

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

**Type:** Executioner-B (Gladiator-B) Prime  
**Movement Points:** \_\_\_\_\_  
**Tonnage:** 95  
**Walking:** 3  
**Tech Base:** Clan  
**Running:** 5  
**Rules Level:** Standard  
**Jumping:** 2  
**Role:** Juggernaut

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	LA	7	20/Sht	—	4	8	12
				[DB,R/C]				
2	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	ER PPC	LT	15	15 [DE]	—	7	14	23
2	Ultra AC/2	RT	1	2/Sht	2	9	18	27
				[DB,R/C]				

Ammo: [Ultra AC/2] 90, [Ultra AC/20] 20

BV: 2,721

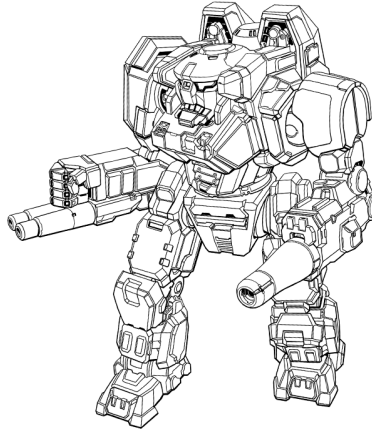


### WARRIOR DATA

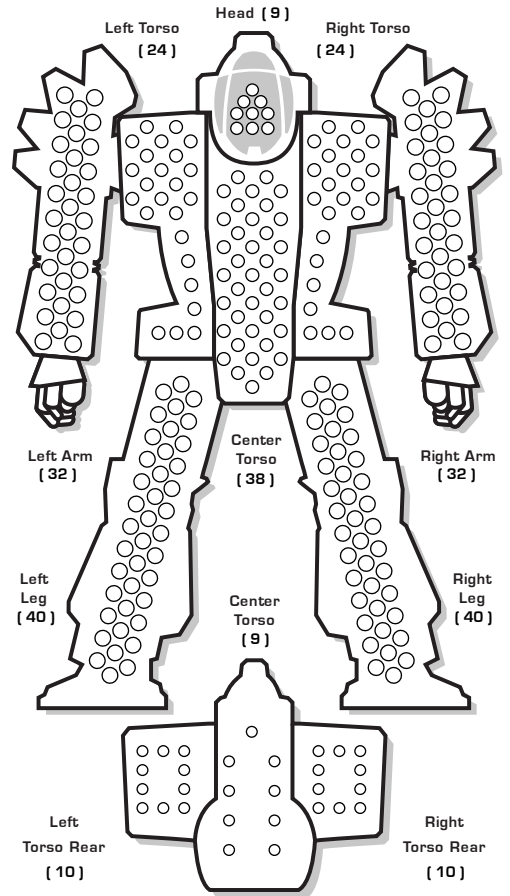
**Name:** \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Piloting Skill:** \_\_\_\_\_  
**Hits Taken**

