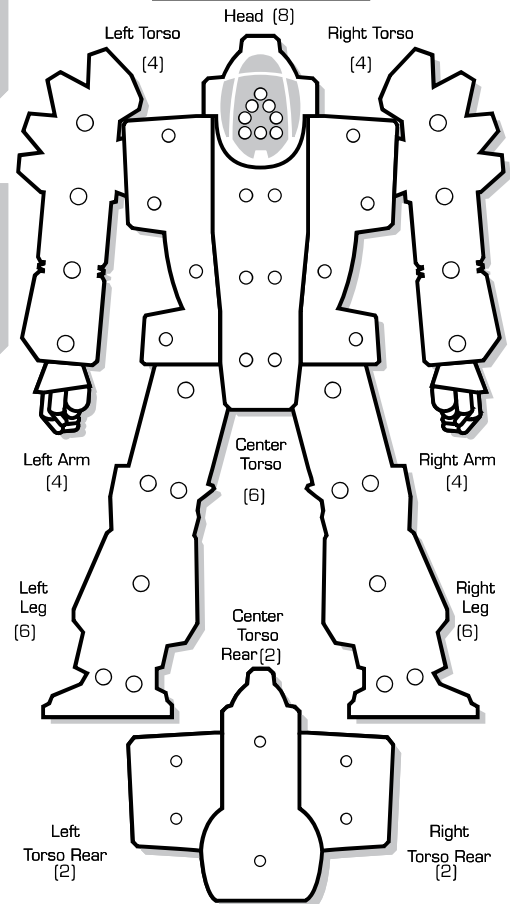
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



BV: 228

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Industrial Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Retractable Blade
- Retractable Blade

Center Torso

- I.C.E.
- I.C.E.
- I.C.E.
- Gyro
- Gyro
- Gyro

Right Torso

- Retractable Blade
- Mounted Searchlight
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Cargo (3 tons)
- Cargo (3 tons)
- Cargo (3 tons)
- Roll Again
- Roll Again
- Roll Again

- Gyro
- I.C.E.
- I.C.E.
- I.C.E.
- Roll Again
- Roll Again

Right Torso

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

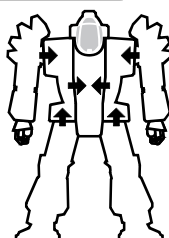
Left Leg

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

Right Leg

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

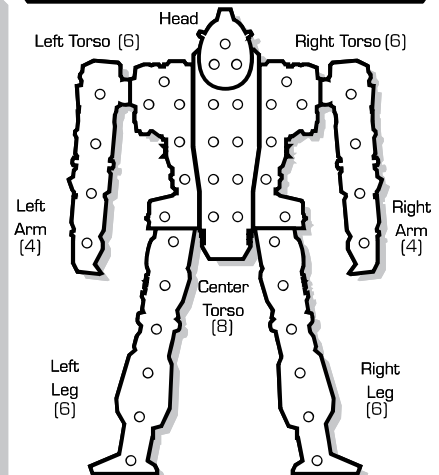
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Heat Level*	Effects	0 (0) 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	

BATTLETECH

'MECH RECORD SHEET

(Industrial)

'MECH DATA

Type: CattleMaster CTL-3R2 "Hunter" IndustrialMech

Movement Points: **Tonnage:** 25
Walking: 4 **Tech Base:** Inner Sphere
Running: 6 **Era:** Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Machine Gun	RA	0	2 [DB,AI]	—	1	2	3
2	Small Laser	RA	1	3 [DE]	—	1	2	3
1	Machine Gun	LA	0	2 [DB,AI]	—	1	2	3
1	Mounted Searchlight	LA	—	[E]	—	—	—	170

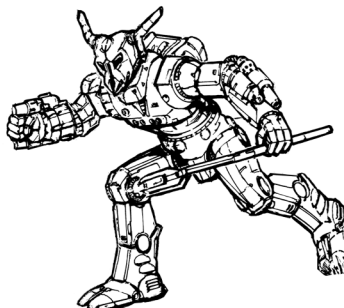
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WARRIOR DATA

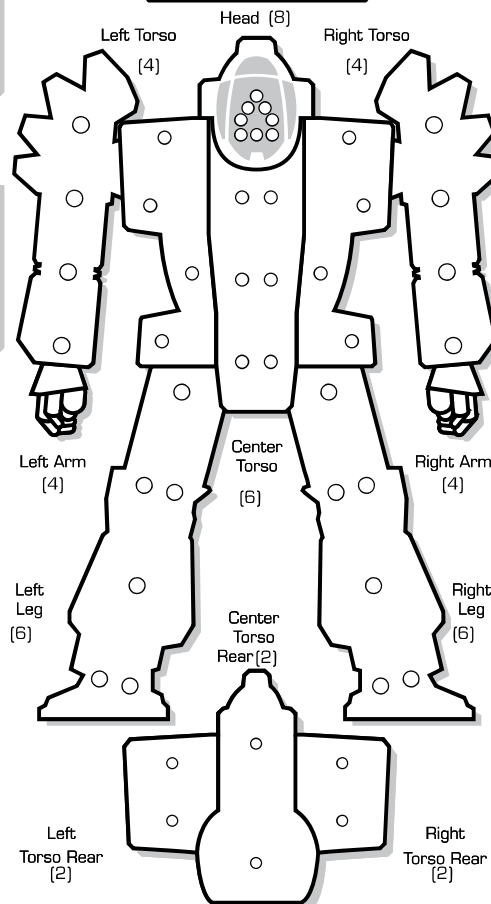
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Machine Gun
- Mounted Searchlight

Head

- Life Support
- Sensors
- Industrial Cockpit (adv. FCS)
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Small Laser
- Small Laser

Center Torso

- I.C.E.
- I.C.E.
- I.C.E.
- Gyro
- Gyro
- Gyro

Right Torso

- Machine Gun
- Machine Gun
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

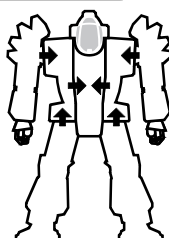
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- Gyro
- I.C.E.
- I.C.E.
- I.C.E.
- Ammo [Machine Gun] 100
- Roll Again

Right Torso

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

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



Damage Transfer Diagram

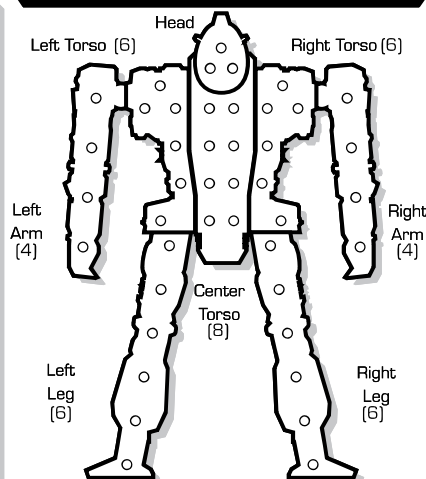
Left Leg

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Heat Level*	Effects	1 (1) 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	

BATTLETECH

'MECH RECORD SHEET

(Industrial)

'MECH DATA

Type: CattleMaster CTL-3R3 SecurityMech

Movement Points: Tonnage: 25
Walking: 4 Tech Base: Inner Sphere
Running: 6 Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	RT	2	1/MSI [M.C.S.]	6	7	14	21
2	Machine Gun	RA	0	2 [DB, AI]	—	1	2	3
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

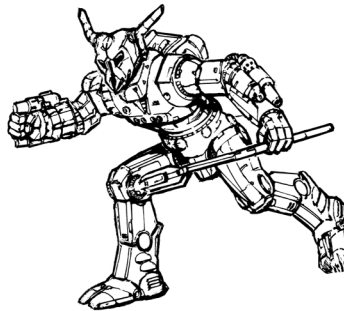
BV: 358

WARRIOR DATA

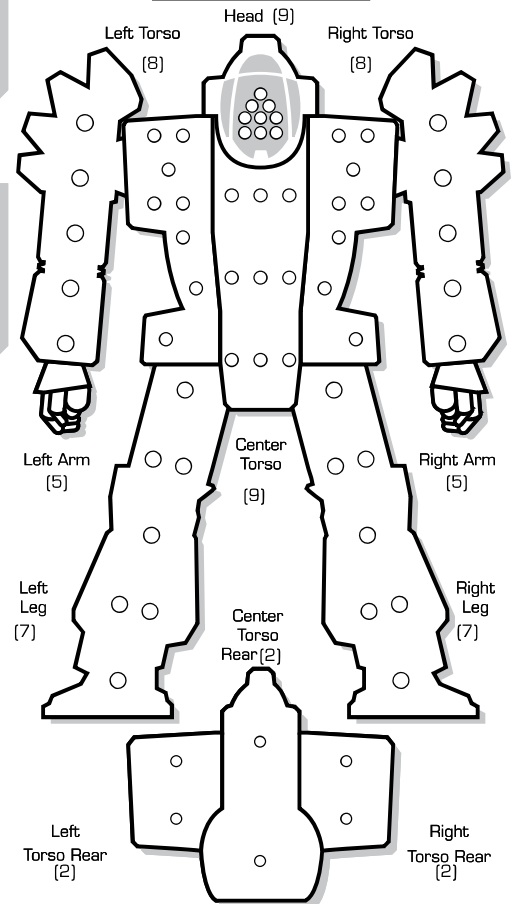
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Roll Again

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

Left Torso

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

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

Left Leg

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

Head

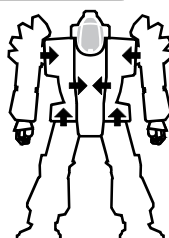
- Life Support
- Sensors
- Industrial Cockpit (adv. FCS)
- Roll Again
- Sensors
- Life Support

Center Torso

- Fuel Cell Engine
- Fuel Cell Engine
- Fuel Cell Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Fuel Cell Engine
- Fuel Cell Engine
- Fuel Cell Engine
- Ammo [Machine Gun] 100
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Machine Gun
- Machine Gun

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

Right Torso

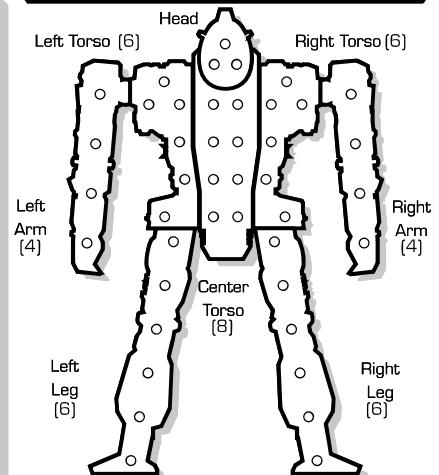
- LRM 5
- Ammo [LRM 5] 24
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	3 (3) 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	

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

(Industrial)

'MECH DATA

Type: Copper CPK-19 SecurityMech

Movement Points: Tonnage: 25
Walking: 4 Tech Base: Inner Sphere
Running: 6 Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Mounted Searchlight	RT	—	[E]	—	—	—	170
1	Mounted Searchlight	LT	—	[E]	—	—	—	170
2	Machine Gun	RA	0	2	—	1	2	3
				[DB, AI]				
2	Machine Gun	LA	0	2	—	1	2	3
				[DB, AI]				

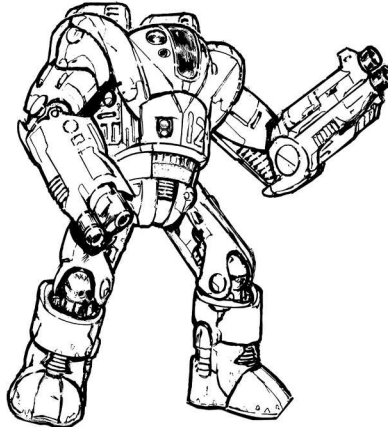
BV: 310

WARRIOR DATA

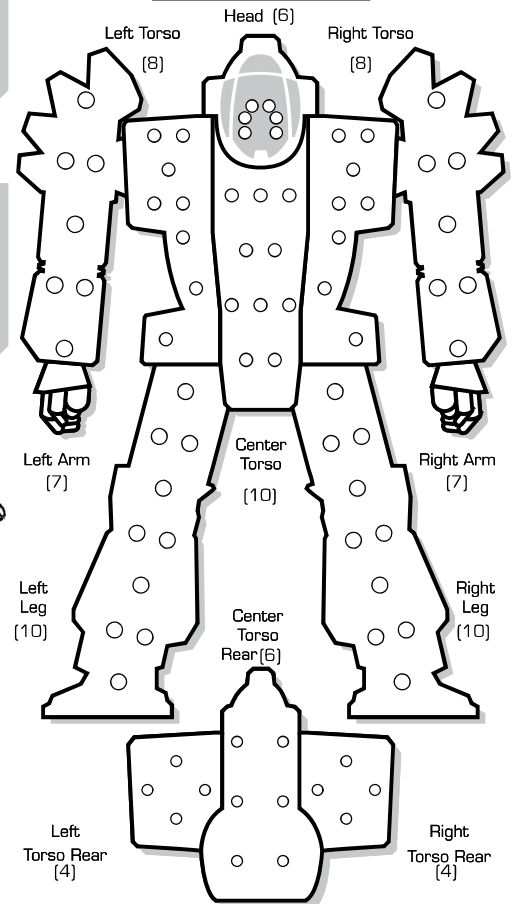
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Machine Gun
- Machine Gun
- Ammo [Machine Gun] 200

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

Head

- Life Support
- Sensors
- Industrial Cockpit (adv. FCS)
- Roll Again
- Sensors
- Life Support

Center Torso

- I.C.E.
- I.C.E.
- I.C.E.
- Gyro
- Gyro
- Gyro

- Gyro
- I.C.E.
- I.C.E.
- I.C.E.
- Roll Again
- Roll Again

Left Torso

- Mounted Searchlight
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Left Leg

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Machine Gun
- Machine Gun
- Ammo [Machine Gun] 200

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

Right Torso

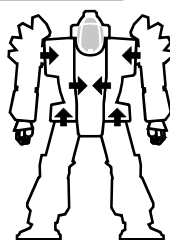
- Mounted Searchlight
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Right Leg

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

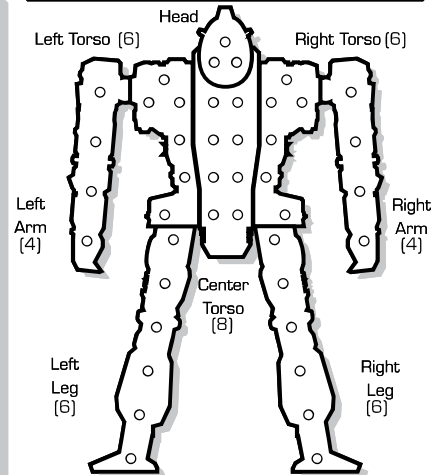
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Heat Level*	Effects	0 (0) 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	

BATTLETECH™

'MECH RECORD SHEET

(Industrial)

'MECH DATA

Type: Copper CPK-65 SecurityMech

Movement Points: Tonnage: 25
Walking: 4 Tech Base: Inner Sphere
Running: 6 Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Mounted Searchlight	RT	—	[E]	—	—	—	170
1	Mounted Searchlight	LT	—	[E]	—	—	—	170
2	Machine Gun	RA	0	2	—	1	2	3
				[DB, AI]				
1	SRM 2	LA	2	2/Msl	—	3	6	9
				[M, C, S]				

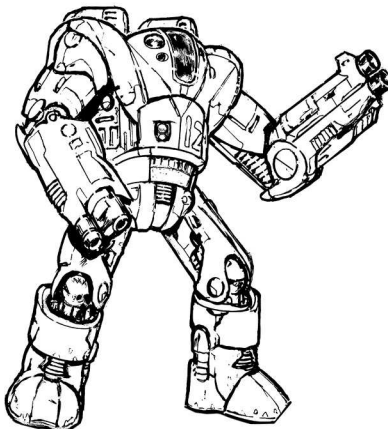
BV: 325

WARRIOR DATA

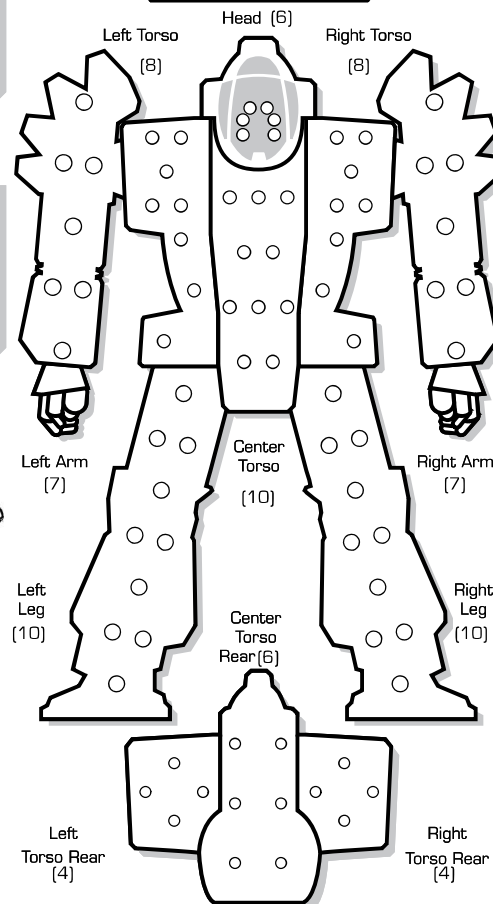
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- SRM 2
- Ammo (SRM 2) 50
- Roll Again

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

Left Torso

- Mounted Searchlight
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Left Leg

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

Head

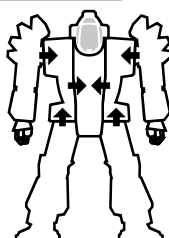
- Life Support
- Sensors
- Industrial Cockpit (adv. FCS)
- Roll Again
- Sensors
- Life Support

Center Torso

- Fuel Cell Engine
- Fuel Cell Engine
- Fuel Cell Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Fuel Cell Engine
- Fuel Cell Engine
- Fuel Cell Engine
- Roll Again
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Machine Gun
- Machine Gun
- Ammo [Machine Gun] 200

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

Right Torso

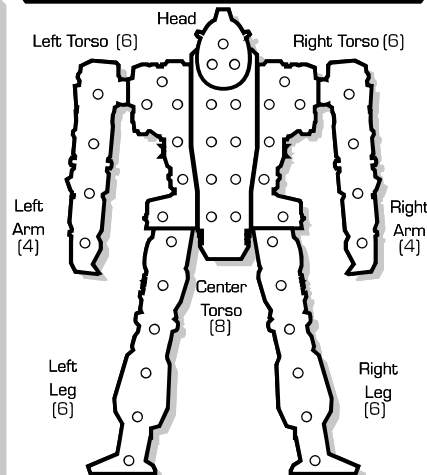
- Mounted Searchlight
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	3 (3) 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	

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

(Industrial)

'MECH DATA

Type: ForestryMech ED-X3

Movement Points: Tonnage: 25
Walking: 5 Tech Base: Inner Sphere
Running: 8 Era: Succession Wars

Weapons & Equipment Inventory (hexes)

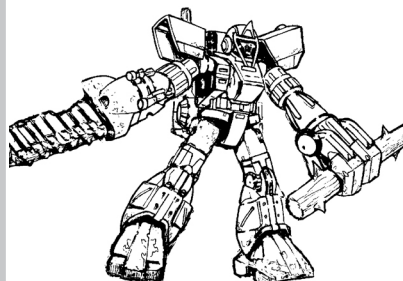
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Chainsaw	RA	—	5	—	—	—	—

WARRIOR DATA

Name: _____

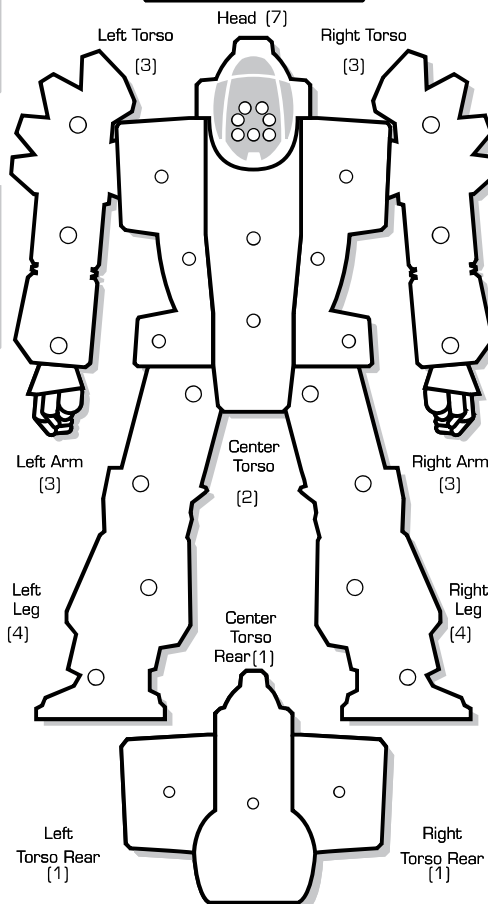
Gunnery Skill: _____ Piloting Skill: _____

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



BV: 202

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

4-6

Head

- Life Support
- Sensors
- Industrial Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- I.C.E.
- I.C.E.
- I.C.E.
- Gyro
- Gyro
- Gyro

1-3

4-6

Left Torso

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

1-3

4-6

Left Leg

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Chainsaw
- Chainsaw
- Chainsaw

1-3

4-6

Right Torso

- Chainsaw
- Chainsaw
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

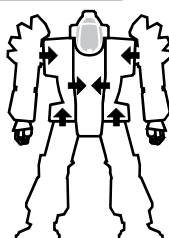
Right Leg

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

1-3

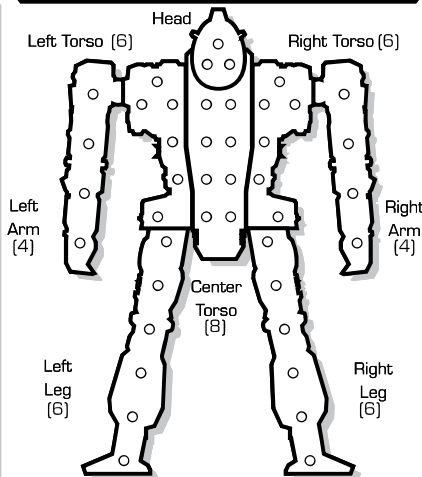
4-6

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	0 (0) 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	

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

(Industrial)

'MECH DATA

Type: Peacekeeper PK-6 SecurityMech

Movement Points: Tonnage: 25
Walking: 4 Tech Base: Inner Sphere
Running: 6 Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 2	RT	2	2/Msl [M.C.S.]	—	3	6	9
1	Mounted Searchlight	LT	—	[E]	—	—	—	170
2	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Machine Gun	LA	0	2 [DB, AI]	—	1	2	3

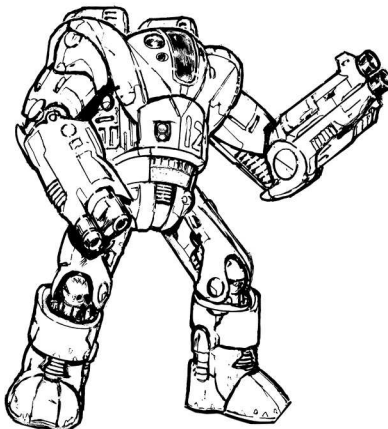
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WARRIOR DATA

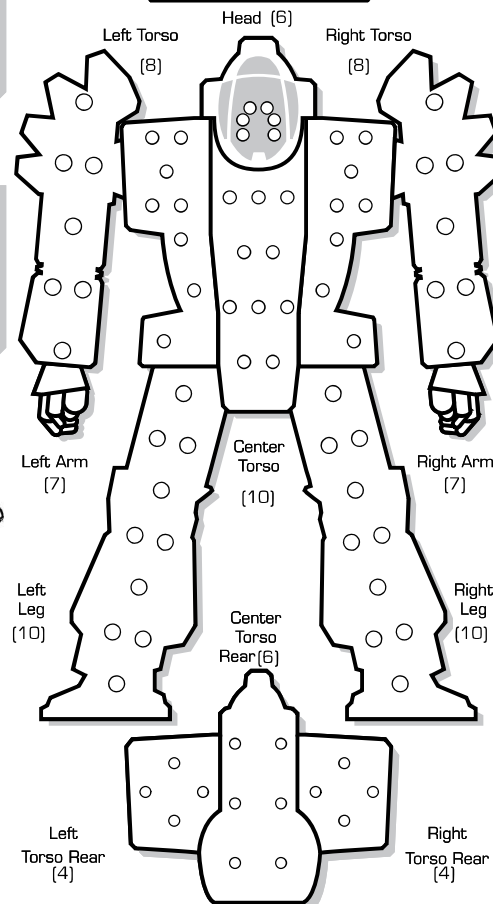
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Machine Gun
- Ammo (Machine Gun) 100
- Environmental Sealing

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

Left Torso

- Heat Sink
- Heat Sink
- Mounted Searchlight
- Environmental Sealing
- Roll Again
- Roll Again

