

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.

Silhouettes: Starting in 1996, for various reasons, the use of numerous BattleMech images within the *BattleTech* universe were discontinued (their names and game stats remained, only their visual representation was omitted). As explained on page 280 of *Technical Readout: 3039*, from an "in-universe" perspective, all of those images were "upgraded" in look at feel to images that could be used (see the Project Phoenix section of *Technical Readout: 3085*). Now, however, many of those images are once again in use. If a silhouette appears for a specific variant, than that image still is not in use.

VEHICLES

Ferret Light Scout VTOL
Savannah Master Hovercraft
Swift Wind Scout Car
Armored Personnel Carriers
J-27 Ordnance Transport
Mobile Army Surgical Hospital
Packrat LRPV PKR-T5
Skulker Wheeled Scout Tank
Warrior H-7
Harasser Missile Platform
J. Edgar Light Hover Tank
Mobile Headquarters
Scorpion Light Tank
Coolant Truck
Karnov UR Transport
Hunter Light Support Tank
Pegasus Scout Hovortank
Saladin Assault Hover Tank
Saracen Medium Hover Tank
Scimitar Medium Hover Tank
Striker Light Tank
Engineering Vehicle
Hetzer Wheeled Assault Gun
Goblin Medium Tank
Condor Heavy Hover Tank
Drillson Heavy Hover Tank
Maxim Heavy Hover Transport
Vedette Medium Tank
Bulldog Medium Tank
Hi-Scout Drone Carrier
LRM/SRM Carrier
Manticore Heavy Tank
Pike Support Vehicle
Mobile Long Tom Artillery

Rommel/Patton Tank
Von Luckner Heavy Tank
Demolisher Heavy Tank
Partisan Heavy Tank
Schrek PPC Carrier
Sturmfeuer Heavy Tank
Ontos Heavy Tank
Behemoth Heavy Tank

BATTLEMECHS

Commando
Javelin
Spider
UrbanMech
Firestarter
Jenner
Panther
Assassin
Cicada
Clint
Hermes II
Vulcan
Whitworth
Blackjack
Vindicator
Centurion
Enforcer
Hunchback
Trebuchet
Dervish
Dragon
Quickdraw
Catapult
JagerMech
Grasshopper
Orion

Awesome
Charger
Victor
Zeus
Stalker
Cyclops
Banshee
Atlas

CONVENTIONAL FIGHTERS

Light Strike Fighter
Boeing Jump Bomber
Guardian Fighter
Medium Strike Fighter
Heavy Strike Fighter
'Mechbuster
Planetlifter Air Transport

AEROSPACE FIGHTERS

Seydlitz
Cheetah
Thrush
Sparrowhawk
Sholagar
Corsair
Samurai
Transit
Stingray
Lucifer
Shilone
Transgressor
Slayer
Chippewa
Riever
Stuka

FIRST IN CENTURIES...

Raven
Wolfhound
Hatchetman
Cataphract
Hatamoto-Chi
Daboku
Sai

STAR LEAGUE

Thorn
Flea
Hornet
Mongoose
Falcon
Hermes
Hussar
Sentinel
Wyvern



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Wasp
Valkyrie
Ostscout
Phoenix Hawk
Griffin
Scorpion
Shadow Hawk
Wolverine

Ostroc
Ostsol
Rifleman
Crusader
Thunderbolt
Archer
Warhammer
Marauder
Goliath
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Longbow
Marauder II

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 page 4 for an explanation of BattleTech Eras.

CREDITS

Record Sheet Application

Jason Tighe

Project Development

Randall N. Bills

Data Entry

Peter Smith

BattleTech Line Developer

Herbert A. Beas II

Production Staff

Art Direction

Brent Evans

Cover Art

Franz Vowhinkel

Cover Design

David M. Stansel-Garner

Additional Design

Matt Heerd

Illustrations

Doug Chaffee
David R. Deitrick
Dana Knutson
Chris Lewis
Kevin Long
Duane Loose
Mike Nielson

Proofreaders

Joel Bancroft-Conner, Roland M. “Colbosh” Boshnack, Sebastian “BeeRockxs” Brocks, Rich Cencarik, Johannes Heidler, Luke “Jellico” Robertson, Chris Smith, Peter Smith, Jason Tighe, Chris Wheeler.

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BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Pegasus Scout Hovertank (Missile)
 Movement Points: **Cruising:** 8 **Flank:** 12 **Movement Type:** Hover **Engine Type:** I.C.E.
 Tonnage: 35 **Tech Base:** Inner Sphere (Intro) **Era:** Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
3	SRM 6	T	2/Mel [M,C]	—	3	6	9

Ammo: [SRM 6] 30

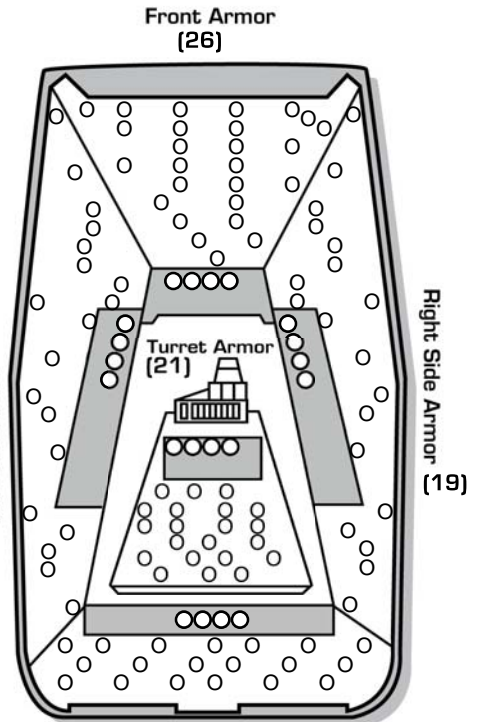
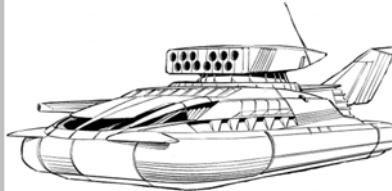
Cost: BV: 678

CREW DATA

Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit **+1** Driver Hit **+2**
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked Engine Hit
 Sensor Hits **+1 +2 +3** **D**
 Motive System Hits **+1 +2 +3**
 Stabilizers
 Front Left Right
 Rear Turret



Rear Armor (19)



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GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
4	Front†	Rear†	Side†
5	Right Side†	Left Side†	Front†
6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

*A result of 2 or 12 (or an 8 if the attack strikes the side) may inflict a critical hit on the vehicle. For each result of 2 or 12 (or 8 for side attacks), apply damage normally to the armor in that section. The attacking player then automatically rolls once on the Ground Combat Vehicle Critical Hits Table below (see *Combat*, p. 192 in *Total Warfare* for more information). A result of 12 on the Ground Combat Vehicles Hit Location Table may inflict critical hit against the turret; if the vehicle has no turret, a 12 indicates the chance of a critical hit on the side corresponding to the attack direction.
 †The vehicle may suffer motive system damage even if its armor remains intact. Apply damage normally to the armor in that section, but the attacking player also rolls once on the Motive System Damage Table at night (see *Combat*, p. 192 in *Total Warfare* for more information). Apply damage at the end of the phase in which the damage takes effect.
 ‡Side hits strike the side as indicated by the attack direction. For example, if an attack hits the right side, all Side results strike the right side armor. If the vehicle has no turret, a turret hit strikes the armor on the side attacked.

MOTIVE SYSTEM DAMAGE TABLE

2D6 Roll	EFFECT*
2-5	No effect.
6-7	Minor damage; +1 modifier to all Driving Skill Rolls
8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifiers:
Hit from rear	Tracked, Naval
Hit from the sides	Wheeled
	Hovercraft, Hydrofoil
	WIGE
	+0
	+2
	+3
	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

2D6 Roll	LOCATION HIT			
	FRONT	SIDE	REAR	TURRET
2-5	No Critical Hit	No Critical Hit	No Critical Hit	No Critical Hit
6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
 **If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Pegasus Scout Hovertank (Sensors)
 Movement Points: **Tonnage:** 35
 Cruising: 8 **Tech Base:** Inner Sphere (Intro)
 Flank: 12 **Era:** Succession Wars
 Movement Type: Hover
 Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Remote Sensor Dispenser	BD	[E]	—	—	—	—
1	Medium Laser	FR	5 [DE]	—	3	6	9
2	SRM 4	T	2/[M] [I,C]	—	3	6	9

Ammo: (SRM 4) 50, (Remote Sensors) 30

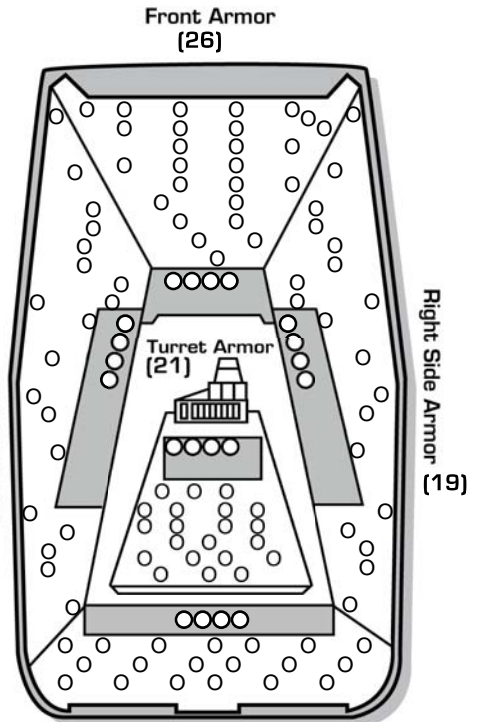
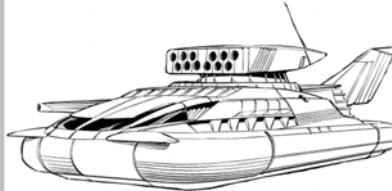
Cost: BV: 571

CREW DATA

Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit **+1** Driver Hit **+2**
Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked Engine Hit
 Sensor Hits **+1** **+2** **+3** **D**
 Motive System Hits **+1** **+2** **+3**
 Stabilizers
 Front Left Right
 Rear Turret



Rear Armor (19)



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2D6 Roll	ATTACK DIRECTION		
	FRONT	REAR	SIDES
2*	Front (critical)	Rear (critical)	Side (critical)
3	Front†	Rear†	Side†
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6	Front	Rear	Side
7	Front	Rear	Side
8	Front	Rear	Side (critical)*
9	Left Side†	Right Side†	Rear†
10	Turret	Turret	Turret
11	Turret	Turret	Turret
12*	Turret (critical)	Turret (critical)	Turret (critical)

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2D6 Roll	EFFECT*
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8-9	Moderate damage; -1 Cruising MP, +2 modifier to all Driving Skill Rolls
10-11	Heavy damage; only half Cruising MP (round fractions up), +3 modifier to all Driving Skill Rolls
12+	Major damage; no movement for the rest of the game. Vehicle is immobile.