1	2	3	4	5	6
3	5	7	10	11	Dead

**Consciousness #**



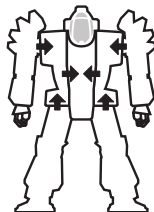
### ARMOR DIAGRAM



### CRITICAL TABLE

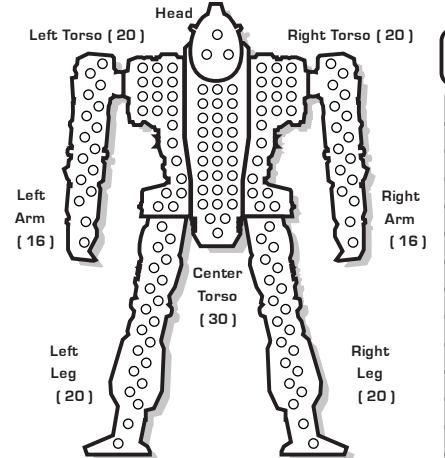
Location	1-3	4-6
<b>Left Arm (CASE)</b>	1. Shoulder 2. Upper Arm Actuator 3. Ultra AC/20 4. Ultra AC/20 5. Ultra AC/20 6. Ultra AC/20	1. Ultra AC/20 2. Ultra AC/20 3. Ultra AC/20 4. Ultra AC/20 5. Ammo [Ultra AC/20] 5 6. Ferro-Fibrous
<b>Right Arm (CASE)</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. [Double Heat Sink 6. [Double Heat Sink	1. [Large Pulse Laser 2. [Large Pulse Laser 3. [Large Pulse Laser 4. [Large Pulse Laser 5. Ammo [Ultra AC/2] 45 6. Ferro-Fibrous
<b>Center Torso</b>	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. [Large Pulse Laser 2. [Large Pulse Laser 3. [Large Pulse Laser 4. [Large Pulse Laser 5. Ammo [Ultra AC/2] 45 6. Ferro-Fibrous
<b>Left Torso (CASE)</b>	1. XL Fusion Engine 2. XL Fusion Engine 3. [Double Heat Sink 4. [Double Heat Sink 5. [Double Heat Sink 6. [Double Heat Sink	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. XL Fusion Engine 5. [Double Heat Sink 6. [Double Heat Sink
<b>Right Torso (CASE)</b>	1. XL Fusion Engine 2. XL Fusion Engine 3. [Double Heat Sink 4. [Double Heat Sink 5. [Double Heat Sink 6. [Double Heat Sink	1. XL Fusion Engine 2. XL Fusion Engine 3. [Double Heat Sink 4. [Double Heat Sink 5. [Double Heat Sink 6. [Double Heat Sink
<b>Left Leg</b>	1. [ER PPC 2. [ER PPC 3. Ammo [Ultra AC/20] 5 4. Ammo [Ultra AC/20] 5 5. Ammo [Ultra AC/20] 5 6. Ferro-Fibrous	1. [Ultra AC/2 2. [Ultra AC/2 3. [Ultra AC/2 4. [Ultra AC/2 5. Ammo [Ultra AC/2] 45 6. Ferro-Fibrous
<b>Right Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Ferro-Fibrous	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Ferro-Fibrous

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	17 [34]
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™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Executioner-B (Gladiator-B) A

Movement Points: **Tonnage:** 95  
 Walking: 3 **Tech Base:** Clan  
 Running: 5 **Rules Level:** Standard  
 Jumping: 2 **Role:** Juggernaut

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 10-X AC	RA	2	10	—	6	12	18
				[DB,C/F/S]				
1	Ultra AC/10	LA	3	10/Sht	—	6	12	18
				[DB,R/C]				
1	LB 10-X AC	LA	2	10	—	6	12	18
				[DB,C/F/S]				
1	Ultra AC/10	RA	3	10/Sht	—	6	12	18
				[DB,R/C]				
2	ER Small Laser	RT	2	5 [DE]	—	2	4	6

