

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Albatross C

Movement Points:

Walking: 4

Running: 6

Jumping: 4

Engine Type: 380 XL

Tonnage: 95

Tech Base: Mixed

Rules Level: Standard

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Pulse Laser	RA	13	10 [P]	—	7	15	23
2	ER Medium Laser (C)	RA	5	7 [DE]	—	5	10	15
1	Plasma Cannon	LT	7	[DE,H,AI]	—	6	12	18
1	Gauss Rifle (C)	LA	1	15 [DB,X]	2	7	15	22
1	ATM 9	RT	6	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9

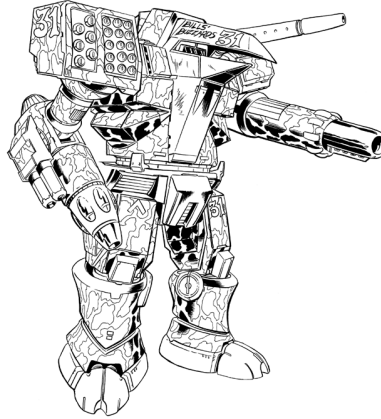
Ammo: [ATM 9] 7, [ATM 9 ER] 7, [ATM 9 HE] 7, [Gauss] 16, [Plasma Cannon] 10

WARRIOR DATA

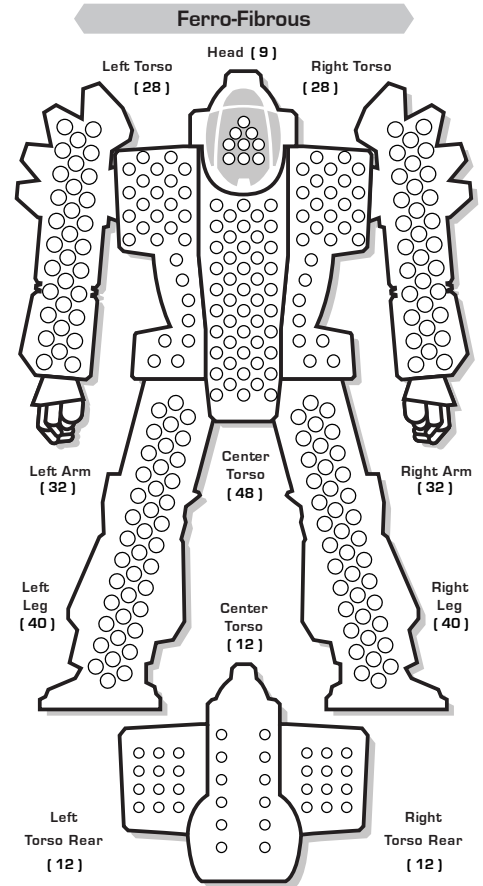
Name: _____

Gunnery Skill: _____ Piloting Skill: _____

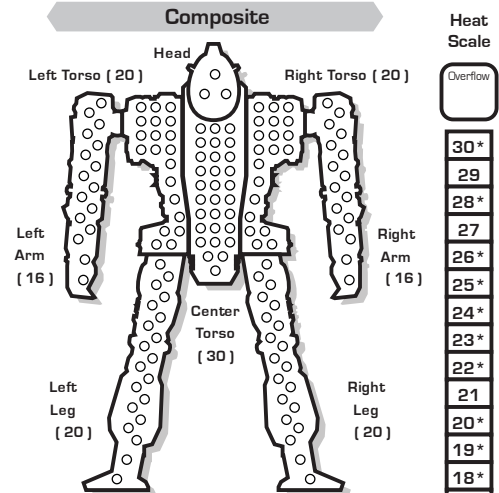
Hits Taken	1	2	3	4	5	6
Consciousness #	3	5	7	10	11	Dead