Attack Direction Modifier:	Vehicle Type Modifiers:	
Hit from rear	Tracked, Naval	+0
Hit from the sides	Wheeled	+2
	Hovercraft, Hydrofoil	+3
	WiGE	+4

*All movement and Driving Skill Roll penalties are cumulative. However, each Driving Skill Roll modifier can only be applied once. For example, if a roll of 6-7 is made for a vehicle, inflicting a +1 modifier, that is the only time that particular +1 can be applied; a subsequent roll of 6-7 has no additional effect. This means the maximum Driving Skill Roll modifier that can be inflicted from the Motive System Damage Table is +6. If a unit's Cruising MP is reduced to 0, it cannot move for the rest of the game, but is not considered an immobile target. In addition, all motive system damage takes effect at the end of the phase in which the damage occurred. For example, if two units are attacking the same Combat Vehicle during the Weapon Attack Phase and the first unit inflicts motive system damage and rolls a 12, the -4 immobile target modifier would not apply for the second unit. However, the -4 modifier would take effect during the Physical Attack Phase. If a hover vehicle is rendered immobile while over a Depth 1 or deeper water hex, it sinks and is destroyed.

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6	Driver Hit	Cargo/Infantry Hit	Weapon Malfunction	Stabilizer
7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapon Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
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BATTLETECH™

ARMOR DIAGRAM

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Pegasus Scout Hovertank (Unarmed)
 Movement Points: **Tonnage:** 35
 Cruising: 8 **Tech Base:** Inner Sphere (Intro)
 Flank: 12 **Era:** Succession Wars
 Movement Type: Hover
 Engine Type: I.C.E.

Weapons & Equipment Inventory (hexes)

Qty Type Loc Dmg Min Sht Med Lng
 Cargo Space - 12 tons

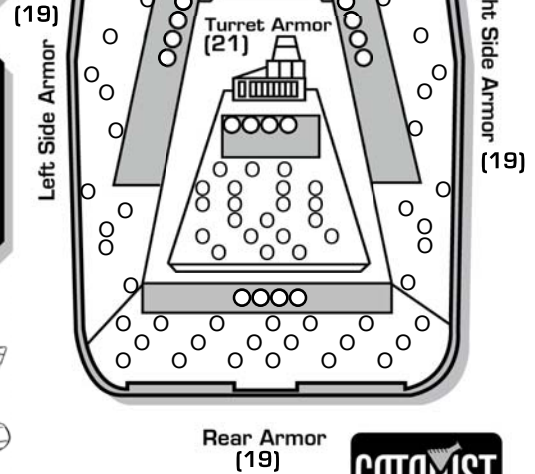
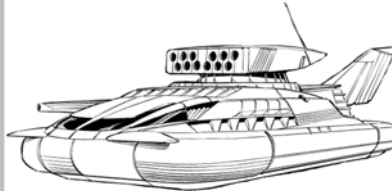
Cost: BV:317

CREW DATA

Crew: _____
 Gunnery Skill: _____ Driving Skill: _____
 Commander Hit **+1** Driver Hit **+2**
 Modifier to all Skill rolls Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked Engine Hit
 Sensor Hits **+1 +2 +3** D
 Motive System Hits **+1 +2 +3**
 Stabilizers
 Front Left Right
 Rear Turret



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7	Front	Rear	Side
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MOTIVE SYSTEM DAMAGE TABLE

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7	Weapon Malfunction	Weapon Malfunction	Cargo/Infantry Hit	Turret Jam
8	Stabilizer	Crew Stunned	Stabilizer	Weapon Malfunction
9	Sensors	Stabilizer	Weapons Destroyed	Turret Locks
10	Commander Hit	Weapon Destroyed	Engine Hit	Weapon Destroyed
11	Weapon Destroyed	Engine Hit	Ammunition**	Ammunition**
12	Crew Killed	Fuel Tank*	Fuel Tank*	Turret Blown Off

*If Combat Vehicle has ICE engine only. If Combat Vehicle has a fusion engine, treat this result as Engine Hit.
 **If Combat Vehicle carries no ammunition, treat this result as Weapon Destroyed.

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BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Awesome AWS-8Q**

Movement Points: **Tonnage:** 80
Walking: 3 **Tech Base:** Inner Sphere (Intro)
Running: 5 **Era:** Star League
Jumping: 0

Weapons & Equipment Inventory (hexes)

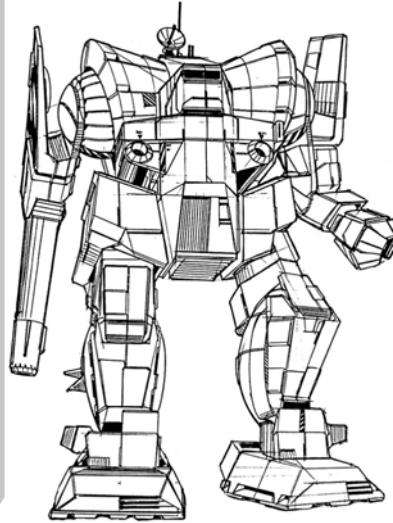
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	—	1	2	3
1	PPC	RT	10	10 [DEX]	3	6	12	18
1	PPC	LT	10	10 [DEX]	3	6	12	18
1	PPC	RA	10	10 [DEX]	3	6	12	18

Cost: **BV:** 1,605

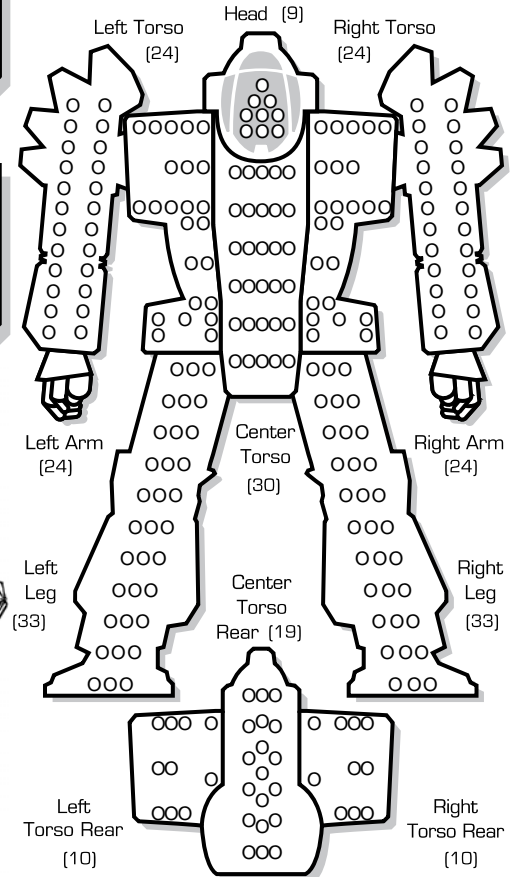
WARRIOR DATA

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

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
- 5. Roll Again
- 6. Roll Again
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4-6 4. Roll Again
- 5. Roll Again
- 6. Roll Again

Head

- 1. Life Support
- 2. Sensors
- 3. Cockpit
- 4. Small Laser
- 5. Sensors
- 6. Life Support

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Heat Sink
- 5. Heat Sink
- 6. Heat Sink
- 1. Heat Sink
- 2. Heat Sink
- 4-6 3. PPC
- 4. PPC
- 5. PPC
- 6. Roll Again

Center Torso

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

Right Torso

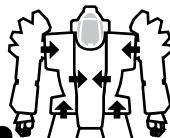
- 1. Heat Sink
- 2. Heat Sink
- 3. Heat Sink
- 1-3 4. PPC
- 5. PPC
- 6. PPC
- 1. Roll Again
- 2. Roll Again
- 3. Roll Again
- 4. Roll Again
- 5. Roll Again
- 4-6 6. Roll Again

Left Torso

- 1. Heat Sink
- 2. Heat Sink
- 3. Heat Sink
- 1-3 4. Heat Sink
- 5. Heat Sink
- 6. PPC
- 1. PPC
- 2. PPC
- 3. Roll Again
- 4-6 4. Roll Again
- 5. Roll Again
- 6. Roll Again

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

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



Damage Transfer Diagram

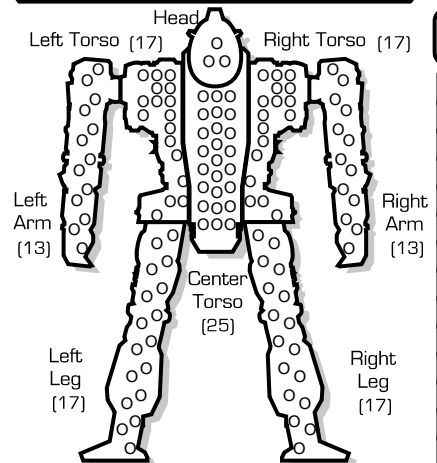
Left Leg

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Awesome AWS-8R**

Movement Points: **3** Tonnage: **80**
 Walking: **3** Tech Base: **Inner Sphere**
 Running: **5** (Intro)
 Jumping: **0** Era: **Star League**

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	—	1	2	3
1	LRM 15	RT	5	1/Msl [M.C.S]	6	7	14	21
1	LRM 15	LT	5	1/Msl [M.C.S]	6	7	14	21
1	Large Laser	RA	8	8 [DE]	—	5	10	15

Cost: **1,470** BV: **1,470**

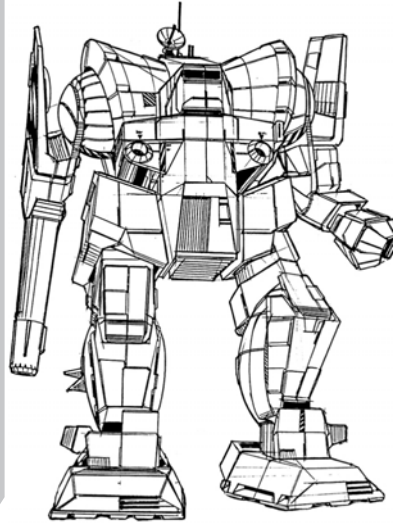
WARRIOR DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken:

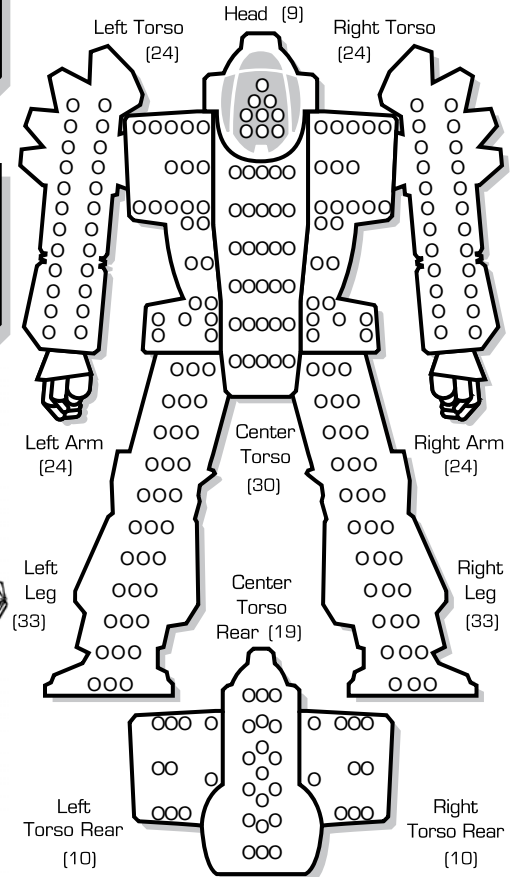
1	2	3	4	5	6
---	---	---	---	---	---

 Consciousness#:

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Heat Sink
- Heat Sink

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

Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink

- LRM 15
- LRM 15
- LRM 15
- 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
- Cockpit
- Small Laser
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Heat Sink
- Large Laser
- Large Laser

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

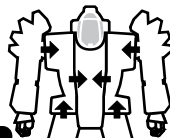
Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink

- LRM 15
- LRM 15
- LRM 15
- Roll Again
- Roll Again
- Roll Again

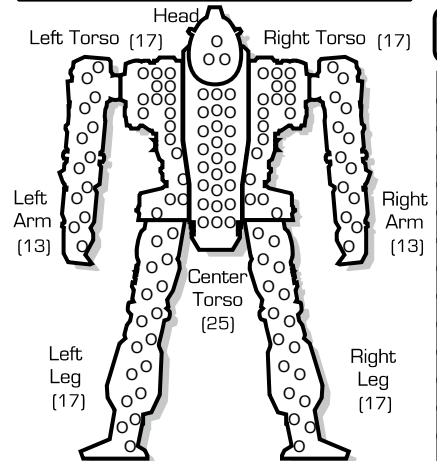
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 28 (28)
30	Shutdown	Single ○○○○
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

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Awesome AWS-8T**

Movement Points: **Tonnage:** 80
Walking: 3 **Tech Base:** Inner Sphere (Intro)
Running: 5 **Era:** Succession Wars
Jumping: 0

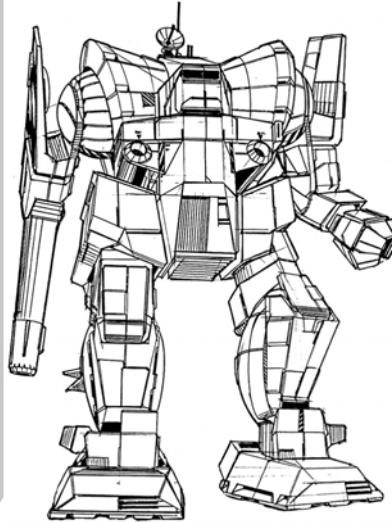
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	—	1	2	3
1	LRM 15	RT	5	1/Msl [M.C.S]	6	7	14	21
1	LRM 15	LT	5	1/Msl [M.C.S]	6	7	14	21
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Large Laser	LA	8	8 [DE]	—	5	10	15

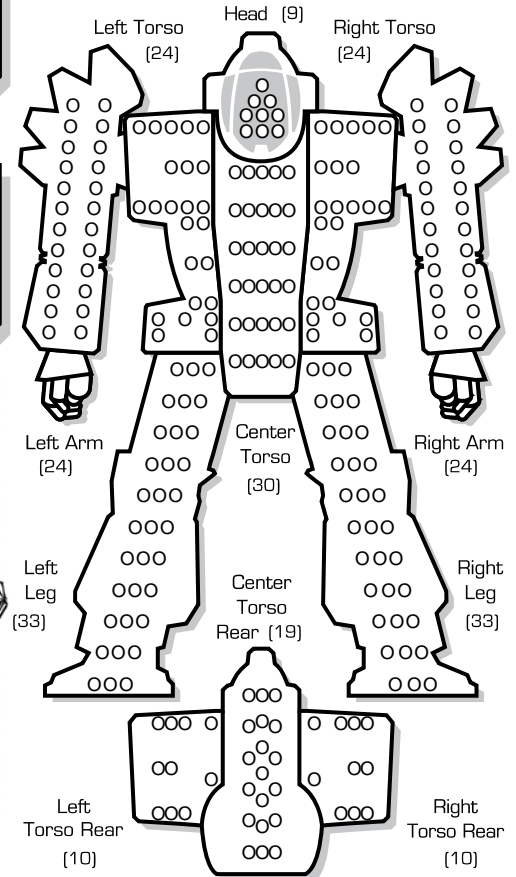
Cost: **BV:** 1,593

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 Hand Actuator
- Large Laser
- Large Laser

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

Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- 1-3 Heat Sink
- LRM 15
- LRM 15

- LRM 15
- Roll Again
- Roll Again
- 4-6 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
- Cockpit
- Small Laser
- Sensors
- Life Support

Center Torso

- Fusion Engine
- Fusion Engine
- 1-3 Fusion Engine
- Gyro
- Gyro
- Gyro

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Heat Sink
- Large Laser
- Large Laser

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

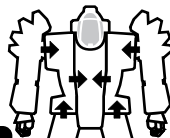
Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- 1-3 Heat Sink
- Heat Sink
- LRM 15

- LRM 15
- LRM 15
- Roll Again
- Roll Again
- Roll Again
- 4-6 Roll Again

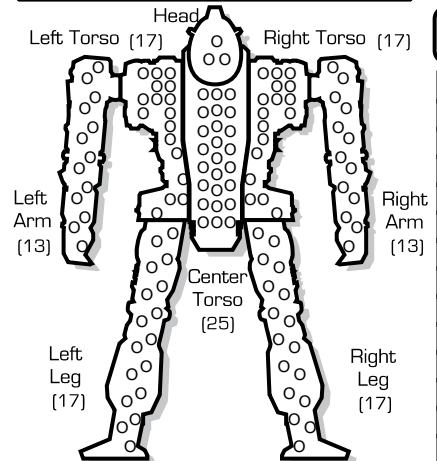
Right Leg

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



CATALYST
game labs
Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale
Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Awesome AWS-8V**

Movement Points: **Tonnage:** 80
Walking: 3 **Tech Base:** Inner Sphere
Running: 5 (Intro)
Jumping: 0 **Era:** Succession Wars

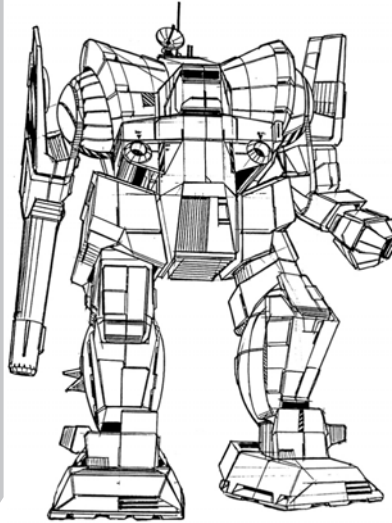
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	—	1	2	3
1	LRM 15	RT	5	1/Msl [M.C.S]	6	7	14	21
1	Large Laser	LT	8	8 [DE]	—	5	10	15
1	PPC	RA	10	10 [DE.X]	3	6	12	18

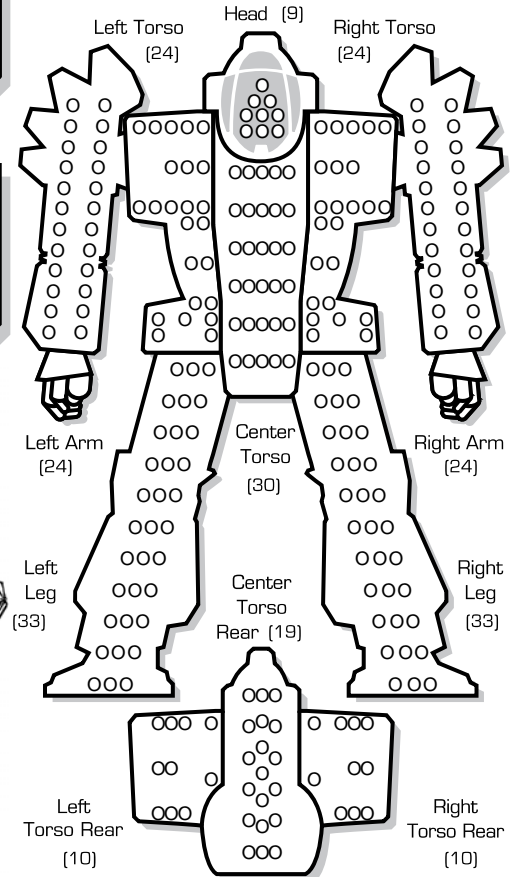
Cost: **BV:** 1,510

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
- Heat Sink
- Heat Sink

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

Left Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink

- Heat Sink
- Large Laser
- Large Laser
- 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
- Cockpit
- Small Laser
- Sensors
- Life Support

Center Torso

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

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Ammo (LRM 15) 8
- Ammo (LRM 15) 8

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- PPC
- PPC
- PPC

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

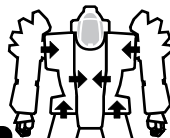
Right Torso

- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink
- Heat Sink

- LRM 15
- LRM 15
- LRM 15
- Roll Again
- Roll Again
- Roll Again

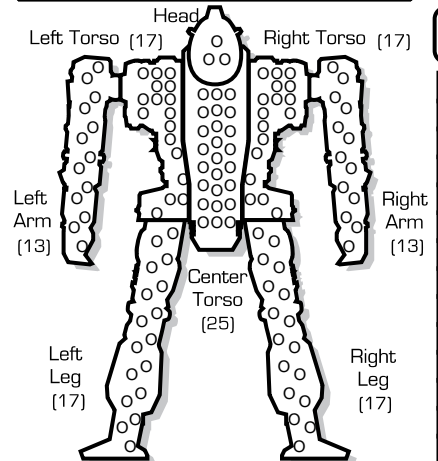
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 28 (28)
30	Shutdown	Single ○○○○
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

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

Conventional Fighter Record Sheet

FIGHTER DATA

Type: Medium Strike Fighter Crane

Thrust: Tonnage: 25
 Safe Thrust: 6 Tech Base: Inner Sphere
 Maximum Thrust: 9 (Intro)
 Era: Succession Wars

