BATTLETECH™

RECORD SHEETS: 3058 UNABRIDGED

CATALYST game labs

CLAN 'MECHS, STAR LEAGUE UNITS AND BATTLE ARMOR

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.

TABLE OF CONTENTS

BATTLE ARMOR
- Achileus
- Gray Death Scout
- Infiltrator Mk I
- Kage
- Cavalier
- Fah Shih
- Gray Death Standard
- Infiltrator Mk II
- IS Standard
- Longinus
- Purifier
- Raiden
- Sloth
- Fenrir
- Kanazuchi
- Sylph
- Elemental
- Salamander
- Undine
- Gnome

CLAN BATTLEMECHS
- Piranha
- Fire Falcon
- Hankyu
- Battle Cobra
- Grendel
- Shadow Cat
- Hunchback IIC
- Nobori-nin
- Black Lanner
- Thresher
- Cauldron-Born
- Crossbow
- Grizzly
- Night Gyr
- Kingfisher
- Supernova
- Turkina
- Kodiak

STAR LEAGUE
- Maultier Hover APC
- Padilla Heavy Artillery Tank
- Alacorn Mk VI Heavy Tank
- Night Hawk
- Spector
- Talon
- Starslayer
- Lynx
- Cestus
- Excalibur
- Shootist
- Spartan
- Striker
- Emperor
- Nightstar
- Pillager
- Thunder Hawk

RULES & ERAS

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 player (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

CREDITS

Record Sheet Application
Jason Tighe

Project Development
Randall N. Bills

Data Entry
Johannes Heidler
Chris Smith

BattleTech Line Developer
Herbert A. Beas II

Production Staff
Art Direction
Randall N. Bills
Cover Art
Frank Vohwinkel
Cover Design
Matt Heerdt
Additional Design
Matt Heerdt
Illustrations
Chris Lewis
Duane Loose

Proofreaders
Joel Bancroft-Conner, Roland M. "Colbosh" Boshnack, Sebastian "BeeRockxs" Brock, Daniel "Isberner" Darkisi, Josh Franklin, Johannes Heidler, Luke "Jellico" Robertson, Chris Smith, Peter Smith, Jason Tighe, Chris Wheeler.

©2010 The Topps Company, Inc. All Rights Reserved. BattleTech Record Sheets: 3058 Upgrade Unabridged, Classic BattleTech, BattleTech, 'Mech, BattleMech and MechWarrior are registered trademarks and/or trademarks of The Topps Company, Inc in the United States and/or other countries. No part of this work may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, without the prior permission in writing of the Copyright Owner, nor be otherwise circulated in any form other than that in which it is published.

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.)

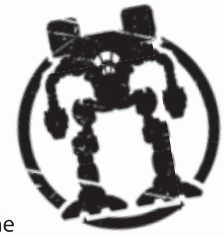
STAR LEAGUE (2570)

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.

BATTLE ARMOR

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Achileus (WoB) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
ECM Suite	[E]	—	—	—	1
Improved Sensors	[E]	—	—	—	2

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○
5 ○○○○○○
6 ○○○○○○

Cost: BV: 259/29

BATTLE ARMOR: SQUAD/POINT 2

Type: Achileus (WoB) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
ECM Suite	[E]	—	—	—	1
Improved Sensors	[E]	—	—	—	2

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○
5 ○○○○○○
6 ○○○○○○

Cost: BV: 259/29

BATTLE ARMOR: SQUAD/POINT 3

Type: Achileus (WoB) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
ECM Suite	[E]	—	—	—	1
Improved Sensors	[E]	—	—	—	2

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○
5 ○○○○○○
6 ○○○○○○

Cost: BV: 259/29

BATTLE ARMOR: SQUAD/POINT 4

Type: Achileus (WoB) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
ECM Suite	[E]	—	—	—	1
Improved Sensors	[E]	—	—	—	2

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○
5 ○○○○○○
6 ○○○○○○

Cost: BV: 259/29

BATTLE ARMOR: SQUAD/POINT 5

Type: Achileus (WoB) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
ECM Suite	[E]	—	—	—	1
Improved Sensors	[E]	—	—	—	2

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○
5 ○○○○○○
6 ○○○○○○

Cost: BV: 259/29

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

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Achileus [David] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
David Light Gauss Rifle	1 [DB,S]	—	3	5	8

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 189/36

BATTLE ARMOR: SQUAD/POINT 2

Type: Achileus [David] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
David Light Gauss Rifle	1 [DB,S]	—	3	5	8

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 189/36

BATTLE ARMOR: SQUAD/POINT 3

Type: Achileus [David] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
David Light Gauss Rifle	1 [DB,S]	—	3	5	8

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 189/36

BATTLE ARMOR: SQUAD/POINT 4

Type: Achileus [David] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
David Light Gauss Rifle	1 [DB,S]	—	3	5	8

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 189/36

BATTLE ARMOR: SQUAD/POINT 5

Type: Achileus [David] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
David Light Gauss Rifle	1 [DB,S]	—	3	5	8

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 189/36

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

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Achileus [Flamer] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 173/33

BATTLE ARMOR: SQUAD/POINT 2

Type: Achileus [Flamer] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 173/33

BATTLE ARMOR: SQUAD/POINT 3

Type: Achileus [Flamer] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 173/33

BATTLE ARMOR: SQUAD/POINT 4

Type: Achileus [Flamer] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 173/33

BATTLE ARMOR: SQUAD/POINT 5

Type: Achileus [Flamer] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 173/33

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Achileus [Laser] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 205/39

BATTLE ARMOR: SQUAD/POINT 2

Type: Achileus [Laser] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 205/39

BATTLE ARMOR: SQUAD/POINT 3

Type: Achileus [Laser] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 205/39

BATTLE ARMOR: SQUAD/POINT 4

Type: Achileus [Laser] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 205/39

BATTLE ARMOR: SQUAD/POINT 5

Type: Achileus [Laser] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 205/39

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Achileus [MG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 173/33

BATTLE ARMOR: SQUAD/POINT 2

Type: Achileus [MG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 173/33

BATTLE ARMOR: SQUAD/POINT 3

Type: Achileus [MG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 173/33

BATTLE ARMOR: SQUAD/POINT 4

Type: Achileus [MG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 173/33

BATTLE ARMOR: SQUAD/POINT 5

Type: Achileus [MG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 173/33

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Achileus [TAG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
IS Light TAG	0 [S]	—	3	6	9

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 133/26

BATTLE ARMOR: SQUAD/POINT 2

Type: Achileus [TAG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
IS Light TAG	0 [S]	—	3	6	9

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 133/26

BATTLE ARMOR: SQUAD/POINT 3

Type: Achileus [TAG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
IS Light TAG	0 [S]	—	3	6	9

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 133/26

BATTLE ARMOR: SQUAD/POINT 4

Type: Achileus [TAG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
IS Light TAG	0 [S]	—	3	6	9

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 133/26

BATTLE ARMOR: SQUAD/POINT 5

Type: Achileus [TAG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
IS Light TAG	0 [S]	—	3	6	9

Armor: Improved Stealth (+1/+2/+3)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 133/26

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Gray Death Scout **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Beagle Active Probe	[E]	—	—	—	4

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

Cost: BV: 81/16

BATTLE ARMOR: SQUAD/POINT 2

Type: Gray Death Scout **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Beagle Active Probe	[E]	—	—	—	4

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

Cost: BV: 81/16

BATTLE ARMOR: SQUAD/POINT 3

Type: Gray Death Scout **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Beagle Active Probe	[E]	—	—	—	4

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

Cost: BV: 81/16

BATTLE ARMOR: SQUAD/POINT 4

Type: Gray Death Scout **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Beagle Active Probe	[E]	—	—	—	4

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

Cost: BV: 81/16

BATTLE ARMOR: SQUAD/POINT 5

Type: Gray Death Scout **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Beagle Active Probe	[E]	—	—	—	4

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

Cost: BV: 81/16

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Infiltrator Mk I "Waddle" **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Auto Grenade Launcher	1 [DB,S]	—	1	2	3
Basic Manipulator	[E]	—	—	—	—

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: **BV:** 95/18

BATTLE ARMOR: SQUAD/POINT 2

Type: Infiltrator Mk I "Waddle" **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Auto Grenade Launcher	1 [DB,S]	—	1	2	3
Basic Manipulator	[E]	—	—	—	—

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: **BV:** 95/18

BATTLE ARMOR: SQUAD/POINT 3

Type: Infiltrator Mk I "Waddle" **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Auto Grenade Launcher	1 [DB,S]	—	1	2	3
Basic Manipulator	[E]	—	—	—	—

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: **BV:** 95/18

BATTLE ARMOR: SQUAD/POINT 4

Type: Infiltrator Mk I "Waddle" **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Auto Grenade Launcher	1 [DB,S]	—	1	2	3
Basic Manipulator	[E]	—	—	—	—

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: **BV:** 95/18

BATTLE ARMOR: SQUAD/POINT 5

Type: Infiltrator Mk I "Waddle" **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Auto Grenade Launcher	1 [DB,S]	—	1	2	3
Basic Manipulator	[E]	—	—	—	—

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: **BV:** 95/18

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Infiltrator Mk I (Special Ops) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
Remote Sensor Dispenser	[E]	—	—	—	—

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ●○○○○○
2 ●○○○○○
3 ●○○○○○
4 ●○○○○○

Cost: BV: 98/19

BATTLE ARMOR: SQUAD/POINT 2

Type: Infiltrator Mk I (Special Ops) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
Remote Sensor Dispenser	[E]	—	—	—	—

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ●○○○○○
2 ●○○○○○
3 ●○○○○○
4 ●○○○○○

Cost: BV: 98/19

BATTLE ARMOR: SQUAD/POINT 3

Type: Infiltrator Mk I (Special Ops) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
Remote Sensor Dispenser	[E]	—	—	—	—

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ●○○○○○
2 ●○○○○○
3 ●○○○○○
4 ●○○○○○

Cost: BV: 98/19

BATTLE ARMOR: SQUAD/POINT 4

Type: Infiltrator Mk I (Special Ops) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
Remote Sensor Dispenser	[E]	—	—	—	—

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ●○○○○○
2 ●○○○○○
3 ●○○○○○
4 ●○○○○○

Cost: BV: 98/19

BATTLE ARMOR: SQUAD/POINT 5

Type: Infiltrator Mk I (Special Ops) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
Remote Sensor Dispenser	[E]	—	—	—	—

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ●○○○○○
2 ●○○○○○
3 ●○○○○○
4 ●○○○○○

Cost: BV: 98/19

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Kage [ECM] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Trooper 1					
ECM Suite	[E]	—	—	—	1

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

Cost: **BV:** 113/22

BATTLE ARMOR: SQUAD/POINT 2

Type: Kage [ECM] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Trooper 1					
ECM Suite	[E]	—	—	—	1

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

Cost: **BV:** 113/22

BATTLE ARMOR: SQUAD/POINT 3

Type: Kage [ECM] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Trooper 1					
ECM Suite	[E]	—	—	—	1

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

Cost: **BV:** 113/22

BATTLE ARMOR: SQUAD/POINT 4

Type: Kage [ECM] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Trooper 1					
ECM Suite	[E]	—	—	—	1

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

Cost: **BV:** 113/22

BATTLE ARMOR: SQUAD/POINT 5

Type: Kage [ECM] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Trooper 1					
ECM Suite	[E]	—	—	—	1

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

Cost: **BV:** 113/22

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Kage [Flamer] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Trooper 1					
Flamer	2 [DE,H,AI]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

Cost: **BV:** 117/22

BATTLE ARMOR: SQUAD/POINT 2

Type: Kage [Flamer] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Trooper 1					
Flamer	2 [DE,H,AI]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

Cost: **BV:** 117/22

BATTLE ARMOR: SQUAD/POINT 3

Type: Kage [Flamer] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Trooper 1					
Flamer	2 [DE,H,AI]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

Cost: **BV:** 117/22

BATTLE ARMOR: SQUAD/POINT 4

Type: Kage [Flamer] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Trooper 1					
Flamer	2 [DE,H,AI]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

Cost: **BV:** 117/22

BATTLE ARMOR: SQUAD/POINT 5

Type: Kage [Flamer] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Trooper 1					
Flamer	2 [DE,H,AI]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

Cost: **BV:** 117/22

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Kage [Laser] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Trooper 1					
Small Laser	3 [DE]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 126/24

BATTLE ARMOR: SQUAD/POINT 2

Type: Kage [Laser] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Trooper 1					
Small Laser	3 [DE]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 126/24

BATTLE ARMOR: SQUAD/POINT 3

Type: Kage [Laser] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Trooper 1					
Small Laser	3 [DE]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 126/24

BATTLE ARMOR: SQUAD/POINT 4

Type: Kage [Laser] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Trooper 1					
Small Laser	3 [DE]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 126/24

BATTLE ARMOR: SQUAD/POINT 5

Type: Kage [Laser] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Trooper 1					
Small Laser	3 [DE]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 126/24

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Kage [MG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Trooper 1					
Machine Gun	2 [DB,S]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 117/22

BATTLE ARMOR: SQUAD/POINT 2

Type: Kage [MG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Trooper 1					
Machine Gun	2 [DB,S]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 117/22

BATTLE ARMOR: SQUAD/POINT 3

Type: Kage [MG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Trooper 1					
Machine Gun	2 [DB,S]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 117/22

BATTLE ARMOR: SQUAD/POINT 4

Type: Kage [MG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Trooper 1					
Machine Gun	2 [DB,S]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 117/22

BATTLE ARMOR: SQUAD/POINT 5

Type: Kage [MG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Trooper 1					
Machine Gun	2 [DB,S]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 117/22

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

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Kage [TAG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Trooper 1					
IS Light TAG	0 [S]	—	3	6	9

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 105/20

BATTLE ARMOR: SQUAD/POINT 2

Type: Kage [TAG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Trooper 1					
IS Light TAG	0 [S]	—	3	6	9

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 105/20

BATTLE ARMOR: SQUAD/POINT 3

Type: Kage [TAG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Trooper 1					
IS Light TAG	0 [S]	—	3	6	9

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 105/20

BATTLE ARMOR: SQUAD/POINT 4

Type: Kage [TAG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Trooper 1					
IS Light TAG	0 [S]	—	3	6	9

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 105/20

BATTLE ARMOR: SQUAD/POINT 5

Type: Kage [TAG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Trooper 1					
IS Light TAG	0 [S]	—	3	6	9

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 105/20

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

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Kage (DEST) **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 177/34

BATTLE ARMOR: SQUAD/POINT 2

Type: Kage (DEST) **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 177/34

BATTLE ARMOR: SQUAD/POINT 3

Type: Kage (DEST) **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 177/34

BATTLE ARMOR: SQUAD/POINT 4

Type: Kage (DEST) **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 177/34

BATTLE ARMOR: SQUAD/POINT 5

Type: Kage (DEST) **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 177/34

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Kage (Vibro-Claw) **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw (2)	[E]	—	—	—	—

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

Cost: BV: 114/22

BATTLE ARMOR: SQUAD/POINT 2

Type: Kage (Vibro-Claw) **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw (2)	[E]	—	—	—	—

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

Cost: BV: 114/22

BATTLE ARMOR: SQUAD/POINT 3

Type: Kage (Vibro-Claw) **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw (2)	[E]	—	—	—	—

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

Cost: BV: 114/22

BATTLE ARMOR: SQUAD/POINT 4

Type: Kage (Vibro-Claw) **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw (2)	[E]	—	—	—	—

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

Cost: BV: 114/22

BATTLE ARMOR: SQUAD/POINT 5

Type: Kage (Vibro-Claw) **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Vibro Claw (2)	[E]	—	—	—	—

Armor: Basic Stealth (+0/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

Cost: BV: 114/22

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Cavalier [Flamer] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 199/38

BATTLE ARMOR: SQUAD/POINT 2

Type: Cavalier [Flamer] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 199/38

BATTLE ARMOR: SQUAD/POINT 3

Type: Cavalier [Flamer] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 199/38

BATTLE ARMOR: SQUAD/POINT 4

Type: Cavalier [Flamer] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 199/38

BATTLE ARMOR: SQUAD/POINT 5

Type: Cavalier [Flamer] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 199/38

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Cavalier [Laser] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 231/44

BATTLE ARMOR: SQUAD/POINT 2

Type: Cavalier [Laser] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 231/44

BATTLE ARMOR: SQUAD/POINT 3

Type: Cavalier [Laser] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 231/44

BATTLE ARMOR: SQUAD/POINT 4

Type: Cavalier [Laser] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 231/44

BATTLE ARMOR: SQUAD/POINT 5

Type: Cavalier [Laser] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 231/44

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Cavalier [MG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 199/38

BATTLE ARMOR: SQUAD/POINT 2

Type: Cavalier [MG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 199/38

BATTLE ARMOR: SQUAD/POINT 3

Type: Cavalier [MG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 199/38

BATTLE ARMOR: SQUAD/POINT 4

Type: Cavalier [MG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 199/38

BATTLE ARMOR: SQUAD/POINT 5

Type: Cavalier [MG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 199/38

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Cavalier [SRM] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
SRM 1	2/Msl [M,C]	—	3	6	9
Ammo ○○○○					

1 ●○○○○○○○○○
2 ●○○○○○○○○○
3 ●○○○○○○○○○
4 ●○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 219/42

BATTLE ARMOR: SQUAD/POINT 2

Type: Cavalier [SRM] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
SRM 1	2/Msl [M,C]	—	3	6	9
Ammo ○○○○					

1 ●○○○○○○○○○
2 ●○○○○○○○○○
3 ●○○○○○○○○○
4 ●○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 219/42

BATTLE ARMOR: SQUAD/POINT 3

Type: Cavalier [SRM] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
SRM 1	2/Msl [M,C]	—	3	6	9
Ammo ○○○○					

1 ●○○○○○○○○○
2 ●○○○○○○○○○
3 ●○○○○○○○○○
4 ●○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 219/42

BATTLE ARMOR: SQUAD/POINT 4

Type: Cavalier [SRM] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
SRM 1	2/Msl [M,C]	—	3	6	9
Ammo ○○○○					

1 ●○○○○○○○○○
2 ●○○○○○○○○○
3 ●○○○○○○○○○
4 ●○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 219/42

BATTLE ARMOR: SQUAD/POINT 5

Type: Cavalier [SRM] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
SRM 1	2/Msl [M,C]	—	3	6	9
Ammo ○○○○					

1 ●○○○○○○○○○
2 ●○○○○○○○○○
3 ●○○○○○○○○○
4 ●○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 219/42

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Fa Shih [Flamer] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (w/ Mine Clearance) (2)	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3
Magnetic Clamps	[E]	—	—	—	—
Mine (Body)	[E]	—	—	—	—

Ammo 00 / 00 / 00 / 00

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Cost: BV: 197/38

BATTLE ARMOR: SQUAD/POINT 2

Type: Fa Shih [Flamer] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (w/ Mine Clearance) (2)	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3
Magnetic Clamps	[E]	—	—	—	—
Mine (Body)	[E]	—	—	—	—

Ammo 00 / 00 / 00 / 00

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Cost: BV: 197/38

BATTLE ARMOR: SQUAD/POINT 3

Type: Fa Shih [Flamer] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (w/ Mine Clearance) (2)	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3
Magnetic Clamps	[E]	—	—	—	—
Mine (Body)	[E]	—	—	—	—

Ammo 00 / 00 / 00 / 00

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Cost: BV: 197/38

BATTLE ARMOR: SQUAD/POINT 4

Type: Fa Shih [Flamer] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (w/ Mine Clearance) (2)	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3
Magnetic Clamps	[E]	—	—	—	—
Mine (Body)	[E]	—	—	—	—

Ammo 00 / 00 / 00 / 00

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Cost: BV: 197/38

BATTLE ARMOR: SQUAD/POINT 5

Type: Fa Shih [Flamer] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (w/ Mine Clearance) (2)	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3
Magnetic Clamps	[E]	—	—	—	—
Mine (Body)	[E]	—	—	—	—

Ammo 00 / 00 / 00 / 00

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Cost: BV: 197/38

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

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Fa Shih [Laser] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (w/ Mine Clearance) (2)	[E]	—	—	—	—
Magnetic Clamps	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3
Mine (Body)	[E]	—	—	—	—
Ammo 00 / 00 / 00 / 00					

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Cost: **BV:** 229/44

BATTLE ARMOR: SQUAD/POINT 2

Type: Fa Shih [Laser] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (w/ Mine Clearance) (2)	[E]	—	—	—	—
Magnetic Clamps	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3
Mine (Body)	[E]	—	—	—	—
Ammo 00 / 00 / 00 / 00					

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Cost: **BV:** 229/44

BATTLE ARMOR: SQUAD/POINT 3

Type: Fa Shih [Laser] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (w/ Mine Clearance) (2)	[E]	—	—	—	—
Magnetic Clamps	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3
Mine (Body)	[E]	—	—	—	—
Ammo 00 / 00 / 00 / 00					