Ammo: [LB-10X] 10, [LB-10X Cluster] 10, [Ultra AC/10] 40

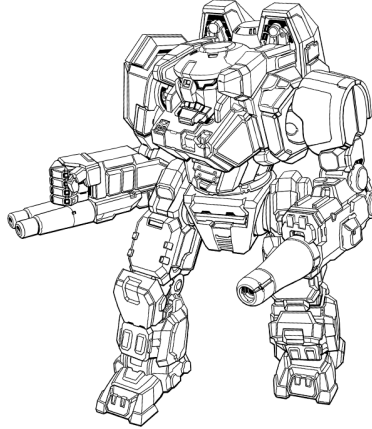
BV: 2,194



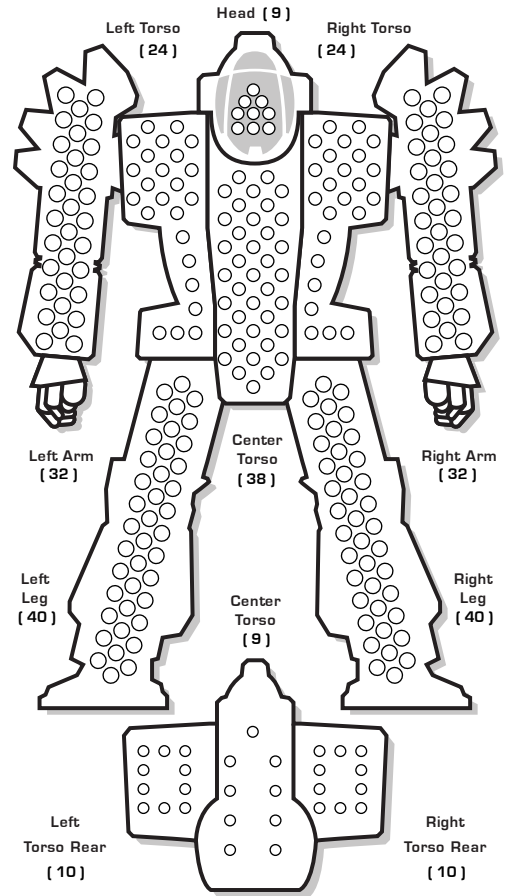
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead



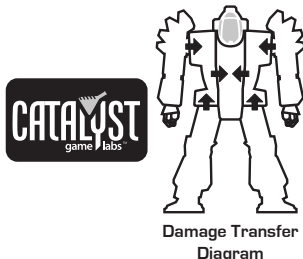
### ARMOR DIAGRAM



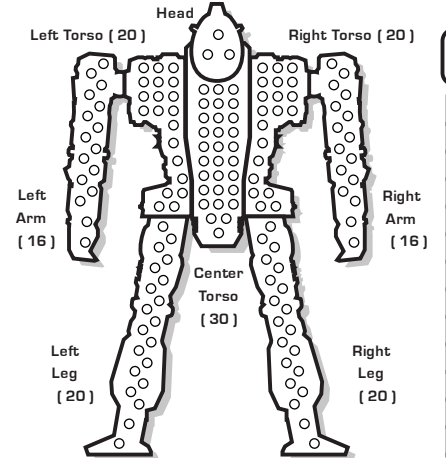
### CRITICAL TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Ultra AC/10
  - Ultra AC/10
  - Ultra AC/10
  - Ultra AC/10
- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Ultra AC/10
  - Ultra AC/10
  - Ultra AC/10
  - Ultra AC/10
- Center Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- Left Torso (CASE)**
- XL Fusion Engine
  - XL Fusion Engine
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- Right Torso (CASE)**
- XL Fusion Engine
  - XL Fusion Engine
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Jump Jet
  - Ferro-Fibrous
- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Jump Jet
  - Ferro-Fibrous

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



### INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

### HEAT DATA

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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Executioner-B (Gladiator-B) B

Movement Points:	Tonnage:	95
Walking: 3	Tech Base:	Clan
Running: 5	Rules Level:	Standard
Jumping: 2	Role:	Sniper

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	ER Large Laser	LT	12	10 [DE]	-	8	15	25
2	Medium Pulse Laser	LT	4	7 [P]	-	4	8	12
1	ER Large Laser	RT	12	10 [DE]	-	8	15	25
2	Medium Pulse Laser	RT	4	7 [P]	-	4	8	12

[hexes]