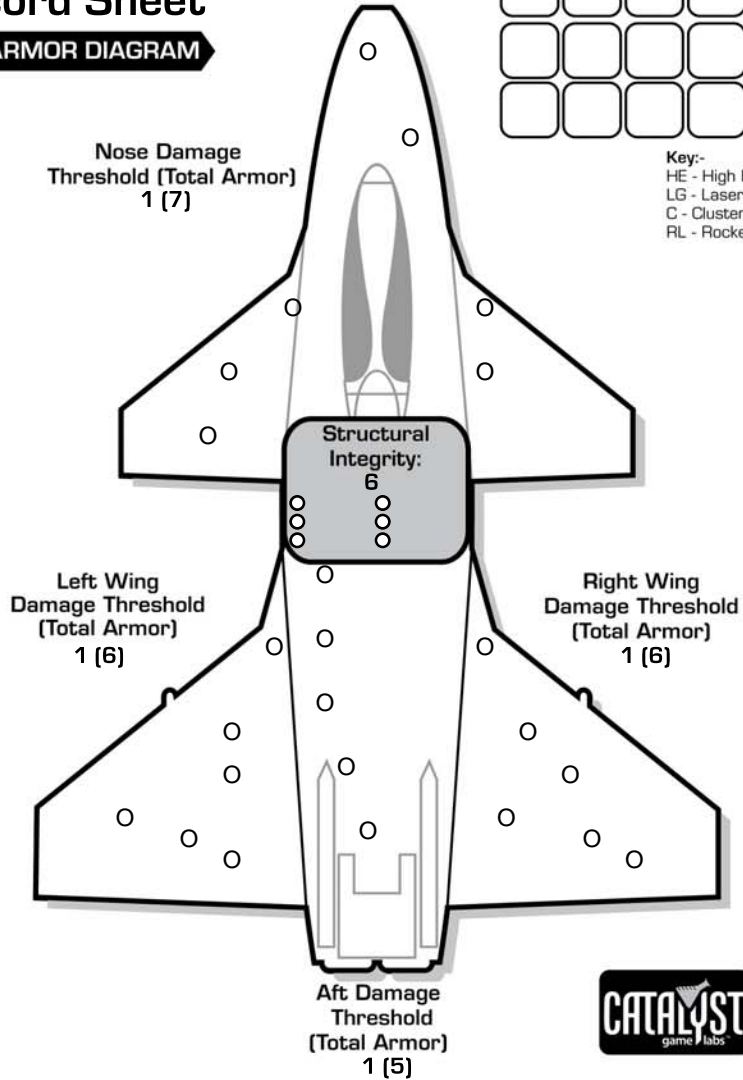
Weapons & Equipment Inventory

Standard Scale		(0-6)	(6-12)	(13-20)	(21-25)		
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
1	LRM 5 [M,C,S]	N	2	3	3	3	—
1	LRM 5 [M,C,S]	LW	2	3	3	3	—
1	LRM 5 [M,C,S]	RW	2	3	3	3	—

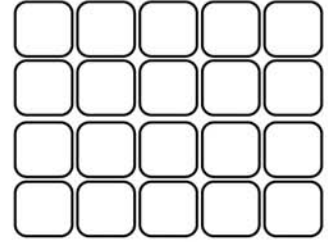
Ammo: (LRM 5) 24
 Fuel: 480 Points

Cost: BV: 274

ARMOR DIAGRAM



EXTERNAL STORES/BOMBS



Key:-
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

CRITICAL DAMAGE

Avionics [+1] [+2] [+5] Engine [2] [4] [D]
 FCS [+2] [+4] [D] Gear [+5]
 Sensors [+1] [+2] [+5] Life Support [+2]

PILOT DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken:

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

 Consciousness #:

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

 Modifier: [+1] [+2] [+3] [+4] [+5]

GROUND MAP STRAIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)		
VELOCITY	FIGHTER	SMALL CRAFT AND FIXED WING SUPPORT VEHICLES
1	8	8
2	12	14
3	16	20
4	20	26
5	24	32
6	28	38
7	32	44
8	36	50
9	40	56
10	44	62
11	48	68
12	52	74

Velocity above 12 is not possible on ground maps.

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

FIGHTER RETURN TABLE

SAFE THRUST	TURNS BEFORE RETURN
1-4	3
5-8	2
9-12	1
13+	0

BATTLETECH

Conventional Fighter Record Sheet

FIGHTER DATA

Type: Medium Strike Fighter Defender II

Thrust:
 Safe Thrust: 6
 Maximum Thrust: 9
 Tonnage: 25
 Tech Base: Inner Sphere
 Era: Succession Wars

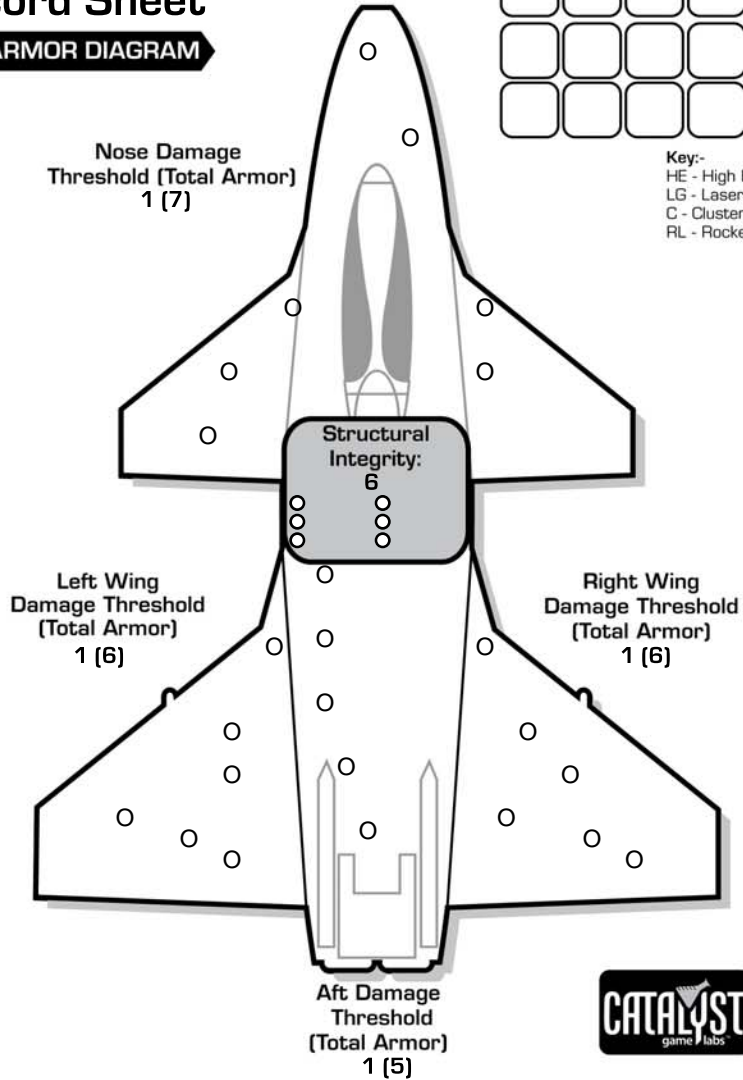
Weapons & Equipment Inventory

Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
1	LRM 5 [M,C,S] w/Artemis IV FCS	LW	2	3	3	3	—
1	LRM 5 [M,C,S] w/Artemis IV FCS	RW	2	3	3	3	—

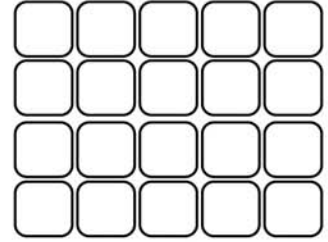
Ammo: (LRM 5 Artemis) 24
 Fuel: 480 Points

Cost: BV: 234

ARMOR DIAGRAM



EXTERNAL STORES/BOMBS



Key:-
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

GROUND MAP STRAIGHT MOVEMENT

VELOCITY	MINIMUM STRAIGHT MOVEMENT (IN HEXES)	
	FIGHTER	SMALL CRAFT AND FIXED WING SUPPORT VEHICLES
1	8	8
2	12	14
3	16	20
4	20	26
5	24	32
6	28	38
7	32	44
8	36	50
9	40	56
10	44	62
11	48	68
12	52	74

Velocity above 12 is not possible on ground maps.

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

FIGHTER RETURN TABLE

SAFE THRUST	TURNS BEFORE RETURN
1-4	3
5-8	2
9-12	1
13+	0

BATTLETECH

Conventional Fighter Record Sheet

FIGHTER DATA

Type: Medium Strike Fighter Defender

Thrust: _____ Tonnage: 25
 Safe Thrust: 6 Tech Base: Inner Sphere
 Maximum Thrust: 9 (Intro)
 Era: Star League

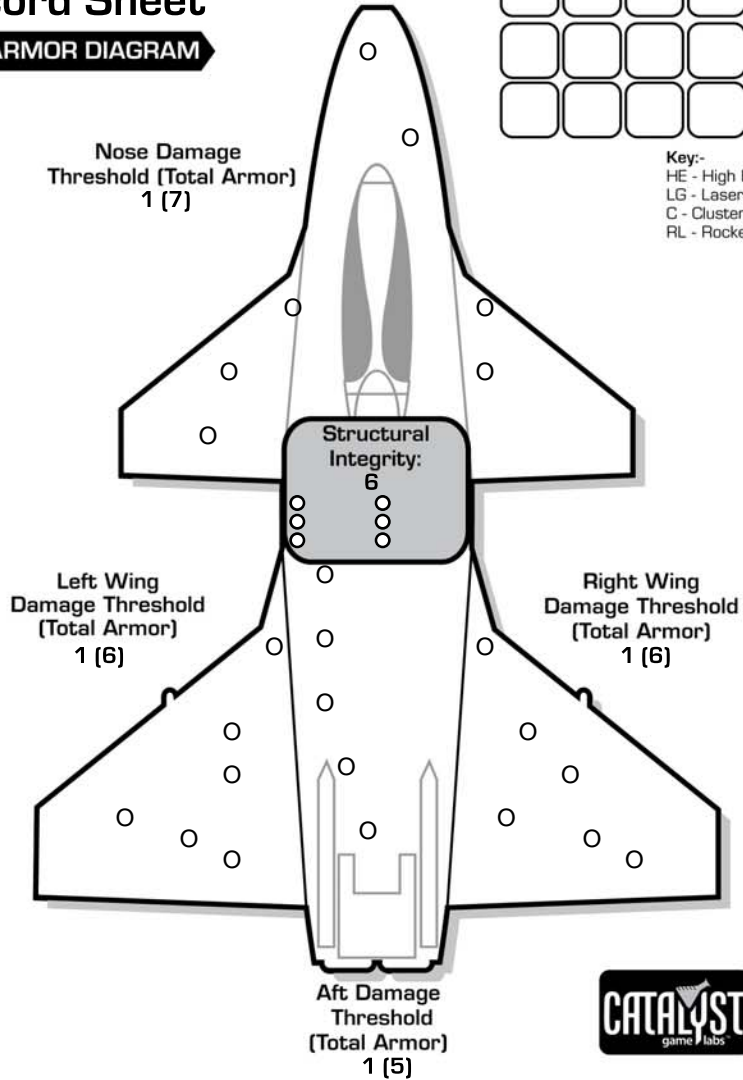
Weapons & Equipment Inventory

Standard Scale		(0-6)	(6-12)	(13-20)	(21-25)		
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
1	SRM 2 [M,C]	N	2	—	—	—	—
1	LRM 5 [M,C,S]	LW	2	3	3	3	—
1	LRM 5 [M,C,S]	RW	2	3	3	3	—

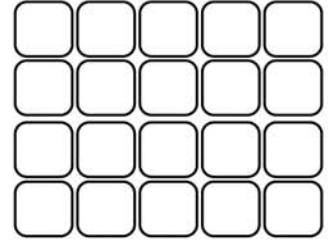
Ammo: (LRM 5) 24, (SRM 2) 50
 Fuel: 480 Points

Cost: _____ BV: 226

ARMOR DIAGRAM



EXTERNAL STORES/BOMBS



Key:-
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

CRITICAL DAMAGE

Avionics: +1, +2, +5
 Engine: 2, 4, D
 FCS: +2, +4, D
 Gear: +5
 Sensors: +1, +2, +5
 Life Support: +2

PILOT DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken: 1 2 3 4 5 6
 Consciousness #: 3 5 7 10 11 Dead
 Modifier: +1 +2 +3 +4 +5

GROUND MAP STRAIGHT MOVEMENT

VELOCITY	MINIMUM STRAIGHT MOVEMENT (IN HEXES)	
	FIGHTER	SMALL CRAFT AND FIXED WING SUPPORT VEHICLES
1	8	8
2	12	14
3	16	20
4	20	26
5	24	32
6	28	38
7	32	44
8	36	50
9	40	56
10	44	62
11	48	68
12	52	74

Velocity above 12 is not possible on ground maps.