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Cost: **BV:** 229/44

BATTLE ARMOR: SQUAD/POINT 4

Type: Fa Shih [Laser] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (w/ Mine Clearance) (2)	[E]	—	—	—	—
Magnetic Clamps	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3
Mine (Body)	[E]	—	—	—	—
Ammo 00 / 00 / 00 / 00					

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Cost: **BV:** 229/44

BATTLE ARMOR: SQUAD/POINT 5

Type: Fa Shih [Laser] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (w/ Mine Clearance) (2)	[E]	—	—	—	—
Magnetic Clamps	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3
Mine (Body)	[E]	—	—	—	—
Ammo 00 / 00 / 00 / 00					

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Cost: **BV:** 229/44

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

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Fa Shih [LRR] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (w/ Mine Clearance) (2)	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,S]	—	2	4	6
Magnetic Clamps	[E]	—	—	—	—
Mine (Body)	[E]	—	—	—	—

Ammo 00 / 00 / 00 / 00

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Cost: BV: 253/49

BATTLE ARMOR: SQUAD/POINT 2

Type: Fa Shih [LRR] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (w/ Mine Clearance) (2)	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,S]	—	2	4	6
Magnetic Clamps	[E]	—	—	—	—
Mine (Body)	[E]	—	—	—	—

Ammo 00 / 00 / 00 / 00

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Cost: BV: 253/49

BATTLE ARMOR: SQUAD/POINT 3

Type: Fa Shih [LRR] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (w/ Mine Clearance) (2)	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,S]	—	2	4	6
Magnetic Clamps	[E]	—	—	—	—
Mine (Body)	[E]	—	—	—	—

Ammo 00 / 00 / 00 / 00

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Cost: BV: 253/49

BATTLE ARMOR: SQUAD/POINT 4

Type: Fa Shih [LRR] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (w/ Mine Clearance) (2)	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,S]	—	2	4	6
Magnetic Clamps	[E]	—	—	—	—
Mine (Body)	[E]	—	—	—	—

Ammo 00 / 00 / 00 / 00

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Cost: BV: 253/49

BATTLE ARMOR: SQUAD/POINT 5

Type: Fa Shih [LRR] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (w/ Mine Clearance) (2)	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,S]	—	2	4	6
Magnetic Clamps	[E]	—	—	—	—
Mine (Body)	[E]	—	—	—	—

Ammo 00 / 00 / 00 / 00

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Cost: BV: 253/49

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Fa Shih [MG] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (w/ Mine Clearance) (2)	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3
Magnetic Clamps	[E]	—	—	—	—
Mine (Body)	[E]	—	—	—	—

Ammo 00 / 00 / 00 / 00

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

Cost: BV: 197/38

BATTLE ARMOR: SQUAD/POINT 2

Type: Fa Shih [MG] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (w/ Mine Clearance) (2)	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3
Magnetic Clamps	[E]	—	—	—	—
Mine (Body)	[E]	—	—	—	—

Ammo 00 / 00 / 00 / 00

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

Cost: BV: 197/38

BATTLE ARMOR: SQUAD/POINT 3

Type: Fa Shih [MG] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (w/ Mine Clearance) (2)	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3
Magnetic Clamps	[E]	—	—	—	—
Mine (Body)	[E]	—	—	—	—

Ammo 00 / 00 / 00 / 00

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

Cost: BV: 197/38

BATTLE ARMOR: SQUAD/POINT 4

Type: Fa Shih [MG] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (w/ Mine Clearance) (2)	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3
Magnetic Clamps	[E]	—	—	—	—
Mine (Body)	[E]	—	—	—	—

Ammo 00 / 00 / 00 / 00

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

Cost: BV: 197/38

BATTLE ARMOR: SQUAD/POINT 5

Type: Fa Shih [MG] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (w/ Mine Clearance) (2)	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3
Magnetic Clamps	[E]	—	—	—	—
Mine (Body)	[E]	—	—	—	—

Ammo 00 / 00 / 00 / 00

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

Cost: BV: 197/38

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Fa Shih [TAG] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (w/ Mine Clearance) (2)	[E]	—	—	—	—
IS Light TAG	0 [S]	—	3	6	9
Magnetic Clamps	[E]	—	—	—	—
Mine (Body)	[E]	—	—	—	—

Ammo 00 / 00 / 00 / 00

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Cost: BV: 157/30

BATTLE ARMOR: SQUAD/POINT 2

Type: Fa Shih [TAG] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (w/ Mine Clearance) (2)	[E]	—	—	—	—
IS Light TAG	0 [S]	—	3	6	9
Magnetic Clamps	[E]	—	—	—	—
Mine (Body)	[E]	—	—	—	—

Ammo 00 / 00 / 00 / 00

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Cost: BV: 157/30

BATTLE ARMOR: SQUAD/POINT 3

Type: Fa Shih [TAG] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (w/ Mine Clearance) (2)	[E]	—	—	—	—
IS Light TAG	0 [S]	—	3	6	9
Magnetic Clamps	[E]	—	—	—	—
Mine (Body)	[E]	—	—	—	—

Ammo 00 / 00 / 00 / 00

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Cost: BV: 157/30

BATTLE ARMOR: SQUAD/POINT 4

Type: Fa Shih [TAG] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (w/ Mine Clearance) (2)	[E]	—	—	—	—
IS Light TAG	0 [S]	—	3	6	9
Magnetic Clamps	[E]	—	—	—	—
Mine (Body)	[E]	—	—	—	—

Ammo 00 / 00 / 00 / 00

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Cost: BV: 157/30

BATTLE ARMOR: SQUAD/POINT 5

Type: Fa Shih [TAG] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (w/ Mine Clearance) (2)	[E]	—	—	—	—
IS Light TAG	0 [S]	—	3	6	9
Magnetic Clamps	[E]	—	—	—	—
Mine (Body)	[E]	—	—	—	—

Ammo 00 / 00 / 00 / 00

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Cost: BV: 157/30

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

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Gray Death Standard [Flamer] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3
Improved Sensors	[E]	—	—	—	2

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: **BV:** 193/37

BATTLE ARMOR: SQUAD/POINT 2

Type: Gray Death Standard [Flamer] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3
Improved Sensors	[E]	—	—	—	2

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: **BV:** 193/37

BATTLE ARMOR: SQUAD/POINT 3

Type: Gray Death Standard [Flamer] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3
Improved Sensors	[E]	—	—	—	2

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: **BV:** 193/37

BATTLE ARMOR: SQUAD/POINT 4

Type: Gray Death Standard [Flamer] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3
Improved Sensors	[E]	—	—	—	2

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: **BV:** 193/37

BATTLE ARMOR: SQUAD/POINT 5

Type: Gray Death Standard [Flamer] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3
Improved Sensors	[E]	—	—	—	2

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: **BV:** 193/37

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Gray Death Standard [Laser] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
Small Laser	3 [DE]	—	1	2	3

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: BV: 225/43

BATTLE ARMOR: SQUAD/POINT 2

Type: Gray Death Standard [Laser] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
Small Laser	3 [DE]	—	1	2	3

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: BV: 225/43

BATTLE ARMOR: SQUAD/POINT 3

Type: Gray Death Standard [Laser] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
Small Laser	3 [DE]	—	1	2	3

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: BV: 225/43

BATTLE ARMOR: SQUAD/POINT 4

Type: Gray Death Standard [Laser] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
Small Laser	3 [DE]	—	1	2	3

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: BV: 225/43

BATTLE ARMOR: SQUAD/POINT 5

Type: Gray Death Standard [Laser] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
Small Laser	3 [DE]	—	1	2	3

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: BV: 225/43

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Gray Death Standard [LRR] **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
Light Recoilless Rifle	2 [DB,S]	—	2	4	6

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: **BV:** 249/48

BATTLE ARMOR: SQUAD/POINT 2

Type: Gray Death Standard [LRR] **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
Light Recoilless Rifle	2 [DB,S]	—	2	4	6

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: **BV:** 249/48

BATTLE ARMOR: SQUAD/POINT 3

Type: Gray Death Standard [LRR] **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
Light Recoilless Rifle	2 [DB,S]	—	2	4	6

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: **BV:** 249/48

BATTLE ARMOR: SQUAD/POINT 4

Type: Gray Death Standard [LRR] **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
Light Recoilless Rifle	2 [DB,S]	—	2	4	6

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: **BV:** 249/48

BATTLE ARMOR: SQUAD/POINT 5

Type: Gray Death Standard [LRR] **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
Light Recoilless Rifle	2 [DB,S]	—	2	4	6

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: **BV:** 249/48

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Gray Death Standard [MG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
Machine Gun	2 [DB,S]	—	1	2	3

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: **BV:** 193/37

BATTLE ARMOR: SQUAD/POINT 2

Type: Gray Death Standard [MG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
Machine Gun	2 [DB,S]	—	1	2	3

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: **BV:** 193/37

BATTLE ARMOR: SQUAD/POINT 3

Type: Gray Death Standard [MG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
Machine Gun	2 [DB,S]	—	1	2	3

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: **BV:** 193/37

BATTLE ARMOR: SQUAD/POINT 4

Type: Gray Death Standard [MG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
Machine Gun	2 [DB,S]	—	1	2	3

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: **BV:** 193/37

BATTLE ARMOR: SQUAD/POINT 5

Type: Gray Death Standard [MG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
Machine Gun	2 [DB,S]	—	1	2	3

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: **BV:** 193/37

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Gray Death Standard [SRM] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
SRM 1	2/Msl [M,C]	—	3	6	9
Ammo 0 0 0 0					

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: **BV:** 213/41

BATTLE ARMOR: SQUAD/POINT 2

Type: Gray Death Standard [SRM] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
SRM 1	2/Msl [M,C]	—	3	6	9
Ammo 0 0 0 0					

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: **BV:** 213/41

BATTLE ARMOR: SQUAD/POINT 3

Type: Gray Death Standard [SRM] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
SRM 1	2/Msl [M,C]	—	3	6	9
Ammo 0 0 0 0					

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: **BV:** 213/41

BATTLE ARMOR: SQUAD/POINT 4

Type: Gray Death Standard [SRM] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
SRM 1	2/Msl [M,C]	—	3	6	9
Ammo 0 0 0 0					

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: **BV:** 213/41

BATTLE ARMOR: SQUAD/POINT 5

Type: Gray Death Standard [SRM] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
SRM 1	2/Msl [M,C]	—	3	6	9
Ammo 0 0 0 0					

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: **BV:** 213/41

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Infiltrator Mk II "Puma" **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
ECM Suite	[E]	—	—	—	1
Magshot	2 [DB,S]	—	3	6	9
Parafoil	[E]	—	—	—	—

Armor: Standard Stealth [+1/+1/+2]
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 253/49

BATTLE ARMOR: SQUAD/POINT 2

Type: Infiltrator Mk II "Puma" **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
ECM Suite	[E]	—	—	—	1
Magshot	2 [DB,S]	—	3	6	9
Parafoil	[E]	—	—	—	—

Armor: Standard Stealth [+1/+1/+2]
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 253/49

BATTLE ARMOR: SQUAD/POINT 3

Type: Infiltrator Mk II "Puma" **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
ECM Suite	[E]	—	—	—	1
Magshot	2 [DB,S]	—	3	6	9
Parafoil	[E]	—	—	—	—

Armor: Standard Stealth [+1/+1/+2]
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 253/49

BATTLE ARMOR: SQUAD/POINT 4

Type: Infiltrator Mk II "Puma" **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
ECM Suite	[E]	—	—	—	1
Magshot	2 [DB,S]	—	3	6	9
Parafoil	[E]	—	—	—	—

Armor: Standard Stealth [+1/+1/+2]
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 253/49

BATTLE ARMOR: SQUAD/POINT 5

Type: Infiltrator Mk II "Puma" **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
ECM Suite	[E]	—	—	—	1
Magshot	2 [DB,S]	—	3	6	9
Parafoil	[E]	—	—	—	—

Armor: Standard Stealth [+1/+1/+2]
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 253/49

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

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Infiltrator Mk II (Sensor) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
ECM Suite	[E]	—	—	—	1
Improved Sensors	[E]	—	—	—	2
Machine Gun	2 [DB,S]	—	1	2	3
Parafoil	[E]	—	—	—	—

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 180/35

BATTLE ARMOR: SQUAD/POINT 2

Type: Infiltrator Mk II (Sensor) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
ECM Suite	[E]	—	—	—	1
Improved Sensors	[E]	—	—	—	2
Machine Gun	2 [DB,S]	—	1	2	3
Parafoil	[E]	—	—	—	—

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 180/35

BATTLE ARMOR: SQUAD/POINT 3

Type: Infiltrator Mk II (Sensor) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
ECM Suite	[E]	—	—	—	1
Improved Sensors	[E]	—	—	—	2
Machine Gun	2 [DB,S]	—	1	2	3
Parafoil	[E]	—	—	—	—

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 180/35

BATTLE ARMOR: SQUAD/POINT 4

Type: Infiltrator Mk II (Sensor) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
ECM Suite	[E]	—	—	—	1
Improved Sensors	[E]	—	—	—	2
Machine Gun	2 [DB,S]	—	1	2	3
Parafoil	[E]	—	—	—	—

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 180/35

BATTLE ARMOR: SQUAD/POINT 5

Type: Infiltrator Mk II (Sensor) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Basic Manipulator (2)	[E]	—	—	—	—
ECM Suite	[E]	—	—	—	1
Improved Sensors	[E]	—	—	—	2
Machine Gun	2 [DB,S]	—	1	2	3
Parafoil	[E]	—	—	—	—

Armor: Standard Stealth (+1/+1/+2)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 180/35

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

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: IS Standard [Flamer] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 199/38

BATTLE ARMOR: SQUAD/POINT 2

Type: IS Standard [Flamer] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 199/38

BATTLE ARMOR: SQUAD/POINT 3

Type: IS Standard [Flamer] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 199/38

BATTLE ARMOR: SQUAD/POINT 4

Type: IS Standard [Flamer] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 199/38

BATTLE ARMOR: SQUAD/POINT 5

Type: IS Standard [Flamer] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 199/38

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: IS Standard [Laser] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐
Cost: BV: 231/44

BATTLE ARMOR: SQUAD/POINT 2

Type: IS Standard [Laser] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐
Cost: BV: 231/44

BATTLE ARMOR: SQUAD/POINT 3

Type: IS Standard [Laser] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐
Cost: BV: 231/44

BATTLE ARMOR: SQUAD/POINT 4

Type: IS Standard [Laser] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐
Cost: BV: 231/44

BATTLE ARMOR: SQUAD/POINT 5

Type: IS Standard [Laser] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐
Cost: BV: 231/44

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: IS Standard [LRR] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,S]	—	2	4	6

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 255/49

BATTLE ARMOR: SQUAD/POINT 2

Type: IS Standard [LRR] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,S]	—	2	4	6

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 255/49

BATTLE ARMOR: SQUAD/POINT 3

Type: IS Standard [LRR] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,S]	—	2	4	6

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 255/49

BATTLE ARMOR: SQUAD/POINT 4

Type: IS Standard [LRR] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,S]	—	2	4	6

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 255/49

BATTLE ARMOR: SQUAD/POINT 5

Type: IS Standard [LRR] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Light Recoilless Rifle	2 [DB,S]	—	2	4	6

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 255/49

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: IS Standard [MG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 199/38

BATTLE ARMOR: SQUAD/POINT 2

Type: IS Standard [MG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 199/38

BATTLE ARMOR: SQUAD/POINT 3

Type: IS Standard [MG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 199/38

BATTLE ARMOR: SQUAD/POINT 4

Type: IS Standard [MG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 199/38

BATTLE ARMOR: SQUAD/POINT 5

Type: IS Standard [MG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 199/38

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: IS Standard [SRM] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
SRM 2 (OS)	2/Msl [M,C]	—	3	6	9

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: **BV:** 175/34

BATTLE ARMOR: SQUAD/POINT 2

Type: IS Standard [SRM] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
SRM 2 (OS)	2/Msl [M,C]	—	3	6	9

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: **BV:** 175/34

BATTLE ARMOR: SQUAD/POINT 3

Type: IS Standard [SRM] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
SRM 2 (OS)	2/Msl [M,C]	—	3	6	9

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: **BV:** 175/34

BATTLE ARMOR: SQUAD/POINT 4

Type: IS Standard [SRM] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
SRM 2 (OS)	2/Msl [M,C]	—	3	6	9

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: **BV:** 175/34

BATTLE ARMOR: SQUAD/POINT 5

Type: IS Standard [SRM] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
SRM 2 (OS)	2/Msl [M,C]	—	3	6	9

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: **BV:** 175/34

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Longinus [David] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
David Light Gauss Rifle	1 [DB,S]	—	3	5	8
SRM 2 (OS) (Body)	2/Msl [M,C]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: BV: 231/44

BATTLE ARMOR: SQUAD/POINT 2

Type: Longinus [David] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
David Light Gauss Rifle	1 [DB,S]	—	3	5	8
SRM 2 (OS) (Body)	2/Msl [M,C]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: BV: 231/44

BATTLE ARMOR: SQUAD/POINT 3

Type: Longinus [David] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
David Light Gauss Rifle	1 [DB,S]	—	3	5	8
SRM 2 (OS) (Body)	2/Msl [M,C]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: BV: 231/44

BATTLE ARMOR: SQUAD/POINT 4

Type: Longinus [David] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
David Light Gauss Rifle	1 [DB,S]	—	3	5	8
SRM 2 (OS) (Body)	2/Msl [M,C]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: BV: 231/44

BATTLE ARMOR: SQUAD/POINT 5

Type: Longinus [David] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
David Light Gauss Rifle	1 [DB,S]	—	3	5	8
SRM 2 (OS) (Body)	2/Msl [M,C]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: BV: 231/44

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Longinus [David] (WoB) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
David Light Gauss Rifle	1 [DB,S]	—	3	5	8
SRM 2 (OS) (Body)	2/Msl [M,C]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○
6 ○○○○○○○○○○

Cost: BV: 400/44

BATTLE ARMOR: SQUAD/POINT 2

Type: Longinus [David] (WoB) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
David Light Gauss Rifle	1 [DB,S]	—	3	5	8
SRM 2 (OS) (Body)	2/Msl [M,C]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○
6 ○○○○○○○○○○

Cost: BV: 400/44

BATTLE ARMOR: SQUAD/POINT 3

Type: Longinus [David] (WoB) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
David Light Gauss Rifle	1 [DB,S]	—	3	5	8
SRM 2 (OS) (Body)	2/Msl [M,C]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○
6 ○○○○○○○○○○

Cost: BV: 400/44

BATTLE ARMOR: SQUAD/POINT 4

Type: Longinus [David] (WoB) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
David Light Gauss Rifle	1 [DB,S]	—	3	5	8
SRM 2 (OS) (Body)	2/Msl [M,C]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○
6 ○○○○○○○○○○

Cost: BV: 400/44

BATTLE ARMOR: SQUAD/POINT 5

Type: Longinus [David] (WoB) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
David Light Gauss Rifle	1 [DB,S]	—	3	5	8
SRM 2 (OS) (Body)	2/Msl [M,C]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○
6 ○○○○○○○○○○

Cost: BV: 400/44

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

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Longinus [Flamer] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3
SRM 2 (OS) (Body)	2/Msl [M,C]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: BV: 215/41

BATTLE ARMOR: SQUAD/POINT 2

Type: Longinus [Flamer] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3
SRM 2 (OS) (Body)	2/Msl [M,C]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: BV: 215/41

BATTLE ARMOR: SQUAD/POINT 3

Type: Longinus [Flamer] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3
SRM 2 (OS) (Body)	2/Msl [M,C]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: BV: 215/41

BATTLE ARMOR: SQUAD/POINT 4

Type: Longinus [Flamer] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3
SRM 2 (OS) (Body)	2/Msl [M,C]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: BV: 215/41

BATTLE ARMOR: SQUAD/POINT 5

Type: Longinus [Flamer] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3
SRM 2 (OS) (Body)	2/Msl [M,C]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: BV: 215/41

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

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Longinus [Flamer] (WoB) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3
SRM 2 (OS) (Body)	2/Msl [M,C]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○
6 ○○○○○○○○○○

Cost: **BV:** 372/41

BATTLE ARMOR: SQUAD/POINT 2

Type: Longinus [Flamer] (WoB) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3
SRM 2 (OS) (Body)	2/Msl [M,C]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○
6 ○○○○○○○○○○

Cost: **BV:** 372/41

BATTLE ARMOR: SQUAD/POINT 3

Type: Longinus [Flamer] (WoB) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3
SRM 2 (OS) (Body)	2/Msl [M,C]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○
6 ○○○○○○○○○○