Ammo: [Gauss] 40

BV: 3,157

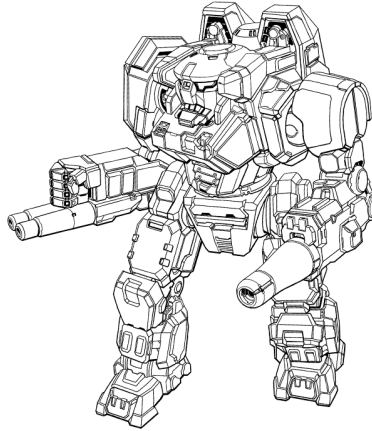


### WARRIOR DATA

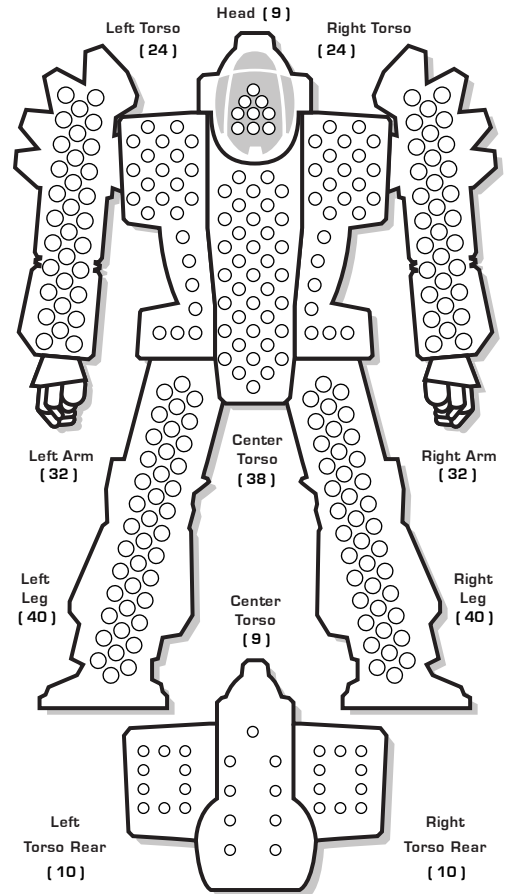
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



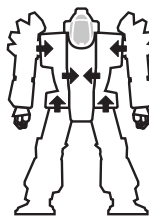
### ARMOR DIAGRAM



### CRITICAL TABLE

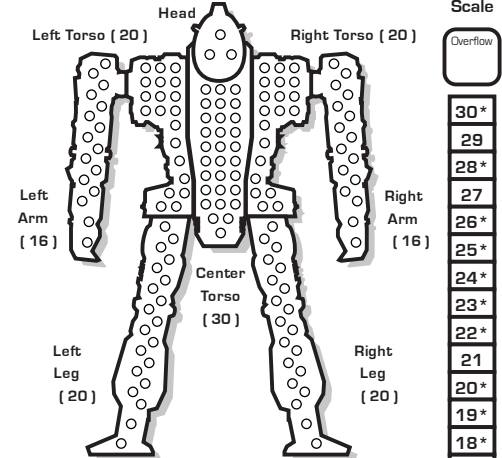
	Left Arm (CASE)	Head	Right Arm (CASE)	Center Torso	Right Torso	Left Torso	Right Torso	Left Leg	Right Leg
1-3	1. Shoulder 2. Upper Arm Actuator 3. Double Heat Sink 4. Double Heat Sink	1. Life Support 2. Sensors 3. Cockpit 4. Ferro-Fibrous 5. Sensors 6. Life Support	1. Shoulder 2. Upper Arm Actuator 3. Double Heat Sink 4. Double Heat Sink	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Gyro 5. Gyro	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. XL Fusion Engine 5. Double Heat Sink 6. Double Heat Sink	1. Gauss Rifle 2. Gauss Rifle 3. Gauss Rifle 4. Gauss Rifle 5. Ferro-Fibrous 6. Roll Again	1. Gauss Rifle 2. Gauss Rifle 3. Gauss Rifle 4. Gauss Rifle 5. Ammo [Gauss] 8 6. Ferro-Fibrous	1. Gyro 2. XL Fusion Engine 3. XL Fusion Engine 4. XL Fusion Engine 5. Double Heat Sink 6. Double Heat Sink	1. Gyro 2. XL Fusion Engine 3. XL Fusion Engine 4. XL Fusion Engine 5. Double Heat Sink 6. Double Heat Sink
4-6	1. Gauss Rifle 2. Gauss Rifle 3. Gauss Rifle 4. Gauss Rifle		1. Gauss Rifle 2. Gauss Rifle 3. Gauss Rifle 4. Gauss Rifle			1. ER Large Laser 2. Medium Pulse Laser 3. Medium Pulse Laser	1. ER Large Laser 2. Medium Pulse Laser 3. Medium Pulse Laser	1. ER Large Laser 2. Medium Pulse Laser 3. Medium Pulse Laser	1. ER Large Laser 2. Medium Pulse Laser 3. Medium Pulse Laser
1-3	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink		1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink			1. ER Large Laser 2. Medium Pulse Laser 3. Medium Pulse Laser	1. ER Large Laser 2. Medium Pulse Laser 3. Medium Pulse Laser	1. ER Large Laser 2. Medium Pulse Laser 3. Medium Pulse Laser	1. ER Large Laser 2. Medium Pulse Laser 3. Medium Pulse Laser
4-6	1. ER Large Laser 2. Medium Pulse Laser 3. Medium Pulse Laser		1. ER Large Laser 2. Medium Pulse Laser 3. Medium Pulse Laser			1. ER Large Laser 2. Medium Pulse Laser 3. Medium Pulse Laser	1. ER Large Laser 2. Medium Pulse Laser 3. Medium Pulse Laser	1. ER Large Laser 2. Medium Pulse Laser 3. Medium Pulse Laser	1. ER Large Laser 2. Medium Pulse Laser 3. Medium Pulse Laser