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

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Environmental Sealing

Head

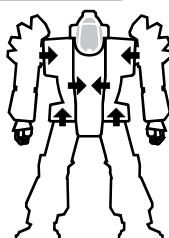
- Life Support
- Sensors
- Industrial Cockpit (adv. FCS)
- Environmental Sealing
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Heat Sink
- Environmental Sealing

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Laser
- Medium Laser
- Environmental Sealing

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

Right Torso

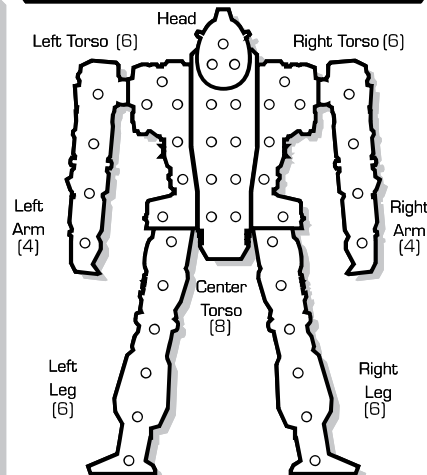
- Heat Sink
- SRM 2
- Ammo (SRM 2) 50
- Environmental Sealing
- Roll Again
- Roll Again

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

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Environmental Sealing

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Heat Level*	Effects	10 [10] 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	○

BATTLETECH

'MECH RECORD SHEET

(Industrial)

'MECH DATA

Type: Carbine CON-7 ConstructionMech

Movement Points: Tonnage: 30
Walking: 4 Tech Base: Inner Sphere
Running: 6 Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Backhoe	RA	—	6	—	—	—	—
1	Lift Hoist	LA	—	[E]	—	—	—	—

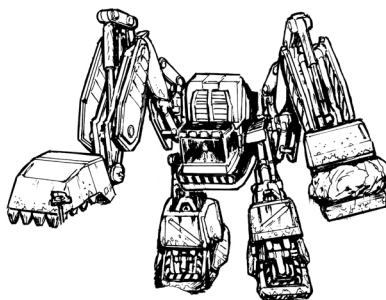
BV: 198

WARRIOR DATA

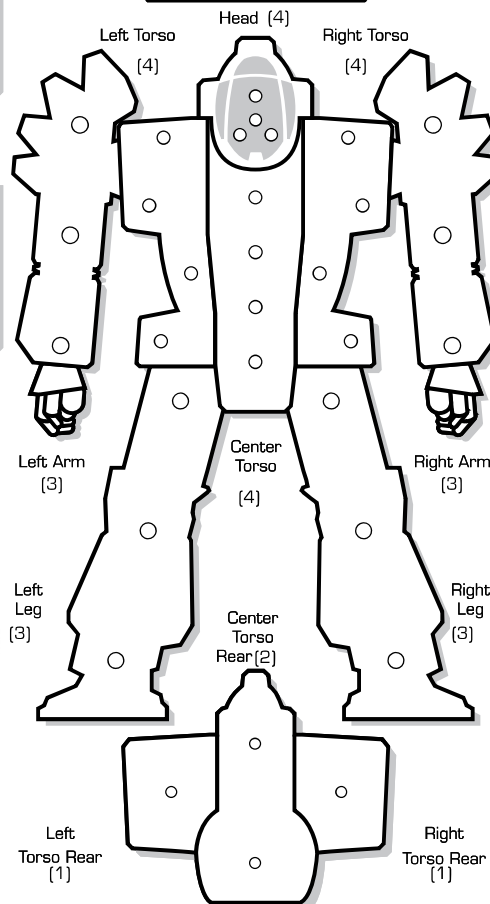
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Lift Hoist
- 1-3 Lift Hoist
- 1-3 Lift Hoist

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Left Torso

- Roll Again
- Roll Again
- Roll Again
- 1-3 Roll Again
- 1-3 Roll Again
- 1-3 Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Left Leg

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

Head

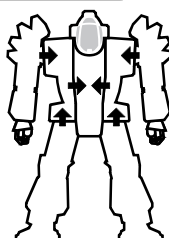
- Life Support
- Sensors
- Industrial Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- 1-3 I.C.E.
- 1-3 I.C.E.
- 1-3 I.C.E.
- 4-6 Gyro
- 4-6 Gyro
- 4-6 Gyro

- Gyro
- 4-6 I.C.E.
- 4-6 I.C.E.
- 4-6 I.C.E.
- 4-6 Roll Again
- 4-6 Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Backhoe
- 1-3 Backhoe
- 1-3 Backhoe

- Backhoe
- Backhoe
- Backhoe
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Right Torso

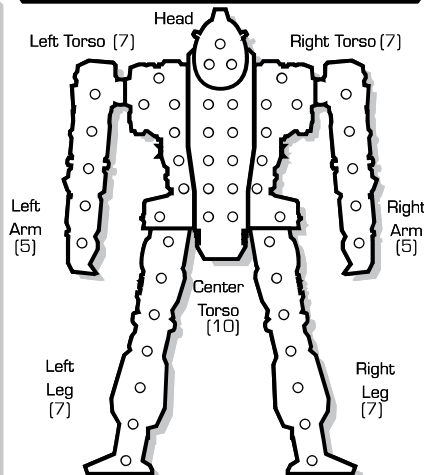
- Roll Again
- Roll Again
- Roll Again
- 1-3 Roll Again
- 1-3 Roll Again
- 1-3 Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	0 (0) 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	

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

(Industrial)

'MECH DATA

Type: Carbine CON-7M ConstructionMech MOD

Movement Points: Tonnage: 30
Walking: 4 Tech Base: Inner Sphere
Running: 6 Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rocket Launcher	15 CT	4	1/Msl [M,C]	—	4	9	15
2	Rocket Launcher	15 RT	4	1/Msl [M,C]	—	4	9	15
2	Rocket Launcher	15 LT	4	1/Msl [M,C]	—	4	9	15

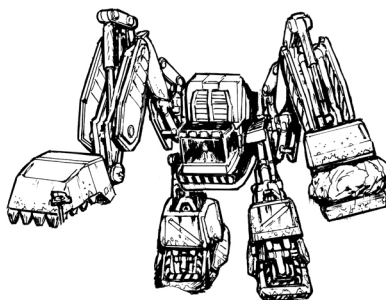
BV: 306

WARRIOR DATA

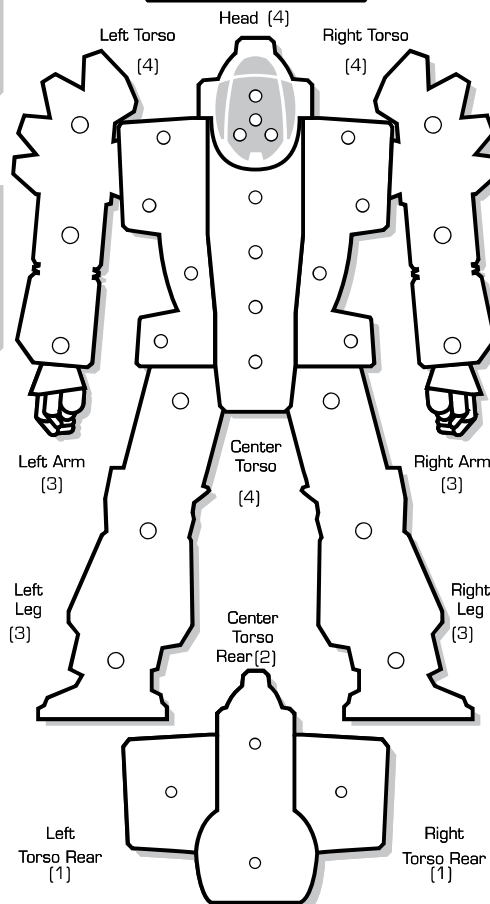
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Roll Again
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Industrial Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Roll Again
- Roll Again
- Roll Again

Center Torso

- I.C.E.
- I.C.E.
- I.C.E.
- 1-3 Gyro
- Gyro
- Gyro

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

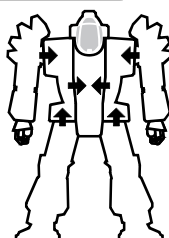
- Rocket Launcher 15
- Rocket Launcher 15
- 1-3 Rocket Launcher 15
- Rocket Launcher 15
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Torso

- Rocket Launcher 15
- Rocket Launcher 15
- 1-3 Rocket Launcher 15
- Rocket Launcher 15
- Roll Again
- Roll Again

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



Damage Transfer Diagram

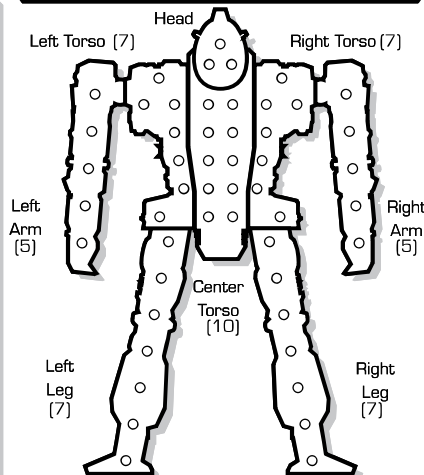
Left Leg

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Heat Level*	Effects	3 (3) 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	

BATTLETECH

'MECH RECORD SHEET

(Industrial)

'MECH DATA

Type: Carbine CON-8 ConstructionMech

Movement Points: Tonnage: 30
Walking: 4 Tech Base: Inner Sphere
Running: 6 Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Extended Fuel Tank (1 ton)	CT	—	[E]	—	—	—	—
1	Backhoe	RA	—	6	—	—	—	—
1	Lift Hoist	LA	—	[E]	—	—	—	—

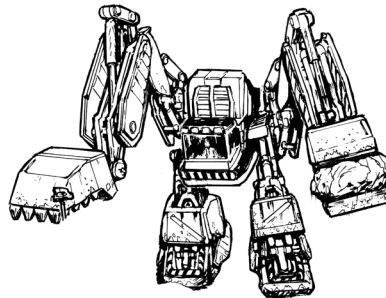
BV: 185

WARRIOR DATA

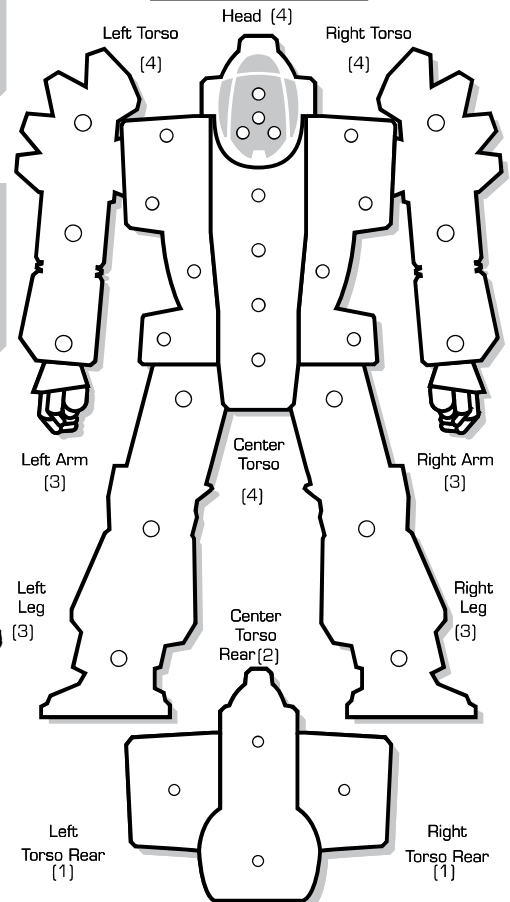
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Lift Hoist
- 5 Lift Hoist
- 6 Lift Hoist

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer
- 1-3 Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

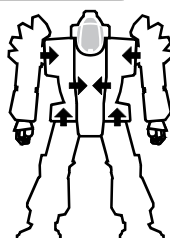
- Life Support
- Sensors
- Industrial Cockpit
- 4 Roll Again
- Sensors
- 6 Life Support

Center Torso

- 1 I.C.E.
- 2 I.C.E.
- 3 I.C.E.
- 1-3 4 Gyro
- 5 Gyro
- 6 Gyro

- Gyro
- 2 I.C.E.
- 3 I.C.E.
- 4-6 I.C.E.
- 5 Extended Fuel Tank (1 ton)
- 6 Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Backhoe
- 5 Backhoe
- 6 Backhoe

- Backhoe
- Backhoe
- Backhoe
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Torso

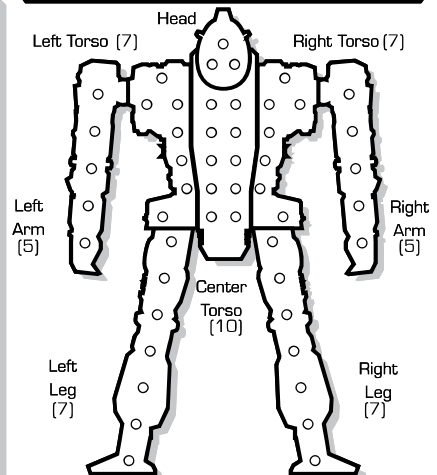
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer
- 1-3 Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	0 (0) 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	

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

(Industrial)

'MECH DATA

Type: Carbine CON-8H HaulerMech

Movement Points: Tonnage: 30
Walking: 4 Tech Base: Inner Sphere
Running: 6 Era: Civil War

Weapons & Equipment Inventory (hexes)

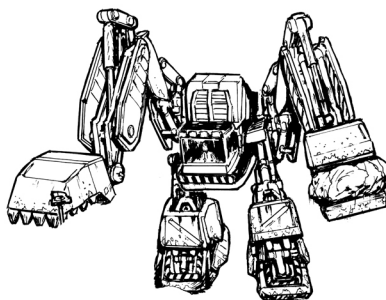
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Extended Fuel Tank (1 ton)	CT	—	[E]	—	—	—	—
1	Cargo (1 ton)	RT	—	[E]	—	—	—	—
1	Cargo (1 ton)	LT	—	[E]	—	—	—	—
1	Lift Hoist	RA	—	[E]	—	—	—	—
1	Lift Hoist	LA	—	[E]	—	—	—	—

WARRIOR DATA

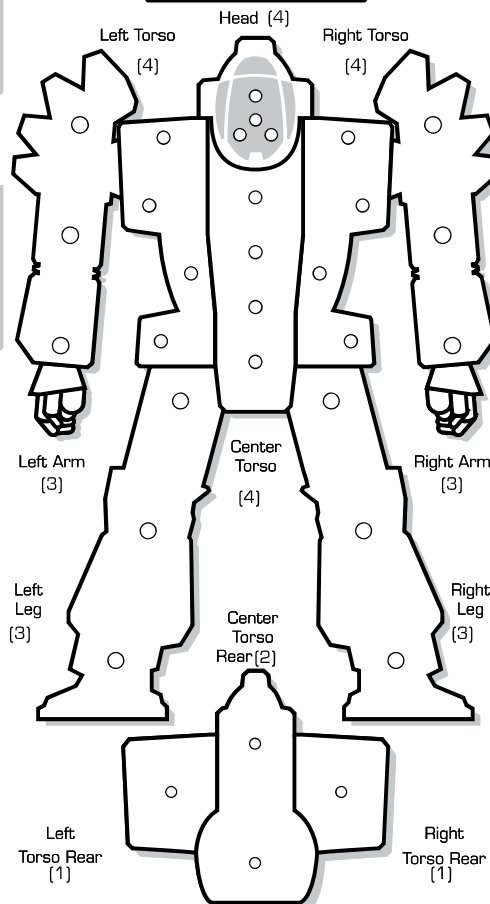
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



BV: 177

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Lift Hoist
- 5 Lift Hoist
- 6 Lift Hoist

Head

- Life Support
- Sensors
- Industrial Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Lift Hoist
- 5 Lift Hoist
- 6 Lift Hoist

Center Torso

1. I.C.E.
2. I.C.E.
3. I.C.E.
4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. I.C.E.
3. I.C.E.
4. I.C.E.
5. Extended Fuel Tank (1 ton)
6. Roll Again

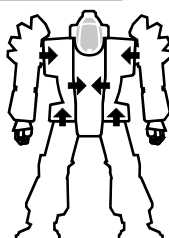
Left Torso

- Cargo (1 ton)
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer
1. Triple-Strength Myomer
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

- Cargo (1 ton)
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer
1. Triple-Strength Myomer
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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



Damage Transfer Diagram

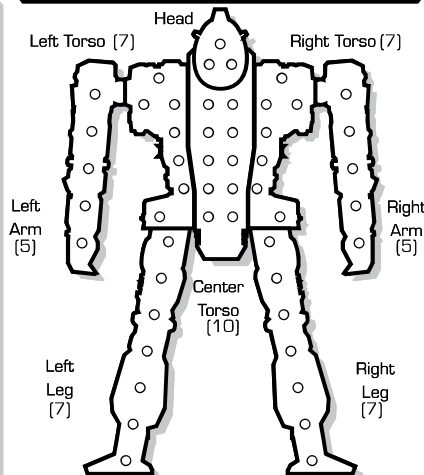
Left Leg

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Heat Level*	Effects	0 (0) 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	

BATTLETECH

'MECH RECORD SHEET

(Industrial)

'MECH DATA

Type: Carbine CON-9 ConstructionMech

Movement Points: Tonnage: 30
Walking: 4 Tech Base: Inner Sphere
Running: 6 Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Backhoe	RA	—	6	—	—	—	—
1	Lift Hoist	LA	—	[E]	—	—	—	—

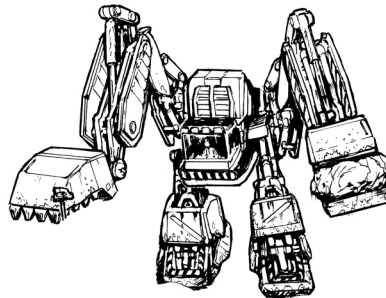
BV: 246

WARRIOR DATA

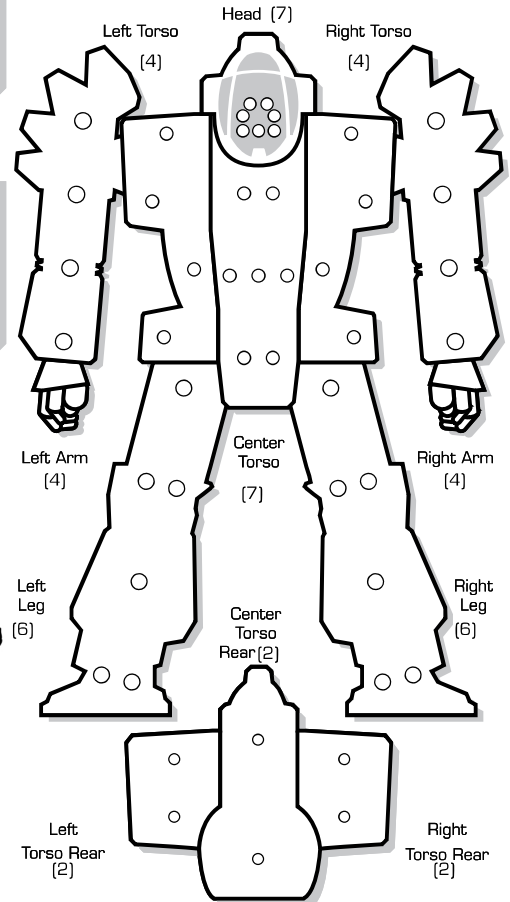
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Lift Hoist
- 1-3 Lift Hoist
- 1-3 Lift Hoist

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Left Torso

- Roll Again
- Roll Again
- Roll Again
- 1-3 Roll Again
- 1-3 Roll Again
- 1-3 Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Left Leg

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

Head

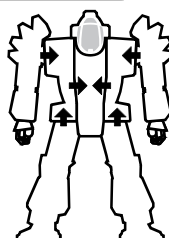
- Life Support
- Sensors
- Industrial Cockpit
- Roll Again
5. Sensors
6. Life Support

Center Torso

1. I.C.E.
2. I.C.E.
3. I.C.E.
- 1-3 4. Gyro
- 1-3 5. Gyro
- 1-3 6. Gyro

1. Gyro
2. I.C.E.
3. I.C.E.
- 4-6 4. I.C.E.
- 4-6 5. Roll Again
- 4-6 6. Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Backhoe
- 1-3 Backhoe
- 1-3 Backhoe

- Backhoe
- Backhoe
- Backhoe
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Right Torso

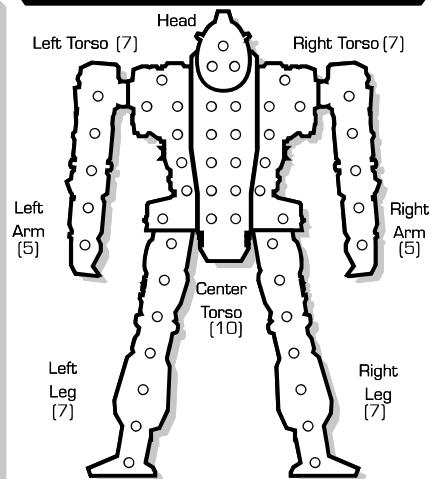
- Roll Again
- Roll Again
- Roll Again
- 1-3 Roll Again
- 1-3 Roll Again
- 1-3 Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	0 (0) 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	

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

(Industrial)

'MECH DATA

Type: Carbine CON-9M ConstructionMech MOD

Movement Points: Tonnage: 30
Walking: 3 Tech Base: Inner Sphere
Running: 5 Era: Jihad

Weapons & Equipment Inventory (hexes)

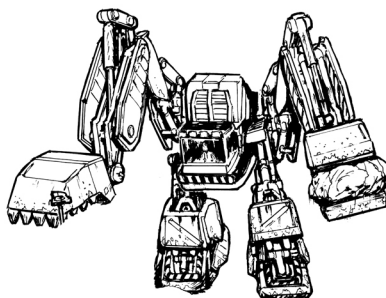
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	CT	4	1/Msl [M.C.S.]	6	7	14	21
2	Machine Gun	RA	0	2 [DB, AI]	—	1	2	3
1	Lift Hoist	LA	—	[E]	—	—	—	—

WARRIOR DATA

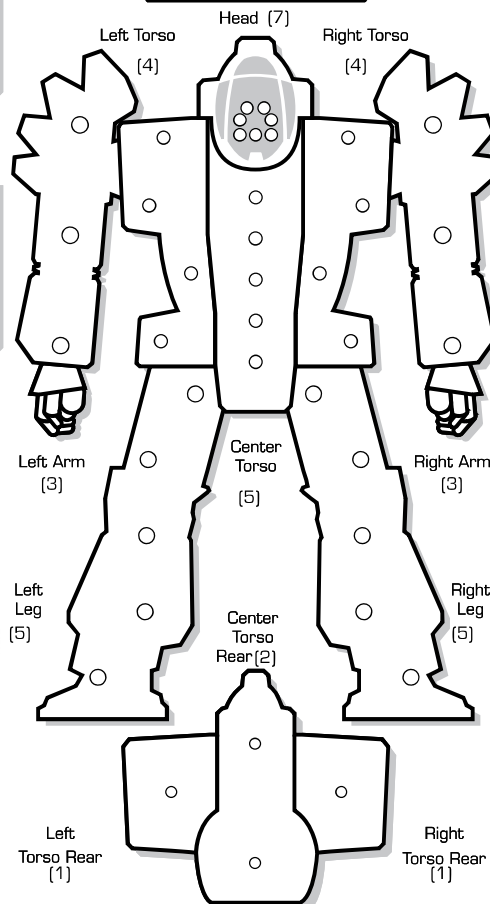
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



BV: 289

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Lift Hoist
- 5 Lift Hoist
- 6 Lift Hoist

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

- Roll Again
- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

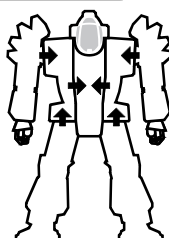
- Life Support
- Sensors
- Industrial Cockpit (adv. FCS)
- Roll Again
- Sensors
- Life Support

Center Torso

- I.C.E.
- I.C.E.
- I.C.E.
- 1-3 Gyro
- Gyro
- Gyro

- Gyro
- I.C.E.
- I.C.E.
- 4-6 I.C.E.
- LRM 10
- LRM 10

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Machine Gun
- Machine Gun
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Torso

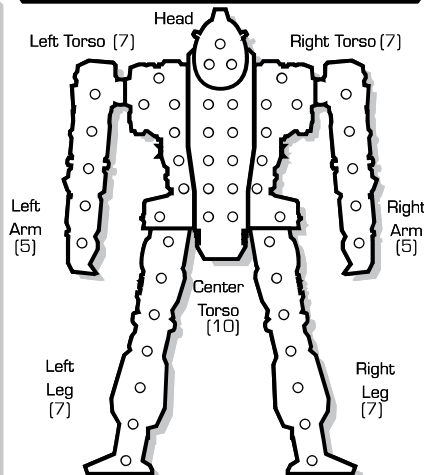
- Ammo (LRM 10) 12
- Ammo (Machine Gun) 100
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again

- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	1 (1) 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	

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

(Industrial)

'MECH DATA

Type: Carbine CON-9M-B ConstructionMech MOD

Movement Points: Tonnage: 30
Walking: 4 Tech Base: Inner Sphere
Running: 6 Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LAC/5	RA	1	5 [DB,S]	-	5	10	15

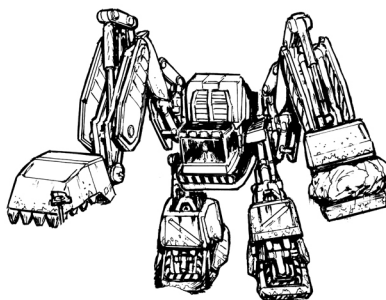
BV: 293

WARRIOR DATA

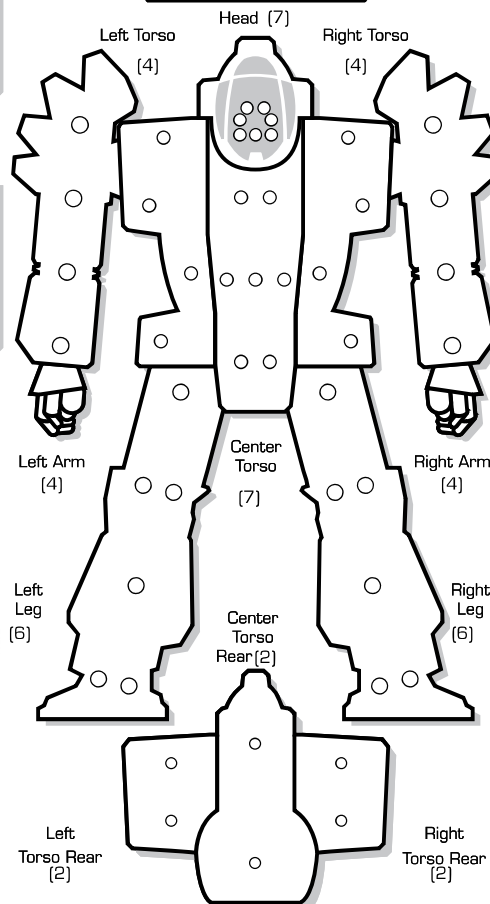
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

1-3

4-6

Left Torso

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

1-3

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Industrial Cockpit (adv. FCS)
- Roll Again
- Sensors
- Life Support

1-3

Center Torso

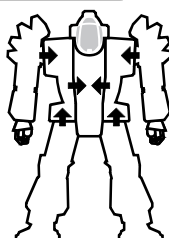
- I.C.E.
- I.C.E.
- I.C.E.
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- I.C.E.
- I.C.E.
- I.C.E.
- Roll Again
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LAC/5
- LAC/5
- Ammo [LAC/5] 20

1-3

4-6

- Ammo [LAC/5] 20
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

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

1-3

4-6

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

4-6

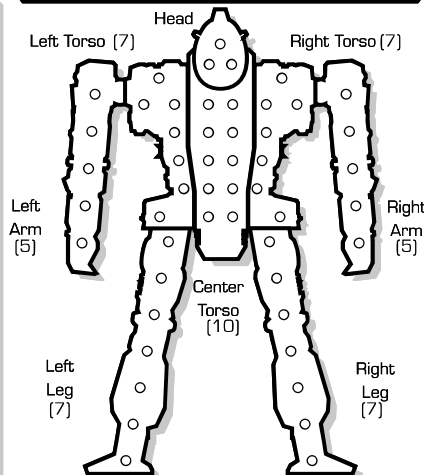
Right Leg

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

1-3

4-6

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	1 (1) 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	

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

(Industrial)

'MECH DATA

Type: Crosscut ED-X1 LoggerMech

Movement Points: Tonnage: 30
Walking: 5 Tech Base: Inner Sphere
Running: 8 Era: Star League

Weapons & Equipment Inventory (hexes)

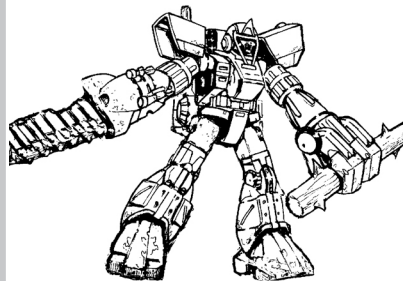
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Cargo (1.5 tons)	CT	—	[E]	—	—	—	—
1	Lift Hoist(R)	RT	—	[E]	—	—	—	—
1	Chainsaw	RA	—	5	—	—	—	—

WARRIOR DATA

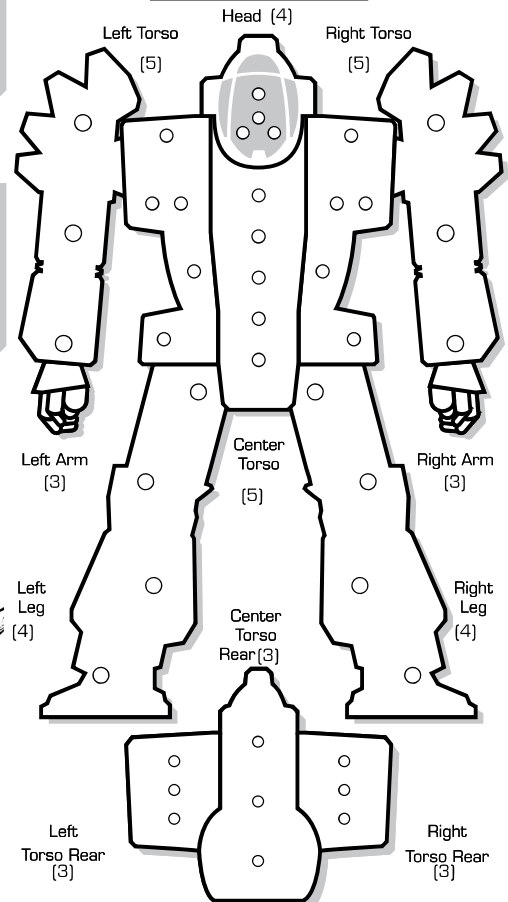
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



BV: 251

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

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

Left Torso

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

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

Left Leg

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

Head

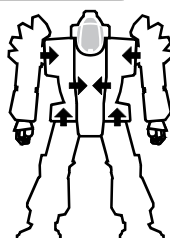
- Life Support
- Sensors
- Industrial Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Cargo (1.5 tons)
- Cargo (1.5 tons)

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Chainsaw
- Chainsaw
- Chainsaw

- Chainsaw
- Chainsaw
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

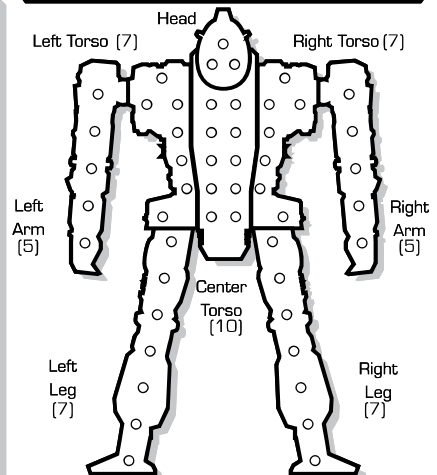
- Lift Hoist (R)
- Lift Hoist (R)
- Lift Hoist (R)
- Roll Again
- Roll Again
- Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 [10] 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	○

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

(Industrial)

'MECH DATA

Type: Crosscut ED-X2M LoggerMech MOD

Movement Points: Tonnage: 30
Walking: 3 Tech Base: Inner Sphere
Running: 5 Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Cargo (0.5 tons)	CT	—	[E]	—	—	—	—
1	Cargo (1 ton)	CT	—	[E]	—	—	—	—
1	Chainsaw	RA	—	5	—	—	—	—
1	Vehicle Flamer	LA	3	2	—	1	2	3
				[DE,H,AI]				

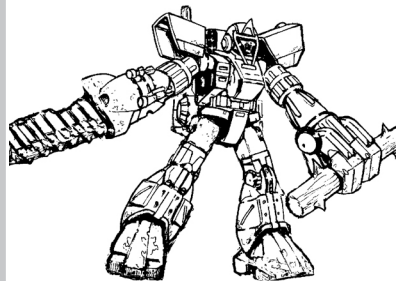
BV: 248

WARRIOR DATA

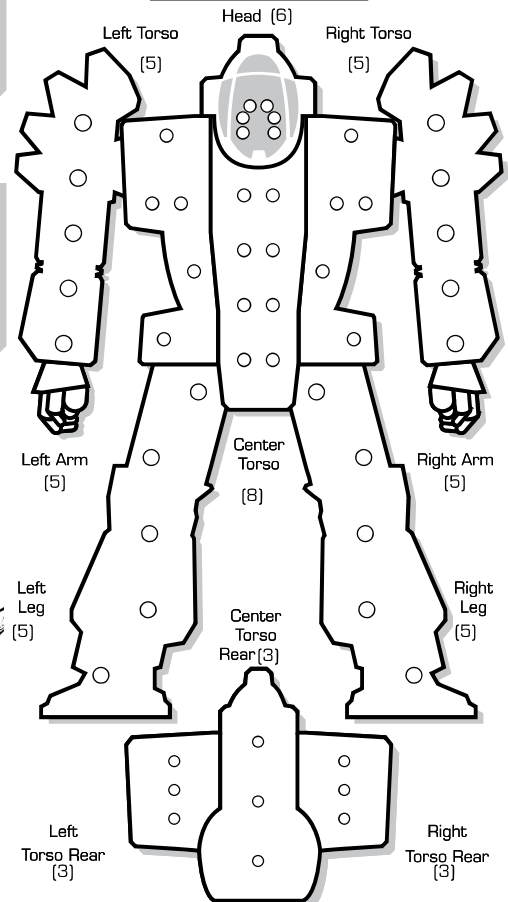
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Vehicle Flamer
- Ammo (Flamer) 20
- Roll Again

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

Left Torso

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

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

Left Leg

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

Head

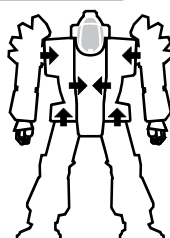
- Life Support
- Sensors
- Industrial Cockpit (adv. FCS)
- Roll Again
- Sensors
- Life Support

Center Torso

- I.C.E.
- I.C.E.
- I.C.E.
- Gyro
- Gyro
- Gyro

- Gyro
- I.C.E.
- I.C.E.
- I.C.E.
- Cargo (1 ton)
- Cargo (0.5 tons)

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Chainsaw
- Chainsaw
- Chainsaw

- Chainsaw
- Chainsaw
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

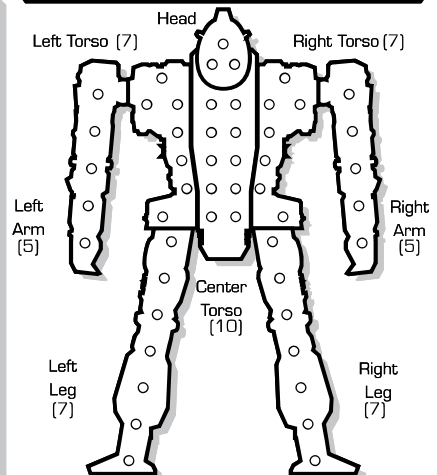
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	1 (1) 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	

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

(Industrial)

'MECH DATA

Type: Crosscut ED-X4 LoggerMech

Movement Points: Tonnage: 30
Walking: 3 Tech Base: Inner Sphere
Running: 5 Era: Succession Wars

Weapons & Equipment Inventory (hexes)

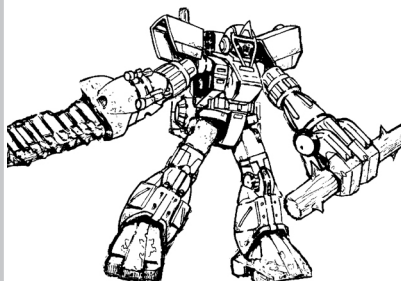
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Cargo (2 tons)	CT	—	[E]	—	—	—	—
1	Lift Hoist(R)	RT	—	[E]	—	—	—	—
1	Chainsaw	RA	—	5	—	—	—	—

WARRIOR DATA

Name: _____

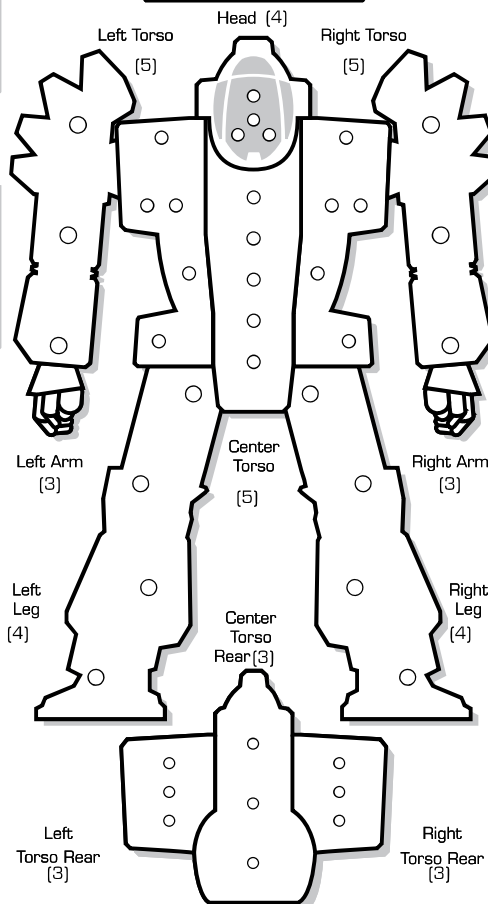
Gunnery Skill: _____ Piloting Skill: _____

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



BV: 223

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Industrial Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Chainsaw
- Chainsaw
- Chainsaw

Center Torso

- I.C.E.
- I.C.E.
- I.C.E.
- Gyro
- Gyro
- Gyro

Right Torso

- Chainsaw
- Chainsaw
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

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

- Gyro
- I.C.E.
- I.C.E.
- I.C.E.
- Cargo (2 tons)
- Cargo (2 tons)

Right Torso

- Lift Hoist (R)
- Lift Hoist (R)
- Lift Hoist (R)
- Roll Again
- Roll Again
- Roll Again

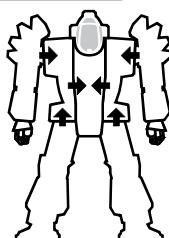
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Left Leg

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

Right Leg

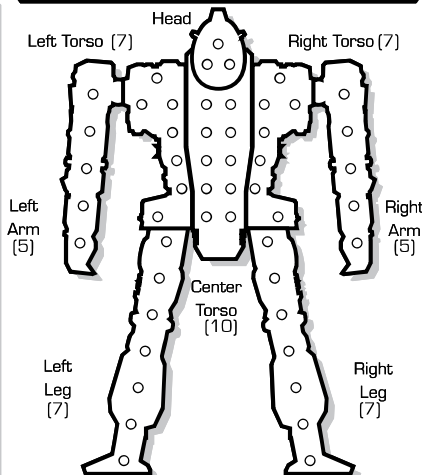
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Heat Level*	Effects	0 (0) 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	

BATTLETECH

'MECH RECORD SHEET

(Industrial)

'MECH DATA

Type: Crosscut ED-X4B DemolitionMech

Movement Points: Tonnage: 30
Walking: 3 Tech Base: Inner Sphere
Running: 5 Era: Succession Wars

Weapons & Equipment Inventory (hexes)

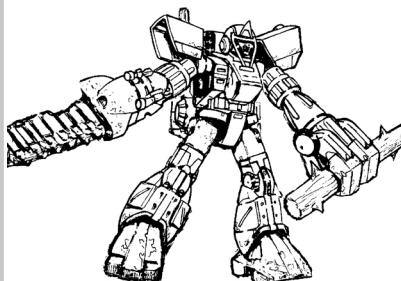
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Lift Hoist(R)	RT	—	[E]	—	—	—	—
1	Cargo (3 tons)	LT	—	[E]	—	—	—	—
1	Wrecking Ball	RA	—	8	—	—	—	—

WARRIOR DATA

Name: _____

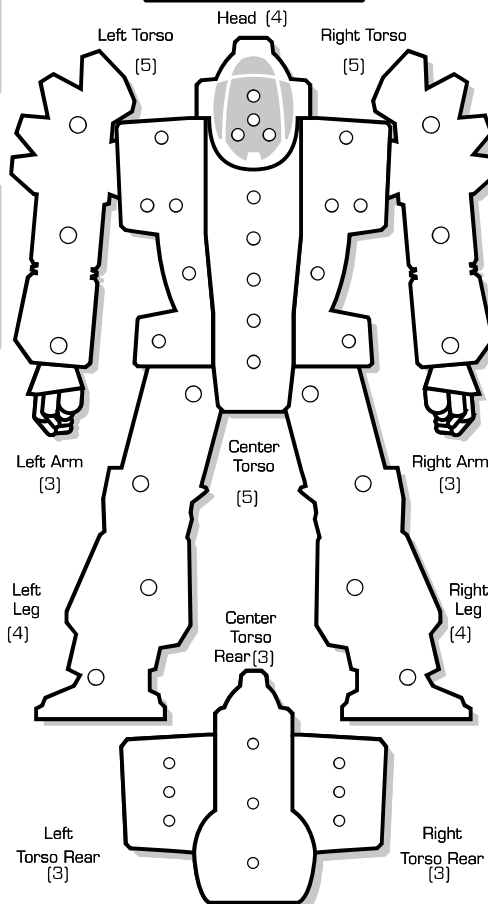
Gunnery Skill: _____ Piloting Skill: _____

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



BV: 224

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Industrial Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Wrecking Ball
- Wrecking Ball
- Wrecking Ball

Center Torso

- I.C.E.
- I.C.E.
- I.C.E.
- Gyro
- Gyro
- Gyro

Right Torso

- Wrecking Ball
- Wrecking Ball
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Cargo (3 tons)
- Cargo (3 tons)
- Cargo (3 tons)
- Roll Again
- Roll Again
- Roll Again

- Gyro
- I.C.E.
- I.C.E.
- I.C.E.
- Roll Again
- Roll Again

Right Torso

- Lift Hoist (R)
- Lift Hoist (R)
- Lift Hoist (R)
- Roll Again
- Roll Again
- Roll Again

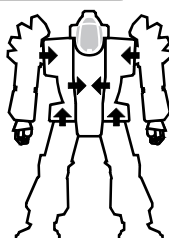
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Left Leg

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

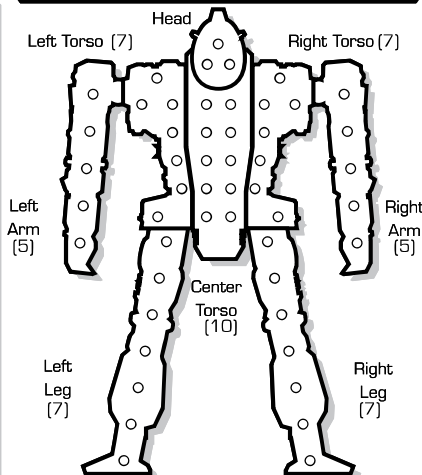
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	0 (0) 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	

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

(Industrial)

'MECH DATA

Type: Crosscut ED-X4D DemolitionMech

Movement Points: Tonnage: 30
Walking: 3 Tech Base: Inner Sphere
Running: 5 Era: Succession Wars

Weapons & Equipment Inventory (hexes)

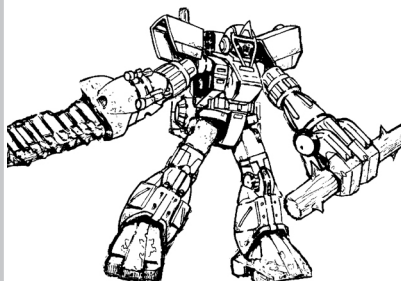
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Lift Hoist(R)	RT	—	[E]	—	—	—	—
1	Dual Saw	RA	—	7	—	—	—	—

WARRIOR DATA

Name: _____

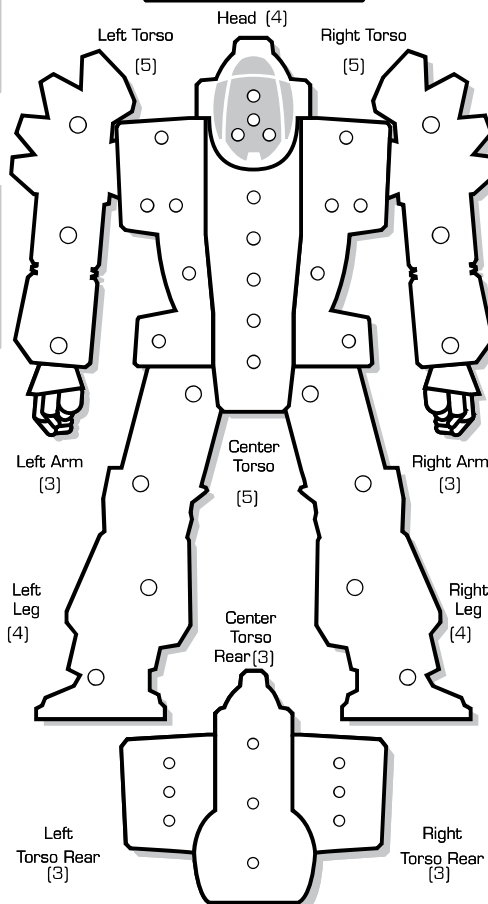
Gunnery Skill: _____ Piloting Skill: _____

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



BV: 225

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

Head

- Life Support
- Sensors
- Industrial Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Dual Saw
- Dual Saw
- Dual Saw

Center Torso

- I.C.E.
- I.C.E.
- I.C.E.
- Gyro
- Gyro
- Gyro

Right Arm

- Dual Saw
- Dual Saw
- Dual Saw
- Dual Saw
- Roll Again
- Roll Again

Left Torso

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

- Gyro
- I.C.E.
- I.C.E.
- I.C.E.
- Roll Again
- Roll Again

Right Torso

- Lift Hoist (R)
- Lift Hoist (R)
- Lift Hoist (R)
- Roll Again
- Roll Again
- Roll Again

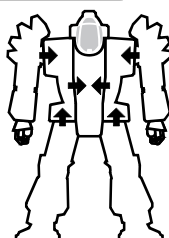
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Left Leg

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

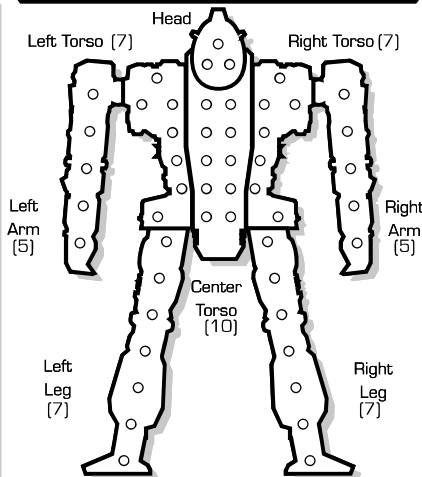
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	0 (0) 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	

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

(Industrial)

'MECH DATA

Type: Crosscut ED-X4M LoggerMech MOD

Movement Points: Tonnage: 30
Walking: 3 Tech Base: Inner Sphere
Running: 5 Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Lift Hoist(R)	RT	3	[E]	—	—	—	—
4	Rocket Launcher 10	RA	3	1/2 Msl [M,C]	—	5	11	18
4	Rocket Launcher 10	LA	3	1/2 Msl [M,C]	—	5	11	18

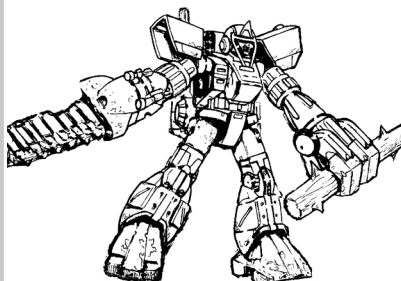
BV: 430

WARRIOR DATA

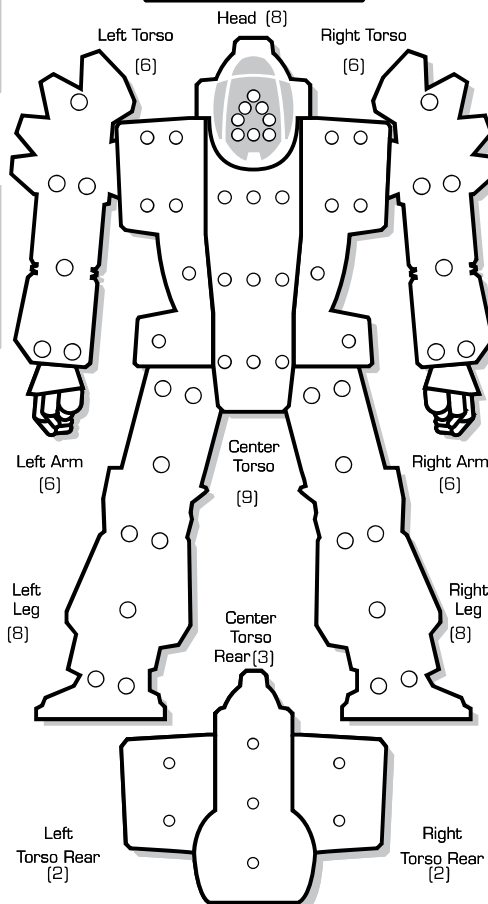
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Rocket Launcher 10
- Rocket Launcher 10
- Rocket Launcher 10
- Rocket Launcher 10