Cost: **BV:** 372/41

BATTLE ARMOR: SQUAD/POINT 4

Type: Longinus [Flamer] (WoB) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3
SRM 2 (OS) (Body)	2/Msl [M,C]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○
6 ○○○○○○○○○○

Cost: **BV:** 372/41

BATTLE ARMOR: SQUAD/POINT 5

Type: Longinus [Flamer] (WoB) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3
SRM 2 (OS) (Body)	2/Msl [M,C]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○
6 ○○○○○○○○○○

Cost: **BV:** 372/41

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

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Longinus [Laser] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3
SRM 2 (OS) (Body)	2/Msl [M,C]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: BV: 247/47

BATTLE ARMOR: SQUAD/POINT 2

Type: Longinus [Laser] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3
SRM 2 (OS) (Body)	2/Msl [M,C]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: BV: 247/47

BATTLE ARMOR: SQUAD/POINT 3

Type: Longinus [Laser] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3
SRM 2 (OS) (Body)	2/Msl [M,C]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: BV: 247/47

BATTLE ARMOR: SQUAD/POINT 4

Type: Longinus [Laser] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3
SRM 2 (OS) (Body)	2/Msl [M,C]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: BV: 247/47

BATTLE ARMOR: SQUAD/POINT 5

Type: Longinus [Laser] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3
SRM 2 (OS) (Body)	2/Msl [M,C]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: BV: 247/47

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Longinus [Laser] (WoB) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3
SRM 2 (OS) (Body)	2/Msl [M,C]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○
6 ○○○○○○○○○○

Cost: **BV:** 427/47

BATTLE ARMOR: SQUAD/POINT 2

Type: Longinus [Laser] (WoB) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3
SRM 2 (OS) (Body)	2/Msl [M,C]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○
6 ○○○○○○○○○○

Cost: **BV:** 427/47

BATTLE ARMOR: SQUAD/POINT 3

Type: Longinus [Laser] (WoB) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3
SRM 2 (OS) (Body)	2/Msl [M,C]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○
6 ○○○○○○○○○○

Cost: **BV:** 427/47

BATTLE ARMOR: SQUAD/POINT 4

Type: Longinus [Laser] (WoB) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3
SRM 2 (OS) (Body)	2/Msl [M,C]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○
6 ○○○○○○○○○○

Cost: **BV:** 427/47

BATTLE ARMOR: SQUAD/POINT 5

Type: Longinus [Laser] (WoB) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3
SRM 2 (OS) (Body)	2/Msl [M,C]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○
6 ○○○○○○○○○○

Cost: **BV:** 427/47

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

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Longinus [MG] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3
SRM 2 (OS) (Body)	2/Msl [M,C]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: **BV:** 215/41

BATTLE ARMOR: SQUAD/POINT 2

Type: Longinus [MG] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3
SRM 2 (OS) (Body)	2/Msl [M,C]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: **BV:** 215/41

BATTLE ARMOR: SQUAD/POINT 3

Type: Longinus [MG] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3
SRM 2 (OS) (Body)	2/Msl [M,C]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: **BV:** 215/41

BATTLE ARMOR: SQUAD/POINT 4

Type: Longinus [MG] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3
SRM 2 (OS) (Body)	2/Msl [M,C]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: **BV:** 215/41

BATTLE ARMOR: SQUAD/POINT 5

Type: Longinus [MG] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3
SRM 2 (OS) (Body)	2/Msl [M,C]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: **BV:** 215/41

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Longinus [MG] (WoB) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3
SRM 2 (OS) (Body)	2/Msl [M,C]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○
6 ○○○○○○○○○○

Cost: **BV:** 372/41

BATTLE ARMOR: SQUAD/POINT 2

Type: Longinus [MG] (WoB) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3
SRM 2 (OS) (Body)	2/Msl [M,C]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○
6 ○○○○○○○○○○

Cost: **BV:** 372/41

BATTLE ARMOR: SQUAD/POINT 3

Type: Longinus [MG] (WoB) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3
SRM 2 (OS) (Body)	2/Msl [M,C]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○
6 ○○○○○○○○○○

Cost: **BV:** 372/41

BATTLE ARMOR: SQUAD/POINT 4

Type: Longinus [MG] (WoB) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3
SRM 2 (OS) (Body)	2/Msl [M,C]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○
6 ○○○○○○○○○○

Cost: **BV:** 372/41

BATTLE ARMOR: SQUAD/POINT 5

Type: Longinus [MG] (WoB) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3
SRM 2 (OS) (Body)	2/Msl [M,C]	—	3	6	9

must detach missiles before jumping or swarm/leg attacks

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○
6 ○○○○○○○○○○

Cost: **BV:** 372/41

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

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Purifier [Laser] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
ER Small Laser	3 [DE]	—	2	4	5

Armor: Mimetic Armor [+3/+2/+1]
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○
5 ○○○○○○
6 ○○○○○○

Cost: BV: 466/52

BATTLE ARMOR: SQUAD/POINT 2

Type: Purifier [Laser] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
ER Small Laser	3 [DE]	—	2	4	5

Armor: Mimetic Armor [+3/+2/+1]
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○
5 ○○○○○○
6 ○○○○○○

Cost: BV: 466/52

BATTLE ARMOR: SQUAD/POINT 3

Type: Purifier [Laser] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
ER Small Laser	3 [DE]	—	2	4	5

Armor: Mimetic Armor [+3/+2/+1]
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○
5 ○○○○○○
6 ○○○○○○

Cost: BV: 466/52

BATTLE ARMOR: SQUAD/POINT 4

Type: Purifier [Laser] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
ER Small Laser	3 [DE]	—	2	4	5

Armor: Mimetic Armor [+3/+2/+1]
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○
5 ○○○○○○
6 ○○○○○○

Cost: BV: 466/52

BATTLE ARMOR: SQUAD/POINT 5

Type: Purifier [Laser] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
ER Small Laser	3 [DE]	—	2	4	5

Armor: Mimetic Armor [+3/+2/+1]
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○
5 ○○○○○○
6 ○○○○○○

Cost: BV: 466/52

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Purifier [Narc] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Compact Narc	[M]	—	2	4	5
Ammo / / / / /					

Armor: Mimetic Armor [+3/+2/+1]
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1	○○○○○○
2	○○○○○○
3	○○○○○○
4	○○○○○○
5	○○○○○○
6	○○○○○○

Cost: BV: 452/50

BATTLE ARMOR: SQUAD/POINT 2

Type: Purifier [Narc] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Compact Narc	[M]	—	2	4	5
Ammo / / / / /					

Armor: Mimetic Armor [+3/+2/+1]
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1	○○○○○○
2	○○○○○○
3	○○○○○○
4	○○○○○○
5	○○○○○○
6	○○○○○○

Cost: BV: 452/50

BATTLE ARMOR: SQUAD/POINT 3

Type: Purifier [Narc] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Compact Narc	[M]	—	2	4	5
Ammo / / / / /					

Armor: Mimetic Armor [+3/+2/+1]
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1	○○○○○○
2	○○○○○○
3	○○○○○○
4	○○○○○○
5	○○○○○○
6	○○○○○○

Cost: BV: 452/50

BATTLE ARMOR: SQUAD/POINT 4

Type: Purifier [Narc] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Compact Narc	[M]	—	2	4	5
Ammo / / / / /					

Armor: Mimetic Armor [+3/+2/+1]
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1	○○○○○○
2	○○○○○○
3	○○○○○○
4	○○○○○○
5	○○○○○○
6	○○○○○○

Cost: BV: 452/50

BATTLE ARMOR: SQUAD/POINT 5

Type: Purifier [Narc] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Compact Narc	[M]	—	2	4	5
Ammo / / / / /					

Armor: Mimetic Armor [+3/+2/+1]
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1	○○○○○○
2	○○○○○○
3	○○○○○○
4	○○○○○○
5	○○○○○○
6	○○○○○○

Cost: BV: 452/50

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

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Purifier (PPC) **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Support PPC	2 [DE]	—	2	5	7

Armor: Mimetic Armor (+3/+2/+1)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○
5 ○○○○○○
6 ○○○○○○

Cost: **BV:** 424/47

BATTLE ARMOR: SQUAD/POINT 2

Type: Purifier (PPC) **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Support PPC	2 [DE]	—	2	5	7

Armor: Mimetic Armor (+3/+2/+1)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○
5 ○○○○○○
6 ○○○○○○

Cost: **BV:** 424/47

BATTLE ARMOR: SQUAD/POINT 3

Type: Purifier (PPC) **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Support PPC	2 [DE]	—	2	5	7

Armor: Mimetic Armor (+3/+2/+1)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○
5 ○○○○○○
6 ○○○○○○

Cost: **BV:** 424/47

BATTLE ARMOR: SQUAD/POINT 4

Type: Purifier (PPC) **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Support PPC	2 [DE]	—	2	5	7

Armor: Mimetic Armor (+3/+2/+1)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○
5 ○○○○○○
6 ○○○○○○

Cost: **BV:** 424/47

BATTLE ARMOR: SQUAD/POINT 5

Type: Purifier (PPC) **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Support PPC	2 [DE]	—	2	5	7

Armor: Mimetic Armor (+3/+2/+1)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○
5 ○○○○○○
6 ○○○○○○

Cost: **BV:** 424/47

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Purifier [TAG] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
IS Light TAG	0 [S]	—	3	6	9

Armor: Mimetic Armor (+3/+2/+1)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○
5 ○○○○○○
6 ○○○○○○

Cost: **BV:** 230/26

BATTLE ARMOR: SQUAD/POINT 2

Type: Purifier [TAG] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
IS Light TAG	0 [S]	—	3	6	9

Armor: Mimetic Armor (+3/+2/+1)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○
5 ○○○○○○
6 ○○○○○○

Cost: **BV:** 230/26

BATTLE ARMOR: SQUAD/POINT 3

Type: Purifier [TAG] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
IS Light TAG	0 [S]	—	3	6	9

Armor: Mimetic Armor (+3/+2/+1)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○
5 ○○○○○○
6 ○○○○○○

Cost: **BV:** 230/26

BATTLE ARMOR: SQUAD/POINT 4

Type: Purifier [TAG] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
IS Light TAG	0 [S]	—	3	6	9

Armor: Mimetic Armor (+3/+2/+1)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○
5 ○○○○○○
6 ○○○○○○

Cost: **BV:** 230/26

BATTLE ARMOR: SQUAD/POINT 5

Type: Purifier [TAG] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
IS Light TAG	0 [S]	—	3	6	9

Armor: Mimetic Armor (+3/+2/+1)
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○
5 ○○○○○○
6 ○○○○○○

Cost: **BV:** 230/26

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Raiden [Flamer] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 199/38

BATTLE ARMOR: SQUAD/POINT 2

Type: Raiden [Flamer] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 199/38

BATTLE ARMOR: SQUAD/POINT 3

Type: Raiden [Flamer] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 199/38

BATTLE ARMOR: SQUAD/POINT 4

Type: Raiden [Flamer] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 199/38

BATTLE ARMOR: SQUAD/POINT 5

Type: Raiden [Flamer] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 199/38

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Raiden [Laser] **Year:** 3055
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 231/44

BATTLE ARMOR: SQUAD/POINT 2

Type: Raiden [Laser] **Year:** 3055
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 231/44

BATTLE ARMOR: SQUAD/POINT 3

Type: Raiden [Laser] **Year:** 3055
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 231/44

BATTLE ARMOR: SQUAD/POINT 4

Type: Raiden [Laser] **Year:** 3055
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 231/44

BATTLE ARMOR: SQUAD/POINT 5

Type: Raiden [Laser] **Year:** 3055
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 231/44

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Raiden [MG] **Year:** 3055
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: BV: 199/38

BATTLE ARMOR: SQUAD/POINT 2

Type: Raiden [MG] **Year:** 3055
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: BV: 199/38

BATTLE ARMOR: SQUAD/POINT 3

Type: Raiden [MG] **Year:** 3055
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: BV: 199/38

BATTLE ARMOR: SQUAD/POINT 4

Type: Raiden [MG] **Year:** 3055
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: BV: 199/38

BATTLE ARMOR: SQUAD/POINT 5

Type: Raiden [MG] **Year:** 3055
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: BV: 199/38

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Raiden [MRM] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
MRM 1	1/Msl [M,C]	—	3	8	15
Ammo ○○○○					

1 ●○○○○○○○○○
2 ●○○○○○○○○○
3 ●○○○○○○○○○
4 ●○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 195/37

BATTLE ARMOR: SQUAD/POINT 2

Type: Raiden [MRM] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
MRM 1	1/Msl [M,C]	—	3	8	15
Ammo ○○○○					

1 ●○○○○○○○○○
2 ●○○○○○○○○○
3 ●○○○○○○○○○
4 ●○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 195/37

BATTLE ARMOR: SQUAD/POINT 3

Type: Raiden [MRM] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
MRM 1	1/Msl [M,C]	—	3	8	15
Ammo ○○○○					

1 ●○○○○○○○○○
2 ●○○○○○○○○○
3 ●○○○○○○○○○
4 ●○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 195/37

BATTLE ARMOR: SQUAD/POINT 4

Type: Raiden [MRM] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
MRM 1	1/Msl [M,C]	—	3	8	15
Ammo ○○○○					

1 ●○○○○○○○○○
2 ●○○○○○○○○○
3 ●○○○○○○○○○
4 ●○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 195/37

BATTLE ARMOR: SQUAD/POINT 5

Type: Raiden [MRM] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
MRM 1	1/Msl [M,C]	—	3	8	15
Ammo ○○○○					

1 ●○○○○○○○○○
2 ●○○○○○○○○○
3 ●○○○○○○○○○
4 ●○○○○○○○○○

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

Cost: BV: 195/37

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Raiden [Tsunami] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Tsunami Heavy Gauss Rifle	1 [DB,S]	—	2	4	5

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: **BV:** 207/40

BATTLE ARMOR: SQUAD/POINT 2

Type: Raiden [Tsunami] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Tsunami Heavy Gauss Rifle	1 [DB,S]	—	2	4	5

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: **BV:** 207/40

BATTLE ARMOR: SQUAD/POINT 3

Type: Raiden [Tsunami] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Tsunami Heavy Gauss Rifle	1 [DB,S]	—	2	4	5

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: **BV:** 207/40

BATTLE ARMOR: SQUAD/POINT 4

Type: Raiden [Tsunami] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Tsunami Heavy Gauss Rifle	1 [DB,S]	—	2	4	5

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: **BV:** 207/40

BATTLE ARMOR: SQUAD/POINT 5

Type: Raiden [Tsunami] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Tsunami Heavy Gauss Rifle	1 [DB,S]	—	2	4	5

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○

Cost: **BV:** 207/40

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Raiden (Original) **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3
SRM 1 (OS)	2/Msl [M,C]	—	3	6	9

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Cost: BV: 209/40

BATTLE ARMOR: SQUAD/POINT 2

Type: Raiden (Original) **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3
SRM 1 (OS)	2/Msl [M,C]	—	3	6	9

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Cost: BV: 209/40

BATTLE ARMOR: SQUAD/POINT 3

Type: Raiden (Original) **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3
SRM 1 (OS)	2/Msl [M,C]	—	3	6	9

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Cost: BV: 209/40

BATTLE ARMOR: SQUAD/POINT 4

Type: Raiden (Original) **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3
SRM 1 (OS)	2/Msl [M,C]	—	3	6	9

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Cost: BV: 209/40

BATTLE ARMOR: SQUAD/POINT 5

Type: Raiden (Original) **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3
SRM 1 (OS)	2/Msl [M,C]	—	3	6	9

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○

Cost: BV: 209/40

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Sloth — **Era:** Clan Invasion
Gunnery Skill: — **Anti-'Mech Skill:**
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Pop-Up Mine	1	—	—	—	—
Ammo 0					
Small Laser	3 [DE]	—	1	2	3
Small Laser	3 [DE]	—	1	2	3

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

Cost: BV: 180/35

BATTLE ARMOR: SQUAD/POINT 2

Type: Sloth — **Era:** Clan Invasion
Gunnery Skill: — **Anti-'Mech Skill:**
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Pop-Up Mine	1	—	—	—	—
Ammo 0					
Small Laser	3 [DE]	—	1	2	3
Small Laser	3 [DE]	—	1	2	3

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

Cost: BV: 180/35

BATTLE ARMOR: SQUAD/POINT 3

Type: Sloth — **Era:** Clan Invasion
Gunnery Skill: — **Anti-'Mech Skill:**
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Pop-Up Mine	1	—	—	—	—
Ammo 0					
Small Laser	3 [DE]	—	1	2	3
Small Laser	3 [DE]	—	1	2	3

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

Cost: BV: 180/35

BATTLE ARMOR: SQUAD/POINT 4

Type: Sloth — **Era:** Clan Invasion
Gunnery Skill: — **Anti-'Mech Skill:**
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Pop-Up Mine	1	—	—	—	—
Ammo 0					
Small Laser	3 [DE]	—	1	2	3
Small Laser	3 [DE]	—	1	2	3

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

Cost: BV: 180/35

BATTLE ARMOR: SQUAD/POINT 5

Type: Sloth — **Era:** Clan Invasion
Gunnery Skill: — **Anti-'Mech Skill:**
Ground MP: 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Pop-Up Mine	1	—	—	—	—
Ammo 0					
Small Laser	3 [DE]	—	1	2	3
Small Laser	3 [DE]	—	1	2	3

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

Cost: BV: 180/35

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Fenrir [ERML] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ER Medium Laser	5 [DE]	—	4	8	12

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

Cost: BV: 368/71

BATTLE ARMOR: SQUAD/POINT 2

Type: Fenrir [ERML] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ER Medium Laser	5 [DE]	—	4	8	12

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

Cost: BV: 368/71

BATTLE ARMOR: SQUAD/POINT 3

Type: Fenrir [ERML] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ER Medium Laser	5 [DE]	—	4	8	12

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

Cost: BV: 368/71

BATTLE ARMOR: SQUAD/POINT 4

Type: Fenrir [ERML] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ER Medium Laser	5 [DE]	—	4	8	12

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

Cost: BV: 368/71

BATTLE ARMOR: SQUAD/POINT 5

Type: Fenrir [ERML] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
ER Medium Laser	5 [DE]	—	4	8	12

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

Cost: BV: 368/71

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Fenrir [MG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Machine Gun	2 [DB,S]	—	1	2	3
Machine Gun	2 [DB,S]	—	1	2	3
Machine Gun	2 [DB,S]	—	1	2	3

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ●○○○○○
2 ●○○○○○
3 ●○○○○○
4 ●○○○○○

Cost: BV: 153/29

BATTLE ARMOR: SQUAD/POINT 2

Type: Fenrir [MG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Machine Gun	2 [DB,S]	—	1	2	3
Machine Gun	2 [DB,S]	—	1	2	3
Machine Gun	2 [DB,S]	—	1	2	3

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ●○○○○○
2 ●○○○○○
3 ●○○○○○
4 ●○○○○○

Cost: BV: 153/29

BATTLE ARMOR: SQUAD/POINT 3

Type: Fenrir [MG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Machine Gun	2 [DB,S]	—	1	2	3
Machine Gun	2 [DB,S]	—	1	2	3
Machine Gun	2 [DB,S]	—	1	2	3

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ●○○○○○
2 ●○○○○○
3 ●○○○○○
4 ●○○○○○

Cost: BV: 153/29

BATTLE ARMOR: SQUAD/POINT 4

Type: Fenrir [MG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Machine Gun	2 [DB,S]	—	1	2	3
Machine Gun	2 [DB,S]	—	1	2	3
Machine Gun	2 [DB,S]	—	1	2	3

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ●○○○○○
2 ●○○○○○
3 ●○○○○○
4 ●○○○○○

Cost: BV: 153/29

BATTLE ARMOR: SQUAD/POINT 5

Type: Fenrir [MG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Machine Gun	2 [DB,S]	—	1	2	3
Machine Gun	2 [DB,S]	—	1	2	3
Machine Gun	2 [DB,S]	—	1	2	3

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ●○○○○○
2 ●○○○○○
3 ●○○○○○
4 ●○○○○○

Cost: BV: 153/29

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Fenrir [Mortar] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Mortar	3 [DB,S]	2	2	4	6
Machine Gun	2 [DB,S]	—	1	2	3

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

Cost: BV: 185/36

BATTLE ARMOR: SQUAD/POINT 2

Type: Fenrir [Mortar] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Mortar	3 [DB,S]	2	2	4	6
Machine Gun	2 [DB,S]	—	1	2	3

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

Cost: BV: 185/36

BATTLE ARMOR: SQUAD/POINT 3

Type: Fenrir [Mortar] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Mortar	3 [DB,S]	2	2	4	6
Machine Gun	2 [DB,S]	—	1	2	3

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

Cost: BV: 185/36

BATTLE ARMOR: SQUAD/POINT 4

Type: Fenrir [Mortar] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Mortar	3 [DB,S]	2	2	4	6
Machine Gun	2 [DB,S]	—	1	2	3