ARMOR DIAGRAM



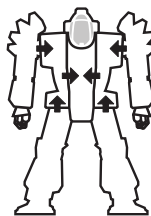
INTERNAL STRUCTURE DIAGRAM



CRITICAL TABLE

- | | | |
|----------------------------------|--------------------------------|---|
| Left Arm | Head | Right Arm |
| 1. Shoulder | 1. Life Support | 1. Shoulder |
| 2. Upper Arm Actuator | 2. Sensors | 2. Upper Arm Actuator |
| 3. Lower Arm Actuator | 3. Cockpit | 3. Lower Arm Actuator |
| 1-3 4. Gauss Rifle [Clan] | 4. Ferro-Fibrous | 1-3 4. ER Large Pulse Laser [Clan] |
| 5. Gauss Rifle [Clan] | 5. Sensors | 5. ER Large Pulse Laser [Clan] |
| 6. Gauss Rifle [Clan] | 6. Life Support | 6. ER Large Pulse Laser [Clan] |
| 1-3 1. Gauss Rifle [Clan] | Center Torso | 1-3 1. ER Medium Laser [Clan] |
| 2. Gauss Rifle [Clan] | 1. XL Fusion Engine | 2. ER Medium Laser [Clan] |
| 3. Gauss Rifle [Clan] | 2. XL Fusion Engine | 3. Ferro-Fibrous |
| 4-6 4. Ferro-Fibrous | 1-3 3. XL Fusion Engine | 4. Ferro-Fibrous |
| 5. Ferro-Fibrous | 4. XL Gyro | 5. Ferro-Fibrous |
| 6. Ferro-Fibrous | 5. XL Gyro | 6. Ferro-Fibrous |
| 1-3 1. XL Gyro | Right Torso | 1-3 1. XL Fusion Engine |
| 2. XL Gyro | 1. XL Fusion Engine | 2. XL Fusion Engine |
| 3. XL Gyro | 2. XL Fusion Engine | 3. XL Fusion Engine |
| 4-6 4. XL Fusion Engine | Left Torso (CASE II) | 4. ATM 9 [Clan] |
| 5. XL Fusion Engine | 1. XL Fusion Engine | 5. ATM 9 [Clan] |
| 6. XL Fusion Engine | 2. XL Fusion Engine | 6. ATM 9 [Clan] |
| 1-3 1. Ammo [ATM 9 HE] 7 | Left Leg | 4-6 1. ATM 9 [Clan] |
| 2. Ammo [ATM 9] 7 | 1. Hip | 2. Ferro-Fibrous |
| 3. Ammo [ATM 9 ER] 7 | 2. Upper Leg Actuator | 3. Ferro-Fibrous |
| 4. Ammo [Plasma Cannon] 10 | 3. Lower Leg Actuator | 4. Ferro-Fibrous |
| 5. Ammo [Gauss] 8 | 4. Foot Actuator | 5. Ferro-Fibrous |
| 6. Ammo [Gauss] 8 | 5. Jump Jet | 6. Ferro-Fibrous |
| 7. CASE II | 6. Jump Jet | |
| 8. Ferro-Fibrous | | |

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



Damage Transfer Diagram

HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	15 [30]
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*
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20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Albatross ALB-5U

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Engine Type: 380 Light

Tonnage: 95

Tech Base: Inner Sphere

Rules Level: Standard

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Rotary AC/2	LA	1	2/Sht [DB,F/C]	—	6	12	18
1	Large X-Pulse Laser	RA	14	9 [P]	—	5	10	15
2	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER Small Laser	LT	2	3 [DE]	—	2	4	5
1	MML 7	RT	4	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9

(hexes)