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

Left Torso

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

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

Left Leg

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

Head

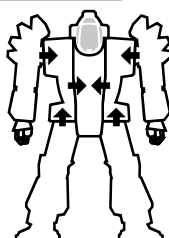
- Life Support
- Sensors
- Industrial Cockpit (adv. FCS)
- Roll Again
- Sensors
- Life Support

Center Torso

- I.C.E.
- I.C.E.
- I.C.E.
- Gyro
- Gyro
- Gyro

- Gyro
- I.C.E.
- I.C.E.
- I.C.E.
- Roll Again
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Rocket Launcher 10
- Rocket Launcher 10
- Rocket Launcher 10
- Rocket Launcher 10

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

Right Torso

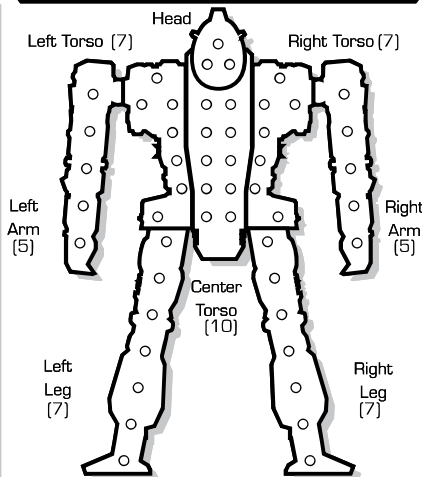
- Lift Hoist (R)
- Lift Hoist (R)
- Lift Hoist (R)
- Roll Again
- Roll Again
- Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	3 (3) 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	

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

(Industrial)

'MECH DATA

Type: Crosscut ED-X4X LoggerMech

Movement Points: Tonnage: 30
Walking: 3 Tech Base: Inner Sphere
Running: 5 Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Chainsaw	RA	—	5	—	—	—	—
1	Chainsaw	LA	—	5	—	—	—	—

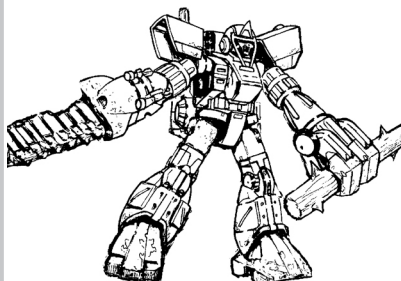
BV: 230

WARRIOR DATA

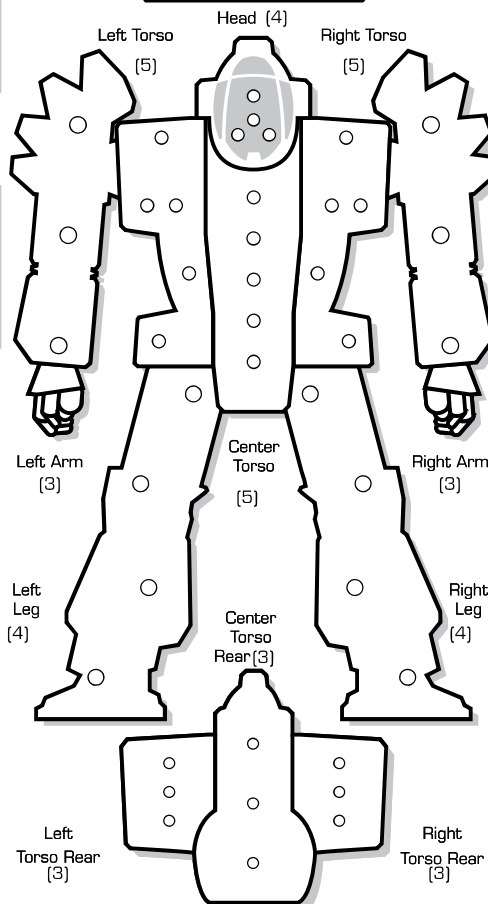
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Chainsaw
- Chainsaw
- Chainsaw

Head

- Life Support
- Sensors
- Industrial Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Chainsaw
- Chainsaw
- Chainsaw

Center Torso

1. I.C.E.
2. I.C.E.
3. I.C.E.
4. Gyro
5. Gyro
6. Gyro

Left Torso

- Chainsaw
- Chainsaw
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

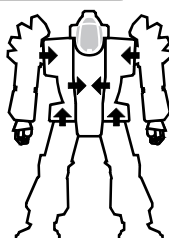
- Chainsaw
- Chainsaw
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Torso

- Roll Again
- Roll Again
- Roll Again
- 1-3 Roll Again
- Roll Again
- Roll Again

- Gyro
2. I.C.E.
3. I.C.E.
4. I.C.E.
5. Roll Again
6. Roll Again

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



Damage Transfer Diagram

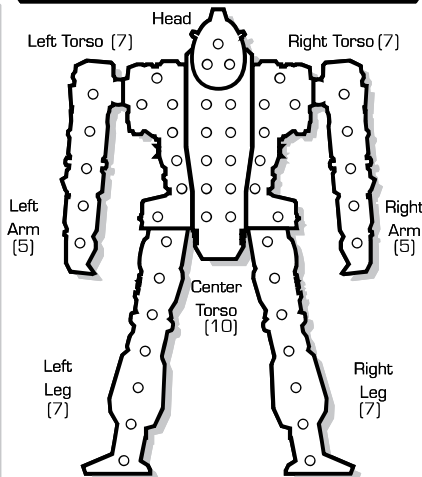
Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	0 (0) 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	

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

(Industrial)

'MECH DATA

Type: Crosscut ED-X5M LoggerMech MOD

Movement Points: Tonnage: 30
Walking: 3 Tech Base: Inner Sphere
Running: 5 Era: Jihad

Weapons & Equipment Inventory (hexes)

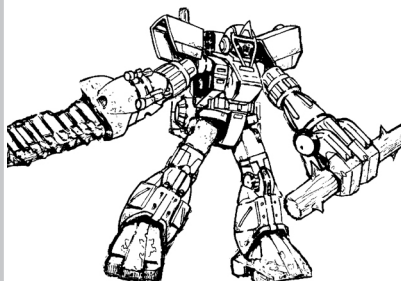
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Chainsaw	RA	1	5	4	8	16	24
1	AC/2	LA	1	2				
				[DB,S]				

WARRIOR DATA

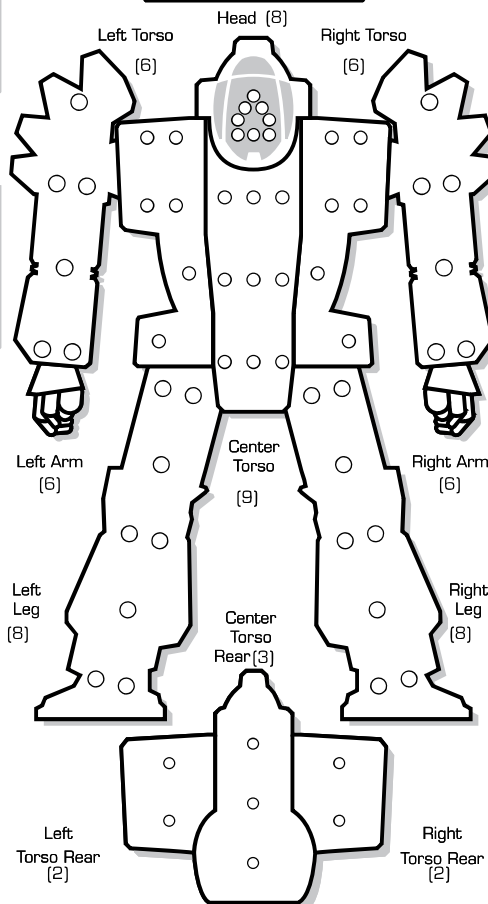
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



BV: 317

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- AC/2
- Ammo (AC/2) 45
- Roll Again

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

Left Torso

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

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

Left Leg

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

Head

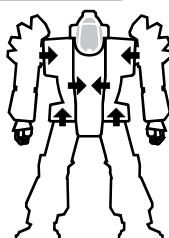
- Life Support
- Sensors
- Industrial Cockpit (adv. FCS)
- Roll Again
- Sensors
- Life Support

Center Torso

- Fuel Cell Engine
- Fuel Cell Engine
- Fuel Cell Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Fuel Cell Engine
- Fuel Cell Engine
- Fuel Cell Engine
- Roll Again
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Chainsaw
- Chainsaw
- Chainsaw

- Chainsaw
- Chainsaw
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

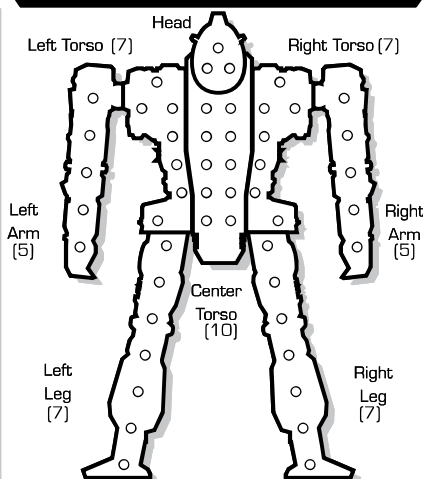
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	1 (1) 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	

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

(Industrial)

'MECH DATA

Type: Crosscut ED-X5M-B DemolitionMech MOD

Movement Points: Tonnage: 30
Walking: 3 Tech Base: Inner Sphere
Running: 5 Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Dual Saw	RA	—	7	—	—	—	—
1	Snub-Nose PPC	LA	10	10/8/5 [DE.V]	—	9	13	15

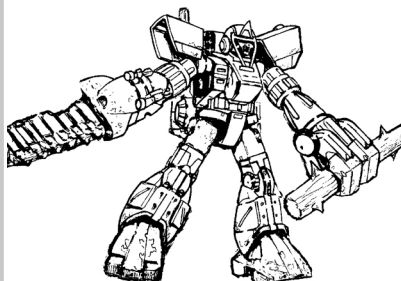
BV: 460

WARRIOR DATA

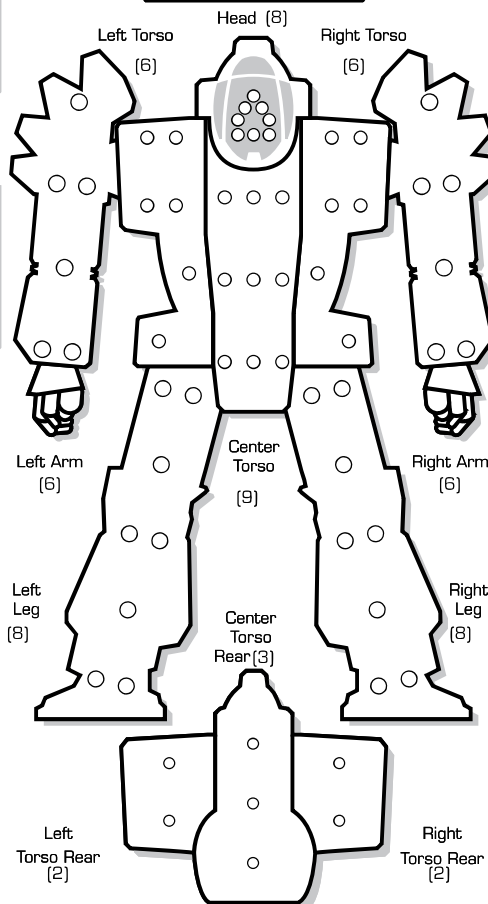
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Heat Sink
- Snub-Nose PPC
- Snub-Nose PPC

Head

- Life Support
- Sensors
- Industrial Cockpit (adv. FCS)
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Dual Saw
- Dual Saw
- Dual Saw

Center Torso

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

Right Torso

- Dual Saw
- Dual Saw
- Dual Saw
- Dual Saw
- Roll Again
- Roll Again

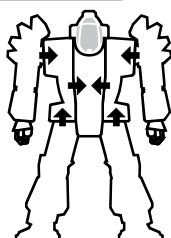
Left Torso

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

Right Torso

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

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



Damage Transfer Diagram

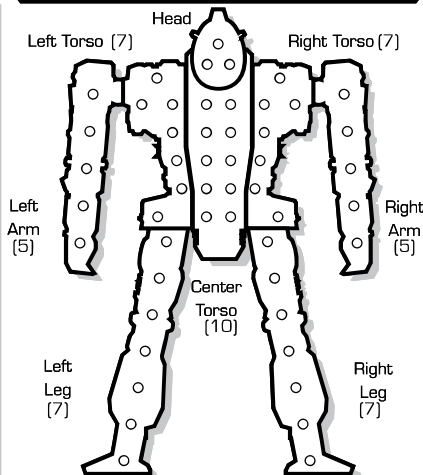
Left Leg

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 [10] 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	○

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

(Industrial)

'MECH DATA

Type: Harvester HVR-99 AgroMech

Movement Points: Tonnage: 30
Walking: 4 Tech Base: Inner Sphere
Running: 6 Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Cargo (0.5 tons)	CT	—	[E]	—	—	—	—
1	Lift Hoist	RA	—	[E]	—	—	—	—
1	Combine	LA	—	3	—	—	—	—

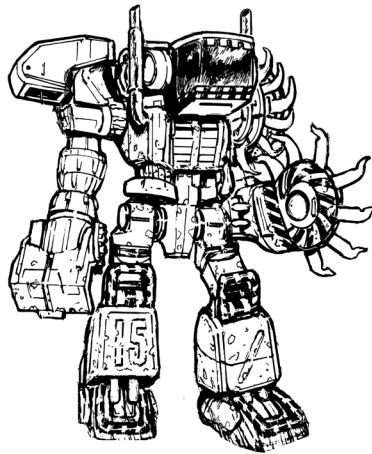
BV: 339

WARRIOR DATA

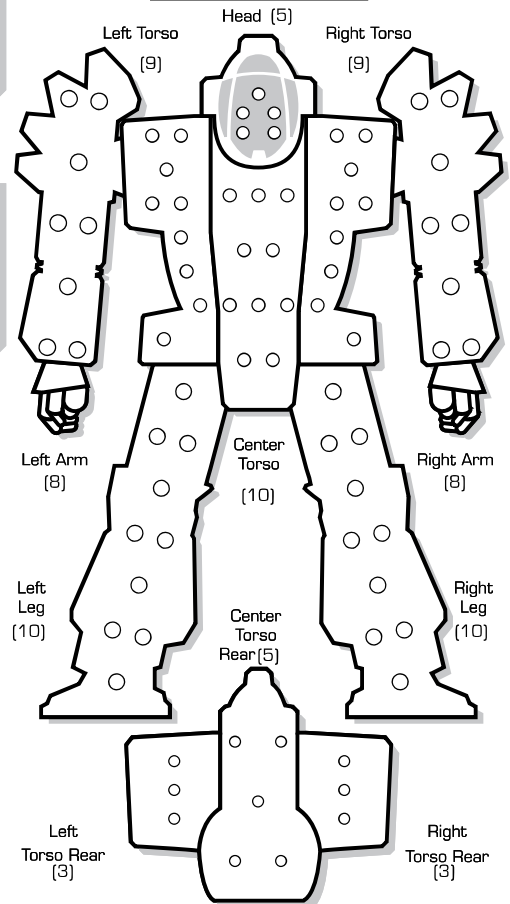
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Combine
- Combine
- Combine

Head

- Life Support
- Sensors
- Industrial Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Lift Hoist
- Lift Hoist

Center Torso

- I.C.E.
- I.C.E.
- I.C.E.
- Gyro
- Gyro
- Gyro

Left Torso

- Combine
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

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

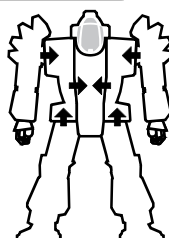
Left Leg

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

Right Leg

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

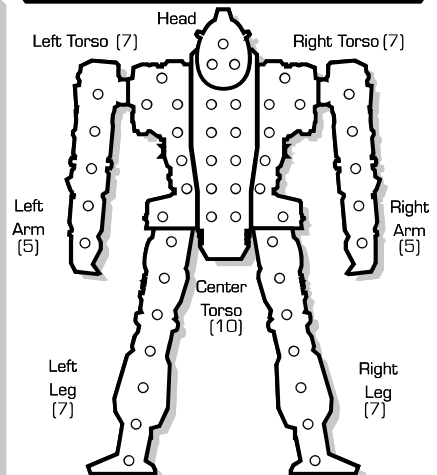
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Heat Level*	Effects	0 (0) 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	

BATTLETECH

'MECH RECORD SHEET

(Industrial)

'MECH DATA

Type: Marco MR-6 ExplorerMech

Movement Points: Tonnage: 30
Walking: 4 Tech Base: Inner Sphere
Running: 6 Era: Star League

Weapons & Equipment Inventory (hexes)

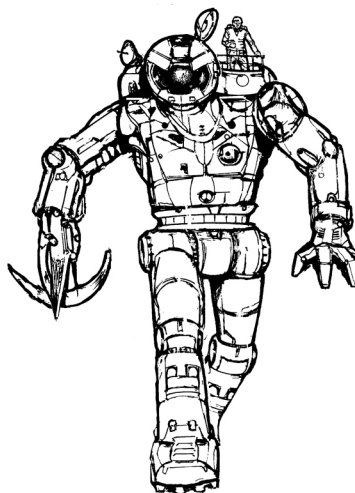
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Mounted Searchlight	CT	—	[E]	—	—	—	170
1	Communications Equipment (4 ton)	RT	—	[E]	—	—	—	—
1	Salvage Arm	RA	—	[E]	—	—	—	—
1	Small Laser	LA	1	3 [DE]	—	1	2	3

WARRIOR DATA

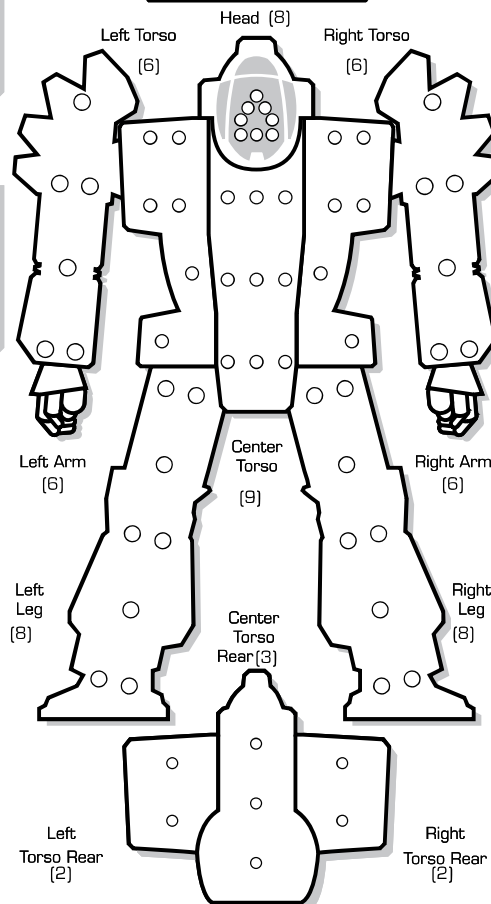
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



BV: 295

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Small Laser
- Environmental Sealing

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

Left Torso

- Heat Sink
- Heat Sink
- Environmental Sealing
- Roll Again
- Roll Again
- Roll Again

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

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Environmental Sealing

Head

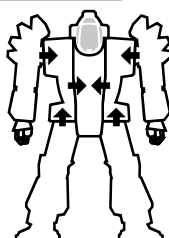
- Life Support
- Sensors
- Industrial Cockpit
- Environmental Sealing
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Mounted Searchlight
- Environmental Sealing

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Salvage Arm
- Salvage Arm
- Environmental Sealing

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

Right Torso

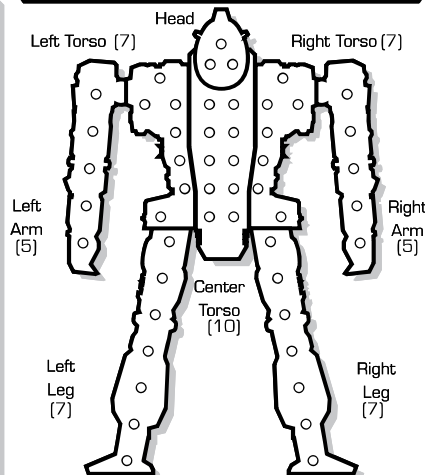
- Heat Sink
- Heat Sink
- Communications Equipment (4 ton)
- Communications Equipment (4 ton)
- Communications Equipment (4 ton)
- Communications Equipment (4 ton)

- Environmental Sealing
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Environmental Sealing

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 [10] 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	○

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

(Industrial)

'MECH DATA

Type: Marco MR-7 ExplorerMech

Movement Points: Tonnage: 30
Walking: 4 Tech Base: Inner Sphere
Running: 6 Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Mounted Searchlight	CT	—	[E]	—	—	—	170
1	Cargo (1.5 tons)	RT	—	[E]	—	—	—	—
1	Communications Equipment (2 ton)	RT	—	[E]	—	—	—	—
1	Remote Sensor Dispenser	LT	—	[E]	—	—	—	—
1	Salvage Arm	RA	—	[E]	—	—	—	—
1	Small Laser	LA	1	3 [DE]	—	1	2	3

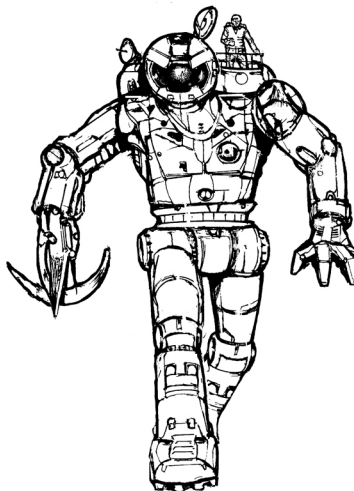
BV: 295

WARRIOR DATA

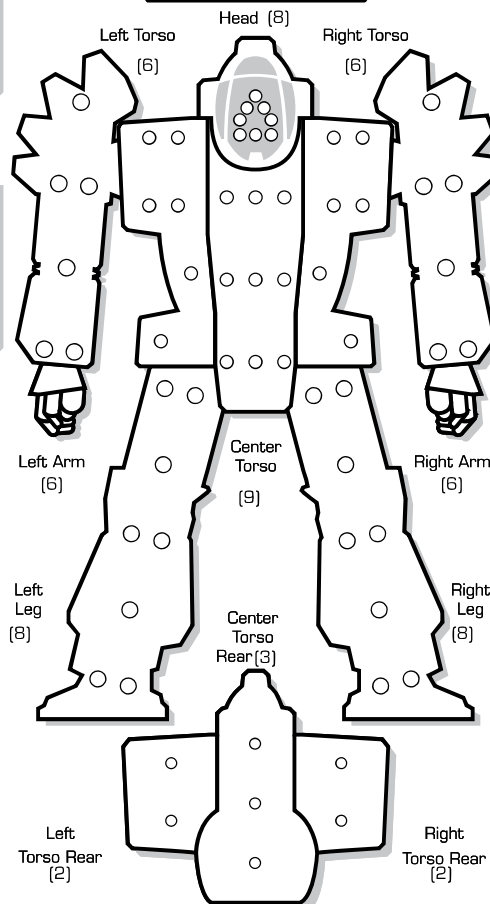
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Small Laser
- Environmental Sealing

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

Left Torso

- Heat Sink
- Heat Sink
- Remote Sensor Dispenser
- Environmental Sealing
- Roll Again
- Roll Again

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

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Environmental Sealing

Head

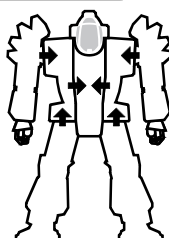
- Life Support
- Sensors
- Industrial Cockpit
- Environmental Sealing
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Mounted Searchlight
- Environmental Sealing

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Salvage Arm
- Salvage Arm
- Environmental Sealing

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

Right Torso

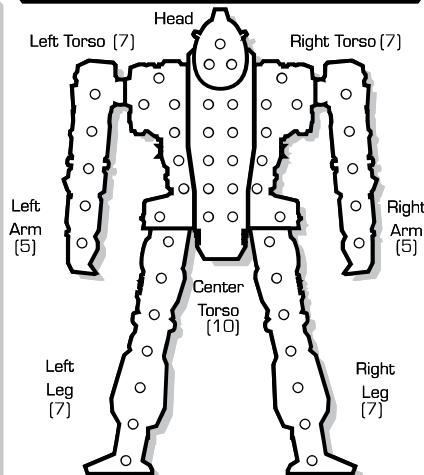
- Heat Sink
- Heat Sink
- Communications Equipment (2 ton)
- Communications Equipment (2 ton)
- Cargo (1.5 tons)
- Cargo (1.5 tons)