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

Cost: BV: 185/36

BATTLE ARMOR: SQUAD/POINT 5

Type: Fenrir [Mortar] **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Mortar	3 [DB,S]	2	2	4	6
Machine Gun	2 [DB,S]	—	1	2	3

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

Cost: BV: 185/36

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Fenrir [MPL] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Medium Pulse Laser	6 [P]	—	2	4	6

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: **BV:** 304/58

BATTLE ARMOR: SQUAD/POINT 2

Type: Fenrir [MPL] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Medium Pulse Laser	6 [P]	—	2	4	6

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: **BV:** 304/58

BATTLE ARMOR: SQUAD/POINT 3

Type: Fenrir [MPL] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Medium Pulse Laser	6 [P]	—	2	4	6

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: **BV:** 304/58

BATTLE ARMOR: SQUAD/POINT 4

Type: Fenrir [MPL] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Medium Pulse Laser	6 [P]	—	2	4	6

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: **BV:** 304/58

BATTLE ARMOR: SQUAD/POINT 5

Type: Fenrir [MPL] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Medium Pulse Laser	6 [P]	—	2	4	6

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: **BV:** 304/58

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Fenrir [SL] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Small Laser	3 [DE]	—	1	2	3
Small Laser	3 [DE]	—	1	2	3

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 208/40

BATTLE ARMOR: SQUAD/POINT 2

Type: Fenrir [SL] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Small Laser	3 [DE]	—	1	2	3
Small Laser	3 [DE]	—	1	2	3

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 208/40

BATTLE ARMOR: SQUAD/POINT 3

Type: Fenrir [SL] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Small Laser	3 [DE]	—	1	2	3
Small Laser	3 [DE]	—	1	2	3

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 208/40

BATTLE ARMOR: SQUAD/POINT 4

Type: Fenrir [SL] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Small Laser	3 [DE]	—	1	2	3
Small Laser	3 [DE]	—	1	2	3

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 208/40

BATTLE ARMOR: SQUAD/POINT 5

Type: Fenrir [SL] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Laser	3 [DE]	—	1	2	3
Small Laser	3 [DE]	—	1	2	3
Small Laser	3 [DE]	—	1	2	3

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○
2 ○○○○○○
3 ○○○○○○
4 ○○○○○○

Cost: BV: 208/40

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

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Fenrir [SPL] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Pulse Laser	3 [P]	—	1	2	3
Small Pulse Laser	3 [P]	—	1	2	3

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

Cost: BV: 194/37

BATTLE ARMOR: SQUAD/POINT 2

Type: Fenrir [SPL] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Pulse Laser	3 [P]	—	1	2	3
Small Pulse Laser	3 [P]	—	1	2	3

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

Cost: BV: 194/37

BATTLE ARMOR: SQUAD/POINT 3

Type: Fenrir [SPL] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Pulse Laser	3 [P]	—	1	2	3
Small Pulse Laser	3 [P]	—	1	2	3

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

Cost: BV: 194/37

BATTLE ARMOR: SQUAD/POINT 4

Type: Fenrir [SPL] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Pulse Laser	3 [P]	—	1	2	3
Small Pulse Laser	3 [P]	—	1	2	3

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

Cost: BV: 194/37

BATTLE ARMOR: SQUAD/POINT 5

Type: Fenrir [SPL] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Small Pulse Laser	3 [P]	—	1	2	3
Small Pulse Laser	3 [P]	—	1	2	3

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐

Cost: BV: 194/37

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Fenrir [SRM] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 4
Weapons & Equip. **Dmg Min Sht Med Lng**
SRM 4 2/Msl [M,C] — 3 6 9
Ammo 0 0 0 0

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐
Cost: BV: 266/51

BATTLE ARMOR: SQUAD/POINT 2

Type: Fenrir [SRM] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 4
Weapons & Equip. **Dmg Min Sht Med Lng**
SRM 4 2/Msl [M,C] — 3 6 9
Ammo 0 0 0 0

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐
Cost: BV: 266/51

BATTLE ARMOR: SQUAD/POINT 3

Type: Fenrir [SRM] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 4
Weapons & Equip. **Dmg Min Sht Med Lng**
SRM 4 2/Msl [M,C] — 3 6 9
Ammo 0 0 0 0

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐
Cost: BV: 266/51

BATTLE ARMOR: SQUAD/POINT 4

Type: Fenrir [SRM] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 4
Weapons & Equip. **Dmg Min Sht Med Lng**
SRM 4 2/Msl [M,C] — 3 6 9
Ammo 0 0 0 0

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐
Cost: BV: 266/51

BATTLE ARMOR: SQUAD/POINT 5

Type: Fenrir [SRM] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 4
Weapons & Equip. **Dmg Min Sht Med Lng**
SRM 4 2/Msl [M,C] — 3 6 9
Ammo 0 0 0 0

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○

Mechanized: ☐ Swarm: ☐ Leg: ☐ AP: ☐
Cost: BV: 266/51

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Fenrir [VSP] **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Auto Grenade Launcher	1 [DB,S]	—	1	2	3
Small VSP Laser	5/4/3 [P,V]	—	2	4	6

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1	○○○○○
2	○○○○○
3	○○○○○
4	○○○○○
5	○○○○○
6	○○○○○

Cost: **BV:** 328/36

BATTLE ARMOR: SQUAD/POINT 2

Type: Fenrir [VSP] **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Auto Grenade Launcher	1 [DB,S]	—	1	2	3
Small VSP Laser	5/4/3 [P,V]	—	2	4	6

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1	○○○○○
2	○○○○○
3	○○○○○
4	○○○○○
5	○○○○○
6	○○○○○

Cost: **BV:** 328/36

BATTLE ARMOR: SQUAD/POINT 3

Type: Fenrir [VSP] **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Auto Grenade Launcher	1 [DB,S]	—	1	2	3
Small VSP Laser	5/4/3 [P,V]	—	2	4	6

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1	○○○○○
2	○○○○○
3	○○○○○
4	○○○○○
5	○○○○○
6	○○○○○

Cost: **BV:** 328/36

BATTLE ARMOR: SQUAD/POINT 4

Type: Fenrir [VSP] **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Auto Grenade Launcher	1 [DB,S]	—	1	2	3
Small VSP Laser	5/4/3 [P,V]	—	2	4	6

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1	○○○○○
2	○○○○○
3	○○○○○
4	○○○○○
5	○○○○○
6	○○○○○

Cost: **BV:** 328/36

BATTLE ARMOR: SQUAD/POINT 5

Type: Fenrir [VSP] **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 4

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Auto Grenade Launcher	1 [DB,S]	—	1	2	3
Small VSP Laser	5/4/3 [P,V]	—	2	4	6

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1	○○○○○
2	○○○○○
3	○○○○○
4	○○○○○
5	○○○○○
6	○○○○○

Cost: **BV:** 328/36

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Kanazuchi [Battle Claw] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Medium Laser	5 [DE]	—	3	6	9
SRM 2 (OS)	2/Msl [M,C]	—	3	6	9
SRM 2 (OS)	2/Msl [M,C]	—	3	6	9

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○

Cost: **BV:** 372/72

BATTLE ARMOR: SQUAD/POINT 2

Type: Kanazuchi [Battle Claw] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Medium Laser	5 [DE]	—	3	6	9
SRM 2 (OS)	2/Msl [M,C]	—	3	6	9
SRM 2 (OS)	2/Msl [M,C]	—	3	6	9

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○

Cost: **BV:** 372/72

BATTLE ARMOR: SQUAD/POINT 3

Type: Kanazuchi [Battle Claw] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Medium Laser	5 [DE]	—	3	6	9
SRM 2 (OS)	2/Msl [M,C]	—	3	6	9
SRM 2 (OS)	2/Msl [M,C]	—	3	6	9

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○

Cost: **BV:** 372/72

BATTLE ARMOR: SQUAD/POINT 4

Type: Kanazuchi [Battle Claw] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Medium Laser	5 [DE]	—	3	6	9
SRM 2 (OS)	2/Msl [M,C]	—	3	6	9
SRM 2 (OS)	2/Msl [M,C]	—	3	6	9

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○

Cost: **BV:** 372/72

BATTLE ARMOR: SQUAD/POINT 5

Type: Kanazuchi [Battle Claw] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
Medium Laser	5 [DE]	—	3	6	9
SRM 2 (OS)	2/Msl [M,C]	—	3	6	9
SRM 2 (OS)	2/Msl [M,C]	—	3	6	9

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○

Cost: **BV:** 372/72

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

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Kanazuchi [Industrial Drill] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Industrial Drill	[E]	—	—	—	—
Medium Laser	5 [DE]	—	3	6	9
SRM 2 (OS)	2/Msl [M,C]	—	3	6	9
SRM 2 (OS)	2/Msl [M,C]	—	3	6	9

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○

Cost: **BV:** 372/72

BATTLE ARMOR: SQUAD/POINT 2

Type: Kanazuchi [Industrial Drill] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Industrial Drill	[E]	—	—	—	—
Medium Laser	5 [DE]	—	3	6	9
SRM 2 (OS)	2/Msl [M,C]	—	3	6	9
SRM 2 (OS)	2/Msl [M,C]	—	3	6	9

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○

Cost: **BV:** 372/72

BATTLE ARMOR: SQUAD/POINT 3

Type: Kanazuchi [Industrial Drill] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Industrial Drill	[E]	—	—	—	—
Medium Laser	5 [DE]	—	3	6	9
SRM 2 (OS)	2/Msl [M,C]	—	3	6	9
SRM 2 (OS)	2/Msl [M,C]	—	3	6	9

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○

Cost: **BV:** 372/72

BATTLE ARMOR: SQUAD/POINT 4

Type: Kanazuchi [Industrial Drill] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Industrial Drill	[E]	—	—	—	—
Medium Laser	5 [DE]	—	3	6	9
SRM 2 (OS)	2/Msl [M,C]	—	3	6	9
SRM 2 (OS)	2/Msl [M,C]	—	3	6	9

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○

Cost: **BV:** 372/72

BATTLE ARMOR: SQUAD/POINT 5

Type: Kanazuchi [Industrial Drill] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Industrial Drill	[E]	—	—	—	—
Medium Laser	5 [DE]	—	3	6	9
SRM 2 (OS)	2/Msl [M,C]	—	3	6	9
SRM 2 (OS)	2/Msl [M,C]	—	3	6	9

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○

Cost: **BV:** 372/72

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Kanazuchi [Salvage Arm] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Medium Laser	5 [DE]	—	3	6	9
Salvage Arm	[E]	—	—	—	—
SRM 2 [OS]	2/Msl [M,C]	—	3	6	9
SRM 2 [OS]	2/Msl [M,C]	—	3	6	9

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○

Cost: **BV:** 372/72

BATTLE ARMOR: SQUAD/POINT 2

Type: Kanazuchi [Salvage Arm] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Medium Laser	5 [DE]	—	3	6	9
Salvage Arm	[E]	—	—	—	—
SRM 2 [OS]	2/Msl [M,C]	—	3	6	9
SRM 2 [OS]	2/Msl [M,C]	—	3	6	9

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○

Cost: **BV:** 372/72

BATTLE ARMOR: SQUAD/POINT 3

Type: Kanazuchi [Salvage Arm] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Medium Laser	5 [DE]	—	3	6	9
Salvage Arm	[E]	—	—	—	—
SRM 2 [OS]	2/Msl [M,C]	—	3	6	9
SRM 2 [OS]	2/Msl [M,C]	—	3	6	9

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○

Cost: **BV:** 372/72

BATTLE ARMOR: SQUAD/POINT 4

Type: Kanazuchi [Salvage Arm] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Medium Laser	5 [DE]	—	3	6	9
Salvage Arm	[E]	—	—	—	—
SRM 2 [OS]	2/Msl [M,C]	—	3	6	9
SRM 2 [OS]	2/Msl [M,C]	—	3	6	9

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○

Cost: **BV:** 372/72

BATTLE ARMOR: SQUAD/POINT 5

Type: Kanazuchi [Salvage Arm] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Medium Laser	5 [DE]	—	3	6	9
Salvage Arm	[E]	—	—	—	—
SRM 2 [OS]	2/Msl [M,C]	—	3	6	9
SRM 2 [OS]	2/Msl [M,C]	—	3	6	9

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○

Cost: **BV:** 372/72

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

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Kanazuchi (Upgrade) [Battle Claw] **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
MRM 1 (Body)	1/Msl [M,C]	—	3	8	15
Ammo O O O O					
MRM 1 (Body)	1/Msl [M,C]	—	3	8	15
Ammo O O O O					
Support PPC	2 [DE]	—	2	5	7
Support PPC	2 [DE]	—	2	5	7

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○

Cost: **BV:** 350/67

BATTLE ARMOR: SQUAD/POINT 2

Type: Kanazuchi (Upgrade) [Battle Claw] **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
MRM 1 (Body)	1/Msl [M,C]	—	3	8	15
Ammo O O O O					
MRM 1 (Body)	1/Msl [M,C]	—	3	8	15
Ammo O O O O					
Support PPC	2 [DE]	—	2	5	7
Support PPC	2 [DE]	—	2	5	7

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○

Cost: **BV:** 350/67

BATTLE ARMOR: SQUAD/POINT 3

Type: Kanazuchi (Upgrade) [Battle Claw] **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
MRM 1 (Body)	1/Msl [M,C]	—	3	8	15
Ammo O O O O					
MRM 1 (Body)	1/Msl [M,C]	—	3	8	15
Ammo O O O O					
Support PPC	2 [DE]	—	2	5	7
Support PPC	2 [DE]	—	2	5	7

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○

Cost: **BV:** 350/67

BATTLE ARMOR: SQUAD/POINT 4

Type: Kanazuchi (Upgrade) [Battle Claw] **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
MRM 1 (Body)	1/Msl [M,C]	—	3	8	15
Ammo O O O O					
MRM 1 (Body)	1/Msl [M,C]	—	3	8	15
Ammo O O O O					
Support PPC	2 [DE]	—	2	5	7
Support PPC	2 [DE]	—	2	5	7

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○

Cost: **BV:** 350/67

BATTLE ARMOR: SQUAD/POINT 5

Type: Kanazuchi (Upgrade) [Battle Claw] **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Heavy Battle Claw	[E]	—	—	—	—
MRM 1 (Body)	1/Msl [M,C]	—	3	8	15
Ammo O O O O					
MRM 1 (Body)	1/Msl [M,C]	—	3	8	15
Ammo O O O O					
Support PPC	2 [DE]	—	2	5	7
Support PPC	2 [DE]	—	2	5	7

Mechanized: ☐ **Swarm:** ☐ **Leg:** ☐ **AP:** ☑

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○

Cost: **BV:** 350/67

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

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Sylph — **Era:** Clan Invasion
Gunnery Skill: — **Anti-'Mech Skill:**
Ground MP: 1 — **VTOL:** 5

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Micro Bomb (Body) Ammo 0	2	—	—	—	—
Micro Pulse Laser	3 [P]	—	1	2	3

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

Cost: **BV:** 377/54

BATTLE ARMOR: SQUAD/POINT 2

Type: Sylph — **Era:** Clan Invasion
Gunnery Skill: — **Anti-'Mech Skill:**
Ground MP: 1 — **VTOL:** 5

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Micro Bomb (Body) Ammo 0	2	—	—	—	—
Micro Pulse Laser	3 [P]	—	1	2	3

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

Cost: **BV:** 377/54

BATTLE ARMOR: SQUAD/POINT 3

Type: Sylph — **Era:** Clan Invasion
Gunnery Skill: — **Anti-'Mech Skill:**
Ground MP: 1 — **VTOL:** 5

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Micro Bomb (Body) Ammo 0	2	—	—	—	—
Micro Pulse Laser	3 [P]	—	1	2	3

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

Cost: **BV:** 377/54

BATTLE ARMOR: SQUAD/POINT 4

Type: Sylph — **Era:** Clan Invasion
Gunnery Skill: — **Anti-'Mech Skill:**
Ground MP: 1 — **VTOL:** 5

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Micro Bomb (Body) Ammo 0	2	—	—	—	—
Micro Pulse Laser	3 [P]	—	1	2	3

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

Cost: **BV:** 377/54

BATTLE ARMOR: SQUAD/POINT 5

Type: Sylph — **Era:** Clan Invasion
Gunnery Skill: — **Anti-'Mech Skill:**
Ground MP: 1 — **VTOL:** 5

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Micro Bomb (Body) Ammo 0	2	—	—	—	—
Micro Pulse Laser	3 [P]	—	1	2	3

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

Cost: **BV:** 377/54

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Sylph (Upgrade) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **VTOL:** 5

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Heavy Machine Gun	3 [DB,S]	—	1	2	—
Machine Gun	2 [DB,S]	—	1	2	3
Searchlight	[E]	—	—	—	9

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

Cost: **BV:** 286/41

BATTLE ARMOR: SQUAD/POINT 2

Type: Sylph (Upgrade) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **VTOL:** 5

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Heavy Machine Gun	3 [DB,S]	—	1	2	—
Machine Gun	2 [DB,S]	—	1	2	3
Searchlight	[E]	—	—	—	9

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

Cost: **BV:** 286/41

BATTLE ARMOR: SQUAD/POINT 3

Type: Sylph (Upgrade) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **VTOL:** 5

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Heavy Machine Gun	3 [DB,S]	—	1	2	—
Machine Gun	2 [DB,S]	—	1	2	3
Searchlight	[E]	—	—	—	9

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

Cost: **BV:** 286/41

BATTLE ARMOR: SQUAD/POINT 4

Type: Sylph (Upgrade) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **VTOL:** 5

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Heavy Machine Gun	3 [DB,S]	—	1	2	—
Machine Gun	2 [DB,S]	—	1	2	3
Searchlight	[E]	—	—	—	9

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

Cost: **BV:** 286/41

BATTLE ARMOR: SQUAD/POINT 5

Type: Sylph (Upgrade) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **VTOL:** 5

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Heavy Machine Gun	3 [DB,S]	—	1	2	—
Machine Gun	2 [DB,S]	—	1	2	3
Searchlight	[E]	—	—	—	9

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

Cost: **BV:** 286/41

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

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Elemental [AP Gauss] **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
AP Gauss Rifle	3 [S]	—	3	6	9
Battle Claw	[E]	—	—	—	—
SRM 2 (Body)	2/Msl [M,C]	—	3	6	9
Ammo 0 0					

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

Cost: **BV:** 577/82

BATTLE ARMOR: SQUAD/POINT 2

Type: Elemental [AP Gauss] **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
AP Gauss Rifle	3 [S]	—	3	6	9
Battle Claw	[E]	—	—	—	—
SRM 2 (Body)	2/Msl [M,C]	—	3	6	9
Ammo 0 0					

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

Cost: **BV:** 577/82

BATTLE ARMOR: SQUAD/POINT 3

Type: Elemental [AP Gauss] **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
AP Gauss Rifle	3 [S]	—	3	6	9
Battle Claw	[E]	—	—	—	—
SRM 2 (Body)	2/Msl [M,C]	—	3	6	9
Ammo 0 0					

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

Cost: **BV:** 577/82

BATTLE ARMOR: SQUAD/POINT 4

Type: Elemental [AP Gauss] **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
AP Gauss Rifle	3 [S]	—	3	6	9
Battle Claw	[E]	—	—	—	—
SRM 2 (Body)	2/Msl [M,C]	—	3	6	9
Ammo 0 0					

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

Cost: **BV:** 577/82

BATTLE ARMOR: SQUAD/POINT 5

Type: Elemental [AP Gauss] **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
AP Gauss Rifle	3 [S]	—	3	6	9
Battle Claw	[E]	—	—	—	—
SRM 2 (Body)	2/Msl [M,C]	—	3	6	9
Ammo 0 0					

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

Cost: **BV:** 577/82

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

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Elemental [ER Laser] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
ER Micro Laser	2 [DE]	—	1	2	4
SRM 2 (Body)	2/Msl [M,C]	—	3	6	9
Ammo 0 0					

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

Cost: **BV:** 426/61

BATTLE ARMOR: SQUAD/POINT 2

Type: Elemental [ER Laser] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
ER Micro Laser	2 [DE]	—	1	2	4
SRM 2 (Body)	2/Msl [M,C]	—	3	6	9
Ammo 0 0					

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

Cost: **BV:** 426/61

BATTLE ARMOR: SQUAD/POINT 3

Type: Elemental [ER Laser] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
ER Micro Laser	2 [DE]	—	1	2	4
SRM 2 (Body)	2/Msl [M,C]	—	3	6	9
Ammo 0 0					

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

Cost: **BV:** 426/61

BATTLE ARMOR: SQUAD/POINT 4

Type: Elemental [ER Laser] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
ER Micro Laser	2 [DE]	—	1	2	4
SRM 2 (Body)	2/Msl [M,C]	—	3	6	9
Ammo 0 0					