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

FIGHTER RETURN TABLE

SAFE THRUST	TURNS BEFORE RETURN
1-4	3
5-8	2
9-12	1
13+	0

BATTLETECH

Conventional Fighter Record Sheet

FIGHTER DATA

Type: Medium Strike Fighter Kaiseradler

Thrust: _____ Tonnage: 25
 Safe Thrust: 6 Tech Base: Inner Sphere
 Maximum Thrust: 9 (Intro)
 VSTOL Era: Succession Wars

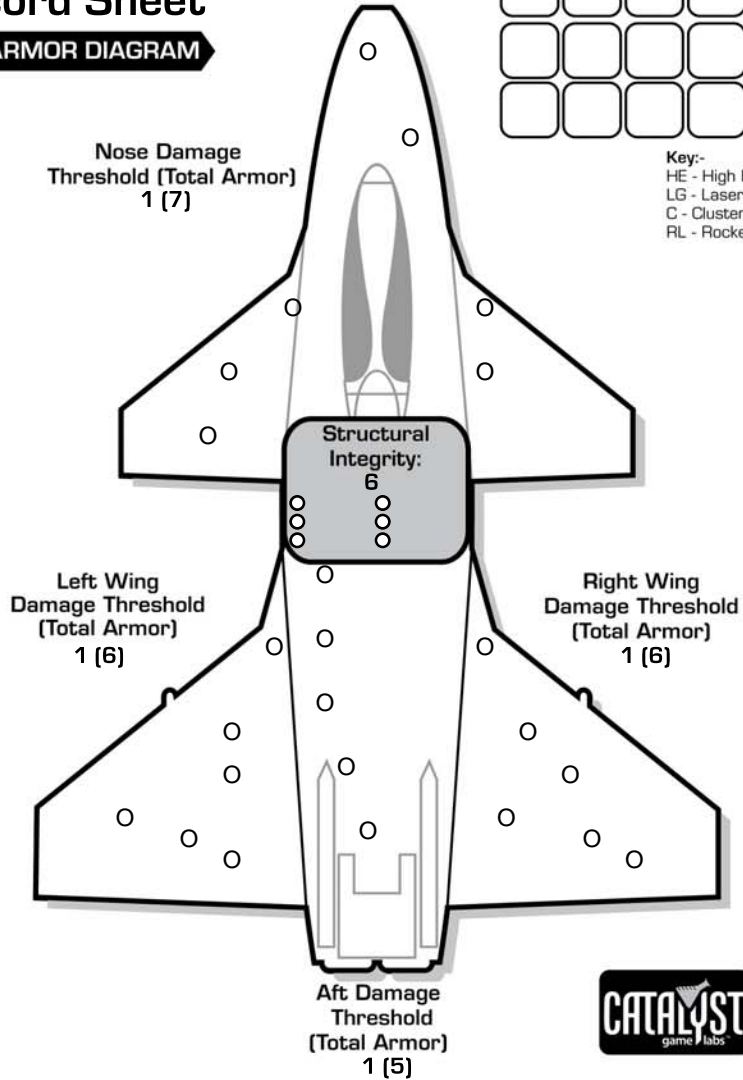
Weapons & Equipment Inventory

Standard Scale		(0-6)	(6-12)	(13-20)	(21-25)		
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
2	Machine Gun [DB, AI]	N	0	2	—	—	—
1	SRM 4 [M, C]	LW	3	4	—	—	—
1	SRM 4 [M, C]	RW	3	4	—	—	—

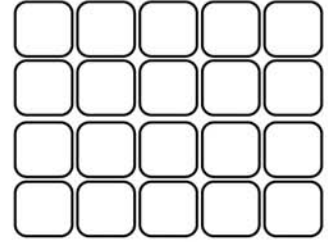
Ammo: [SRM 4] 25, [Machine Gun] 100
 Fuel: 320 Points

Cost: _____ BV: 186

ARMOR DIAGRAM



EXTERNAL STORES/BOMBS



Key:-
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

CRITICAL DAMAGE

Avionics [+1] [+2] [+5] Engine [2] [4] [D]
 FCS [+2] [+4] [D] Gear [+5]
 Sensors [+1] [+2] [+5] Life Support [+2]

PILOT DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken: 1 2 3 4 5 6
 Consciousness #: 3 5 7 10 11 Dead
 Modifier: +1 +2 +3 +4 +5

GROUND MAP STRAIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)		
VELOCITY	FIGHTER	SMALL CRAFT AND FIXED WING SUPPORT VEHICLES
1	8	8
2	12	14
3	16	20
4	20	26
5	24	32
6	28	38
7	32	44
8	36	50
9	40	56
10	44	62
11	48	68
12	52	74

Velocity above 12 is not possible on ground maps.

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

FIGHTER RETURN TABLE

SAFE THRUST	TURNS BEFORE RETURN
1-4	3
5-8	2
9-12	1
13+	0

BATTLETECH

Conventional Fighter Record Sheet

FIGHTER DATA

Type: Medium Strike Fighter Steinadler

Thrust: Tonnage: 25
 Safe Thrust: 6 Tech Base: Inner Sphere
 Maximum Thrust: 9 (Intro)
 Era: Star League

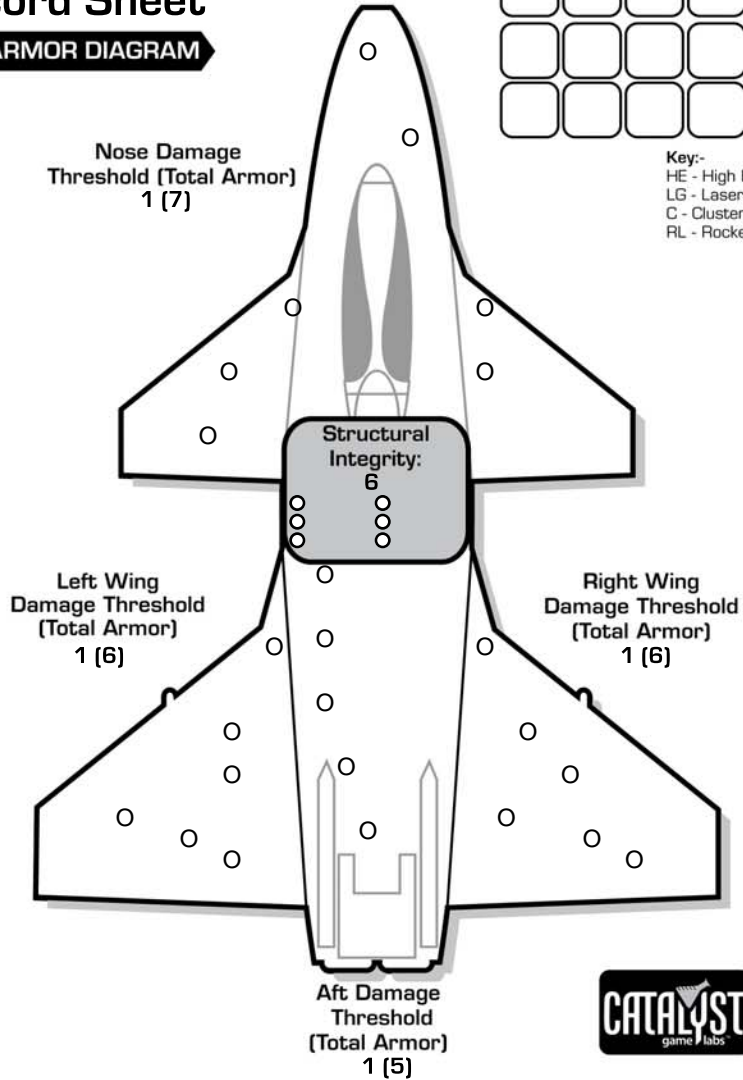
Weapons & Equipment Inventory

Standard Scale		(0-6)	(6-12)	(13-20)	(21-25)		
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
1	SRM 2 [M,C]	N	2	—	—	—	—
1	LRM 5 [M,C,S]	LW	2	3	3	3	—
1	LRM 5 [M,C,S]	RW	2	3	3	3	—

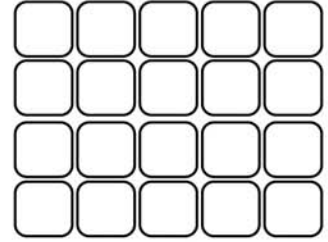
Ammo: (LRM 5) 24, (SRM 2) 50
 Fuel: 480 Points

Cost: BV:226

ARMOR DIAGRAM



EXTERNAL STORES/BOMBS



Key:-
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher

CRITICAL DAMAGE

Avionics (+1, +2, +5) Engine (2, 4, D)
 FCS (+2, +4, D) Gear (+5)
 Sensors (+1, +2, +5) Life Support (+2)

PILOT DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____
 Hits Taken: 1 2 3 4 5 6
 Consciousness #: 3 5 7 10 11 Dead
 Modifier: +1 +2 +3 +4 +5

GROUND MAP STRAIGHT MOVEMENT

MINIMUM STRAIGHT MOVEMENT (IN HEXES)		
VELOCITY	FIGHTER	SMALL CRAFT AND FIXED WING SUPPORT VEHICLES
1	8	8
2	12	14
3	16	20
4	20	26
5	24	32
6	28	38
7	32	44
8	36	50
9	40	56
10	44	62
11	48	68
12	52	74

Velocity above 12 is not possible on ground maps.