- Environmental Sealing
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Environmental Sealing

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 [10] 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	○

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

(Industrial)

'MECH DATA

Type: Marco MR-8C ExplorerMech

Movement Points: Tonnage: 30
Walking: 4 Tech Base: Inner Sphere
Running: 6 Era: Star League
Jumping: 3

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Mounted Searchlight	CT	—	[E]	—	—	—	170
1	Cargo (2.5 tons)	RT	—	[E]	—	—	—	—
1	Salvage Arm	RA	—	[E]	—	—	—	—
1	Small Laser	LA	1	3 [DE]	—	1	2	3

BV: 304

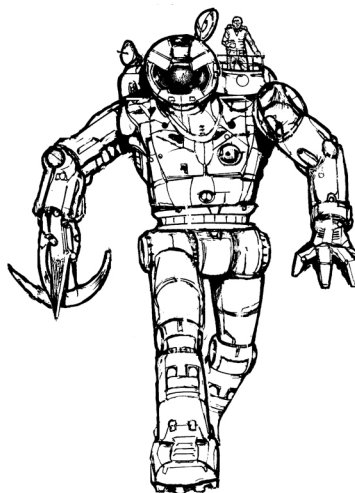
WARRIOR DATA

Name: _____

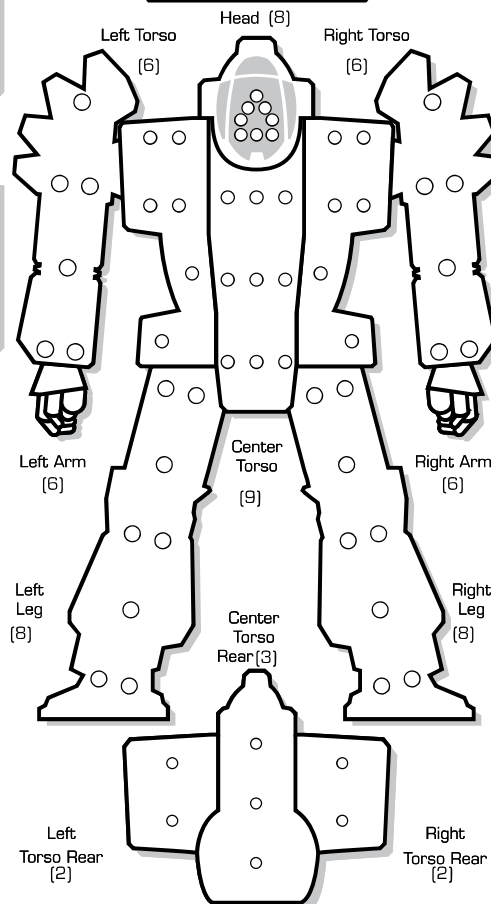
Gunnery Skill: _____ Piloting Skill: _____

Hits Taken
Consciousness#

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Small Laser
- Environmental Sealing

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

Left Torso

- Heat Sink
- Heat Sink
- Jump Jet
- Jump Jet
- Jump Jet
- Environmental Sealing

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

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Environmental Sealing

Head

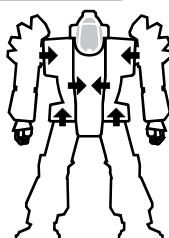
- Life Support
- Sensors
- Industrial Cockpit
- Environmental Sealing
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Mounted Searchlight
- Environmental Sealing

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Salvage Arm
- Salvage Arm
- Environmental Sealing

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

Right Torso

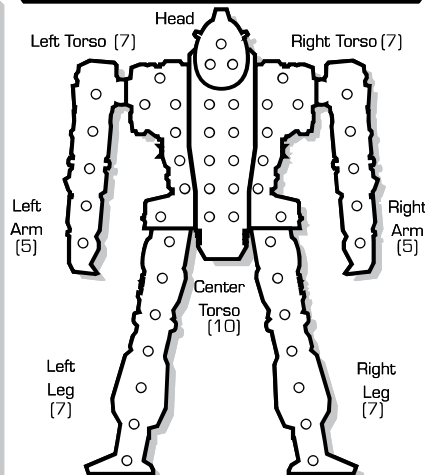
- Heat Sink
- Heat Sink
- Cargo (2.5 tons)
- Cargo (2.5 tons)
- Cargo (2.5 tons)
- Environmental Sealing

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

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Environmental Sealing

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 [10] 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	○

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

(Industrial)

'MECH DATA

Type: Dig King RCL-1 MiningMech

Movement Points: Tonnage: 35
Walking: 4 Tech Base: Inner Sphere
Running: 6 Era: Star League

Weapons & Equipment Inventory (hexes)

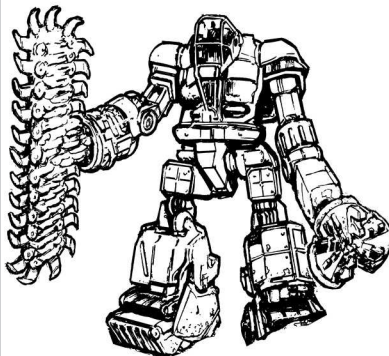
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Lift Hoist	LT	—	[E]	—	—	—	—
1	Rock Cutter	RA	—	5	—	—	—	—
1	Mining Drill	LA	—	4	—	—	—	—

WARRIOR DATA

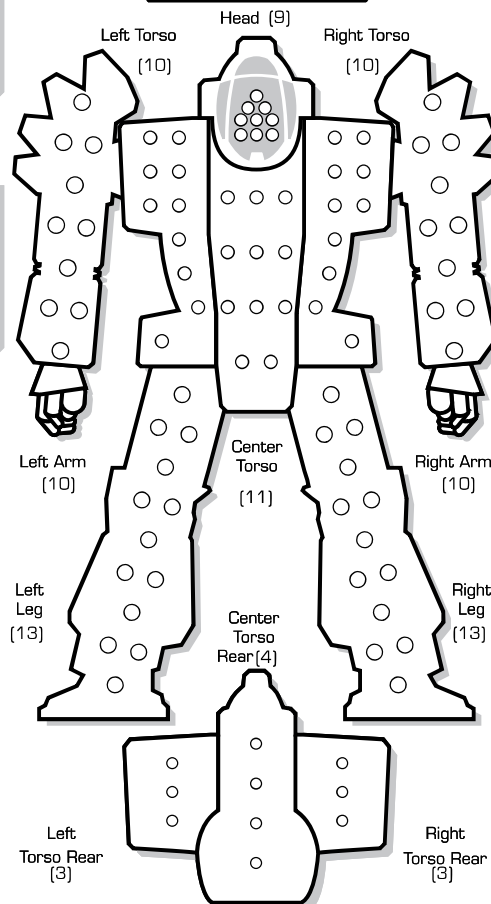
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



BV: 409

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Mining Drill
5. Mining Drill
6. Mining Drill

Head

- Life Support
- Sensors
- Industrial Cockpit
- Roll Again
5. Sensors
6. Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 Rock Cutter
5. Rock Cutter
6. Rock Cutter

Center Torso

1. Fuel Cell Engine
2. Fuel Cell Engine
3. Fuel Cell Engine
- 1-3 4. Gyro
5. Gyro
6. Gyro

Left Torso

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

1. Gyro
2. Fuel Cell Engine
3. Fuel Cell Engine
- 4-6 4. Fuel Cell Engine
5. Roll Again
6. Roll Again

Right Torso

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

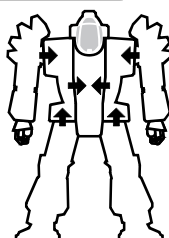
Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
4. Foot Actuator
5. Roll Again
- 4-6 6. Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
4. Foot Actuator
5. Roll Again
- 4-6 6. Roll Again

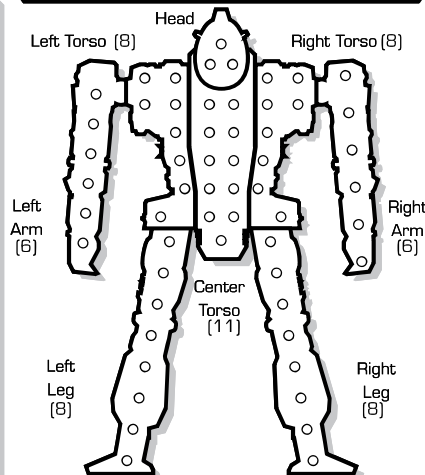
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Heat Level*	Effects	1 (1) 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	

BATTLETECH

'MECH RECORD SHEET

(Industrial)

'MECH DATA

Type: Dig King RCL-1M MiningMech MOD

Movement Points: Tonnage: 35
Walking: 3 Tech Base: Inner Sphere
Running: 5 Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	SRM 4	LT	3	2/Msl [M.C.S.]	—	3	6	9
1	Rock Cutter	RA	—	5	—	—	—	—
2	Machine Gun	LA	0	2 [DB, AI]	—	1	2	3

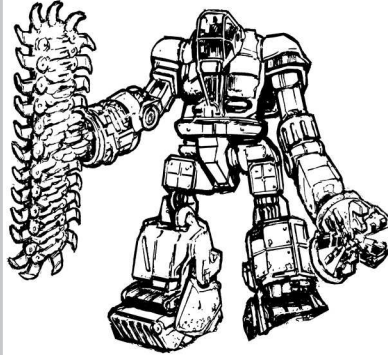
BV: 460

WARRIOR DATA

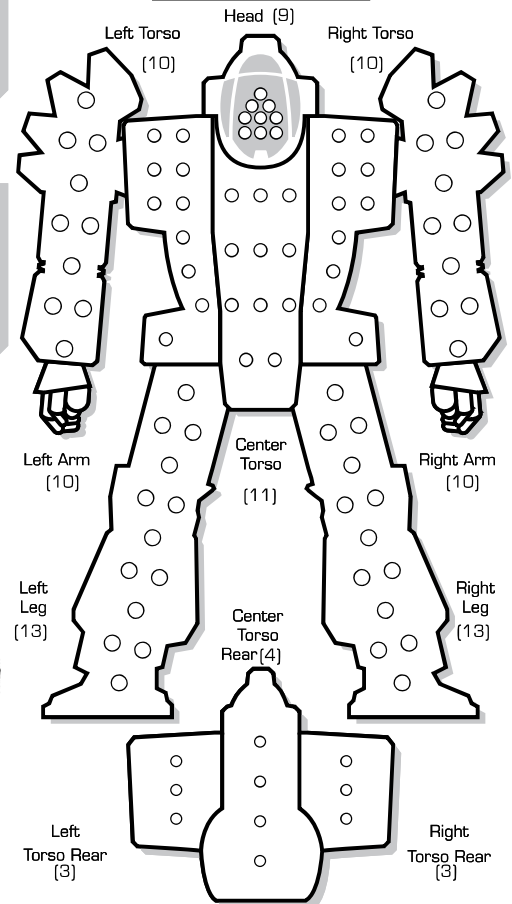
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Machine Gun
- Machine Gun
- Ammo [Machine Gun] 100

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

Left Torso

- SRM 4
- SRM 4
- Ammo [SRM 4] 25
- Roll Again
- Roll Again
- Roll Again

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

Left Leg

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

Head

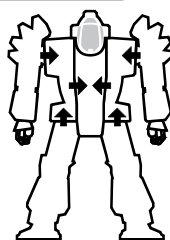
- Life Support
- Sensors
- Industrial Cockpit (adv. FCS)
- Roll Again
- Sensors
- Life Support

Center Torso

- Fuel Cell Engine
- Fuel Cell Engine
- Fuel Cell Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Fuel Cell Engine
- Fuel Cell Engine
- Fuel Cell Engine
- Roll Again
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Rock Cutter
- Rock Cutter
- Rock Cutter

- Rock Cutter
- Rock Cutter
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

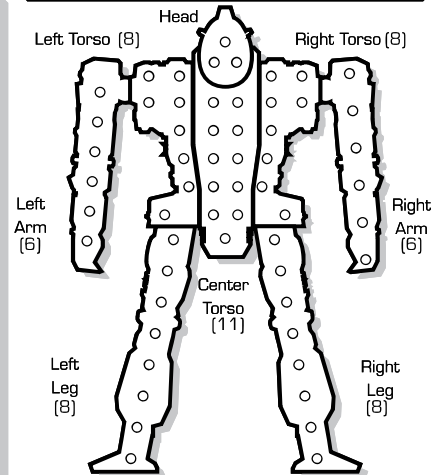
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	2 (2) 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	

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

(Industrial)

'MECH DATA

Type: Peacemaker PM-6 PoliceMech

Movement Points: Tonnage: 35
Walking: 4 Tech Base: Inner Sphere
Running: 6 (Experimental)
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 2	RT	2	2/Msl [M,C,S]	—	3	6	9
1	Mounted Searchlight	LT	—	[E]	—	—	—	170
1	Mech Taser	RA	6	1 [DB,S,X]	—	1	2	4
1	Machine Gun	LA	0	2 [DB,AI]	—	1	2	3

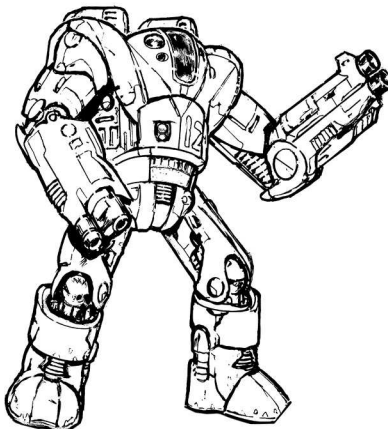
BV: 426

WARRIOR DATA

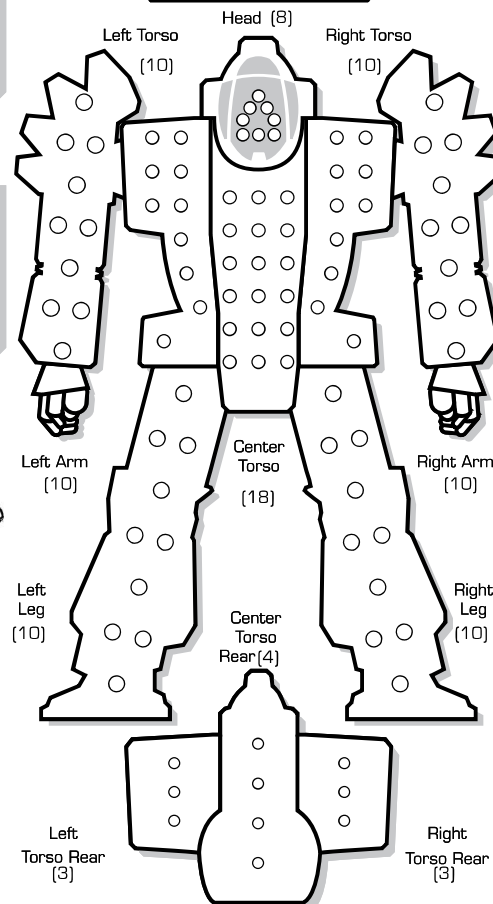
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Machine Gun
- Ammo (Machine Gun) 100
- Environmental Sealing

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

Left Torso

- Heat Sink
- Heat Sink
- Mounted Searchlight
- Environmental Sealing
- Roll Again
- Roll Again

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

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Environmental Sealing

Head

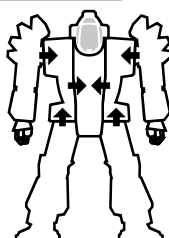
- Life Support
- Sensors
- Industrial Cockpit (adv. FCS)
- Environmental Sealing
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Environmental Sealing
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Mech Taser
- Mech Taser
- Mech Taser

- Ammo (Taser) 5
- Environmental Sealing
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

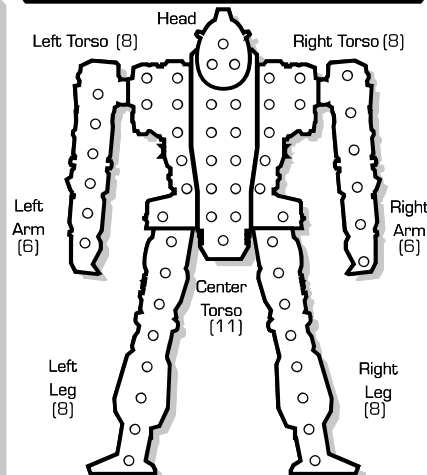
- Heat Sink
- SRM 2
- Ammo (SRM 2) 50
- Environmental Sealing
- Roll Again
- Roll Again

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

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Environmental Sealing

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 [10] 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	○

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

(Industrial)

'MECH DATA

Type: Powerman SC XI-M HaulerMech MOD

Movement Points: Tonnage: 35
Walking: 4 Tech Base: Inner Sphere
Running: 6 Era: Succession Wars

Weapons & Equipment Inventory (hexes)

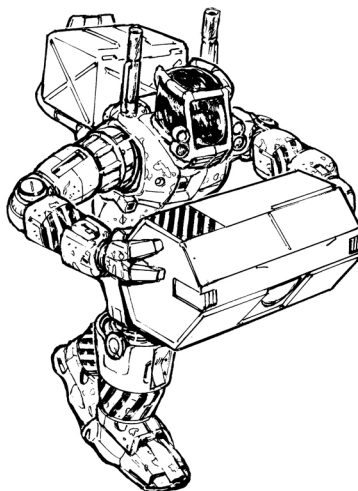
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Machine Gun	CT	0	2 [DB, AI]	—	1	2	3
1	Cargo (0.5 tons)	RT	—	[E]	—	—	—	—
1	Cargo (0.5 tons)	LT	—	[E]	—	—	—	—
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

WARRIOR DATA

Name: _____

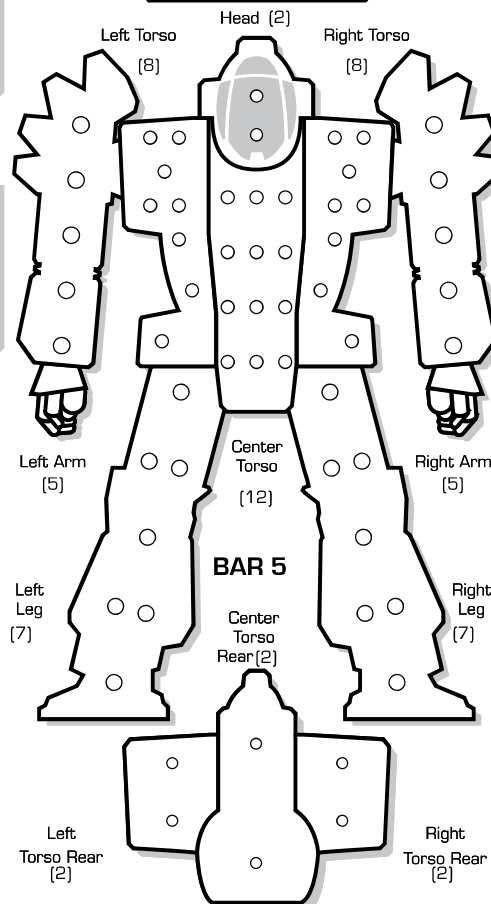
Gunnery Skill: _____ Piloting Skill: _____

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



BV: 294

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Roll Again

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

Left Torso

- Cargo (0.5 tons)
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Left Leg

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

Head

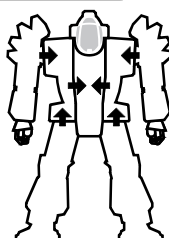
- Life Support
- Sensors
- Industrial Cockpit (adv. FCS)
- Heat Sink
- Sensors
- Life Support

Center Torso

- I.C.E.
- I.C.E.
- I.C.E.
- Gyro
- Gyro
- Gyro

- Gyro
- I.C.E.
- I.C.E.
- I.C.E.
- Machine Gun
- Ammo (Machine Gun) 100

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Laser
- Roll Again

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

Right Torso

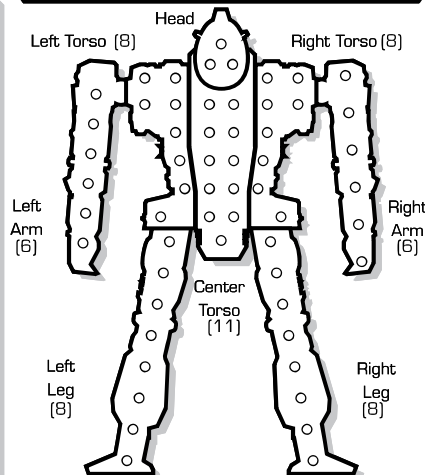
- Cargo (0.5 tons)
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	6 (6) 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	○

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

(Industrial)

'MECH DATA

Type: Powerman SC XI-M-B HaulerMech MOD

Movement Points: Tonnage: 35
Walking: 4 Tech Base: Inner Sphere
Running: 6 Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Cargo (0.5 tons)	CT	—	[E]	—	—	—	—
1	Cargo (1 ton)	RT	—	[E]	—	—	—	—
1	Cargo (1 ton)	LT	—	[E]	—	—	—	—
1	SRM 4	RA	3	2/Msl [M.C.S]	—	3	6	9
1	SRM 4	LA	3	2/Msl [M.C.S]	—	3	6	9

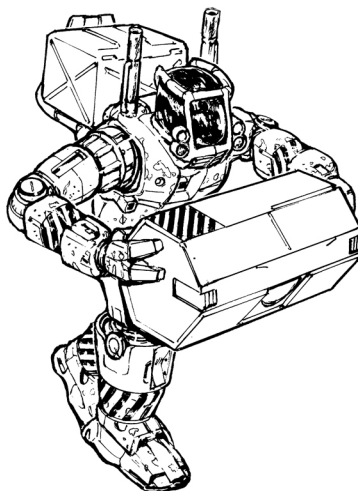
BV: 277

WARRIOR DATA

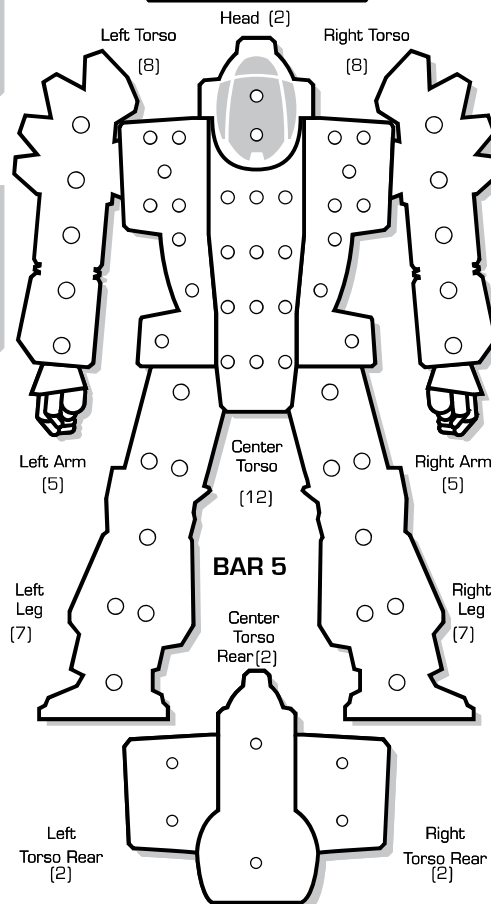
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 4
- Roll Again

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

Left Torso

- Cargo (1 ton)
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Left Leg

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

Head

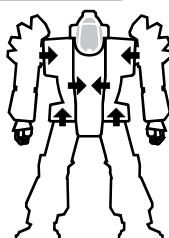
- Life Support
- Sensors
- Industrial Cockpit (adv. FCS)
- Roll Again
- Sensors
- Life Support

Center Torso

- I.C.E.
- I.C.E.
- I.C.E.
- Gyro
- Gyro
- Gyro

- Gyro
- I.C.E.
- I.C.E.
- I.C.E.
- Ammo (SRM 4) 25
- Cargo (0.5 tons)

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- SRM 4
- Roll Again

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

Right Torso

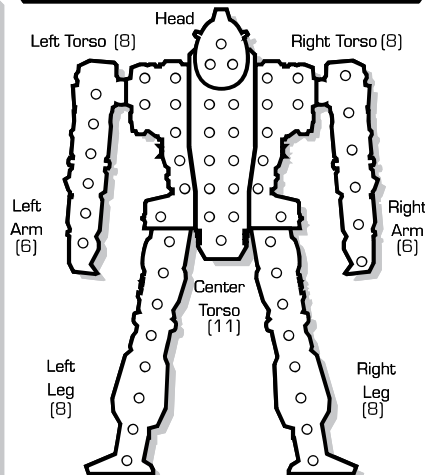
- Cargo (1 ton)
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	3 (3) 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	

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

(Industrial)