Ammo: [MML 7/LRM] 17, [MML 7/SRM] 14, [RAC/2] 45

BV: 1,885

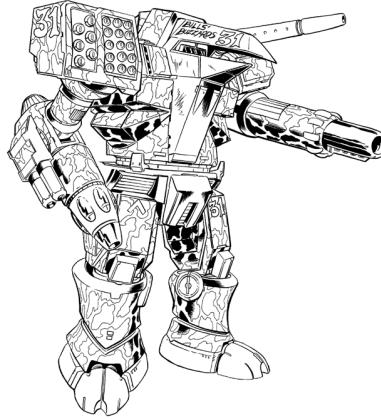


WARRIOR DATA

Name: _____

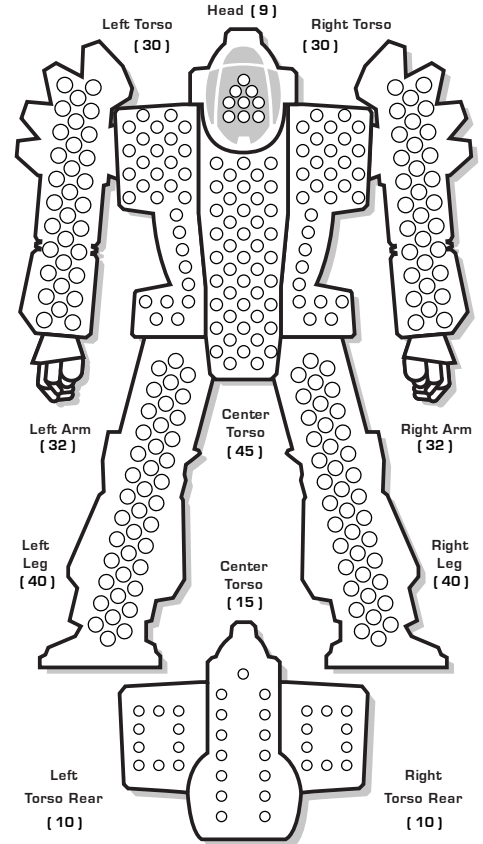
Gunnery Skill: _____ Piloting Skill: _____

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



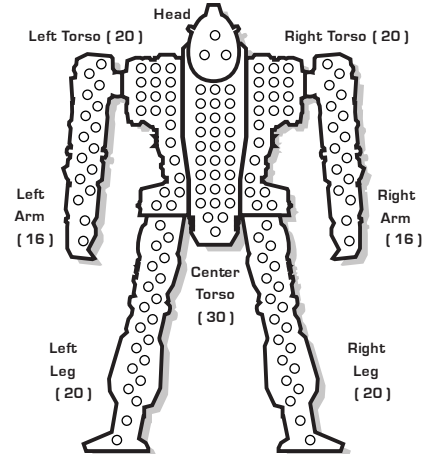
ARMOR DIAGRAM

Heavy Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



Heat Scale

Overflow

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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Rotary AC/2
- Rotary AC/2
- Rotary AC/2

1-3

- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Roll Again

4-6

Left Torso (CASE)

- Light Fusion Engine
- Light Fusion Engine
- ER Small Laser
- Ammo [MML 7/SRM] 14
- Ammo [MML 7/LRM] 17
- Ammo [RAC/2] 45

1-3

- CASE
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

4-6

Left Leg

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

Head

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

1-3

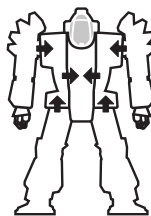
Center Torso

- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Heavy Duty Gyro
- Heavy Duty Gyro
- Heavy Duty Gyro

4-6

- Heavy Duty Gyro
- Light Fusion Engine
- Light Fusion Engine
- Light Fusion Engine
- Heavy Ferro-Fibrous
- Roll Again

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large X-Pulse Laser
- Large X-Pulse Laser
- ER Medium Laser

1-3

- ER Medium Laser
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Roll Again

4-6

Right Torso

- Light Fusion Engine
- Light Fusion Engine
- MML 7
- MML 7
- MML 7
- MML 7

1-3

- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous
- Heavy Ferro-Fibrous

4-6

Right Leg

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

HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	13 (26)
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™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Albatross ALB-5W

Movement Points:

Walking: 4 [5]

Running: 6 [8]

Jumping: 0

Engine Type: 380 Light

Tonnage: 95

Tech Base: Inner Sphere

Rules Level: Standard

Weapons & Equipment Inventory

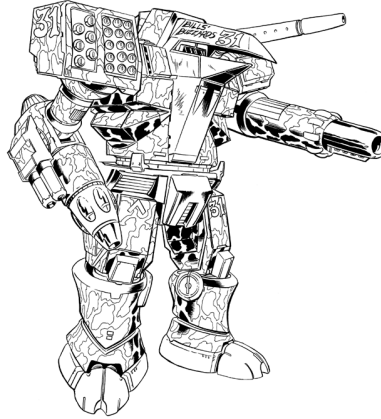
Qty	Type	Loc	Ht	Dmg	(hexes)			
					Min	Sht	Med	Lng
1	ER PPC	LA	15	10 [DE]	-	7	14	23
	w/ Capacitor							
1	Large VSP Laser	RA	10	11/9/7 [P,V]	-	4	8	15
1	Medium Pulse Laser	RT	4	6 [P]	-	2	4	6
1	Medium Pulse Laser	LT	4	6 [P]	-	2	4	6
1	ER Medium Laser	RT	5	5 [DE]	-	4	8	12
1	ER Medium Laser	LT	5	5 [DE]	-	4	8	12
1	ER Small Laser	RT	2	3 [DE]	-	2	4	5
1	ER Small Laser	LT	2	3 [DE]	-	2	4	5
1	ECM Suite (Guardian)	LT	-	[E]	-	-	-	6