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

# BATTLETECH™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Executioner-B (Gladiator-B) C

Movement Points:	Tonnage:	95
Walking: 3	Tech Base:	Clan
Running: 5	Rules Level:	Standard
Jumping: 2	Role:	Sniper

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER PPC	LA	15	15 [DE]	—	7	14	23
1	Ultra AC/5	LA	1	5/Sht	—	7	14	21
				[DB,R/C]				
2	ER PPC	RA	15	15 [DE]	—	7	14	23
1	Ultra AC/5	RA	1	5/Sht	—	7	14	21
				[DB,R/C]				
2	SRM 2	RT	2	2/Msl [M,C,S]	—	3	6	9

Ammo: [SRM 2] 100, [Ultra AC/5] 40

BV: 2,979

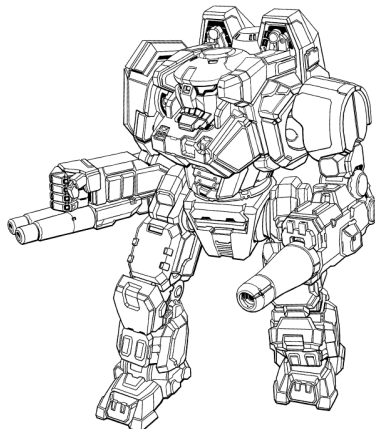


### WARRIOR DATA

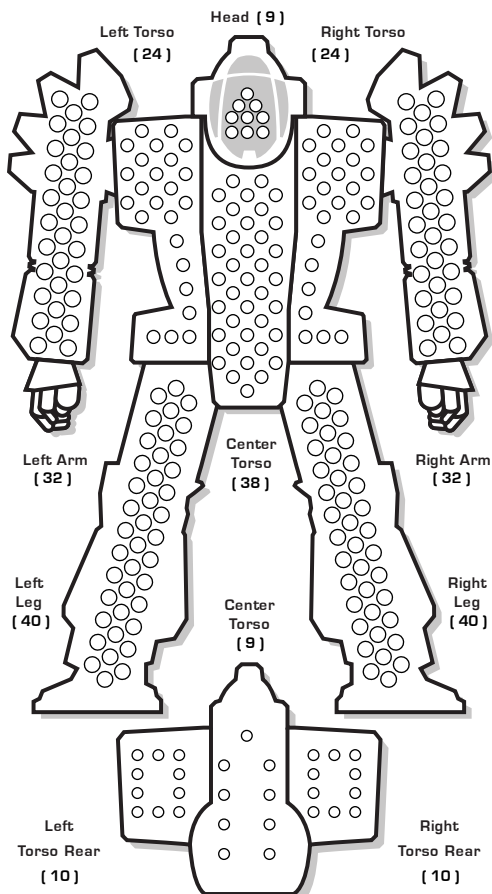
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