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

FIGHTER RETURN TABLE

SAFE THRUST	TURNS BEFORE RETURN
1-4	3
5-8	2
9-12	1
13+	0

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: **Shilone SL-17**

Thrust: _____ Tonnage: 65
 Safe Thrust: 6 Tech Base: Inner Sphere
 Maximum Thrust: 9 (Intro)
 Era: Succession Wars

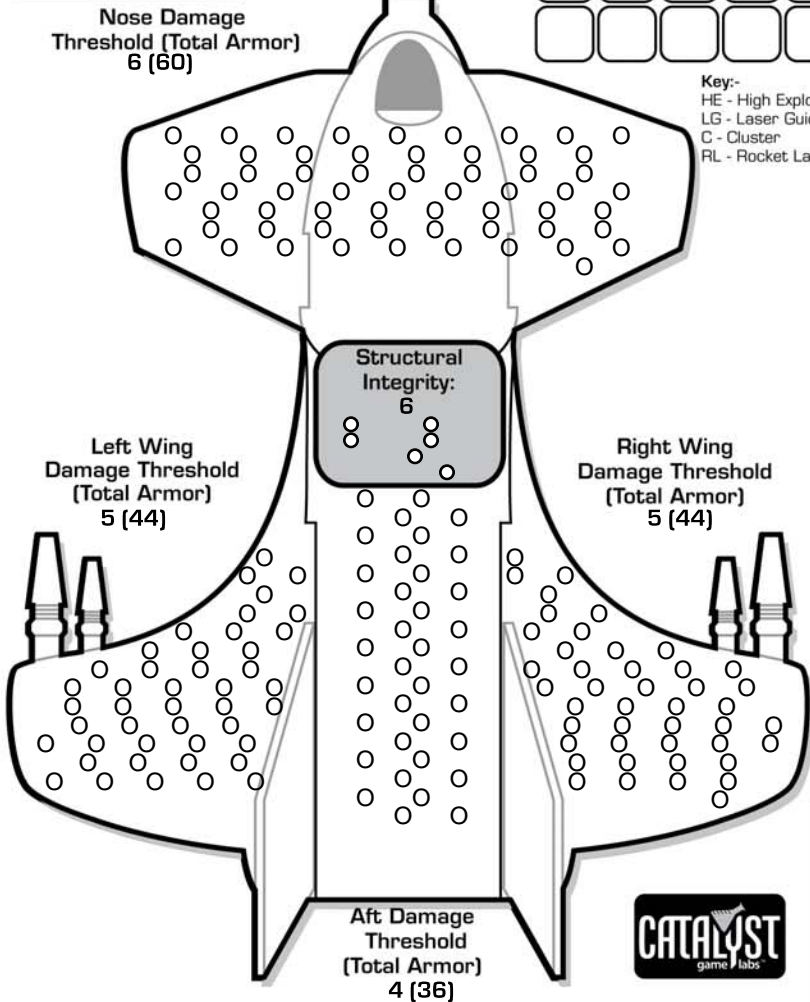
Weapons & Equipment Inventory

Standard Scale		(0-6)	(6-12)	(13-20)	(21-25)		
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
1	Large Laser [DE]	N	8	8	8	—	—
1	LRM 20 [M,C,S]	N	6	12	12	12	—
1	Medium Laser [DE]	LW	3	5	—	—	—
1	Medium Laser [DE]	RW	3	5	—	—	—
1	SRM 4 [M,C]	A	3	4	—	—	—

Ammo: (SRM 4) 25, (LRM 20) 12
 Fuel: 400 Points

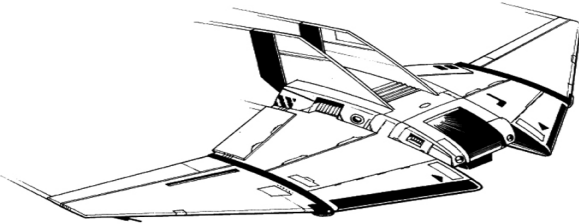
Cost: _____ BV: 1,230

ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher



Heat Scale

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

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	20 (20)
28	Ammo Exp. avoid on 8+	Single
27	Pilot Damage, avoid on 9+	0 0
26	Shutdown, avoid on 10+	0 0
25	Random Movement, avoid on 10+	0 0
24	+4 Modifier to Fire	0 0
23	Ammo Exp. avoid on 6+	0 0
22	Shutdown, avoid on 8+	0 0
21	Pilot Damage, avoid on 6+	0 0
20	Random Movement, avoid on 8+	0 0
19	Ammo Exp. avoid on 4+	0 0
18	Shutdown, avoid on 6+	0 0
17	+3 Modifier to Fire	0 0
15	Random Movement, avoid on 7+	0 0
14	Shutdown, avoid on 4+	0 0
13	+2 Modifier to Fire	0 0
10	Random Movement, avoid on 6+	0 0
8	+1 Modifier to Fire	0 0
5	Random Movement, avoid on 5+	0 0

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: **Shilone SL-17AC**

Thrust: **6** Tonnage: **65**
 Safe Thrust: **6** Tech Base: **Inner Sphere**
 Maximum Thrust: **9** (Intro)
 Era: **Succession Wars**

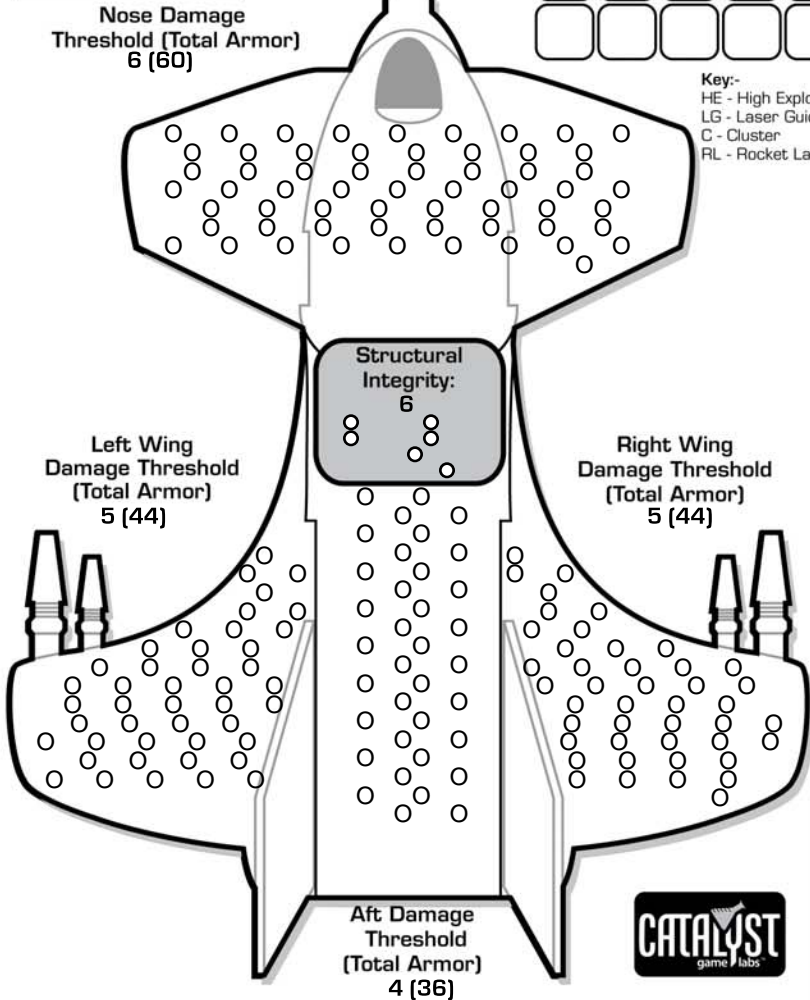
Weapons & Equipment Inventory

Standard Scale		(0-6)	(6-12)	(13-20)	(21-25)		
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
2	AC/2 [DB,S]	N	1	2	2	2	—
1	Large Laser [DE]	N	8	8	8	—	—
1	Medium Laser [DE]	LW	3	5	—	—	—
1	Medium Laser [DE]	RW	3	5	—	—	—
1	SRM 4 [M,C]	A	3	4	—	—	—

Ammo: [SRM 4] 25, [AC/2] 45
 Fuel: 400 Points

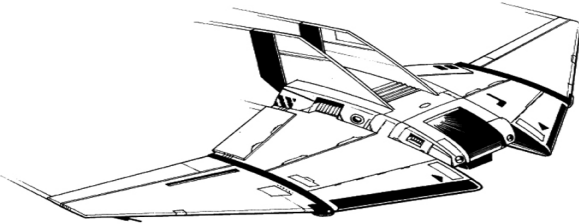
Cost: **972** BV: **972**

ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher



Heat Scale
 Overflow

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

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	19 (19)
28	Ammo Exp. avoid on 8+	Single
27	Pilot Damage, avoid on 9+	0 0
26	Shutdown, avoid on 10+	0 0
25	Random Movement, avoid on 10+	0 0
24	+4 Modifier to Fire	0 0
23	Ammo Exp. avoid on 6+	0 0
22	Shutdown, avoid on 8+	0 0
21	Pilot Damage, avoid on 6+	0 0
20	Random Movement, avoid on 8+	0
19	Ammo Exp. avoid on 4+	
18	Shutdown, avoid on 6+	
17	+3 Modifier to Fire	
15	Random Movement, avoid on 7+	
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	Random Movement, avoid on 6+	
8	+1 Modifier to Fire	
5	Random Movement, avoid on 5+	

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Shilone SL-17R

Thrust: Tonnage: 65
 Safe Thrust: 6 Tech Base: Inner Sphere
 Maximum Thrust: 9 Era: Succession Wars

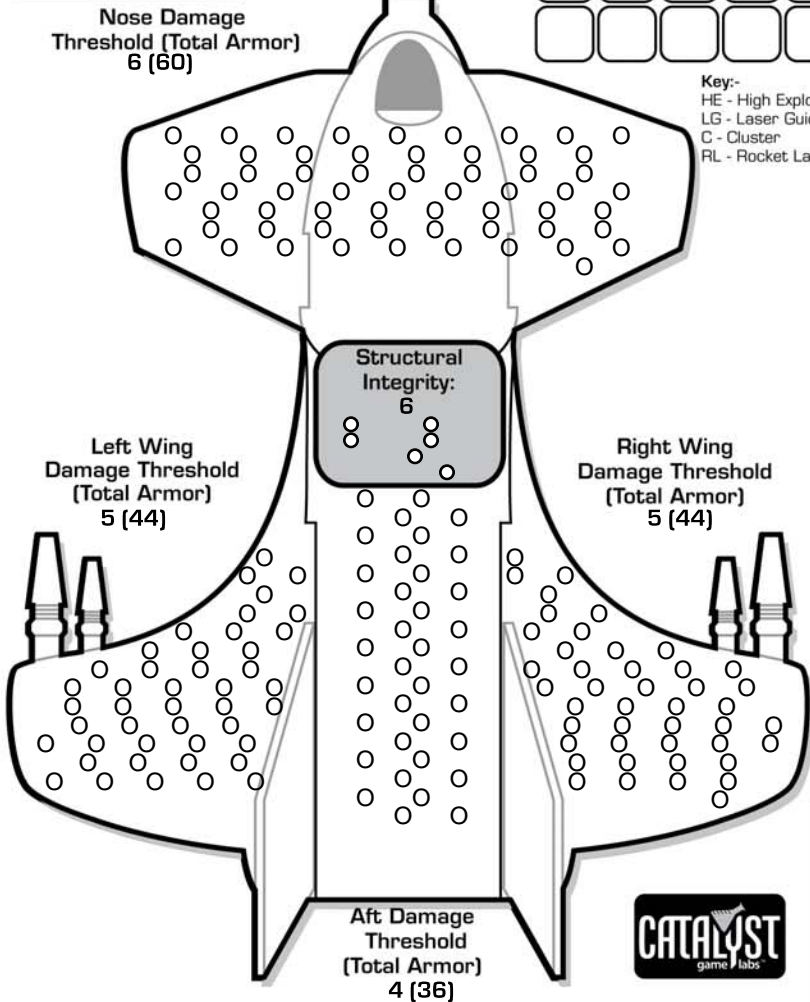
Weapons & Equipment Inventory

Standard Scale			(0-6)	(6-12)	(13-20)	(21-25)	
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
1	Large Laser [DE]	N	8	8	—	—	—
1	LRM 20 [M,C,S]	N	6	12	12	12	—
1	Medium Laser [DE]	LW	3	5	—	—	—
1	Medium Laser [DE]	RW	3	5	—	—	—
1	SRM 4 [M,C]	A	3	4	—	—	—