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

Cost: **BV:** 426/61

BATTLE ARMOR: SQUAD/POINT 5

Type: Elemental [ER Laser] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
ER Micro Laser	2 [DE]	—	1	2	4
SRM 2 (Body)	2/Msl [M,C]	—	3	6	9
Ammo 0 0					

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

Cost: **BV:** 426/61

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

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Elemental [Flamer] **Era:** Succession Wars
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3
SRM 2 (Body)	2/Msl [M,C]	—	3	6	9
Ammo 0 0					

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○○
2 ○○○○○○○○○○○
3 ○○○○○○○○○○○
4 ○○○○○○○○○○○
5 ○○○○○○○○○○○

Cost: BV: 404/58

BATTLE ARMOR: SQUAD/POINT 2

Type: Elemental [Flamer] **Era:** Succession Wars
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3
SRM 2 (Body)	2/Msl [M,C]	—	3	6	9
Ammo 0 0					

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○○
2 ○○○○○○○○○○○
3 ○○○○○○○○○○○
4 ○○○○○○○○○○○
5 ○○○○○○○○○○○

Cost: BV: 404/58

BATTLE ARMOR: SQUAD/POINT 3

Type: Elemental [Flamer] **Era:** Succession Wars
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3
SRM 2 (Body)	2/Msl [M,C]	—	3	6	9
Ammo 0 0					

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○○
2 ○○○○○○○○○○○
3 ○○○○○○○○○○○
4 ○○○○○○○○○○○
5 ○○○○○○○○○○○

Cost: BV: 404/58

BATTLE ARMOR: SQUAD/POINT 4

Type: Elemental [Flamer] **Era:** Succession Wars
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3
SRM 2 (Body)	2/Msl [M,C]	—	3	6	9
Ammo 0 0					

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○○
2 ○○○○○○○○○○○
3 ○○○○○○○○○○○
4 ○○○○○○○○○○○
5 ○○○○○○○○○○○

Cost: BV: 404/58

BATTLE ARMOR: SQUAD/POINT 5

Type: Elemental [Flamer] **Era:** Succession Wars
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3
SRM 2 (Body)	2/Msl [M,C]	—	3	6	9
Ammo 0 0					

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○○
2 ○○○○○○○○○○○
3 ○○○○○○○○○○○
4 ○○○○○○○○○○○
5 ○○○○○○○○○○○

Cost: BV: 404/58

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

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Elemental [HMG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Heavy Machine Gun	3 [DB,S]	—	1	2	—
SRM 2 (Body)	2/Msl [M,C]	—	3	6	9
Ammo 0 0					

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○○
2 ○○○○○○○○○○○
3 ○○○○○○○○○○○
4 ○○○○○○○○○○○
5 ○○○○○○○○○○○

Cost: BV: 415/59

BATTLE ARMOR: SQUAD/POINT 2

Type: Elemental [HMG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Heavy Machine Gun	3 [DB,S]	—	1	2	—
SRM 2 (Body)	2/Msl [M,C]	—	3	6	9
Ammo 0 0					

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○○
2 ○○○○○○○○○○○
3 ○○○○○○○○○○○
4 ○○○○○○○○○○○
5 ○○○○○○○○○○○

Cost: BV: 415/59

BATTLE ARMOR: SQUAD/POINT 3

Type: Elemental [HMG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Heavy Machine Gun	3 [DB,S]	—	1	2	—
SRM 2 (Body)	2/Msl [M,C]	—	3	6	9
Ammo 0 0					

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○○
2 ○○○○○○○○○○○
3 ○○○○○○○○○○○
4 ○○○○○○○○○○○
5 ○○○○○○○○○○○

Cost: BV: 415/59

BATTLE ARMOR: SQUAD/POINT 4

Type: Elemental [HMG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Heavy Machine Gun	3 [DB,S]	—	1	2	—
SRM 2 (Body)	2/Msl [M,C]	—	3	6	9
Ammo 0 0					

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○○
2 ○○○○○○○○○○○
3 ○○○○○○○○○○○
4 ○○○○○○○○○○○
5 ○○○○○○○○○○○

Cost: BV: 415/59

BATTLE ARMOR: SQUAD/POINT 5

Type: Elemental [HMG] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Heavy Machine Gun	3 [DB,S]	—	1	2	—
SRM 2 (Body)	2/Msl [M,C]	—	3	6	9
Ammo 0 0					

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○○
2 ○○○○○○○○○○○
3 ○○○○○○○○○○○
4 ○○○○○○○○○○○
5 ○○○○○○○○○○○

Cost: BV: 415/59

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

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Elemental [Laser] **Era:** Succession Wars
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3
SRM 2 (Body)	2/Msl [M,C]	—	3	6	9
Ammo 0 0					

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

Cost: BV: 447/64

BATTLE ARMOR: SQUAD/POINT 2

Type: Elemental [Laser] **Era:** Succession Wars
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3
SRM 2 (Body)	2/Msl [M,C]	—	3	6	9
Ammo 0 0					

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

Cost: BV: 447/64

BATTLE ARMOR: SQUAD/POINT 3

Type: Elemental [Laser] **Era:** Succession Wars
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3
SRM 2 (Body)	2/Msl [M,C]	—	3	6	9
Ammo 0 0					

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

Cost: BV: 447/64

BATTLE ARMOR: SQUAD/POINT 4

Type: Elemental [Laser] **Era:** Succession Wars
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3
SRM 2 (Body)	2/Msl [M,C]	—	3	6	9
Ammo 0 0					

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

Cost: BV: 447/64

BATTLE ARMOR: SQUAD/POINT 5

Type: Elemental [Laser] **Era:** Succession Wars
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Small Laser	3 [DE]	—	1	2	3
SRM 2 (Body)	2/Msl [M,C]	—	3	6	9
Ammo 0 0					

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

Cost: BV: 447/64

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

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Elemental [MG] **Era:** Succession Wars
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3
SRM 2 (Body)	2/Msl [M,C]	—	3	6	9
Ammo 0 0					

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

Cost: BV: 404/58

BATTLE ARMOR: SQUAD/POINT 2

Type: Elemental [MG] **Era:** Succession Wars
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3
SRM 2 (Body)	2/Msl [M,C]	—	3	6	9
Ammo 0 0					

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

Cost: BV: 404/58

BATTLE ARMOR: SQUAD/POINT 3

Type: Elemental [MG] **Era:** Succession Wars
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3
SRM 2 (Body)	2/Msl [M,C]	—	3	6	9
Ammo 0 0					

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

Cost: BV: 404/58

BATTLE ARMOR: SQUAD/POINT 4

Type: Elemental [MG] **Era:** Succession Wars
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3
SRM 2 (Body)	2/Msl [M,C]	—	3	6	9
Ammo 0 0					

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

Cost: BV: 404/58

BATTLE ARMOR: SQUAD/POINT 5

Type: Elemental [MG] **Era:** Succession Wars
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Machine Gun	2 [DB,S]	—	1	2	3
SRM 2 (Body)	2/Msl [M,C]	—	3	6	9
Ammo 0 0					

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

Cost: BV: 404/58

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

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Elemental [Pulse Laser] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Micro Pulse Laser	3 [P]	—	1	2	3
SRM 2 (Body)	2/Msl [M,C]	—	3	6	9
Ammo 0 0					

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○○
2 ○○○○○○○○○○○
3 ○○○○○○○○○○○
4 ○○○○○○○○○○○
5 ○○○○○○○○○○○

Cost: **BV:** 480/69

BATTLE ARMOR: SQUAD/POINT 2

Type: Elemental [Pulse Laser] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Micro Pulse Laser	3 [P]	—	1	2	3
SRM 2 (Body)	2/Msl [M,C]	—	3	6	9
Ammo 0 0					

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○○
2 ○○○○○○○○○○○
3 ○○○○○○○○○○○
4 ○○○○○○○○○○○
5 ○○○○○○○○○○○

Cost: **BV:** 480/69

BATTLE ARMOR: SQUAD/POINT 3

Type: Elemental [Pulse Laser] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Micro Pulse Laser	3 [P]	—	1	2	3
SRM 2 (Body)	2/Msl [M,C]	—	3	6	9
Ammo 0 0					

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○○
2 ○○○○○○○○○○○
3 ○○○○○○○○○○○
4 ○○○○○○○○○○○
5 ○○○○○○○○○○○

Cost: **BV:** 480/69

BATTLE ARMOR: SQUAD/POINT 4

Type: Elemental [Pulse Laser] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Micro Pulse Laser	3 [P]	—	1	2	3
SRM 2 (Body)	2/Msl [M,C]	—	3	6	9
Ammo 0 0					

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○○
2 ○○○○○○○○○○○
3 ○○○○○○○○○○○
4 ○○○○○○○○○○○
5 ○○○○○○○○○○○

Cost: **BV:** 480/69

BATTLE ARMOR: SQUAD/POINT 5

Type: Elemental [Pulse Laser] **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Micro Pulse Laser	3 [P]	—	1	2	3
SRM 2 (Body)	2/Msl [M,C]	—	3	6	9
Ammo 0 0					

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○○
2 ○○○○○○○○○○○
3 ○○○○○○○○○○○
4 ○○○○○○○○○○○
5 ○○○○○○○○○○○

Cost: **BV:** 480/69

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

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Elemental (Headhunter) **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
Machine Gun	2 [DB,S]	—	1	2	3

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

Cost: **BV:** 300/43

BATTLE ARMOR: SQUAD/POINT 2

Type: Elemental (Headhunter) **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
Machine Gun	2 [DB,S]	—	1	2	3

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

Cost: **BV:** 300/43

BATTLE ARMOR: SQUAD/POINT 3

Type: Elemental (Headhunter) **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
Machine Gun	2 [DB,S]	—	1	2	3

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

Cost: **BV:** 300/43

BATTLE ARMOR: SQUAD/POINT 4

Type: Elemental (Headhunter) **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
Machine Gun	2 [DB,S]	—	1	2	3

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

Cost: **BV:** 300/43

BATTLE ARMOR: SQUAD/POINT 5

Type: Elemental (Headhunter) **Era:** Clan Invasion
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
Improved Sensors	[E]	—	—	—	2
Machine Gun	2 [DB,S]	—	1	2	3

Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☑

1 ○○○○○○○○○○
2 ○○○○○○○○○○
3 ○○○○○○○○○○
4 ○○○○○○○○○○
5 ○○○○○○○○○○

Cost: **BV:** 300/43

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Salamander — **Era:** Clan Invasion
Gunnery Skill: — **Anti-'Mech Skill:**
Ground MP: 1 — **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Magnetic Claw (2)	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3
Flamer	2 [DE,H,AI]	—	1	2	3
SRM 1 (OS) (Body)	2/Msl [M,C]	—	3	6	9

Armor: Fire Resistant
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○
5 ○○○○○○○○

Cost: **BV:** 372/53

BATTLE ARMOR: SQUAD/POINT 2

Type: Salamander — **Era:** Clan Invasion
Gunnery Skill: — **Anti-'Mech Skill:**
Ground MP: 1 — **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Magnetic Claw (2)	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3
Flamer	2 [DE,H,AI]	—	1	2	3
SRM 1 (OS) (Body)	2/Msl [M,C]	—	3	6	9

Armor: Fire Resistant
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○
5 ○○○○○○○○

Cost: **BV:** 372/53

BATTLE ARMOR: SQUAD/POINT 3

Type: Salamander — **Era:** Clan Invasion
Gunnery Skill: — **Anti-'Mech Skill:**
Ground MP: 1 — **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Magnetic Claw (2)	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3
Flamer	2 [DE,H,AI]	—	1	2	3
SRM 1 (OS) (Body)	2/Msl [M,C]	—	3	6	9

Armor: Fire Resistant
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○
5 ○○○○○○○○

Cost: **BV:** 372/53

BATTLE ARMOR: SQUAD/POINT 4

Type: Salamander — **Era:** Clan Invasion
Gunnery Skill: — **Anti-'Mech Skill:**
Ground MP: 1 — **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Magnetic Claw (2)	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3
Flamer	2 [DE,H,AI]	—	1	2	3
SRM 1 (OS) (Body)	2/Msl [M,C]	—	3	6	9

Armor: Fire Resistant
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○
5 ○○○○○○○○

Cost: **BV:** 372/53

BATTLE ARMOR: SQUAD/POINT 5

Type: Salamander — **Era:** Clan Invasion
Gunnery Skill: — **Anti-'Mech Skill:**
Ground MP: 1 — **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Magnetic Claw (2)	[E]	—	—	—	—
Flamer	2 [DE,H,AI]	—	1	2	3
Flamer	2 [DE,H,AI]	—	1	2	3
SRM 1 (OS) (Body)	2/Msl [M,C]	—	3	6	9

Armor: Fire Resistant
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○
5 ○○○○○○○○

Cost: **BV:** 372/53

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Salamander (Laser) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Magnetic Claw (2)	[E]	—	—	—	—
ER Micro Laser	2 [DE]	—	1	2	4
Flamer	2 [DE,H,AI]	—	1	2	3
SRM 1 (OS) (Body)	2/Msl [M,C]	—	3	6	9

Armor: Fire Resistant
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○
5 ○○○○○○○○

Cost: **BV:** 394/56

BATTLE ARMOR: SQUAD/POINT 2

Type: Salamander (Laser) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Magnetic Claw (2)	[E]	—	—	—	—
ER Micro Laser	2 [DE]	—	1	2	4
Flamer	2 [DE,H,AI]	—	1	2	3
SRM 1 (OS) (Body)	2/Msl [M,C]	—	3	6	9

Armor: Fire Resistant
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○
5 ○○○○○○○○

Cost: **BV:** 394/56

BATTLE ARMOR: SQUAD/POINT 3

Type: Salamander (Laser) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Magnetic Claw (2)	[E]	—	—	—	—
ER Micro Laser	2 [DE]	—	1	2	4
Flamer	2 [DE,H,AI]	—	1	2	3
SRM 1 (OS) (Body)	2/Msl [M,C]	—	3	6	9

Armor: Fire Resistant
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○
5 ○○○○○○○○

Cost: **BV:** 394/56

BATTLE ARMOR: SQUAD/POINT 4

Type: Salamander (Laser) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Magnetic Claw (2)	[E]	—	—	—	—
ER Micro Laser	2 [DE]	—	1	2	4
Flamer	2 [DE,H,AI]	—	1	2	3
SRM 1 (OS) (Body)	2/Msl [M,C]	—	3	6	9

Armor: Fire Resistant
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○
5 ○○○○○○○○

Cost: **BV:** 394/56

BATTLE ARMOR: SQUAD/POINT 5

Type: Salamander (Laser) **Era:** Civil War
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Magnetic Claw (2)	[E]	—	—	—	—
ER Micro Laser	2 [DE]	—	1	2	4
Flamer	2 [DE,H,AI]	—	1	2	3
SRM 1 (OS) (Body)	2/Msl [M,C]	—	3	6	9

Armor: Fire Resistant
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○
5 ○○○○○○○○

Cost: **BV:** 394/56

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Salamander (Anti-Infantry) **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Magnetic Claw (2)	[E]	—	—	—	—
Heavy Machine Gun	3 [DB,S]	—	1	2	—
Heavy Machine Gun	3 [DB,S]	—	1	2	—
SRM 1 (OS) (Body)	2/Msl [M,C]	—	3	6	9

Armor: Fire Resistant
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○
5 ○○○○○○○○

Cost: **BV:** 394/56

BATTLE ARMOR: SQUAD/POINT 2

Type: Salamander (Anti-Infantry) **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Magnetic Claw (2)	[E]	—	—	—	—
Heavy Machine Gun	3 [DB,S]	—	1	2	—
Heavy Machine Gun	3 [DB,S]	—	1	2	—
SRM 1 (OS) (Body)	2/Msl [M,C]	—	3	6	9

Armor: Fire Resistant
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○
5 ○○○○○○○○

Cost: **BV:** 394/56

BATTLE ARMOR: SQUAD/POINT 3

Type: Salamander (Anti-Infantry) **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Magnetic Claw (2)	[E]	—	—	—	—
Heavy Machine Gun	3 [DB,S]	—	1	2	—
Heavy Machine Gun	3 [DB,S]	—	1	2	—
SRM 1 (OS) (Body)	2/Msl [M,C]	—	3	6	9

Armor: Fire Resistant
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○
5 ○○○○○○○○

Cost: **BV:** 394/56

BATTLE ARMOR: SQUAD/POINT 4

Type: Salamander (Anti-Infantry) **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Magnetic Claw (2)	[E]	—	—	—	—
Heavy Machine Gun	3 [DB,S]	—	1	2	—
Heavy Machine Gun	3 [DB,S]	—	1	2	—
SRM 1 (OS) (Body)	2/Msl [M,C]	—	3	6	9

Armor: Fire Resistant
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○
5 ○○○○○○○○

Cost: **BV:** 394/56

BATTLE ARMOR: SQUAD/POINT 5

Type: Salamander (Anti-Infantry) **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Magnetic Claw (2)	[E]	—	—	—	—
Heavy Machine Gun	3 [DB,S]	—	1	2	—
Heavy Machine Gun	3 [DB,S]	—	1	2	—
SRM 1 (OS) (Body)	2/Msl [M,C]	—	3	6	9

Armor: Fire Resistant
Mechanized: ☑ **Swarm:** ☑ **Leg:** ☑ **AP:** ☐

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○
5 ○○○○○○○○

Cost: **BV:** 394/56

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

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Undine — **Era:** Clan Invasion
Gunnery Skill: — **Anti-'Mech Skill:**
Ground MP: 1 — **UMU:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
ER Micro Laser	2 [DE]	—	1	2	4
LRM 5 (OS) (Body)	1/Msl [M,C,S]	—	7	14	21

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○
5 ○○○○○○○○

Cost: BV: 271/39

BATTLE ARMOR: SQUAD/POINT 2

Type: Undine — **Era:** Clan Invasion
Gunnery Skill: — **Anti-'Mech Skill:**
Ground MP: 1 — **UMU:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
ER Micro Laser	2 [DE]	—	1	2	4
LRM 5 (OS) (Body)	1/Msl [M,C,S]	—	7	14	21

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○
5 ○○○○○○○○

Cost: BV: 271/39

BATTLE ARMOR: SQUAD/POINT 3

Type: Undine — **Era:** Clan Invasion
Gunnery Skill: — **Anti-'Mech Skill:**
Ground MP: 1 — **UMU:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
ER Micro Laser	2 [DE]	—	1	2	4
LRM 5 (OS) (Body)	1/Msl [M,C,S]	—	7	14	21

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○
5 ○○○○○○○○

Cost: BV: 271/39

BATTLE ARMOR: SQUAD/POINT 4

Type: Undine — **Era:** Clan Invasion
Gunnery Skill: — **Anti-'Mech Skill:**
Ground MP: 1 — **UMU:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
ER Micro Laser	2 [DE]	—	1	2	4
LRM 5 (OS) (Body)	1/Msl [M,C,S]	—	7	14	21

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○
5 ○○○○○○○○

Cost: BV: 271/39

BATTLE ARMOR: SQUAD/POINT 5

Type: Undine — **Era:** Clan Invasion
Gunnery Skill: — **Anti-'Mech Skill:**
Ground MP: 1 — **UMU:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
ER Micro Laser	2 [DE]	—	1	2	4
LRM 5 (OS) (Body)	1/Msl [M,C,S]	—	7	14	21

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○
5 ○○○○○○○○

Cost: BV: 271/39

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Undine (Upgrade) **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
ER Micro Laser	2 [DE]	—	1	2	4
LRM 3 (Body)	1/Msl [M,C,S]	—	7	14	21
Ammo 0 0 0 0					

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○
5 ○○○○○○○○

Cost: BV: 458/65

BATTLE ARMOR: SQUAD/POINT 2

Type: Undine (Upgrade) **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
ER Micro Laser	2 [DE]	—	1	2	4
LRM 3 (Body)	1/Msl [M,C,S]	—	7	14	21
Ammo 0 0 0 0					

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○
5 ○○○○○○○○

Cost: BV: 458/65

BATTLE ARMOR: SQUAD/POINT 3

Type: Undine (Upgrade) **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
ER Micro Laser	2 [DE]	—	1	2	4
LRM 3 (Body)	1/Msl [M,C,S]	—	7	14	21
Ammo 0 0 0 0					

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○
5 ○○○○○○○○

Cost: BV: 458/65

BATTLE ARMOR: SQUAD/POINT 4

Type: Undine (Upgrade) **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
ER Micro Laser	2 [DE]	—	1	2	4
LRM 3 (Body)	1/Msl [M,C,S]	—	7	14	21
Ammo 0 0 0 0					