WARRIOR DATA

Name: _____

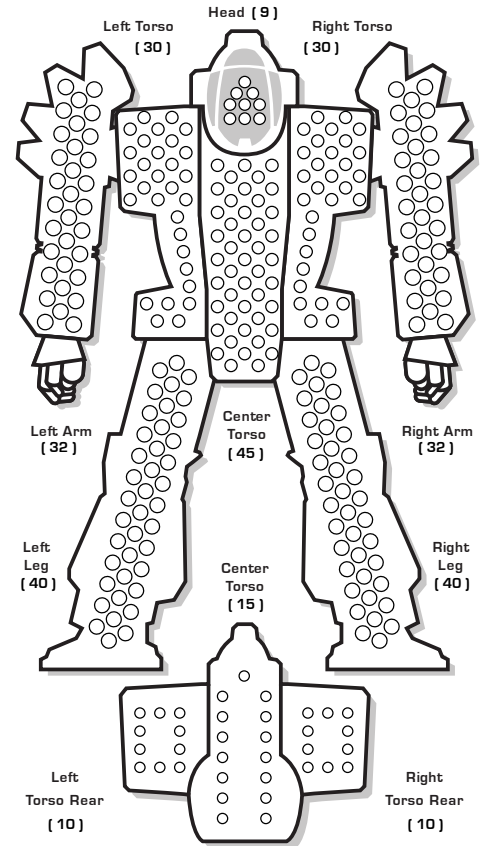
Gunnery Skill: _____ Piloting Skill: _____

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



ARMOR DIAGRAM

Heavy Ferro-Fibrous



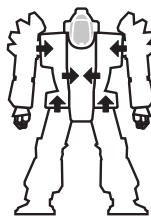
BV: 2,370



CRITICAL TABLE

Location	1	2	3	4	5	6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. ER PPC	5. ER PPC	6. ER PPC
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Large VSP Laser	5. Large VSP Laser	6. Large VSP Laser
Center Torso	1. Light Fusion Engine	2. Light Fusion Engine	3. Light Fusion Engine	4. Heavy Duty Gyro	5. Heavy Duty Gyro	6. Heavy Duty Gyro
Left Torso	1. PPC Capacitor	2. Heavy Ferro-Fibrous	3. Heavy Ferro-Fibrous	4. Heavy Ferro-Fibrous	5. Heavy Ferro-Fibrous	6. Roll Again
Right Torso	1. Large VSP Laser	2. Heavy Ferro-Fibrous	3. Heavy Ferro-Fibrous	4. Heavy Ferro-Fibrous	5. Heavy Ferro-Fibrous	6. Roll Again
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Triple Strength Myomer	6. Triple Strength Myomer
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Triple Strength Myomer	6. Triple Strength Myomer

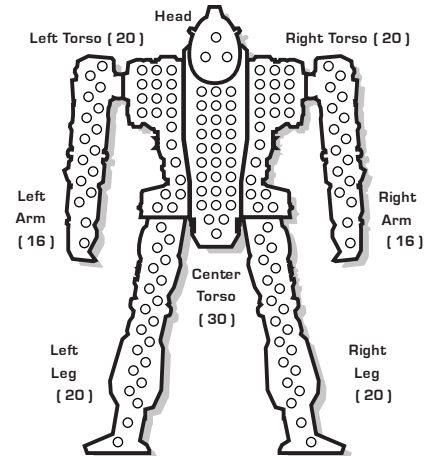
Engine Hits ○○○○
 Gyro Hits ○○○○
 Sensor Hits ○○○○
 Life Support ○



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM

Standard Structure



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	13 [26]
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*
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28*
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26*
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