Ammo: (SRM 4) 25, (LRM 20) 12
 Fuel: 400 Points

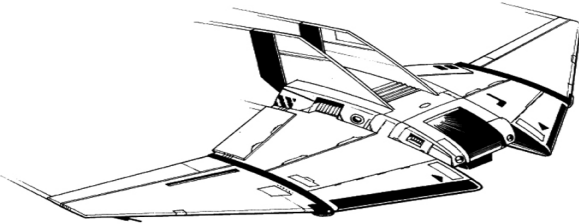
Cost: BV: 1,230

ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher



Heat Scale
 Overflow

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

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____
 Gunnery Skill: _____ Piloting Skill: _____

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

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	20 (40)
28	Ammo Exp. avoid on 8+	Double
27	Pilot Damage, avoid on 9+	00
26	Shutdown, avoid on 10+	00
25	Random Movement, avoid on 10+	00
24	+4 Modifier to Fire	00
23	Ammo Exp. avoid on 6+	00
22	Shutdown, avoid on 8+	00
21	Pilot Damage, avoid on 6+	00
20	Random Movement, avoid on 8+	00
19	Ammo Exp. avoid on 4+	00
18	Shutdown, avoid on 6+	00
17	+3 Modifier to Fire	00
15	Random Movement, avoid on 7+	00
14	Shutdown, avoid on 4+	00
13	+2 Modifier to Fire	00
10	Random Movement, avoid on 6+	00
8	+1 Modifier to Fire	00
5	Random Movement, avoid on 5+	00

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH

AEROSPACE FIGHTER RECORD SHEET

FIGHTER DATA

Type: Shilone SL-18

Thrust: Tonnage: 65
 Safe Thrust: 6 Tech Base: Inner Sphere
 Maximum Thrust: 9 Era: Jihad

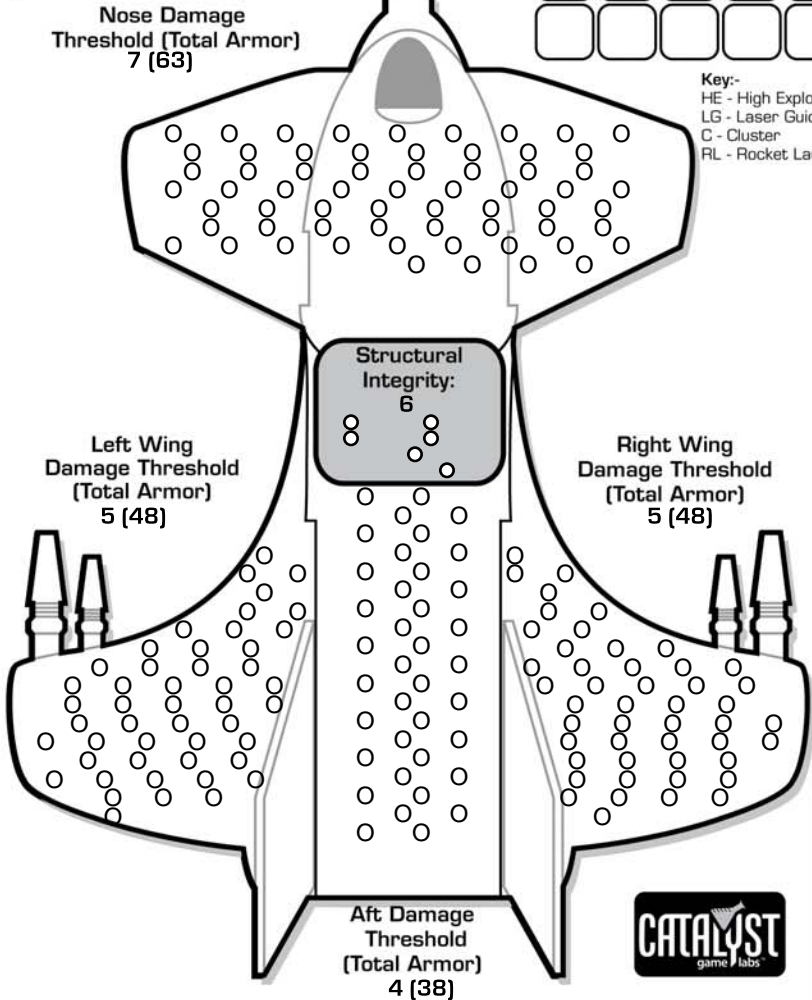
Weapons & Equipment Inventory

Standard Scale			(0-6)	(6-12)	(13-20)	(21-25)	
Qty	Type	Loc.	Ht	SRV	MRV	LRV	ERV
1	ER Large Laser [DE]	N	12	8	8	8	—
3	MML 7	N	4	4	4	4	—
1	ER Medium Laser [DE]	LW	5	5	5	—	—
1	ER Medium Laser [DE]	RW	5	5	5	—	—
1	MML 7	A	4	4	4	4	—

Ammo: (MML 7/LRM) 34, (MML 7/SRM) 28
 Fuel: 400 Points

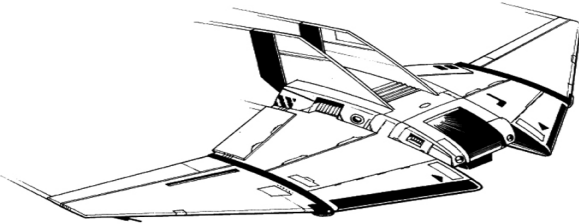
Cost: BV: 1,418

ARMOR DIAGRAM



EXTERNAL STORES/BOMBS

Key:-
 HE - High Explosive
 LG - Laser Guided
 C - Cluster
 RL - Rocket Launcher



Heat Scale

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

CRITICAL DAMAGE

Avionics	+1	+2	+5	Engine	2	4	D
FCS	+2	+4	D	Gear	+5		
Sensors	+1	+2	+5	Life Support	+2		

PILOT DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	20 (40)
28	Ammo Exp. avoid on 8+	Double
27	Pilot Damage, avoid on 9+	00
26	Shutdown, avoid on 10+	00
25	Random Movement, avoid on 10+	00
24	+4 Modifier to Fire	00
23	Ammo Exp. avoid on 6+	00
22	Shutdown, avoid on 8+	00
21	Pilot Damage, avoid on 6+	00
20	Random Movement, avoid on 8+	00
19	Ammo Exp. avoid on 4+	00
18	Shutdown, avoid on 6+	00
17	+3 Modifier to Fire	00
15	Random Movement, avoid on 7+	00
14	Shutdown, avoid on 4+	00
13	+2 Modifier to Fire	00
10	Random Movement, avoid on 6+	00
8	+1 Modifier to Fire	00
5	Random Movement, avoid on 5+	00

VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Wolfhound WLF-1A**

Movement Points: **Tonnage:** 35
Walking: 6 **Tech Base:** Inner Sphere
Running: 9 (Intro)
Jumping: 0 **Era:** Succession Wars

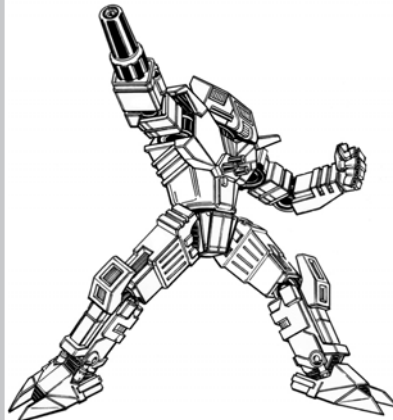
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	Large Laser	RA	8	8 [DE]	-	5	10	15

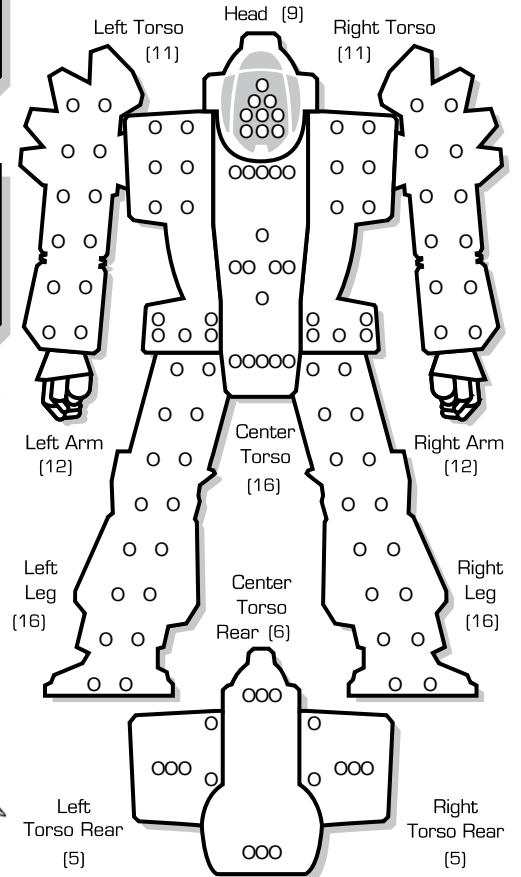
Cost: **BV:** 967

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

Head

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

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Large Laser
 - Large Laser
- 1-3 Roll Again
 6. Roll Again

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3 Roll Again
 4-6 Roll Again

Right Torso

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

Left Torso

- Medium Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3 Roll Again
 4-6 Roll Again

- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Heat Sink
 - Medium Laser
- 1-3 Roll Again
 4-6 Roll Again

Right Torso

- Medium Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3 Roll Again
 4-6 Roll Again

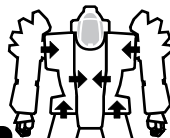
Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