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○
5 ○○○○○○○○

Cost: BV: 458/65

BATTLE ARMOR: SQUAD/POINT 5

Type: Undine (Upgrade) **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 3

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Battle Claw	[E]	—	—	—	—
ER Micro Laser	2 [DE]	—	1	2	4
LRM 3 (Body)	1/Msl [M,C,S]	—	7	14	21
Ammo 0 0 0 0					

Mechanized: ☑ Swarm: ☑ Leg: ☑ AP: ☐

1 ○○○○○○○○
2 ○○○○○○○○
3 ○○○○○○○○
4 ○○○○○○○○
5 ○○○○○○○○

Cost: BV: 458/65

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Gnome — **Era:** Clan Invasion
Gunnery Skill: — **Anti-'Mech Skill:**
Ground MP: 1 — **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Advanced SRM 2 (Body)	2/Msl [M,C]	—	4	8	12
Ammo 0 0					
ER Small Laser	5 [DE]	—	2	4	6
Heavy Battle Claw	[E]	—	—	—	—

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○

Cost: BV: 581/83

BATTLE ARMOR: SQUAD/POINT 2

Type: Gnome — **Era:** Clan Invasion
Gunnery Skill: — **Anti-'Mech Skill:**
Ground MP: 1 — **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Advanced SRM 2 (Body)	2/Msl [M,C]	—	4	8	12
Ammo 0 0					
ER Small Laser	5 [DE]	—	2	4	6
Heavy Battle Claw	[E]	—	—	—	—

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○

Cost: BV: 581/83

BATTLE ARMOR: SQUAD/POINT 3

Type: Gnome — **Era:** Clan Invasion
Gunnery Skill: — **Anti-'Mech Skill:**
Ground MP: 1 — **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Advanced SRM 2 (Body)	2/Msl [M,C]	—	4	8	12
Ammo 0 0					
ER Small Laser	5 [DE]	—	2	4	6
Heavy Battle Claw	[E]	—	—	—	—

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○

Cost: BV: 581/83

BATTLE ARMOR: SQUAD/POINT 4

Type: Gnome — **Era:** Clan Invasion
Gunnery Skill: — **Anti-'Mech Skill:**
Ground MP: 1 — **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Advanced SRM 2 (Body)	2/Msl [M,C]	—	4	8	12
Ammo 0 0					
ER Small Laser	5 [DE]	—	2	4	6
Heavy Battle Claw	[E]	—	—	—	—

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○

Cost: BV: 581/83

BATTLE ARMOR: SQUAD/POINT 5

Type: Gnome — **Era:** Clan Invasion
Gunnery Skill: — **Anti-'Mech Skill:**
Ground MP: 1 — **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Advanced SRM 2 (Body)	2/Msl [M,C]	—	4	8	12
Ammo 0 0					
ER Small Laser	5 [DE]	—	2	4	6
Heavy Battle Claw	[E]	—	—	—	—

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○

Cost: BV: 581/83

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

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Gnome (Upgrade) [Bearhunter] **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Advanced SRM 2 (Body) Ammo 0 0	2/Msl [M,C]	—	4	8	12
Bearhunter Superheavy AC	3 [DB,S]	—	—	1	2
Bearhunter Superheavy AC	3 [DB,S]	—	—	1	2
Heavy Battle Claw	[E]	—	—	—	—

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○

Cost: BV: 476/68

BATTLE ARMOR: SQUAD/POINT 2

Type: Gnome (Upgrade) [Bearhunter] **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Advanced SRM 2 (Body) Ammo 0 0	2/Msl [M,C]	—	4	8	12
Bearhunter Superheavy AC	3 [DB,S]	—	—	1	2
Bearhunter Superheavy AC	3 [DB,S]	—	—	1	2
Heavy Battle Claw	[E]	—	—	—	—

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○

Cost: BV: 476/68

BATTLE ARMOR: SQUAD/POINT 3

Type: Gnome (Upgrade) [Bearhunter] **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Advanced SRM 2 (Body) Ammo 0 0	2/Msl [M,C]	—	4	8	12
Bearhunter Superheavy AC	3 [DB,S]	—	—	1	2
Bearhunter Superheavy AC	3 [DB,S]	—	—	1	2
Heavy Battle Claw	[E]	—	—	—	—

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○

Cost: BV: 476/68

BATTLE ARMOR: SQUAD/POINT 4

Type: Gnome (Upgrade) [Bearhunter] **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Advanced SRM 2 (Body) Ammo 0 0	2/Msl [M,C]	—	4	8	12
Bearhunter Superheavy AC	3 [DB,S]	—	—	1	2
Bearhunter Superheavy AC	3 [DB,S]	—	—	1	2
Heavy Battle Claw	[E]	—	—	—	—

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○

Cost: BV: 476/68

BATTLE ARMOR: SQUAD/POINT 5

Type: Gnome (Upgrade) [Bearhunter] **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Advanced SRM 2 (Body) Ammo 0 0	2/Msl [M,C]	—	4	8	12
Bearhunter Superheavy AC	3 [DB,S]	—	—	1	2
Bearhunter Superheavy AC	3 [DB,S]	—	—	1	2
Heavy Battle Claw	[E]	—	—	—	—

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○

Cost: BV: 476/68

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

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Gnome (Upgrade) [MRR] **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Advanced SRM 2 (Body) Ammo 0 0	2/Msl [M,C]	—	4	8	12
Heavy Battle Claw	[E]	—	—	—	—
LRM 2 (OS)	1/Msl [M,C,S]	—	7	14	21
Medium Recoilless Rifle	3 [DB,S]	—	2	4	6

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○

Cost: BV: 549/78

BATTLE ARMOR: SQUAD/POINT 2

Type: Gnome (Upgrade) [MRR] **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Advanced SRM 2 (Body) Ammo 0 0	2/Msl [M,C]	—	4	8	12
Heavy Battle Claw	[E]	—	—	—	—
LRM 2 (OS)	1/Msl [M,C,S]	—	7	14	21
Medium Recoilless Rifle	3 [DB,S]	—	2	4	6

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○

Cost: BV: 549/78

BATTLE ARMOR: SQUAD/POINT 3

Type: Gnome (Upgrade) [MRR] **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Advanced SRM 2 (Body) Ammo 0 0	2/Msl [M,C]	—	4	8	12
Heavy Battle Claw	[E]	—	—	—	—
LRM 2 (OS)	1/Msl [M,C,S]	—	7	14	21
Medium Recoilless Rifle	3 [DB,S]	—	2	4	6

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○

Cost: BV: 549/78

BATTLE ARMOR: SQUAD/POINT 4

Type: Gnome (Upgrade) [MRR] **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Advanced SRM 2 (Body) Ammo 0 0	2/Msl [M,C]	—	4	8	12
Heavy Battle Claw	[E]	—	—	—	—
LRM 2 (OS)	1/Msl [M,C,S]	—	7	14	21
Medium Recoilless Rifle	3 [DB,S]	—	2	4	6

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○

Cost: BV: 549/78

BATTLE ARMOR: SQUAD/POINT 5

Type: Gnome (Upgrade) [MRR] **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Advanced SRM 2 (Body) Ammo 0 0	2/Msl [M,C]	—	4	8	12
Heavy Battle Claw	[E]	—	—	—	—
LRM 2 (OS)	1/Msl [M,C,S]	—	7	14	21
Medium Recoilless Rifle	3 [DB,S]	—	2	4	6

Mechanized: ☑ Swarm: ☐ Leg: ☐ AP: ☐

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○

Cost: BV: 549/78

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

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD/POINT 1

Type: Gnome (Upgrade) [Pulse Laser] **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Advanced SRM 2 (Body) Ammo 0 0	2/Msl [M,C]	—	4	8	12
Heavy Battle Claw	[E]	—	—	—	—
Micro Pulse Laser	3 [P]	—	1	2	3
Micro Pulse Laser	3 [P]	—	1	2	3

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○

Cost: **BV:** 549/78

BATTLE ARMOR: SQUAD/POINT 2

Type: Gnome (Upgrade) [Pulse Laser] **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Advanced SRM 2 (Body) Ammo 0 0	2/Msl [M,C]	—	4	8	12
Heavy Battle Claw	[E]	—	—	—	—
Micro Pulse Laser	3 [P]	—	1	2	3
Micro Pulse Laser	3 [P]	—	1	2	3

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○

Cost: **BV:** 549/78

BATTLE ARMOR: SQUAD/POINT 3

Type: Gnome (Upgrade) [Pulse Laser] **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Advanced SRM 2 (Body) Ammo 0 0	2/Msl [M,C]	—	4	8	12
Heavy Battle Claw	[E]	—	—	—	—
Micro Pulse Laser	3 [P]	—	1	2	3
Micro Pulse Laser	3 [P]	—	1	2	3

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○

Cost: **BV:** 549/78

BATTLE ARMOR: SQUAD/POINT 4

Type: Gnome (Upgrade) [Pulse Laser] **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Advanced SRM 2 (Body) Ammo 0 0	2/Msl [M,C]	—	4	8	12
Heavy Battle Claw	[E]	—	—	—	—
Micro Pulse Laser	3 [P]	—	1	2	3
Micro Pulse Laser	3 [P]	—	1	2	3

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○

Cost: **BV:** 549/78

BATTLE ARMOR: SQUAD/POINT 5

Type: Gnome (Upgrade) [Pulse Laser] **Era:** Jihad
Gunnery Skill: **Anti-'Mech Skill:**
Ground MP: 1 **Jump:** 2

Weapons & Equip.	Dmg	Min	Sht	Med	Lng
Advanced SRM 2 (Body) Ammo 0 0	2/Msl [M,C]	—	4	8	12
Heavy Battle Claw	[E]	—	—	—	—
Micro Pulse Laser	3 [P]	—	1	2	3
Micro Pulse Laser	3 [P]	—	1	2	3

Mechanized: ☑ **Swarm:** ☐ **Leg:** ☐ **AP:** ☐

1 ○○○○○○○○○○○○○○○
2 ○○○○○○○○○○○○○○○
3 ○○○○○○○○○○○○○○○
4 ○○○○○○○○○○○○○○○
5 ○○○○○○○○○○○○○○○

Cost: **BV:** 549/78

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

CATALYST game labs

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

CLAN BATTLEMECHS

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Piranha

Movement Points:
- Walking: 9
- Running: 14
- Jumping: 0

Tonnage: 20
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	CT	2	5 [DE]	—	2	4	6
6	Machine Gun	RT	0	2 [DB,AI]	—	1	2	3
6	Machine Gun	LT	0	2 [DB,AI]	—	1	2	3
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

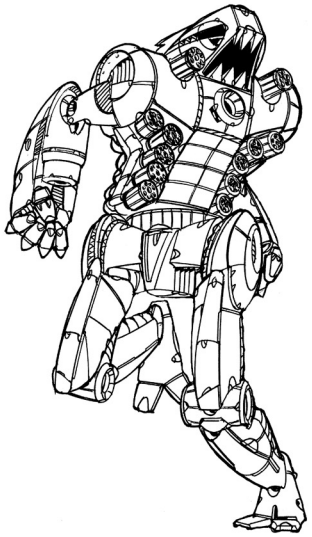
Cost: 2,779,740 C-bills **BV:** 998

WARRIOR DATA

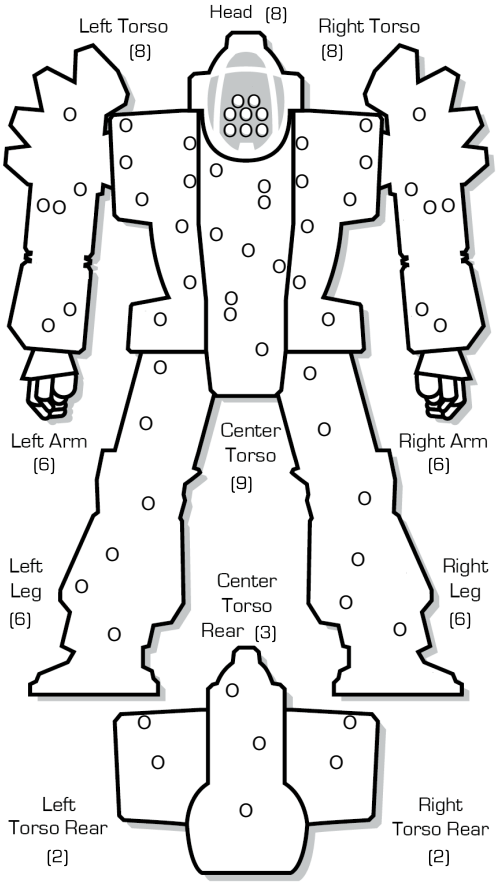
Name: _____

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
4. Hand Actuator
5. ER Medium Laser
6. Roll Again

1-3

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

4-6

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Machine Gun
4. Machine Gun
5. Machine Gun
6. Machine Gun

1-3

1. Machine Gun
2. Machine Gun
3. Ammo (Machine Gun) 100
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

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

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

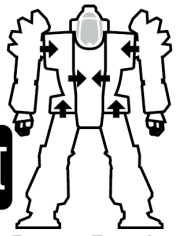
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Heat Sink
6. ER Small Laser

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. Roll Again

1-3

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

4-6

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Machine Gun
4. Machine Gun
5. Machine Gun
6. Machine Gun

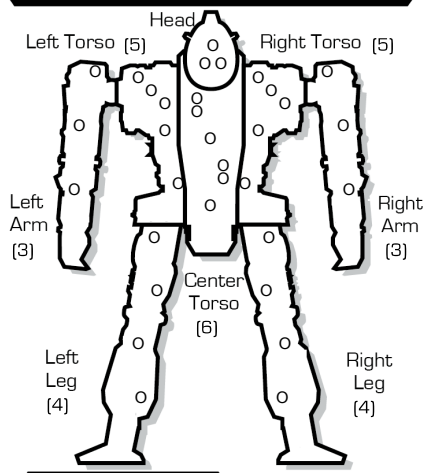
1-3

1. Machine Gun
2. Machine Gun
3. Ammo (Machine Gun) 100
4. Endo Steel
5. Endo Steel
6. Endo Steel

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. 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	Heat Sinks: 10 (10) Single
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Piranha 2

Movement Points:
Walking: 9
Running: 14
Jumping: 0

Tonnage: 20
Tech Base: Clan
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Small Laser	CT	3	6 [DE]	—	1	2	3
6	ER Micro Laser	RT	1	2 [DE]	—	1	2	4
6	ER Micro Laser	LT	1	2 [DE]	—	1	2	4
1	Heavy Medium Laser	RA	7	10 [DE]	—	3	6	9
1	Heavy Medium Laser	LA	7	10 [DE]	—	3	6	9

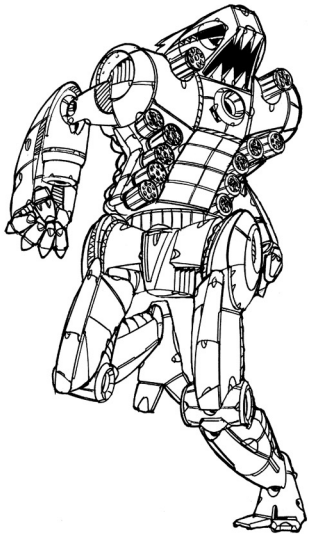
Cost: 2,869,440 C-bills **BV:** 853

WARRIOR DATA

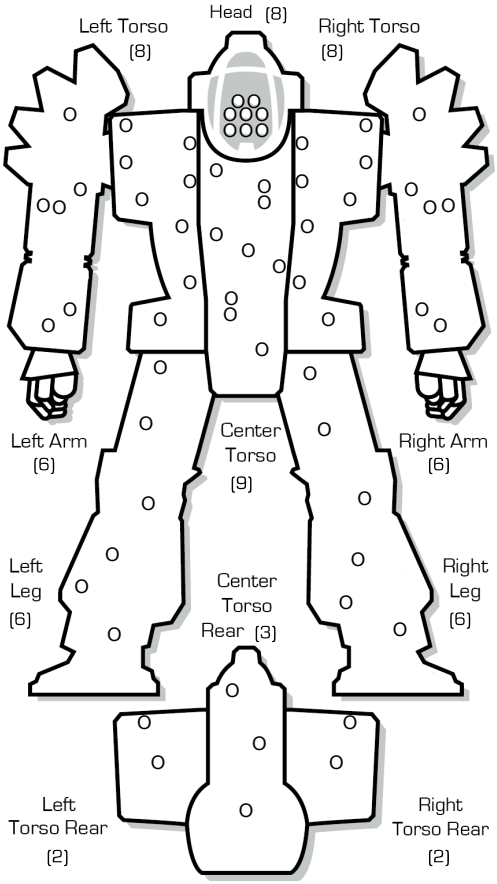
Name: _____

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
4. Hand Actuator
5. Heavy Medium Laser
6. Heavy Medium Laser

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

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

1-3
4-6
1. ER Micro Laser
2. ER Micro Laser
3. ER Micro Laser
4. ER Micro Laser
5. ER Micro Laser
6. ER Micro Laser

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

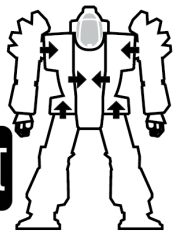
Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

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

1-3
4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Heavy Small Laser
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heavy Medium Laser
6. Heavy Medium Laser

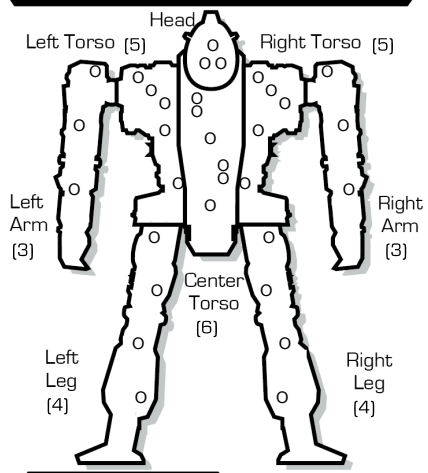
1-3
4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

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

1-3
4-6
1. ER Micro Laser
2. ER Micro Laser
3. ER Micro Laser
4. ER Micro Laser
5. ER Micro Laser
6. ER Micro Laser

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Piranha 3

Movement Points:
Walking: 9
Running: 14
Jumping: 0

Tonnage: 20
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	HD	—	[E]	—	—	—	—
1	Light Active Probe	CT	—	[E]	—	—	—	—
4	ER Micro Laser	RT	1	2 [DE]	—	1	2	4
1	Micro Pulse Laser	RT	1	3 [P]	—	1	2	3
4	ER Micro Laser	LT	1	2 [DE]	—	1	2	4
1	Micro Pulse Laser	LT	1	3 [P]	—	1	2	3
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

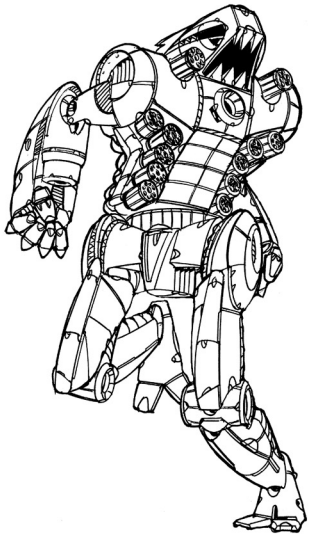
Cost: 2,964,240 C-bills **BV:** 1,142

WARRIOR DATA

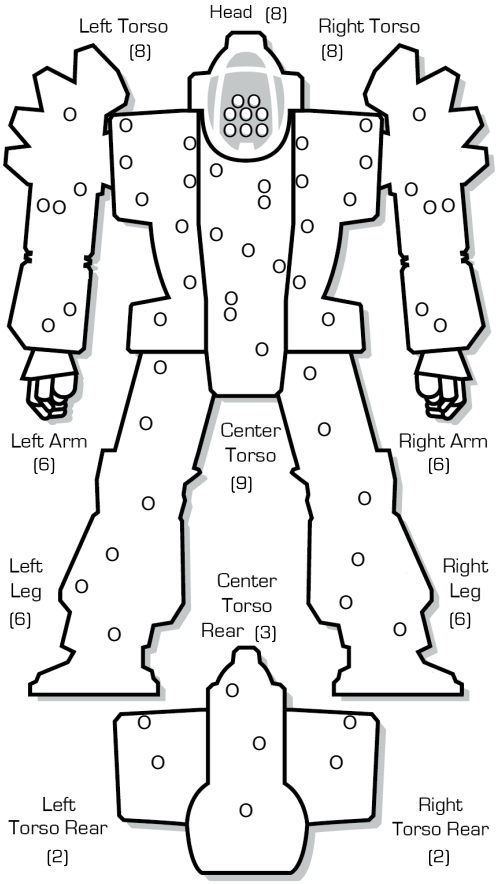
Name: _____

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

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

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

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Micro Pulse Laser
6. ER Micro Laser

4-6
1. ER Micro Laser
2. ER Micro Laser
3. ER Micro Laser
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Leg