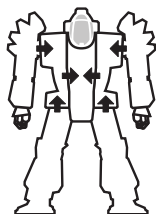


### ARMOR DIAGRAM



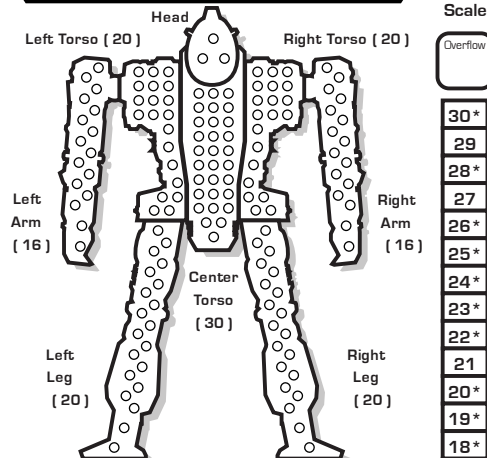
### CRITICAL TABLE

<p><b>Left Arm</b></p> <p>1. Shoulder</p> <p>2. Upper Arm Actuator</p> <p>1-3. [ Double Heat Sink</p> <p>4. [ Double Heat Sink</p> <p>5. [ ER PPC</p> <p>6. [ ER PPC</p>	<p><b>Head</b></p> <p>1. Life Support</p> <p>2. Sensors</p> <p>3. Cockpit</p> <p>4. Ferro-Fibrous</p> <p>5. Sensors</p> <p>6. Life Support</p>	<p><b>Right Arm</b></p> <p>1. Shoulder</p> <p>2. Upper Arm Actuator</p> <p>1-3. [ Double Heat Sink</p> <p>4. [ Double Heat Sink</p> <p>5. [ ER PPC</p> <p>6. [ ER PPC</p>
<p>1. [ ER PPC</p> <p>2. [ ER PPC</p> <p>4-6. [ Ultra AC/5</p> <p>4. [ Ultra AC/5</p> <p>5. [ Ultra AC/5</p> <p>6. Ferro-Fibrous</p>	<p><b>Center Torso</b></p> <p>1. XL Fusion Engine</p> <p>2. XL Fusion Engine</p> <p>1-3. XL Fusion Engine</p> <p>4. Gyro</p> <p>5. Gyro</p> <p>6. Gyro</p>	<p>1. [ ER PPC</p> <p>2. [ ER PPC</p> <p>4-6. [ Ultra AC/5</p> <p>4. [ Ultra AC/5</p> <p>5. [ Ultra AC/5</p> <p>6. Ferro-Fibrous</p>
<p><b>Left Torso (CASE)</b></p> <p>1. XL Fusion Engine</p> <p>2. XL Fusion Engine</p> <p>1-3. [ Double Heat Sink</p> <p>4. [ Double Heat Sink</p> <p>5. [ Double Heat Sink</p> <p>6. [ Double Heat Sink</p>	<p>1. Gyro</p> <p>2. XL Fusion Engine</p> <p>4-6. XL Fusion Engine</p> <p>4. XL Fusion Engine</p> <p>5. [ Double Heat Sink</p> <p>6. [ Double Heat Sink</p>	<p><b>Right Torso (CASE)</b></p> <p>1. XL Fusion Engine</p> <p>2. XL Fusion Engine</p> <p>1-3. [ Double Heat Sink</p> <p>4. [ Double Heat Sink</p> <p>5. [ Double Heat Sink</p> <p>6. [ Double Heat Sink</p>
<p>1. [ Double Heat Sink</p> <p>2. [ Double Heat Sink</p> <p>4-6. [ Double Heat Sink</p> <p>5. Ammo (Ultra AC/5) 20</p> <p>6. Ferro-Fibrous</p>	<p><b>Left Leg</b></p> <p>1. Hip</p> <p>2. Upper Leg Actuator</p> <p>3. Lower Leg Actuator</p> <p>4. Foot Actuator</p> <p>5. Jump Jet</p> <p>6. Ferro-Fibrous</p>	<p>1. SRM 2</p> <p>2. SRM 2</p> <p>4-6. Ammo (SRM 2) 50</p> <p>4. Ammo (SRM 2) 50</p> <p>5. Ammo (Ultra AC/5) 20</p> <p>6. Ferro-Fibrous</p>
		<p><b>Right Leg</b></p> <p>1. Hip</p> <p>2. Upper Leg Actuator</p> <p>3. Lower Leg Actuator</p> <p>4. Foot Actuator</p> <p>5. Jump Jet</p> <p>6. Ferro-Fibrous</p>