'MECH DATA

Type: Powerman SC XV HaulerMech

Movement Points: Tonnage: 35
Walking: 4 Tech Base: Inner Sphere
Running: 6 Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Cargo (0.5 tons)	CT	—	[E]	—	—	—	—
1	Cargo (2 tons)	RT	—	[E]	—	—	—	—
1	Cargo (2 tons)	LT	—	[E]	—	—	—	—
1	Lift Hoist	RA	—	[E]	—	—	—	—
1	Lift Hoist	LA	—	[E]	—	—	—	—

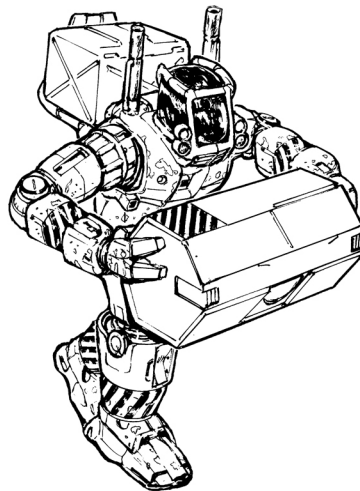
BV: 198

WARRIOR DATA

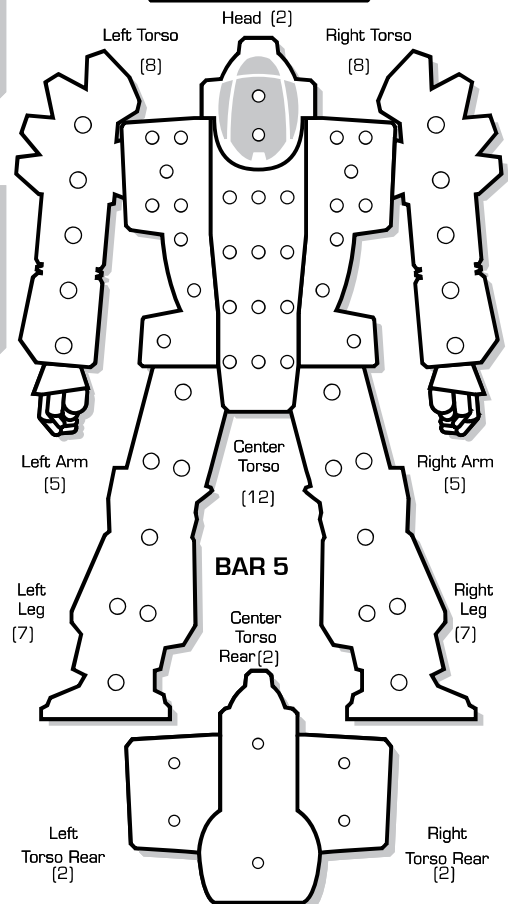
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Lift Hoist
- Lift Hoist

- Lift Hoist
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Cargo (2 tons)
- Cargo (2 tons)
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Left Leg

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

Head

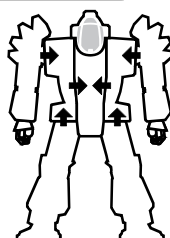
- Life Support
- Sensors
- Industrial Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- I.C.E.
- I.C.E.
- I.C.E.
- Gyro
- Gyro
- Gyro

- Gyro
- I.C.E.
- I.C.E.
- I.C.E.
- Cargo (0.5 tons)
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Lift Hoist
- Lift Hoist

- Lift Hoist
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

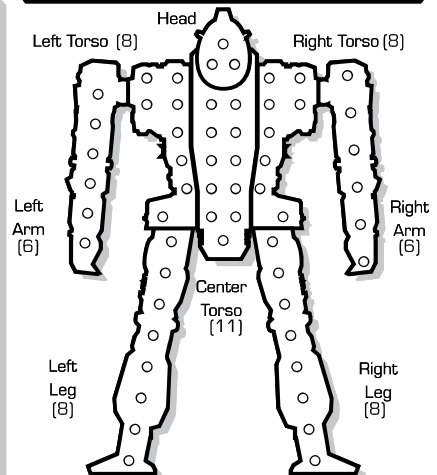
- Cargo (2 tons)
- Cargo (2 tons)
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	0 (0) 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	

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

(Industrial)

'MECH DATA

Type: Powerman SC XVI HaulerMech

Movement Points: Tonnage: 35
Walking: 4 Tech Base: Inner Sphere
Running: 6 Era: Jihad

Weapons & Equipment Inventory (hexes)

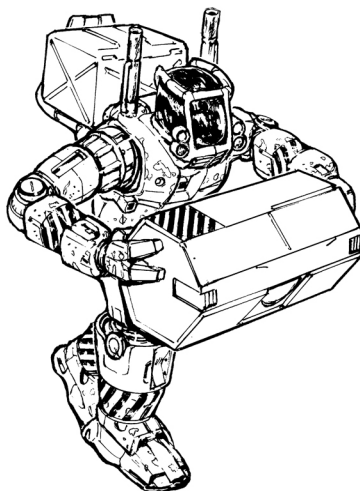
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Cargo (0.5 tons)	CT	—	[E]	—	—	—	—
1	Cargo (2 tons)	RT	—	[E]	—	—	—	—
1	Cargo (2 tons)	LT	—	[E]	—	—	—	—
1	Lift Hoist	RA	—	[E]	—	—	—	—
1	Salvage Arm	LA	—	[E]	—	—	—	—

WARRIOR DATA

Name: _____

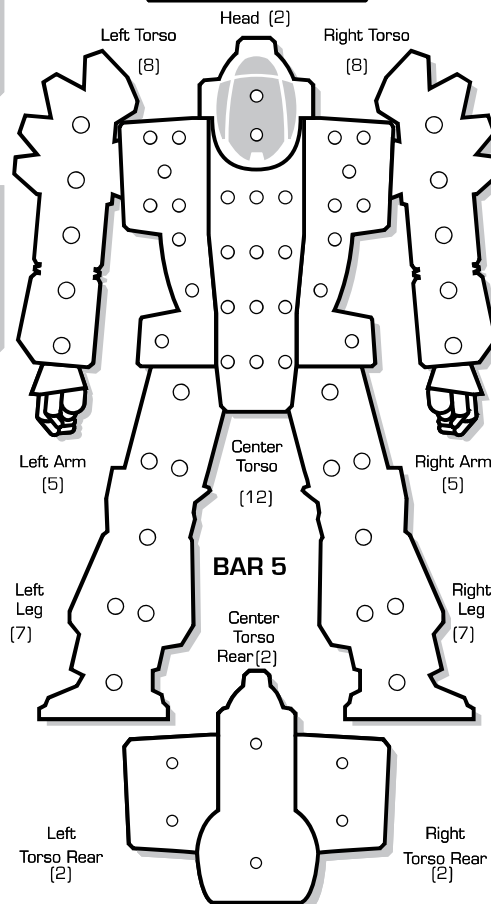
Gunnery Skill: _____ Piloting Skill: _____

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



BV: 198

ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Salvage Arm
- Salvage Arm
- Roll Again

Head

- Life Support
- Sensors
- Industrial Cockpit
- Roll Again
- Sensors
- Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Lift Hoist
- Lift Hoist

Center Torso

- I.C.E.
- I.C.E.
- I.C.E.
- Gyro
- Gyro
- Gyro

Left Torso

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

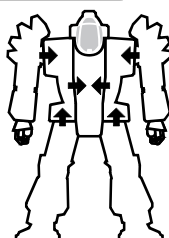
Right Torso

- Cargo (2 tons)
- Cargo (2 tons)
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Cargo (2 tons)
- Cargo (2 tons)
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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



Damage Transfer Diagram

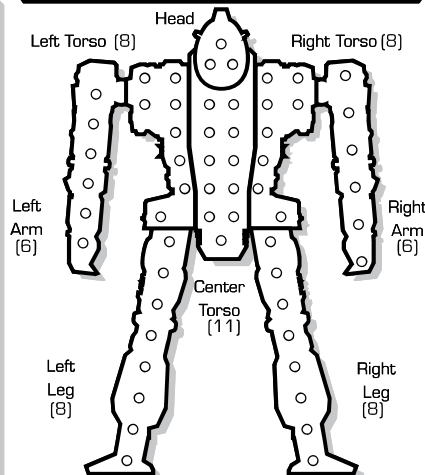
Left Leg

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

HEAT DATA

Heat Level*	Effects	0 (0) 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	

BATTLETECH™

'MECH RECORD SHEET

(Industrial)

'MECH DATA

Type: Buster BC XV HaulerMech

Movement Points: Tonnage: 50
 Walking: 3 Tech Base: Inner Sphere
 Running: 5 Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Cargo (1 ton)	CT	—	[E]	—	—	—	—
1	Cargo (5 tons)	RT	—	[E]	—	—	—	—
1	Cargo (5 tons)	LT	—	[E]	—	—	—	—
1	Lift Hoist	RA	—	[E]	—	—	—	—
1	Lift Hoist	LA	—	[E]	—	—	—	—
1	Tracks	Legs	—	[E]	—	—	—	—

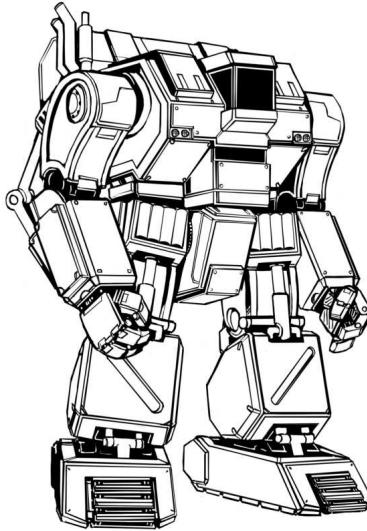
BV: 222

WARRIOR DATA

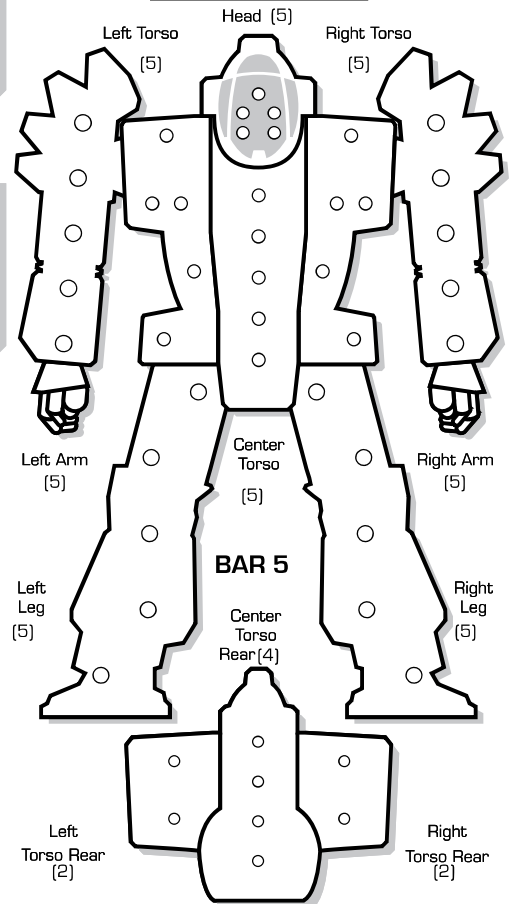
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Lift Hoist
- Lift Hoist

- Lift Hoist
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Cargo (5 tons)
- Cargo (5 tons)
- Cargo (5 tons)
- Cargo (5 tons)
- Cargo (5 tons)
- Roll Again

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

Left Leg

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

Head

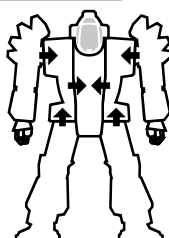
- Life Support
- Sensors
- Industrial Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- I.C.E.
- I.C.E.
- I.C.E.
- Gyro
- Gyro
- Gyro

- Gyro
- I.C.E.
- I.C.E.
- I.C.E.
- Cargo (1 ton)
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Lift Hoist
- Lift Hoist

- Lift Hoist
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

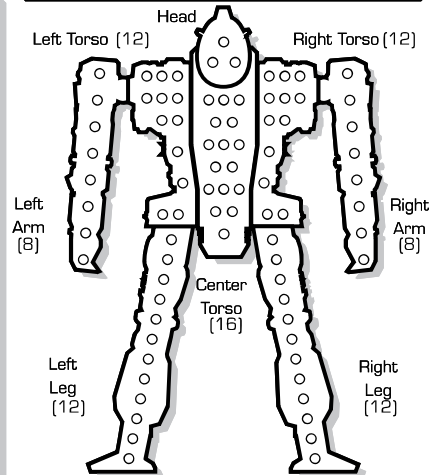
- Cargo (5 tons)
- Cargo (5 tons)
- Cargo (5 tons)
- Cargo (5 tons)
- Cargo (5 tons)
- Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	0 (0) 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	

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

(Industrial)

'MECH DATA

Type: Buster BC XV-M HaulerMech MOD

Movement Points: Tonnage: 50
Walking: 3 Tech Base: Inner Sphere
Running: 5 Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AC/5	RT	1	5 [DB,S]	3	6	12	18
1	LRM 10	LT	4	1/Msl [M.C.S]	6	7	14	21

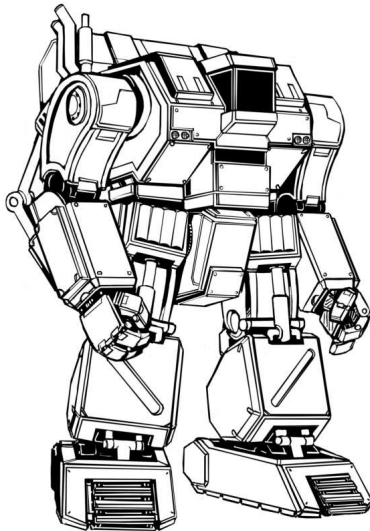
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WARRIOR DATA

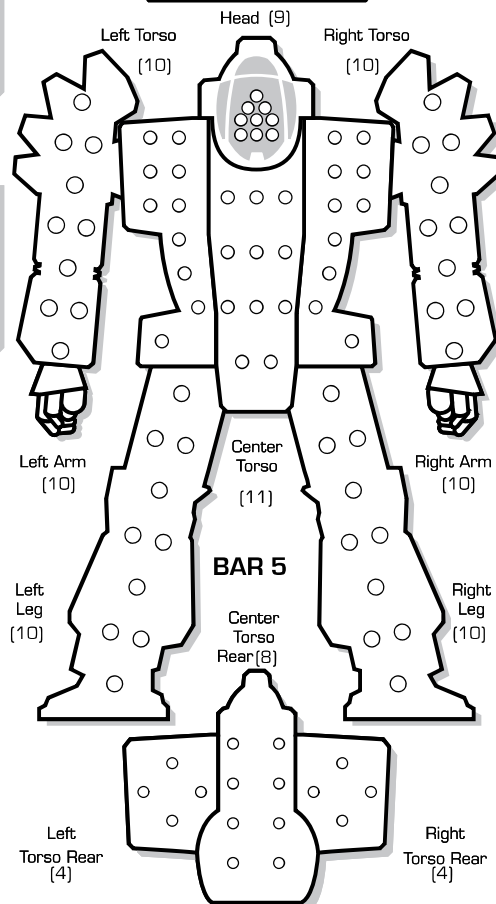
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

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

Left Torso

- LRM 10
- LRM 10
- Ammo [LRM 10] 12
- Roll Again
- Roll Again
- Roll Again

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

Left Leg

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

Head

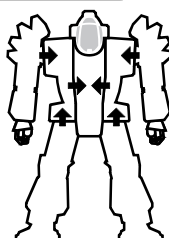
- Life Support
- Sensors
- Industrial Cockpit (adv. FCS)
- Roll Again
- Sensors
- Life Support

Center Torso

- I.C.E.
- I.C.E.
- I.C.E.
- Gyro
- Gyro
- Gyro

- Gyro
- I.C.E.
- I.C.E.
- I.C.E.
- Roll Again
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

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

Right Torso

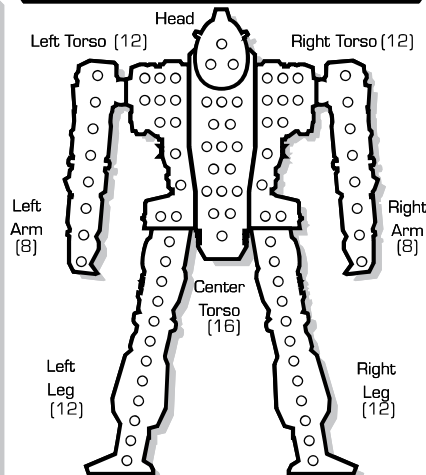
- AC/5
- AC/5
- AC/5
- AC/5
- Ammo [AC/5] 20
- Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	5 (5) 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	○

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

(Industrial)

'MECH DATA

Type: Buster BC XV-M-B HaulerMech MOD

Movement Points: Tonnage: 50
Walking: 3 Tech Base: Inner Sphere
Running: 5 Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RT	10	10 [DE]	3	6	12	18
1	Cargo (2 tons)	LT	—	[E]	—	—	—	—

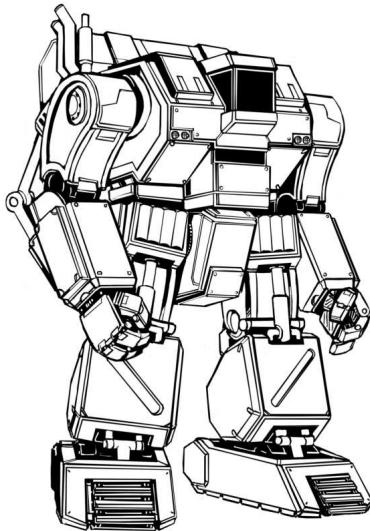
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WARRIOR DATA

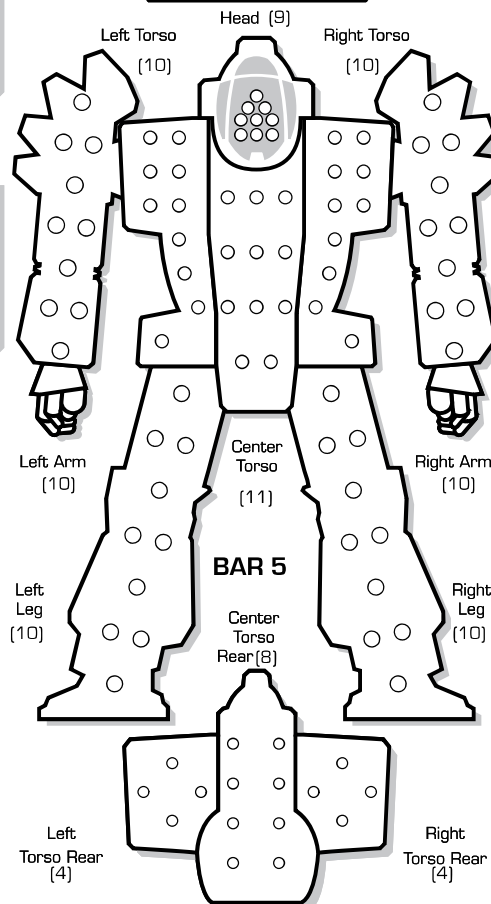
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

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

Left Torso

- Heat Sink
- Cargo (2 tons)
- Cargo (2 tons)
- Roll Again
- Roll Again
- Roll Again

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

Left Leg

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

Head

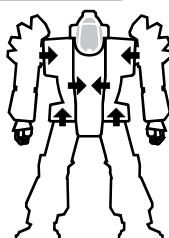
- Life Support
- Sensors
- Industrial Cockpit (adv. FCS)
- Heat Sink
- Sensors
- Life Support

Center Torso

- I.C.E.
- I.C.E.
- I.C.E.
- Gyro
- Gyro
- Gyro

- Gyro
- I.C.E.
- I.C.E.
- I.C.E.
- Roll Again
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

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

Right Torso

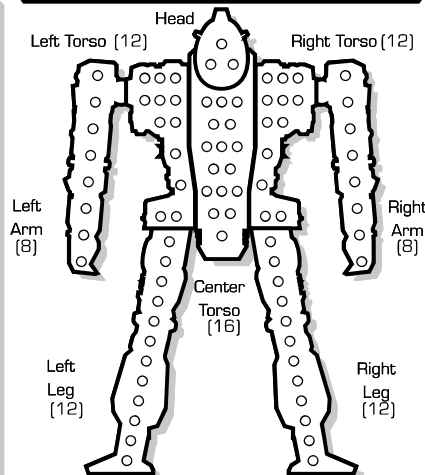
- PPC
- PPC
- PPC
- Roll Again
- Roll Again
- Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 [10] 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	○

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

(Industrial)

'MECH DATA

Type: Buster BC XV-M-C HaulerMech MOD

Movement Points: Tonnage: 50
Walking: 3 Tech Base: Inner Sphere
Running: 5 Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
2	Rocket Launcher	10 LT	3	1/Msl [M,C]	—	5	11	18

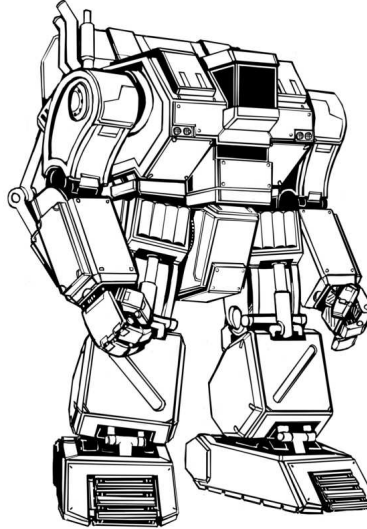
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WARRIOR DATA

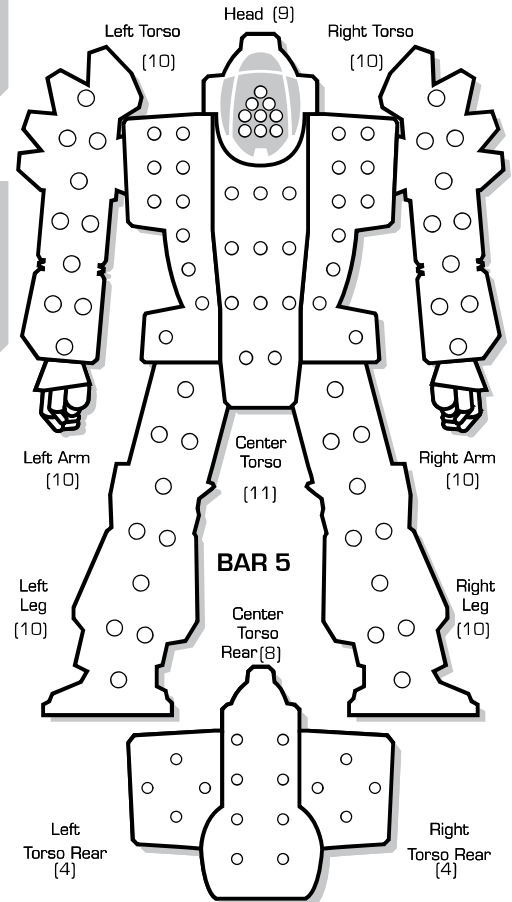
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

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

Left Torso

- Rocket Launcher 10
- Rocket Launcher 10
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Left Leg

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

Head

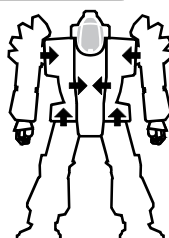
- Life Support
- Sensors
- Industrial Cockpit (adv. FCS)
- Roll Again
- Sensors
- Life Support

Center Torso

- I.C.E.
- I.C.E.
- I.C.E.
- Gyro
- Gyro
- Gyro

- Gyro
- I.C.E.
- I.C.E.
- I.C.E.
- Roll Again
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

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

Right Torso

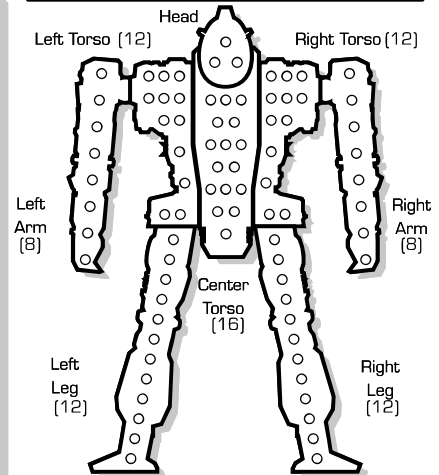
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Roll Again
- Roll Again
- Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	2 (2) 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	

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

(Industrial)

'MECH DATA

Type: Buster BC XV-M-W HaulerMech MOD

Movement Points: Tonnage: 50
Walking: 3 Tech Base: Inner Sphere
Running: 5 Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ejection Seat	HD	—	[E]	—	—	—	—
1	LB 10-X AC	RT	2	10	—	6	12	18
[DB,C/F/S]								

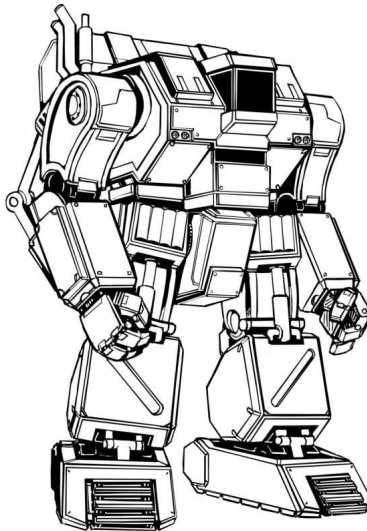
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WARRIOR DATA