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

Head

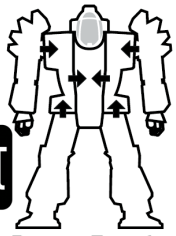
1. Life Support
2. Sensors
3. Cockpit
4. Targeting Computer
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Light Active Probe
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

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

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

Right Torso

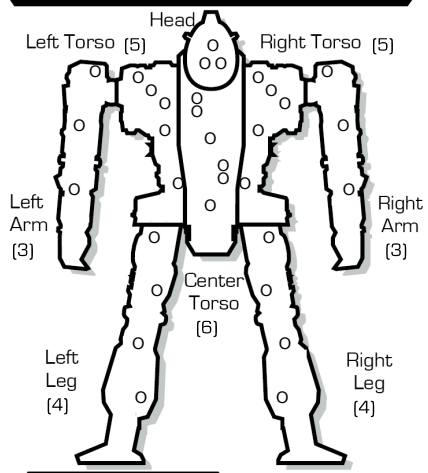
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Micro Pulse Laser
2. ER Micro Laser
3. ER Micro Laser
4. ER Micro Laser
5. ER Micro Laser
6. Roll Again

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Fire Falcon Prime

Movement Points:
- Walking: 8
- Running: 12
- Jumping: 0

Tonnage: 25
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Streak SRM 4	LT	3	2/Msl [M,C]	—	4	8	12
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
2	ER Small Laser	RA	2	5 [DE]	—	2	4	6
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12

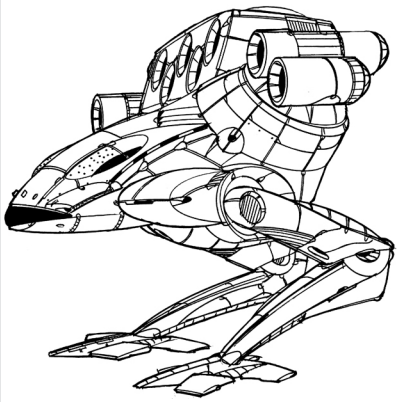
Cost: 4,622,396 C-bills **BV:** 1,451

WARRIOR DATA

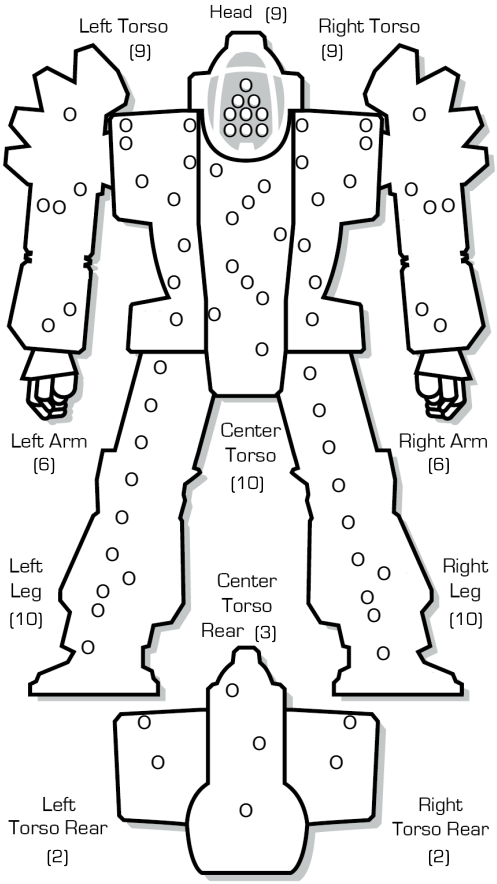
Name: _____

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. Medium Pulse Laser

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

1. Roll Again
2. Roll Again
3. Roll Again

4-6
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Streak SRM 4

1-3
4. Streak SRM 4
5. Ammo (Streak SRM 4) 25
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel

4-6
4. Roll Again
5. Roll Again
6. Roll Again

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

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

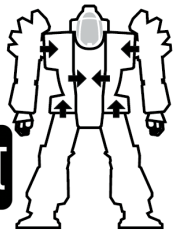
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine

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

1. Gyro
2. XL Fusion Engine

4-6
3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. ER Medium Laser

1-3
4. ER Medium Laser
5. ER Small Laser
6. ER Small Laser

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous

4-6
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Ferro-Fibrous

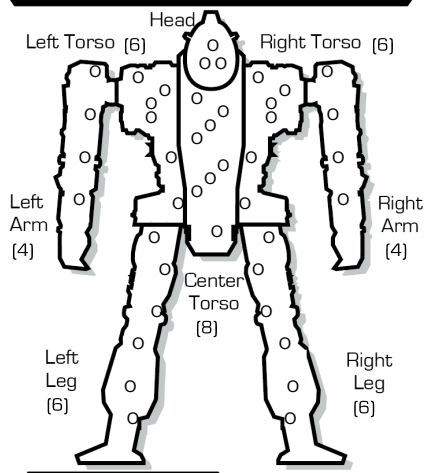
1-3
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

1. Roll Again
2. Roll Again
3. Roll Again

4-6
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double 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	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Fire Falcon A

Movement Points:
- Walking: 8
- Running: 12
- Jumping: 0

Tonnage: 25
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LT	4	1/Msl [M,C,S]	—	7	14	21
1	Ultra AC/2	RA	1	2/Sht [DB,R,C]	2	9	18	27
1	ER Small Laser	LA	2	5 [DE]	—	2	4	6

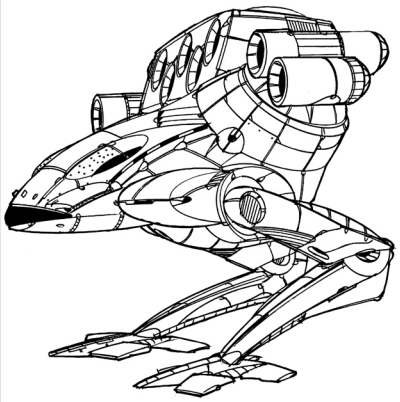
Cost: 4,401,693 C-bills **BV:** 822

WARRIOR DATA

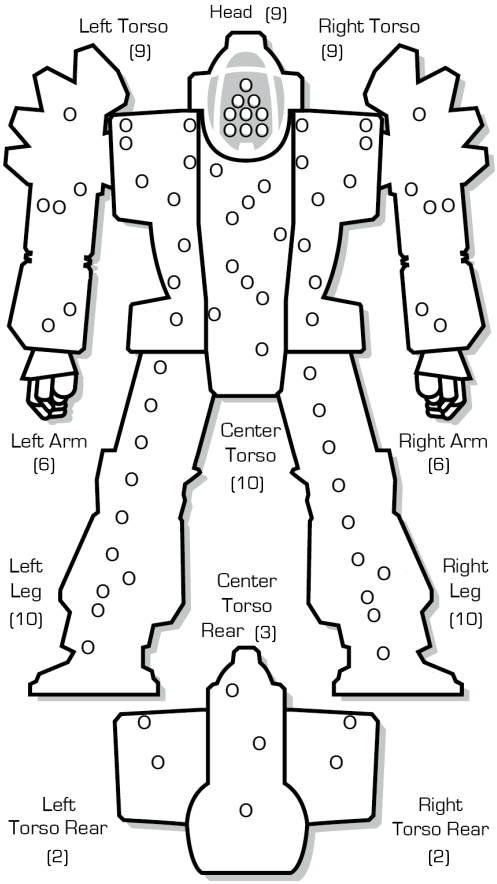
Name: _____

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. ER Small Laser

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

1. Roll Again
2. Roll Again
3. Roll Again

4-6
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. LRM 10

1-3
4. Ammo (LRM 10) 12
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Roll Again

4-6
4. Roll Again
5. Roll Again
6. Roll Again

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

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

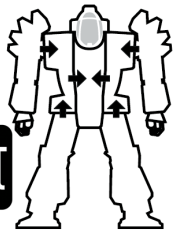
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine

4-6
4. XL Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Ultra AC/2

1-3
4. Ultra AC/2
5. Ferro-Fibrous
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Roll Again
3. Roll Again

4-6
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Ammo (Ultra AC/2) 45

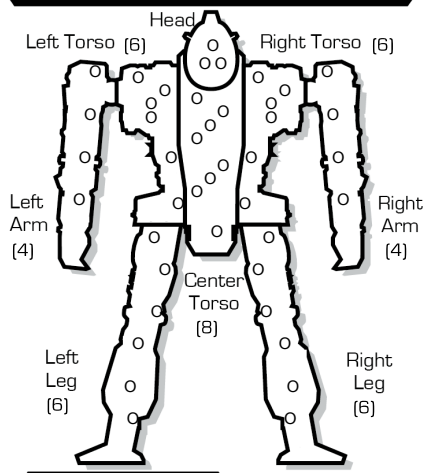
1-3
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

1. Ferro-Fibrous
2. Roll Again
3. Roll Again

4-6
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double 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	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Fire Falcon B

Movement Points:
- Walking: 8
- Running: 12
- Jumping: 0

Tonnage: 25
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25

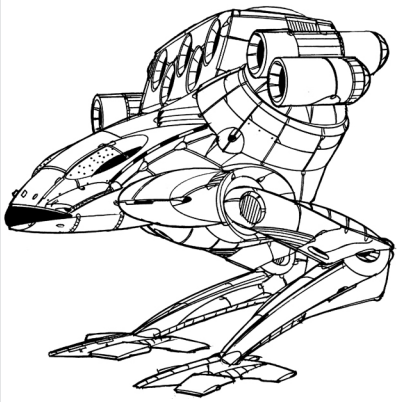
Cost: 4,540,365 C-bills **BV:** 1,570

WARRIOR DATA

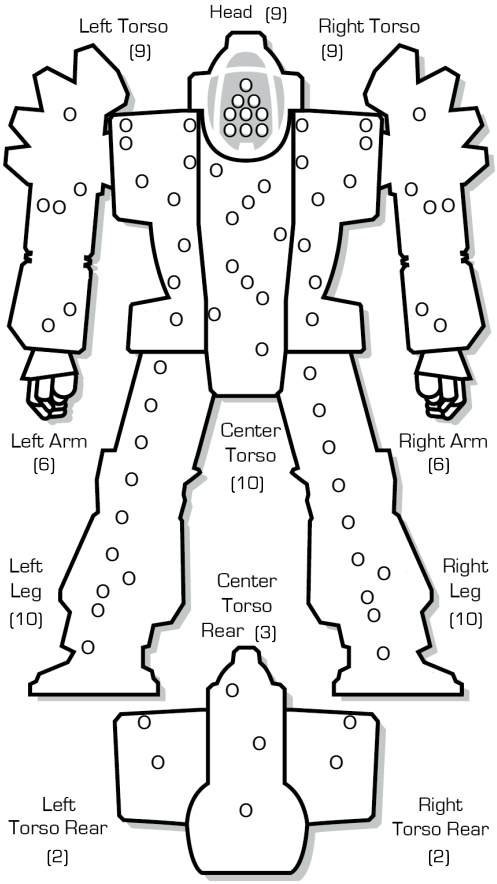
Name: _____

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. ER Large Laser
4. Endo Steel
5. Endo Steel
6. Endo Steel

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

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Targeting Computer
4. Targeting Computer
5. Endo Steel
6. Endo Steel

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

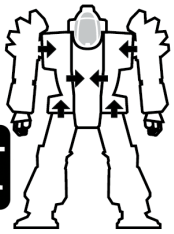
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

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

Center Torso
1-3: 1. XL Fusion Engine, 2. XL Fusion Engine, 3. XL Fusion Engine, 4. Gyro, 5. Gyro, 6. Gyro

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. ER Large Laser
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

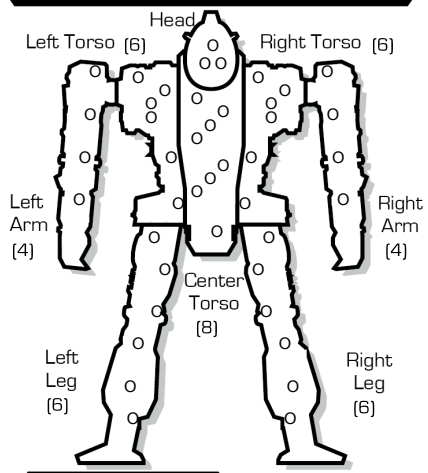
4-6: 1. Roll Again, 2. Roll Again, 3. Roll Again, 4. Roll Again, 5. Roll Again, 6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

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

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Fire Falcon C

Movement Points:
- Walking: 8
- Running: 12
- Jumping: 0

Tonnage: 25
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Active Probe	HD	—	[E]	—	—	—	5
2	SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
4	Machine Gun	RA	0	2 [DB,AI]	—	1	2	3
1	ER Small Laser	LA	2	5 [DE]	—	2	4	6
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	Small Pulse Laser	LA	2	3 [P]	—	2	4	6

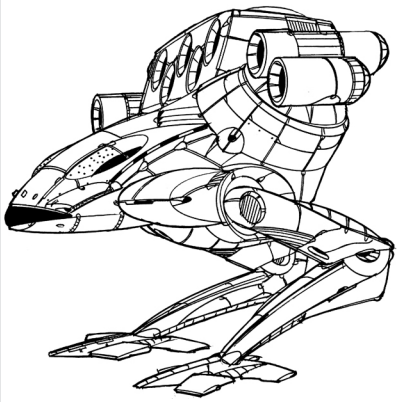
Cost: 4,770,443 C-bills **BV:** 1,004

WARRIOR DATA

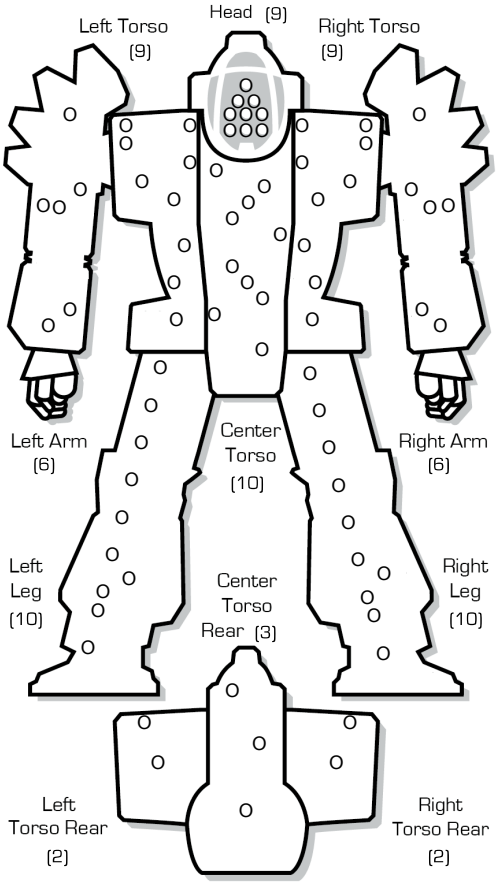
Name: _____

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. Medium Pulse Laser
4. ER Small Laser
5. Small Pulse Laser
6. Endo Steel

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

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. SRM 6
4. SRM 6
5. Ammo (SRM 6) 15
6. Endo Steel

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

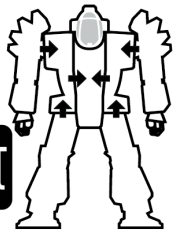
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

Head
1. Life Support
2. Sensors
3. Cockpit
4. Active Probe
5. Sensors
6. Life Support

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Machine Gun
4. Machine Gun
5. Machine Gun
6. Machine Gun

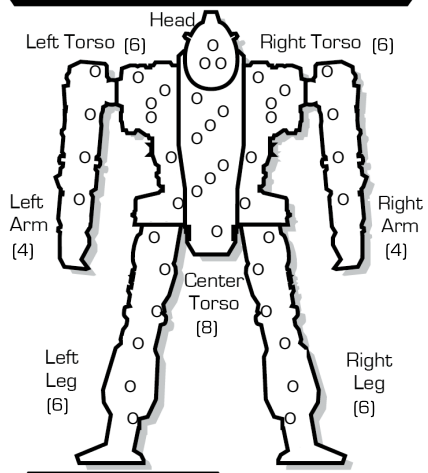
1. Ammo (Machine Gun) 100
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double 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	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Fire Falcon D

Movement Points:
Walking: 8
Running: 12
Jumping: 0

Tonnage: 25
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Clan TAG	HD	0	0 [S]	—	5	10	15
2	SRM 4	LT	3	2/Msl [M,C]	—	3	6	9
1	Narc	RA	0	[M]	—	4	8	12
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

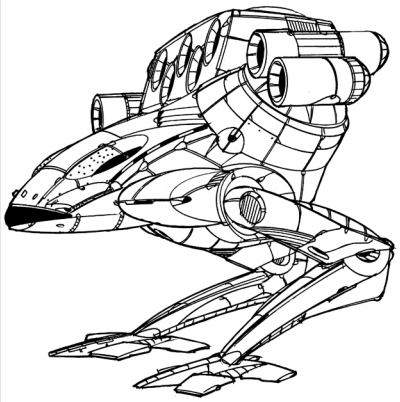
Cost: 4,587,240 C-bills **BV:** 826

WARRIOR DATA

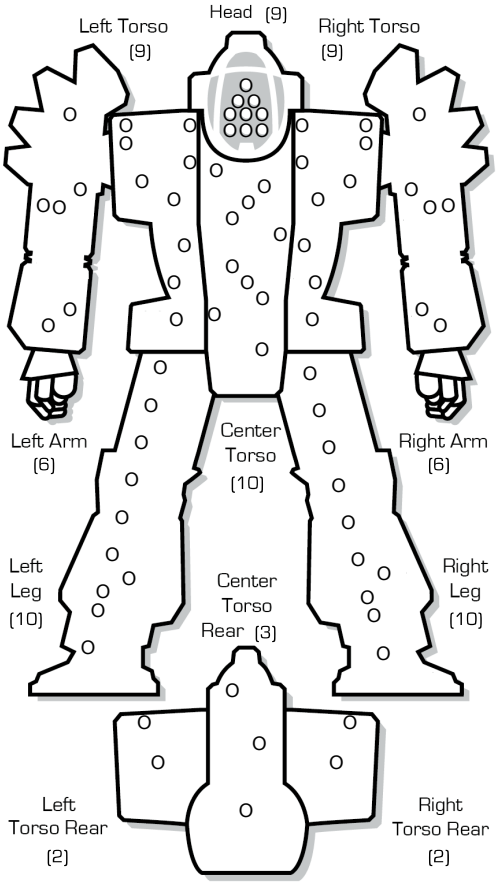
Name: _____

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. ER Medium Laser
4. Endo Steel
5. Endo Steel
6. Endo Steel

1-3

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

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. SRM 4
4. SRM 4
5. Ammo (SRM 4 Narc) 25
6. Ammo (SRM 4 Narc) 25

1-3

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

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

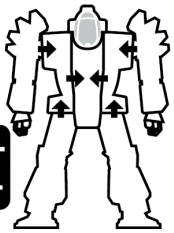
Head
1. Life Support
2. Sensors
3. Cockpit
4. Clan TAG
5. Sensors
6. Life Support

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

1-3

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Narc
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

1-3

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

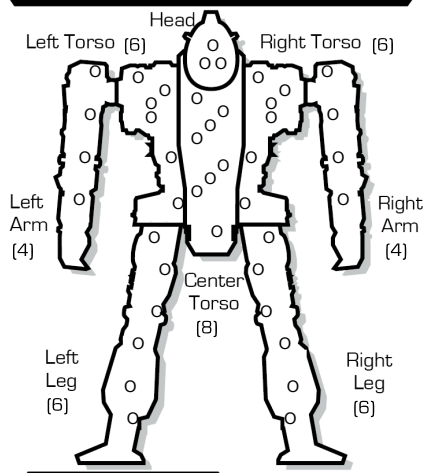
Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Ammo (Narc) 6
4. Ammo (Narc) 6
5. Ferro-Fibrous
6. Ferro-Fibrous

1-3

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double 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	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Fire Falcon E

Movement Points:
- Walking: 8
- Running: 12
- Jumping: 0

Tonnage: 25
Tech Base: Clan
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ATM 12	LT	8	[M,S,C]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9