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

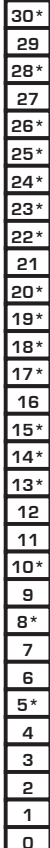
Heat Level*	Effects
30	Shutdown
28	Ammo Exp, avoid on 8+
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Exp, avoid on 6+
22	Shutdown, avoid on 8+
20	-4 Movement Points
19	Ammo Exp, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
15	-3 Movement Points
14	Shutdown,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

Double Heat Sinks:  
20 (40)



Heat Scale

Overflow





### BATTLE ARMOR: SQUAD 1

Type: Gray Death Scout (Reaper)

Gunnery Skill: \_\_\_\_\_ Anti-Mech Skill: \_\_\_\_\_  
Ground MP: 1 Jump MP: 3

Qty	Type	Dmg	Min	Sht	Med	Lng
2	Armored Glove					
1	Machine Gun (Medium)	2 [DB,AI]	—	1	2	3
1	Flamer [BA]	2 [DE,H,AI]	—	1	2	3
1	Improved Sensors [E]		—	—	—	2

Mechanized:  Swarm:  Leg:  AP:

Armor: Stealth (Improved) BV: 180/35



1 ●○○○○○

2 ●○○○○○

3 ●○○○○○

4 ●○○○○○

### BATTLE ARMOR: SQUAD 2

Type: Gray Death Scout (Reaper)

Gunnery Skill: \_\_\_\_\_ Anti-Mech Skill: \_\_\_\_\_  
Ground MP: 1 Jump MP: 3

Qty	Type	Dmg	Min	Sht	Med	Lng
2	Armored Glove					
1	Machine Gun (Medium)	2 [DB,AI]	—	1	2	3
1	Flamer [BA]	2 [DE,H,AI]	—	1	2	3
1	Improved Sensors [E]		—	—	—	2

Mechanized:  Swarm:  Leg:  AP:

Armor: Stealth (Improved) BV: 180/35



1 ●○○○○○

2 ●○○○○○

3 ●○○○○○

4 ●○○○○○

### BATTLE ARMOR: SQUAD 3

Type: Gray Death Scout (Reaper)

Gunnery Skill: \_\_\_\_\_ Anti-Mech Skill: \_\_\_\_\_  
Ground MP: 1 Jump MP: 3

Qty	Type	Dmg	Min	Sht	Med	Lng
2	Armored Glove					
1	Machine Gun (Medium)	2 [DB,AI]	—	1	2	3
1	Flamer [BA]	2 [DE,H,AI]	—	1	2	3
1	Improved Sensors [E]		—	—	—	2

Mechanized:  Swarm:  Leg:  AP:

Armor: Stealth (Improved) BV: 180/35



1 ●○○○○○

2 ●○○○○○

3 ●○○○○○

4 ●○○○○○

### BATTLE ARMOR: SQUAD 4

Type: Gray Death Scout (Reaper)

Gunnery Skill: \_\_\_\_\_ Anti-Mech Skill: \_\_\_\_\_  
Ground MP: 1 Jump MP: 3

Qty	Type	Dmg	Min	Sht	Med	Lng
2	Armored Glove					
1	Machine Gun (Medium)	2 [DB,AI]	—	1	2	3
1	Flamer [BA]	2 [DE,H,AI]	—	1	2	3
1	Improved Sensors [E]		—	—	—	2

Mechanized:  Swarm:  Leg:  AP:

Armor: Stealth (Improved) BV: 180/35



1 ●○○○○○

2 ●○○○○○

3 ●○○○○○

4 ●○○○○○

### BATTLE ARMOR: SQUAD 5

Type: Gray Death Scout (Reaper)

Gunnery Skill: \_\_\_\_\_ Anti-Mech Skill: \_\_\_\_\_  
Ground MP: 1 Jump MP: 3

Qty	Type	Dmg	Min	Sht	Med	Lng
2	Armored Glove					
1	Machine Gun (Medium)	2 [DB,AI]	—	1	2	3
1	Flamer [BA]	2 [DE,H,AI]	—	1	2	3
1	Improved Sensors [E]		—	—	—	2

Mechanized:  Swarm:  Leg:  AP:

Armor: Stealth (Improved) BV: 180/35



1 ●○○○○○

2 ●○○○○○

3 ●○○○○○

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/TRIPOD LOCATION	QUAD 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.