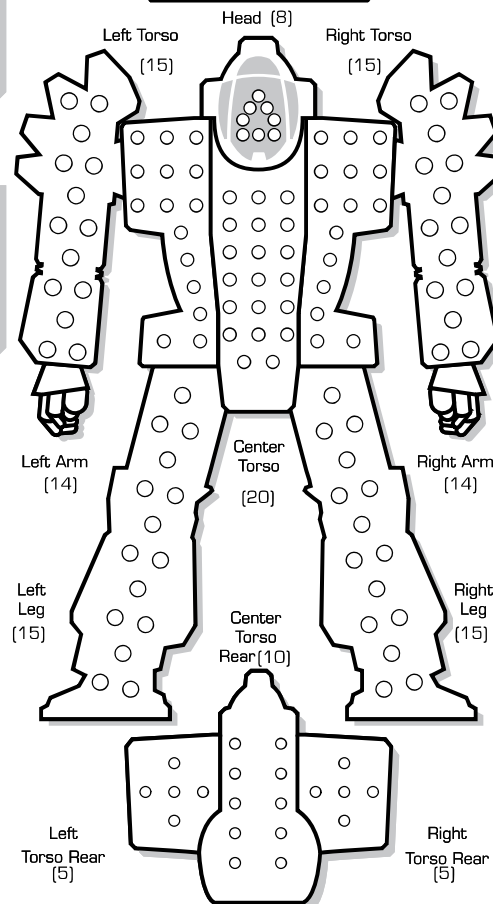
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

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

Left Torso

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

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

Left Leg

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

Head

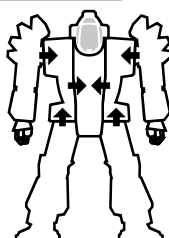
- Life Support
- Sensors
- Industrial Cockpit (adv. FCS)
- Ejection Seat
- Sensors
- Life Support

Center Torso

- I.C.E.
- I.C.E.
- I.C.E.
- Gyro
- Gyro
- Gyro

- Gyro
- I.C.E.
- I.C.E.
- I.C.E.
- Roll Again
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Roll Again
- Roll Again

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

Right Torso

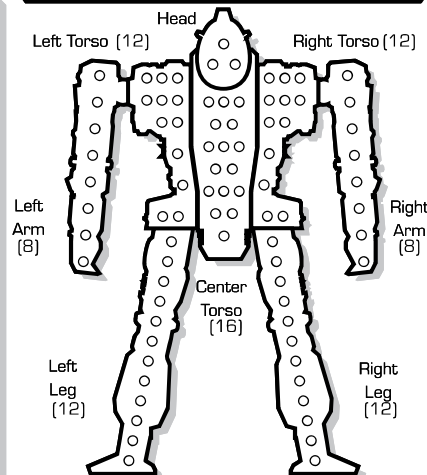
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

- Ammo (LB 10-X) 10
- Ammo (LB 10-X Cluster) 10
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	2 (2) 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	

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

(Industrial)

'MECH DATA

Type: Buster BC XXI HaulerMech

Movement Points: Tonnage: 50
Walking: 3 Tech Base: Inner Sphere
Running: 5 Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Cargo (1 ton)	CT	—	[E]	—	—	—	—
1	Cargo (5 tons)	RT	—	[E]	—	—	—	—
1	Cargo (5 tons)	LT	—	[E]	—	—	—	—
1	Lift Hoist	RA	—	[E]	—	—	—	—
1	Lift Hoist	LA	—	[E]	—	—	—	—
1	Tracks	Legs	—	[E]	—	—	—	—

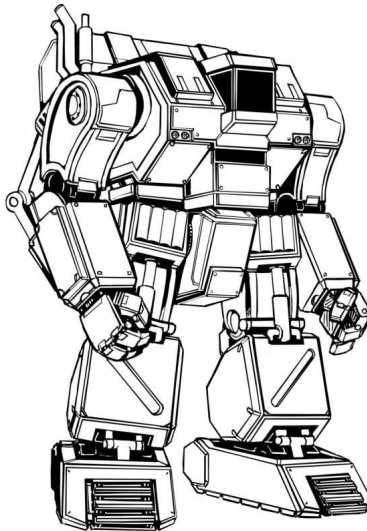
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WARRIOR DATA

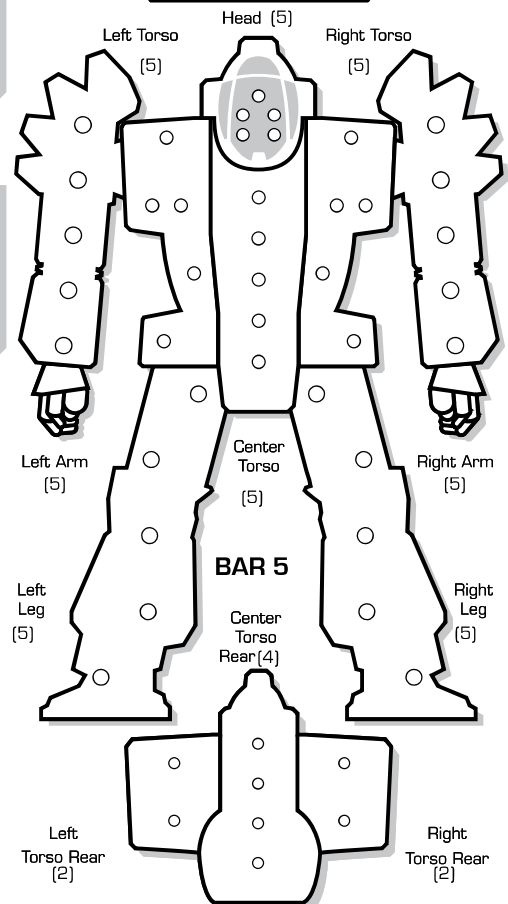
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Lift Hoist
- Lift Hoist

- Lift Hoist
- Triple-Strength Myomer
- Triple-Strength Myomer
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Cargo (5 tons)
- Cargo (5 tons)
- Cargo (5 tons)
- Cargo (5 tons)
- Cargo (5 tons)
- Triple-Strength Myomer

- Triple-Strength Myomer
- Triple-Strength Myomer
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Tracks
- Triple-Strength Myomer

Head

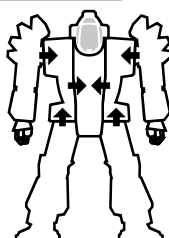
- Life Support
- Sensors
- Industrial Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

- I.C.E.
- I.C.E.
- I.C.E.
- Gyro
- Gyro
- Gyro

- Gyro
- I.C.E.
- I.C.E.
- I.C.E.
- Cargo (1 ton)
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Lift Hoist
- Lift Hoist

- Lift Hoist
- Triple-Strength Myomer
- Triple-Strength Myomer
- Roll Again
- Roll Again
- Roll Again

Right Torso

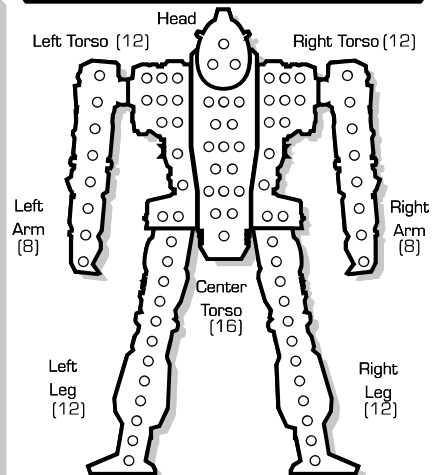
- Cargo (5 tons)
- Cargo (5 tons)
- Cargo (5 tons)
- Cargo (5 tons)
- Cargo (5 tons)
- Triple-Strength Myomer

- Triple-Strength Myomer
- Triple-Strength Myomer
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Tracks
- Triple-Strength Myomer

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	0 (0) 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	

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

(Industrial)

'MECH DATA

Type: Jabberwocky JAW-67 MilitiaMech

Movement Points: Tonnage: 50
Walking: 4 Tech Base: Inner Sphere
Running: 6 Era: Jihad
Jumping: 3

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	LRM 5	LT	2	1/Msl [M.C.S]	6	7	14	21
1	Mounted Searchlight	LT	—	[E]	—	—	—	170
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

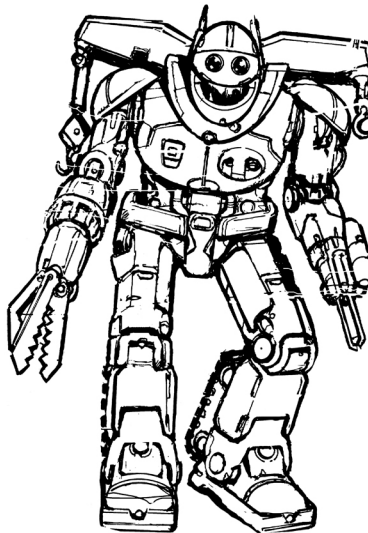
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WARRIOR DATA

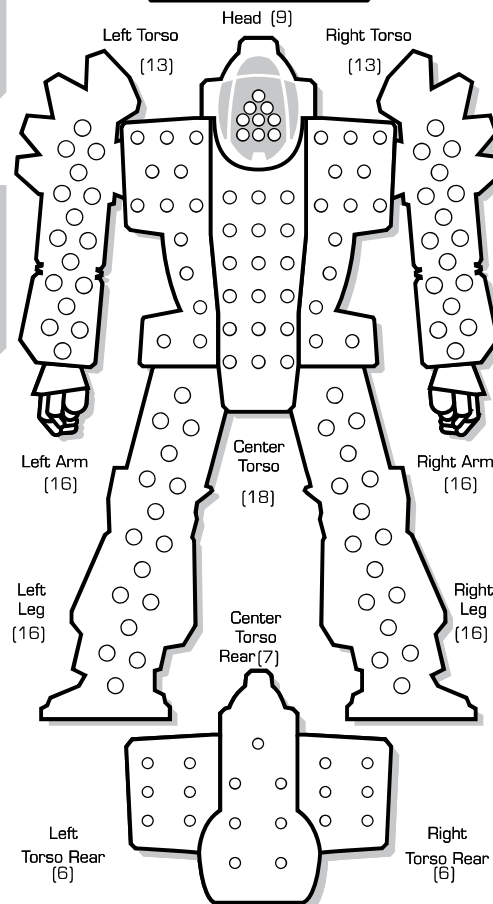
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
- Environmental Sealing
- Triple-Strength Myomer

- Triple-Strength Myomer
- Triple-Strength Myomer
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Torso

- Heat Sink
- Jump Jet
- LRM 5
- 1-3 Ammo [LRM 5] 24
- Mounted Searchlight
- Environmental Sealing

- Triple-Strength Myomer
- Triple-Strength Myomer
- Triple-Strength Myomer
- 4-6 Roll Again
- Roll Again
- Roll Again

Left Leg

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

Head

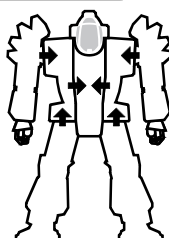
- Life Support
- Sensors
- Industrial Cockpit (adv. FCS)
- Environmental Sealing
- Sensors
- Life Support

Center Torso

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

- Gyro
- 2 Fusion Engine
- 3 Fusion Engine
- 4-6 Fusion Engine
- Jump Jet
- Environmental Sealing

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- 3 Lower Arm Actuator
- 4 Heat Sink
- 5 Large Laser
- 6 Large Laser

- Environmental Sealing
- Triple-Strength Myomer
- 3 Triple-Strength Myomer
- 4-6 Triple-Strength Myomer
- Roll Again
- Roll Again

Right Torso

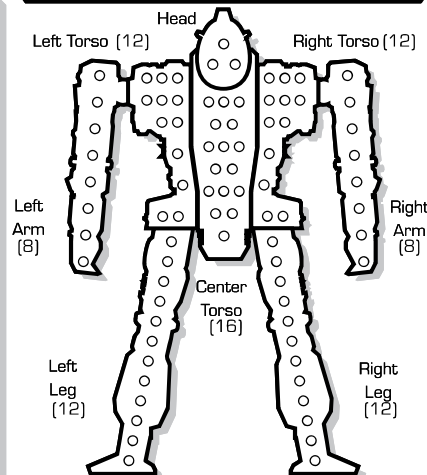
- Heat Sink
- Jump Jet
- 3 Medium Laser
- Environmental Sealing
- Triple-Strength Myomer
- Triple-Strength Myomer

- Triple-Strength Myomer
- Roll Again
- Roll Again
- 4-6 Roll Again
- Roll Again
- Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	11 [11] 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	○

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

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

(Industrial)

Type: Heavy Lifter HCL-1 CargoMech

Movement Points: Tonnage: 60
Walking: 4 Tech Base: Inner Sphere
Running: 6 Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Cargo (1 ton)	RT	—	[E]	—	—	—	—
1	Lift Hoist	RT	—	[E]	—	—	—	—
1	Cargo (1 ton)	LT	—	[E]	—	—	—	—
1	Lift Hoist	LT	—	[E]	—	—	—	—
1	Mounted Searchlight FRL	—	—	[E]	—	—	—	170
1	Mounted Searchlight FLL	—	—	[E]	—	—	—	170
1	Mounted Searchlight(R)RRL	—	—	[E]	—	—	—	170
1	Mounted Searchlight(R)RLL	—	—	[E]	—	—	—	170

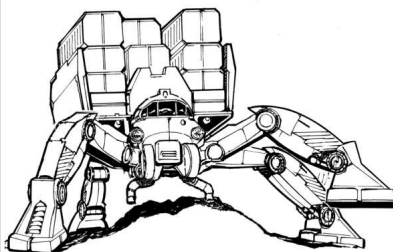
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WARRIOR DATA

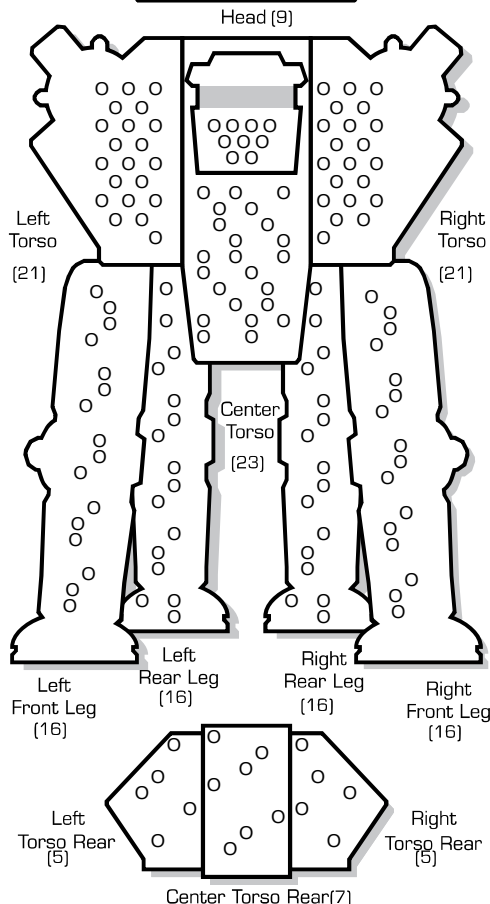
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Industrial Cockpit
- Environmental Sealing
- Sensors
- Life Support

Left Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Mounted Searchlight
- Environmental Sealing

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Heat Sink
 - Environmental Sealing
- 4-6

Right Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Mounted Searchlight
- Environmental Sealing

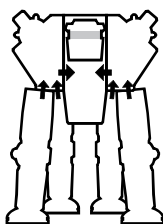
Left Torso

- Lift Hoist
 - Lift Hoist
 - Lift Hoist
 - Cargo (1 ton)
 - Triple-Strength Myomer
 - Triple-Strength Myomer
- 1-3
- Triple-Strength Myomer
 - Triple-Strength Myomer
 - Triple-Strength Myomer
 - Triple-Strength Myomer
 - Environmental Sealing
 - Roll Again
- 4-6

Right Torso

- Lift Hoist
 - Lift Hoist
 - Lift Hoist
 - Cargo (1 ton)
 - Triple-Strength Myomer
 - Triple-Strength Myomer
- 1-3
- Triple-Strength Myomer
 - Triple-Strength Myomer
 - Triple-Strength Myomer
 - Triple-Strength Myomer
 - Environmental Sealing
 - Roll Again
- 4-6

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



Damage Transfer Diagram

Left Rear Leg

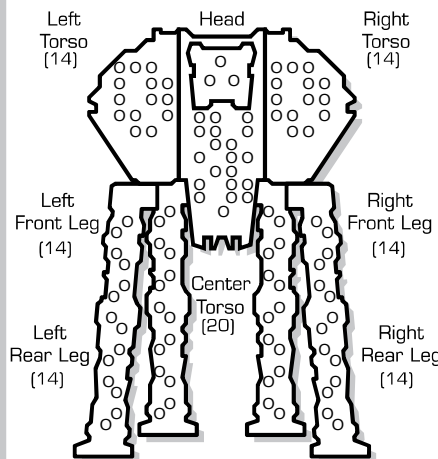
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Mounted Searchlight (R)
- Environmental Sealing

Right Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Mounted Searchlight (R)
- Environmental Sealing



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	10 (10) 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	○

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

(Industrial)

'MECH DATA

Type: Dig Lord RCL-4 MiningMech

Movement Points: Tonnage: 65
Walking: 3 Tech Base: Inner Sphere
Running: 5 Era: Clan Invasion

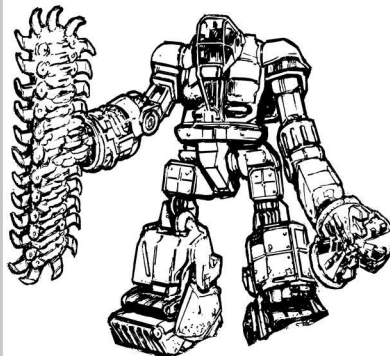
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Extended Fuel Tank (1 ton)	CT	—	[E]	—	—	—	—
2	Fluid Gun	RT	0	0	—	1	2	3
				[DB,S]				
2	Fluid Gun	LT	0	0	—	1	2	3
				[DB,S]				
1	Rock Cutter	RA	—	5	—	—	—	—
1	Mining Drill	LA	—	4	—	—	—	—

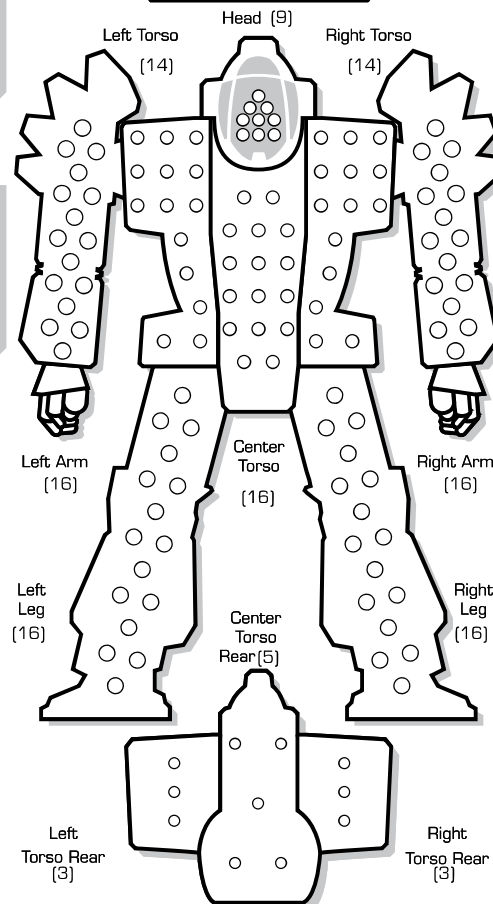
WARRIOR DATA

Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness#

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



ARMOR DIAGRAM



BV: 599

CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Mining Drill
5. Mining Drill
6. Mining Drill

Head

- Life Support
- Sensors
- Industrial Cockpit
- Roll Again
5. Sensors
6. Life Support

Right Arm

- Shoulder
- Upper Arm Actuator
3. Lower Arm Actuator
- 1-3 Rock Cutter
5. Rock Cutter
6. Rock Cutter

Center Torso

1. Fuel Cell Engine
2. Fuel Cell Engine
3. Fuel Cell Engine
- 1-3 4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. Fuel Cell Engine
3. Fuel Cell Engine
- 4-6 4. Fuel Cell Engine
5. Extended Fuel Tank (1 ton)
6. Roll Again

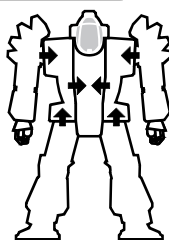
Left Torso

1. Fluid Gun
2. Fluid Gun
3. Fluid Gun
- 1-3 4. Fluid Gun
5. Ammo (Fluid Gun) 20
6. Ammo (Fluid Gun) 20
1. Ammo (Fluid Gun) 20
2. Ammo (Fluid Gun) 20
3. Ammo (Fluid Gun) 20
- 4-6 4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1. Fluid Gun
2. Fluid Gun
3. Fluid Gun
- 1-3 4. Fluid Gun
5. Ammo (Fluid Gun) 20
6. Ammo (Fluid Gun) 20
1. Ammo (Fluid Gun) 20
2. Ammo (Fluid Gun) 20
3. Ammo (Fluid Gun) 20
- 4-6 4. Roll Again
5. Roll Again
6. Roll Again

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



Damage Transfer Diagram

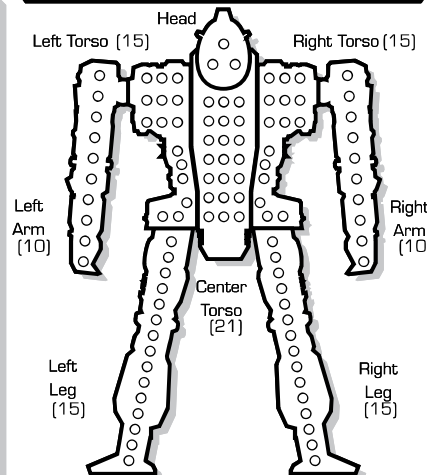
Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	3 (3) 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	

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

(Industrial)

Type: Lumberjack LM5/M MilitiaMech

Tonnage: 70
Tech Base: Inner Sphere
Era: Jihad

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RT	5	1/MSI [M,C,S]	6	7	14	21
1	LRM 15	LT	5	1/MSI [M,C,S]	6	7	14	21
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

Name: _____
Gunnery Skill: _____ Piloting Skill: _____

Head (9)

Left Torso (23)

Right Torso (23)

Left Arm (20)

Right Arm (20)

Left Leg (24)

Right Leg (24)

Center Torso (30)

Center Torso Rear (7)

Left Torso Rear (6)

Right Torso Rear (6)



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

A diagram of a human figure with points distributed across different body parts. The distribution is as follows:

Body Part	Number of Points
Head	10
Left Torso	15
Right Torso	15
Center Torso	22
Left Arm	11
Right Arm	11
Left Leg	15
Right Leg	15

Heat Level*	Effects	11 [11] 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

BATTLETECH™

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

(Industrial)

Type: Uni ATAE-70 CargoMech

Movement Points: Tonnage: 70
Walking: 3 Tech Base: Inner Sphere
Running: 5 Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Cargo (1 ton)	CT	—	[E]	—	—	—	—
1	Lift Hoist(R)	RT	—	[E]	—	—	—	—
1	Lift Hoist(L)	LT	—	[E]	—	—	—	—

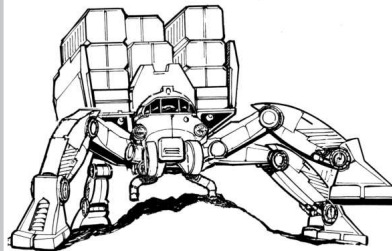
BV: 533

WARRIOR DATA

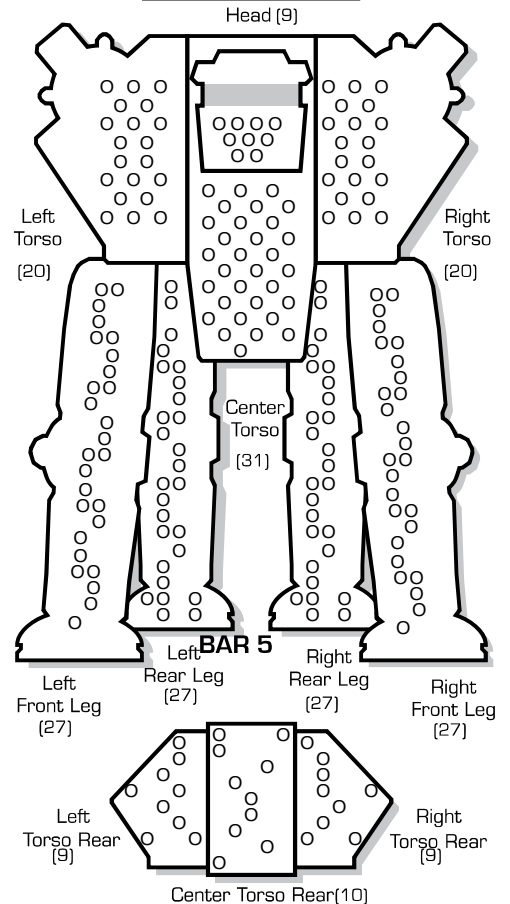
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Front Leg