Left Leg

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

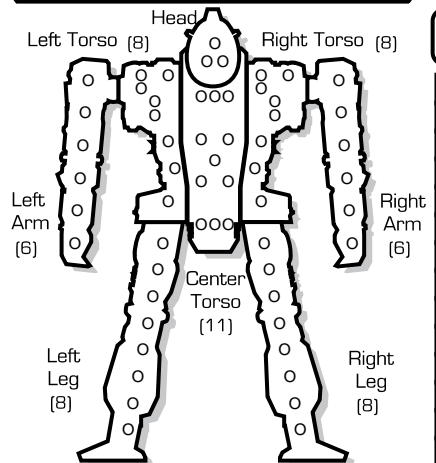
Right Leg

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (11)
30	Shutdown	Single ○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	○ ○
13	+2 Modifier to Fire	○ ○
10	-2 Movement Points	○ ○
8	+1 Modifier to Fire	○ ○
5	-1 Movement Points	○ ○

Heat Scale
 Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: **Wolfhound WLF-1B**

Movement Points: **Tonnage:** 35
Walking: 6 **Tech Base:** Inner Sphere (Intro)
Running: 9 **Era:** Succession Wars
Jumping: 0

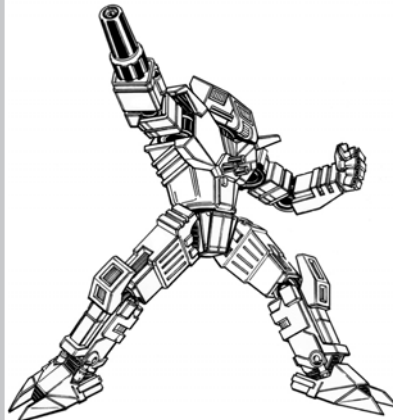
Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Laser	CT	3	5 [DE]	-	3	6	9
1	Medium Laser	RT	3	5 [DE]	-	3	6	9
1	Medium Laser	LT	3	5 [DE]	-	3	6	9
1	Large Laser	RA	8	8 [DE]	-	5	10	15

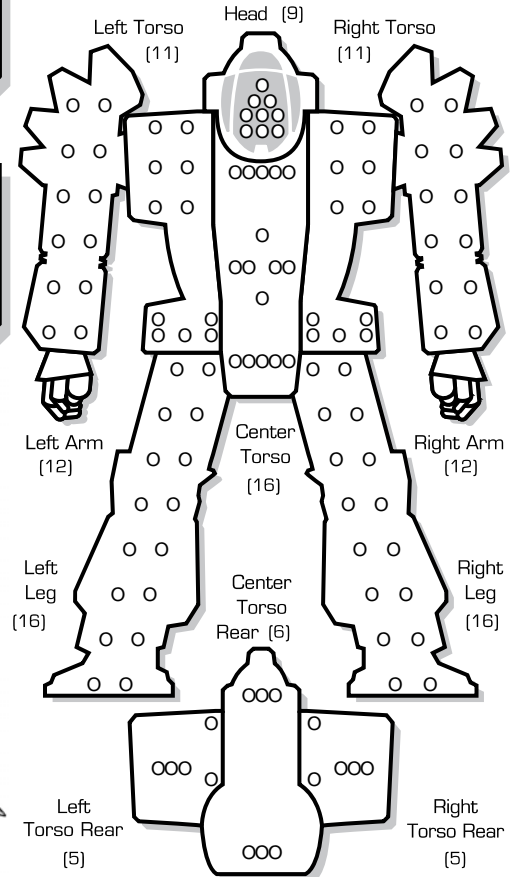
Cost: **BV:** 967

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

Head

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

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Large Laser
 - Large Laser
- 1-3 Roll Again
 6. Roll Again

Center Torso

- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3 Roll Again
 4-6 Roll Again

Left Torso

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

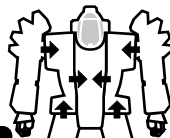
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Right Torso

- Medium Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3 Roll Again
 4-6 Roll Again

- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Medium Laser
 - Medium Laser
- 4-6 Roll Again

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



CATALYST
 game labs
 Damage Transfer Diagram

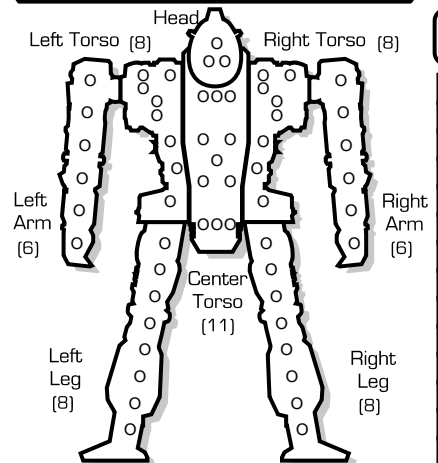
Left Leg

- 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	Heat Sinks: 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

'MECH DATA

Type: Phoenix Hawk PXH-1D
 Movement Points: Tonnage: 45
 Walking: 6 Tech Base: Inner Sphere (Intro)
 Running: 9 Era: Star League
 Jumping: 6

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
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

Cost: BV: 1,083

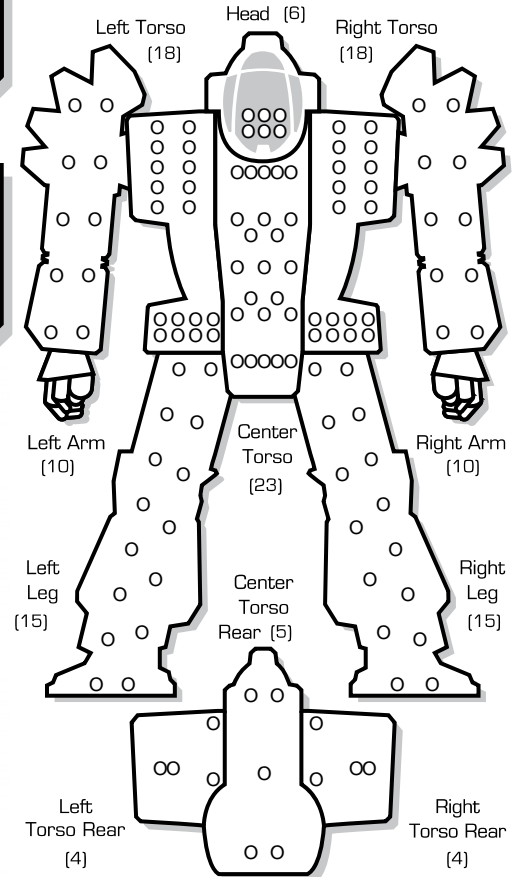
WARRIOR DATA

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

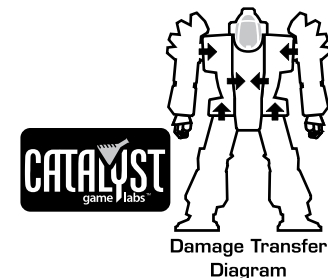
- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Medium Laser
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6
- Left Torso**
- Jump Jet
 - Jump Jet
 - Jump Jet
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

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

- Center Torso**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

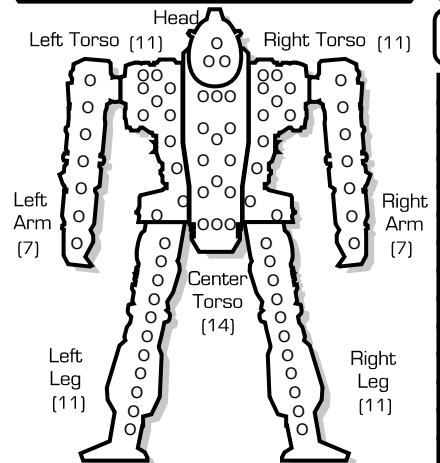
- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Large Laser
 - Large Laser
- 1-3
- Medium Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6

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



- Right Torso**
- Jump Jet
 - Jump Jet
 - Jump Jet
 - Roll Again
 - Roll Again
 - Roll Again
- 1-3
- Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6
- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Heat Sink
 - Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale
 Overflow

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

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Phoenix Hawk PXH-1K
 Movement Points: Tonnage: 45
 Walking: 6 Tech Base: Inner Sphere (Intro)
 Running: 9 Era: Star League
 Jumping: 0

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	CT	1	3 [DE]	—	1	2	3
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

Cost: BV: 1,073

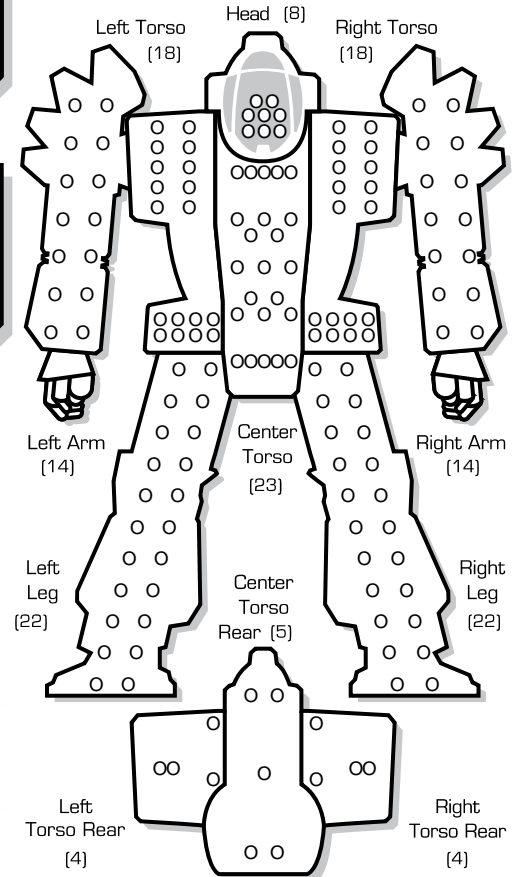
WARRIOR DATA

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
- Medium Laser
- Roll Again

- 1-3
 4-6
- 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

- 1-3
 4-6
- 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

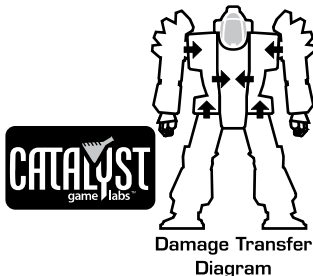
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

Center Torso

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

- 1-3
 4-6
- Gyro
 - Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Heat Sink
 - Small Laser

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



Right Arm

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

- 1-3
 4-6
- Medium Laser
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again

Right Torso

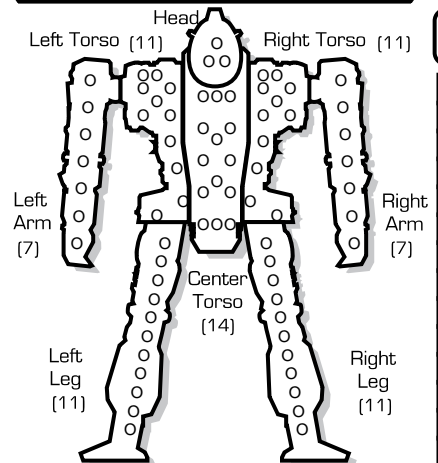
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

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

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 13 (13)
30	Shutdown	Single ○○
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

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	