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

Left Torso

- Lift Hoist (R)
- Lift Hoist (R)
- Lift Hoist (R)
- Environmental Sealing
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Rear Leg

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

Head

- Life Support
- Sensors
- Industrial Cockpit
- Environmental Sealing
- Sensors
- Life Support

Center Torso

- Fuel Cell Engine
- Fuel Cell Engine
- Fuel Cell Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Fuel Cell Engine
- Fuel Cell Engine
- Cargo (1 ton)
- Environmental Sealing

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

Right Front Leg

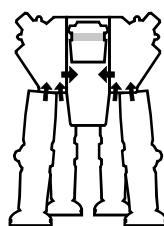
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Environmental Sealing
- Roll Again

Right Torso

- Lift Hoist (R)
- Lift Hoist (R)
- Lift Hoist (R)
- Environmental Sealing
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

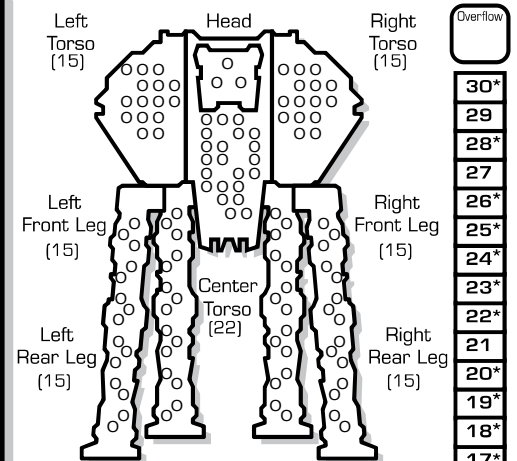
Right Rear Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	1 (1) Single O
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

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

(Industrial)

Type: Uni ATAE-70M MilitiaMech

Movement Points: Tonnage: 70
Walking: 3 Tech Base: Inner Sphere
Running: 5 Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AC/5	RT	1	5 [DB,S]	3	6	12	18
1	SRM 4	RT	3	2/Msl [M,C,S]	—	3	6	9
1	AC/5	LT	1	5 [DB,S]	3	6	12	18
1	SRM 4	LT	3	2/Msl [M,C,S]	—	3	6	9

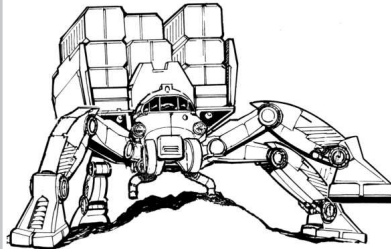
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WARRIOR DATA

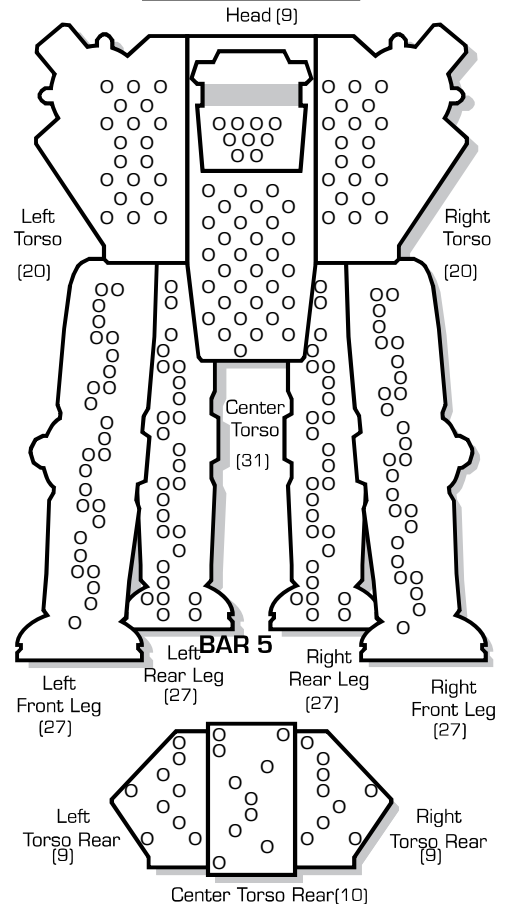
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Industrial Cockpit (adv. FCS)
- Environmental Sealing
- Sensors
- Life Support

Left Front Leg

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

Right Front Leg

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

Center Torso

- Fuel Cell Engine
- Fuel Cell Engine
- Fuel Cell Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Fuel Cell Engine
- Fuel Cell Engine
- Fuel Cell Engine
- Ammo [AC/5] 20
- Environmental Sealing

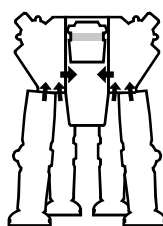
Right Torso

- AC/5
- AC/5
- AC/5
- AC/5
- SRM 4
- Environmental Sealing

Left Torso

- AC/5
- AC/5
- AC/5
- AC/5
- SRM 4
- Ammo [SRM 4] 25
- Environmental Sealing
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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



Damage Transfer Diagram

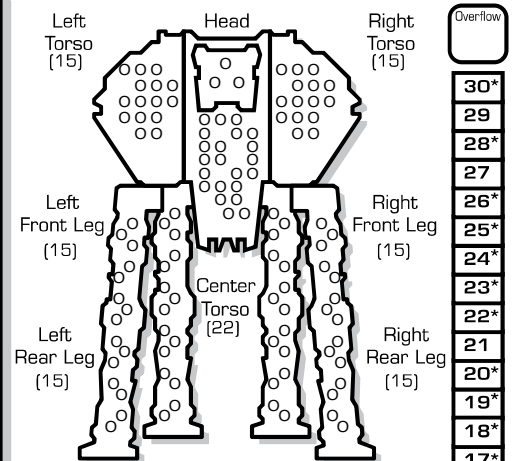
Left Rear Leg

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

Right Rear Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	2 (2) 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	

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

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

(Industrial)

Type: Uni ATAE-70T CargoMech

Movement Points: Tonnage: 70
Walking: 3 Tech Base: Inner Sphere
Running: 5 Era: Jihad

Weapons & Equipment Inventory (hexes)

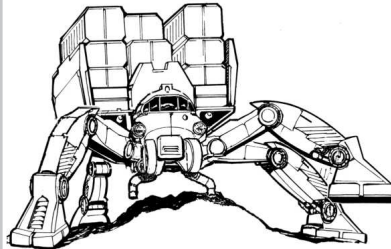
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Cargo Container (10 tons)	CT	—	[E]	—	—	—	—
1	Cargo (3.5 tons)	RT	—	[E]	—	—	—	—
1	Lift Hoist(R)	RT	—	[E]	—	—	—	—
1	Cargo (3.5 tons)	LT	—	[E]	—	—	—	—
1	Lift Hoist(R)	LT	—	[E]	—	—	—	—

WARRIOR DATA

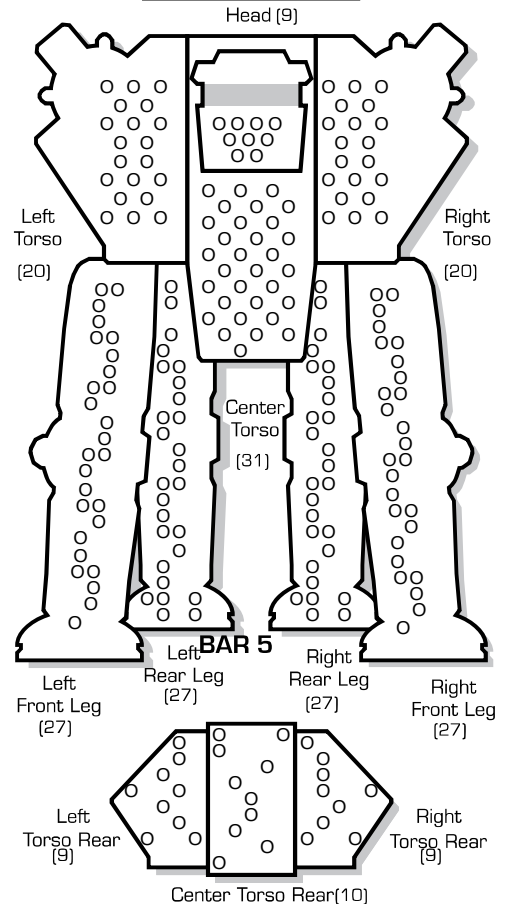
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



BV: 542

CRITICAL HIT TABLE

Left Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple-Strength Myomer
- Environmental Sealing

Head

- Life Support
- Sensors
- Industrial Cockpit
- Environmental Sealing
- Sensors
- Life Support

Right Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple-Strength Myomer
- Environmental Sealing

Center Torso

- Fuel Cell Engine
- Fuel Cell Engine
- Fuel Cell Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

Right Torso

- Lift Hoist (R)
- Lift Hoist (R)
- Lift Hoist (R)
- Cargo (3.5 tons)
- Cargo (3.5 tons)
- Cargo (3.5 tons)

1-3

4-6

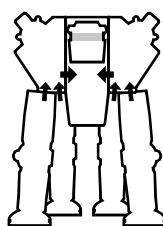
Left Torso

- Lift Hoist (R)
- Lift Hoist (R)
- Lift Hoist (R)
- Cargo (3.5 tons)
- Cargo (3.5 tons)
- Cargo (3.5 tons)

1-3

4-6

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



Damage Transfer Diagram

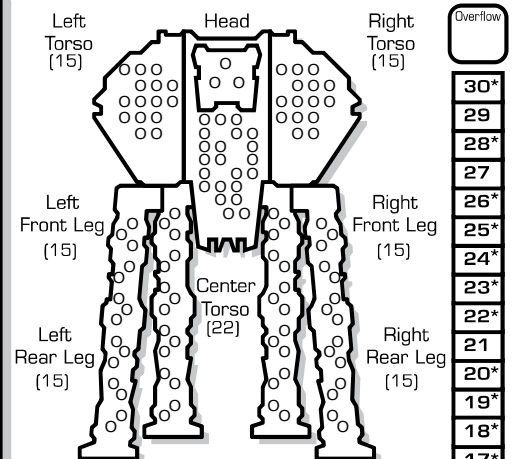
Left Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple-Strength Myomer
- Environmental Sealing

Right Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple-Strength Myomer
- Environmental Sealing

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	1 (1) 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	

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

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

(Industrial)

Type: Scavenger SC-V SalvageMech

Movement Points: Tonnage: 80
Walking: 4 Tech Base: Inner Sphere
Running: 6 Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Cargo (1 ton)	CT	—	[E]	—	—	—	—
4	Cargo (1 ton)	RT	—	[E]	—	—	—	—
1	Light Fluid Suction System	RT	—	[E]	—	—	—	—
2	Liquid Storage (1 ton)	RT	—	[E]	—	—	—	—
1	Mounted Searchlight	RT	—	[E]	—	—	—	170
1	Sprayer	RT	—	[E]	—	—	—	1
6	Cargo (1 ton)	LT	—	[E]	—	—	—	—
1	Extended Fuel Tank (3 tons)	LT	—	[E]	—	—	—	—

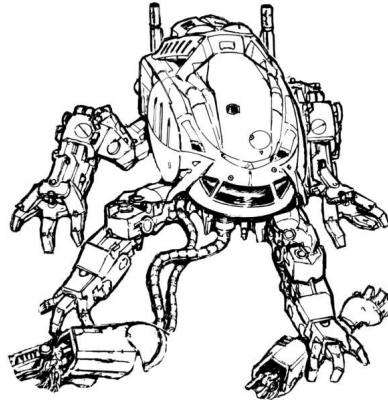
BV: 528

WARRIOR DATA

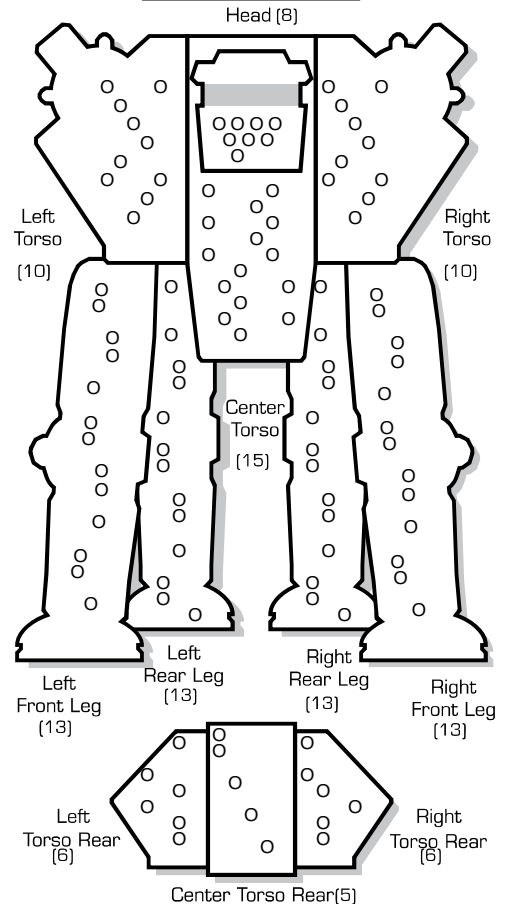
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Industrial Cockpit
- Roll Again
- Sensors
- Life Support

Left Front Leg

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

Right Front Leg

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

Center Torso

1-3

- Fuel Cell Engine
- Fuel Cell Engine
- Fuel Cell Engine
- Gyro
- Gyro
- Gyro

4-6

- Gyro
- Fuel Cell Engine
- Fuel Cell Engine
- Fuel Cell Engine
- Cargo (1 ton)
- Cargo (1 ton)

Left Torso

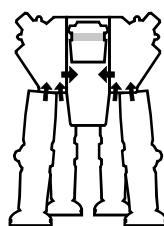
1-3

- Cargo (1 ton)
- Cargo (1 ton)
- Cargo (1 ton)
- Cargo (1 ton)
- Cargo (1 ton)
- Cargo (1 ton)

4-6

- Extended Fuel Tank (3 tons)
- Extended Fuel Tank (3 tons)
- Extended Fuel Tank (3 tons)
- Roll Again
- Roll Again
- Roll Again

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



Damage Transfer Diagram

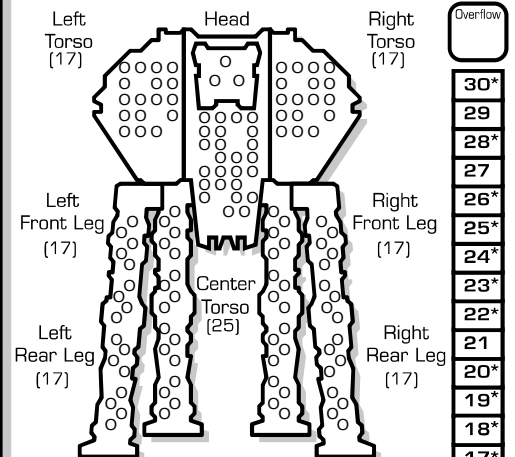
Left Rear Leg

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

Right Rear Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	2 (2) 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	○

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

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

(Industrial)

Type: Scavenger SC-V-M MilitiaMech

Movement Points: Tonnage: 80
Walking: 4 Tech Base: Inner Sphere
Running: 6 Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Mounted Searchlight	RT	—	[E]	—	—	—	170
1	AC/10	LT	3	10	—	5	10	15
				[DB,S]				
1	Extended Fuel Tank (3 tons)	LT	—	[E]	—	—	—	—

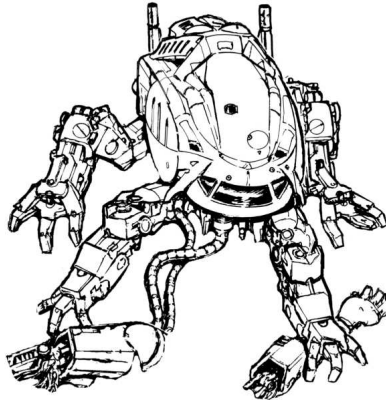
BV: 672

WARRIOR DATA

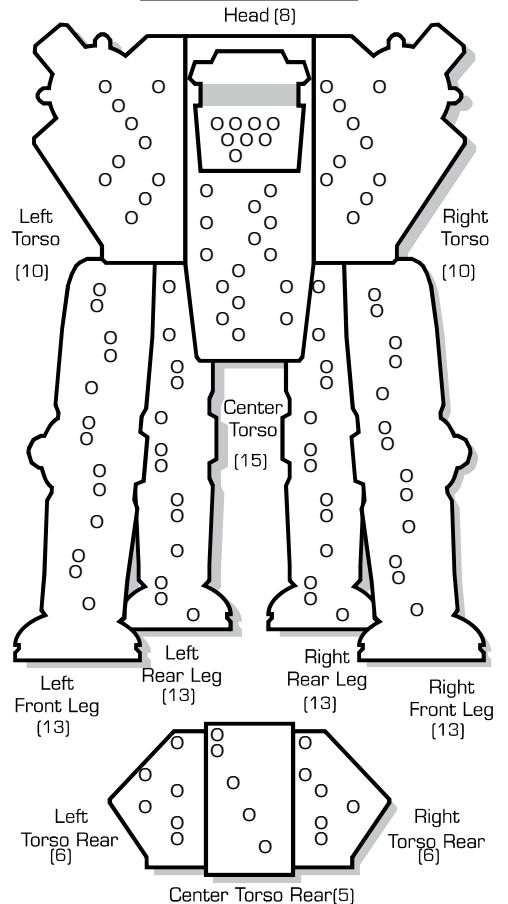
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Front Leg

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

Left Torso

- AC/10
- AC/10
- AC/10
- AC/10
- AC/10
- AC/10
- AC/10
- Extended Fuel Tank (3 tons)
- Extended Fuel Tank (3 tons)
- Extended Fuel Tank (3 tons)
- Roll Again
- Roll Again

Left Rear Leg

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

Head

- Life Support
- Sensors
- Industrial Cockpit (adv. FCS)
- Roll Again
- Sensors
- Life Support

Center Torso

- Fuel Cell Engine
- Fuel Cell Engine
- Fuel Cell Engine
- Gyro
- Gyro
- Gyro
- Gyro
- Fuel Cell Engine
- Fuel Cell Engine
- Fuel Cell Engine
- Roll Again
- Roll Again

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

Right Front Leg

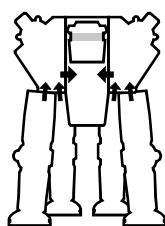
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

Right Torso

- Ammo [AC/10] 10
- Ammo [AC/10] 10
- Mounted Searchlight
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

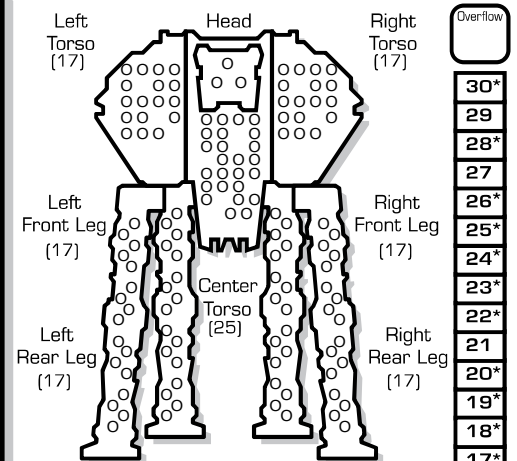
Right Rear Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	3 (3) 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	

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

FOUR-LEGGED 'MECH RECORD SHEET

'MECH DATA

(Industrial)

Type: Vampyr SC-V-1 SalvageMech

Movement Points: Tonnage: 80
Walking: 4 Tech Base: Inner Sphere
Running: 6 Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Cargo (1 ton)	RT	—	[E]	—	—	—	—
1	Light Fluid Suction System	RT	—	[E]	—	—	—	—
2	Liquid Storage (1 ton)	RT	—	[E]	—	—	—	—
1	Sprayer	RT	—	[E]	—	—	—	1
6	Cargo (1 ton)	LT	—	[E]	—	—	—	—
1	Extended Fuel Tank (3 tons)	LT	—	[E]	—	—	—	—

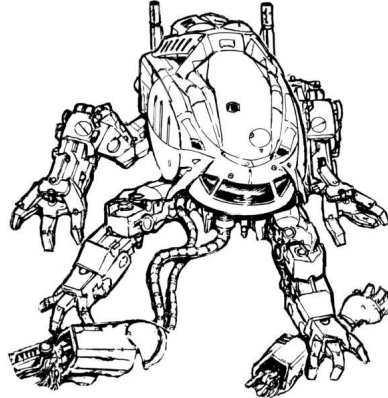
BV: 540

WARRIOR DATA

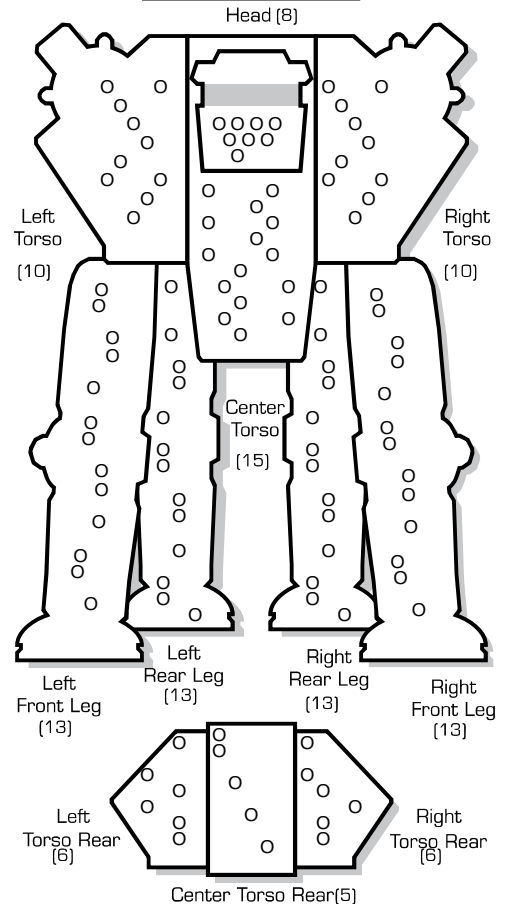
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Industrial Cockpit
- Environmental Sealing
- Sensors
- Life Support

Left Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple-Strength Myomer
- Environmental Sealing

Right Front Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple-Strength Myomer
- Environmental Sealing

Center Torso

- Fuel Cell Engine
 - Fuel Cell Engine
 - Fuel Cell Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fuel Cell Engine
 - Fuel Cell Engine
 - Fuel Cell Engine
 - Triple-Strength Myomer
 - Environmental Sealing
- 4-6

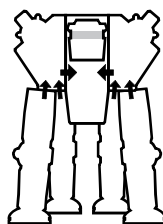
Right Torso

- Sprayer
 - Light Fluid Suction System
 - Liquid Storage (1 ton)
 - Liquid Storage (1 ton)
 - Cargo (1 ton)
 - Cargo (1 ton)
- 1-3
- Triple-Strength Myomer
 - Triple-Strength Myomer
 - Triple-Strength Myomer
 - Triple-Strength Myomer
 - Triple-Strength Myomer
 - Environmental Sealing
- 4-6

Left Torso

- Cargo (1 ton)
 - Cargo (1 ton)
 - Cargo (1 ton)
 - Cargo (1 ton)
 - Cargo (1 ton)
 - Cargo (1 ton)
- 1-3
- Extended Fuel Tank (3 tons)
 - Extended Fuel Tank (3 tons)
 - Extended Fuel Tank (3 tons)
 - Triple-Strength Myomer
 - Triple-Strength Myomer
 - Environmental Sealing
- 4-6

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



Damage Transfer Diagram

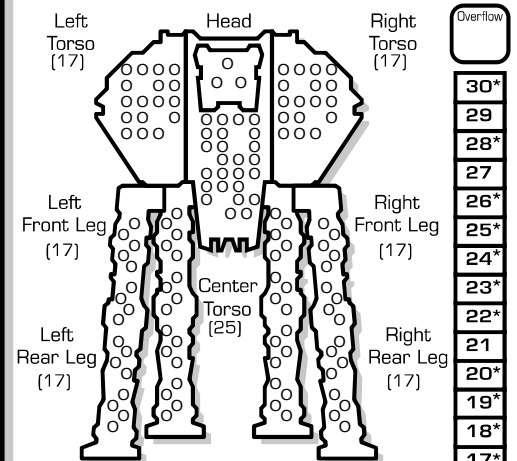
Left Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple-Strength Myomer
- Environmental Sealing

Right Rear Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Triple-Strength Myomer
- Environmental Sealing

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	2 (2) 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	○

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