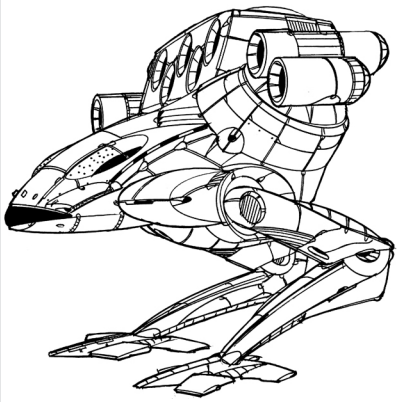
Cost: 4,509,115 C-bills **BV:** 1,094

WARRIOR DATA

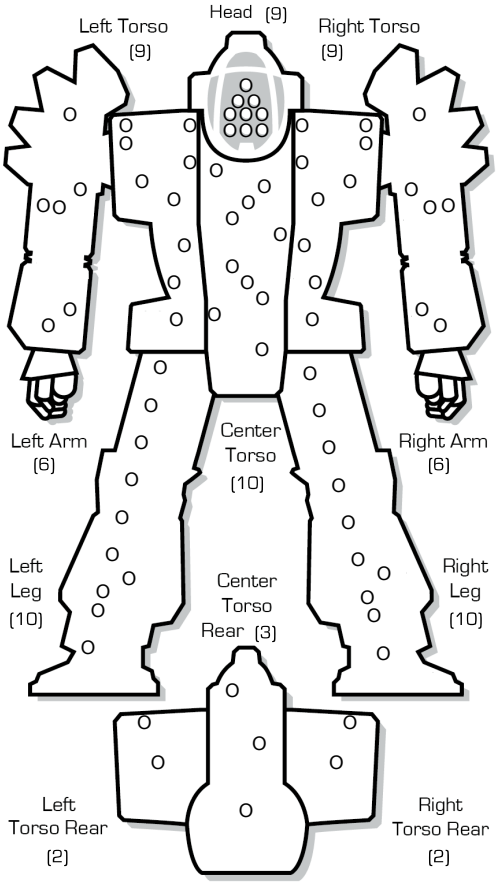
Name: _____

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

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

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

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. ATM 12
4. ATM 12
5. ATM 12
6. ATM 12

4-6:
1. ATM 12
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

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

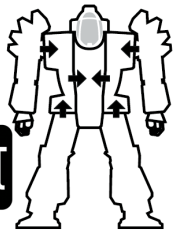
Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3:
4. Gyro
5. Gyro
6. Gyro

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator

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

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

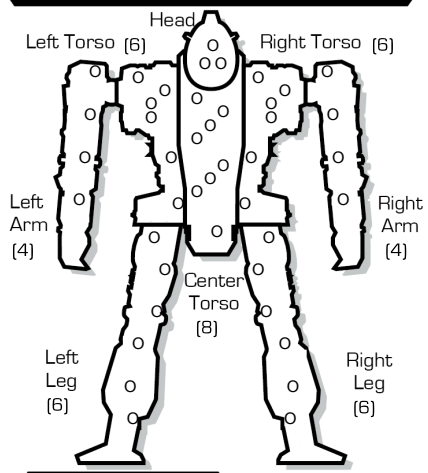
Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. Ammo (ATM 12) 5
4. Ammo (ATM 12 ER) 5
5. Ammo (ATM 12 HE) 5
6. Ferro-Fibrous

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double 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	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Fire Falcon F

Movement Points:
- Walking: 8
- Running: 12
- Jumping: 0

Tonnage: 25
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Active Probe	HD	—	[E]	—	—	—	5
1	ER Large Laser	CT	12	10 [DE]	—	8	15	25
4	Machine Gun	RT	0	2 [DB,AI]	—	1	2	3
1	Machine Gun Array	RT	—	[T]	—	—	—	—
4	Machine Gun	LT	0	2 [DB,AI]	—	1	2	3
1	Machine Gun Array	LT	—	[T]	—	—	—	—
1	ER Micro Laser	RA	1	2 [DE]	—	1	2	4
1	ER Small Laser	RA	2	5 [DE]	—	2	4	6
1	ER Micro Laser	LA	1	2 [DE]	—	1	2	4
1	ER Small Laser	LA	2	5 [DE]	—	2	4	6

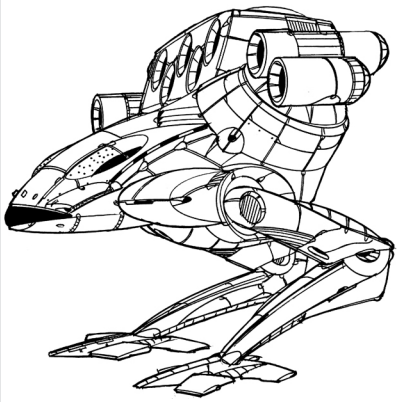
Cost: 4,731,771 C-bills **BV:** 1,135

WARRIOR DATA

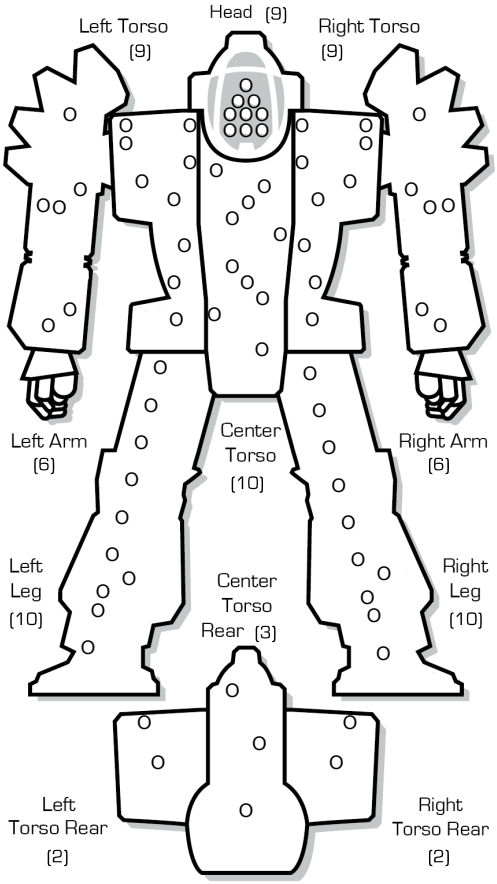
Name: _____

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. ER Small Laser
4. ER Micro Laser
5. Endo Steel
6. Endo Steel

1-3

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

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Machine Gun
4. Machine Gun
5. Machine Gun
6. Machine Gun

1-3

1. Machine Gun Array
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6

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

Head
1. Life Support
2. Sensors
3. Cockpit
4. Active Probe
5. Sensors
6. Life Support

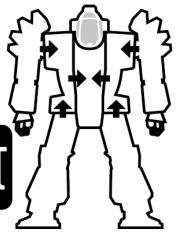
Center Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ER Large Laser
6. Ammo (Machine Gun) 200

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. ER Small Laser
4. ER Micro Laser
5. Ferro-Fibrous
6. Ferro-Fibrous

1-3

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

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Machine Gun
4. Machine Gun
5. Machine Gun
6. Machine Gun

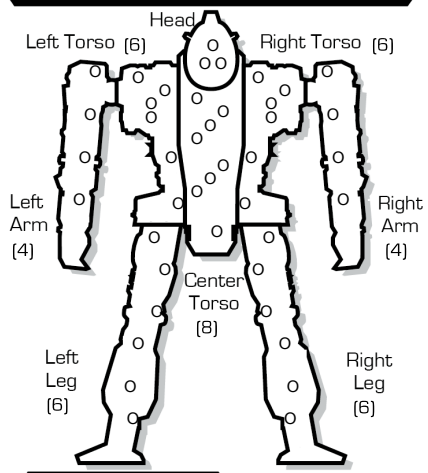
1-3

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

4-6

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

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Fire Falcon H

Movement Points:
- Walking: 8
- Running: 12
- Jumping: 0

Tonnage: 25
Tech Base: Clan
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Heavy Small Laser	CT	3	6 [DE]	—	1	2	3
1	Heavy Medium Laser	RA	7	10 [DE]	—	3	6	9
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	Heavy Medium Laser	LA	7	10 [DE]	—	3	6	9
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12

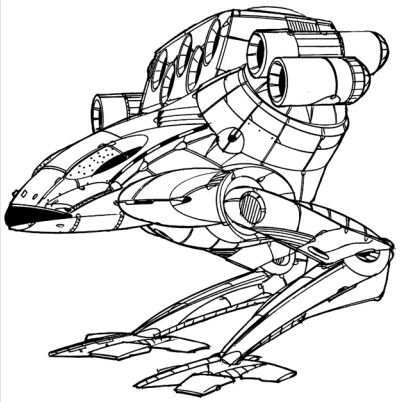
Cost: 4,474,740 C-bills **BV:** 1,162

WARRIOR DATA

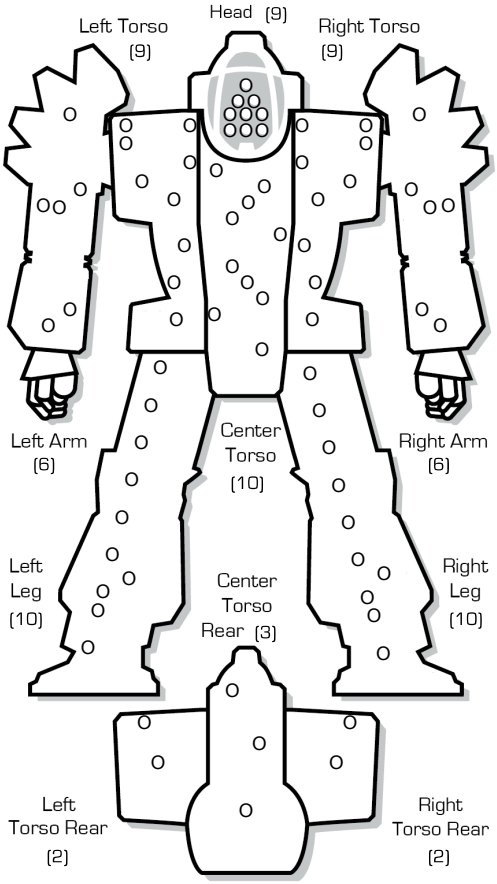
Name: _____

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. Heavy Medium Laser
4. Heavy Medium Laser
5. Medium Pulse Laser
6. Endo Steel

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

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Endo Steel
6. Endo Steel

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

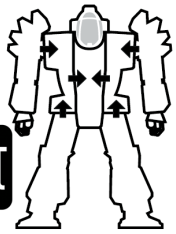
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

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

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

4-6:
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Heavy Small Laser
6. Heavy Small Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Heavy Medium Laser
6. Heavy Medium Laser

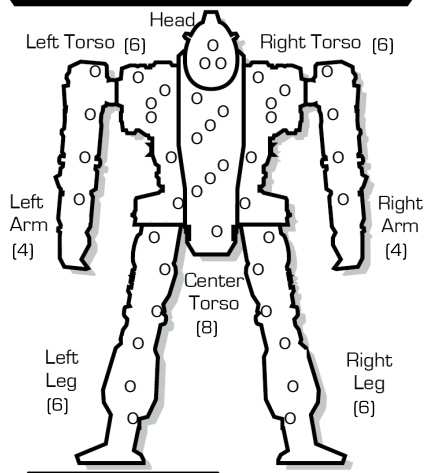
1-3: 3-4
4-6:
1. Medium Pulse Laser
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Ferro-Fibrous
6. Ferro-Fibrous

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double 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	Heat Sinks: 13 (26) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Hankyu Prime

Movement Points:
- Walking: 8
- Running: 12
- Jumping: 6

Tonnage: 30
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Active Probe	RT	—	[E]	—	—	—	5
1	Flamer	RT	3	2 [DE,H,AI]	—	1	2	3
1	Clan TAG	LT	0	0 [S]	—	5	10	15
1	ECM Suite	LT	—	[E]	—	—	—	6
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	LRM 5	RA	2	1/Msl [M,C,S]	—	7	14	21
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	LRM 5	LA	2	1/Msl [M,C,S]	—	7	14	21

Cost: 7,160,237 C-bills **BV:** 1,334

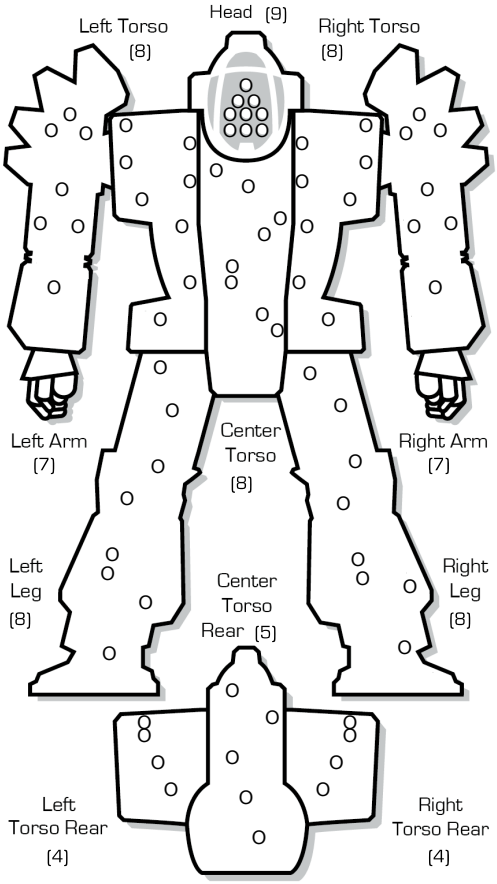
WARRIOR DATA

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
4. Hand Actuator
5. ER Medium Laser
6. LRM 5

1-3

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

4-6

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Ammo (LRM 5) 24
4. Clan TAG
5. ECM Suite
6. Endo Steel

1-3

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

4-6

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

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

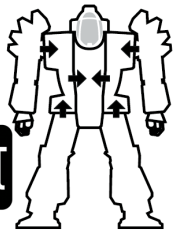
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. LRM 5

1-3

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

4-6

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Flamer
6. Ammo (LRM 5) 24

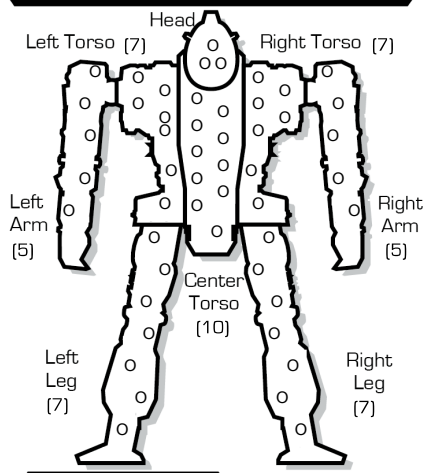
1-3

1. Active Probe
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

4-6

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

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Hankyu A

Movement Points:
- Walking: 8
- Running: 12
- Jumping: 6

Tonnage: 30
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	RA	2	3 [P]	—	2	4	6
1	Streak SRM 6	RA	4	2/Msl [M,C]	—	4	8	12
1	Flamer	LA	3	2 [DE,H,AI]	—	1	2	3
1	Streak SRM 6	LA	4	2/Msl [M,C]	—	4	8	12

Cost: 6,487,487 C-bills **BV:** 1,117

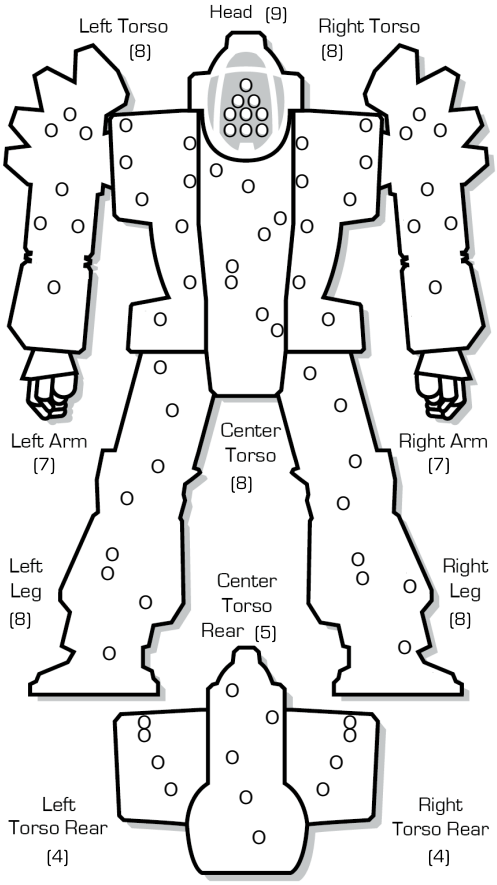
WARRIOR DATA

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. [Streak SRM 6
6. L Streak SRM 6

1. Flamer
2. Endo Steel
3. Ferro-Fibrous

4-6
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Ammo (Streak SRM 6) 15

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

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again

4-6
4. Roll Again
5. Roll Again
6. Roll Again

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

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

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

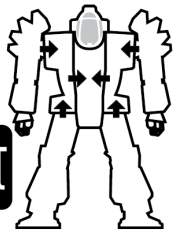
1-3
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine

4-6
4. XL Fusion Engine
5. Jump Jet
6. Jump Jet

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. [Streak SRM 6
6. L Streak SRM 6

1. Small Pulse Laser
2. Endo Steel
3. Ferro-Fibrous

4-6
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

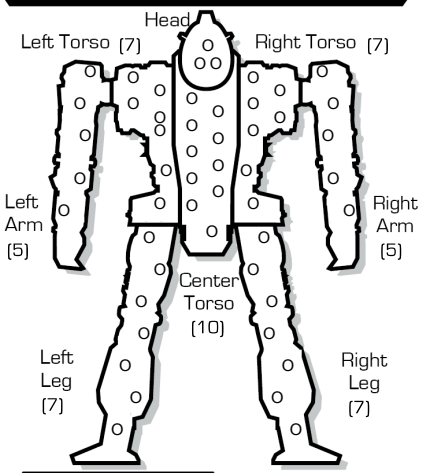
1-3
3. [Double Heat Sink
4. L Double Heat Sink
5. Ammo (Streak SRM 6) 15
6. Endo Steel

1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous

4-6
4. Roll Again
5. Roll Again
6. Roll Again

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

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Hankyu B

Movement Points:
- Walking: 8
- Running: 12
- Jumping: 6

Tonnage: 30
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	RA	3	2 [DE,H,AI]	—	1	2	3
1	LB 2-X AC	RA	1	2 [DB,C/F/S]	4	10	20	30
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12

Cost: 6,455,150 C-bills **BV:** 1,076

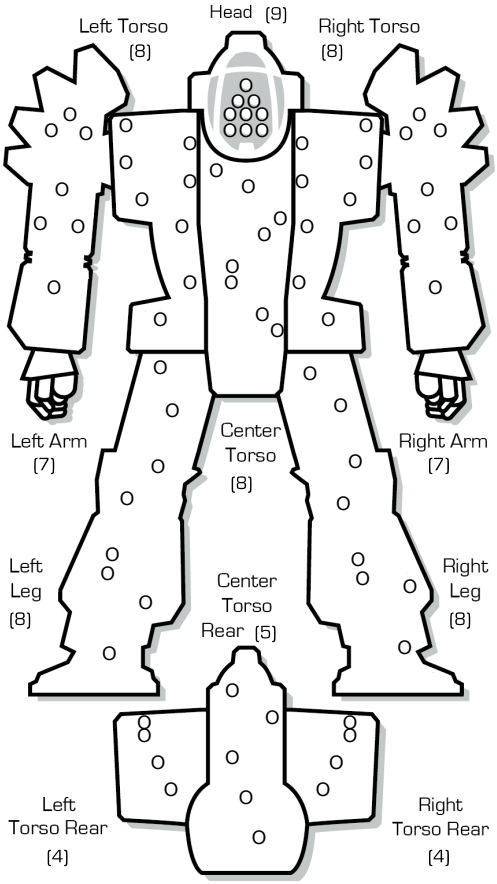
WARRIOR DATA

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
4. Hand Actuator
5. ER Medium Laser
6. Medium Pulse Laser

1-3

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

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Ferro-Fibrous

1-3

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

4-6

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

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

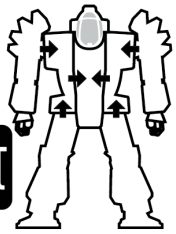
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. LB 2-X AC
4. LB 2-X AC
5. LB 2-X AC
6. Flamer

1-3

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

4-6

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Ammo (LB-2X Cluster) 45
6. Endo Steel

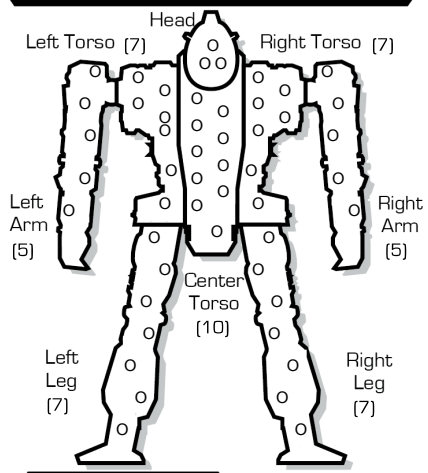
1-3

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

4-6

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

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Hankyu C

Movement Points:
- Walking: 8
- Running: 12
- Jumping: 6

Tonnage: 30
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Active Probe	RT	—	[E]	—	—	—	5
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	Flamer	LT	3	2 [DE,H,AI]	—	1	2	3
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

Cost: 6,948,987 C-bills **BV:** 1,840

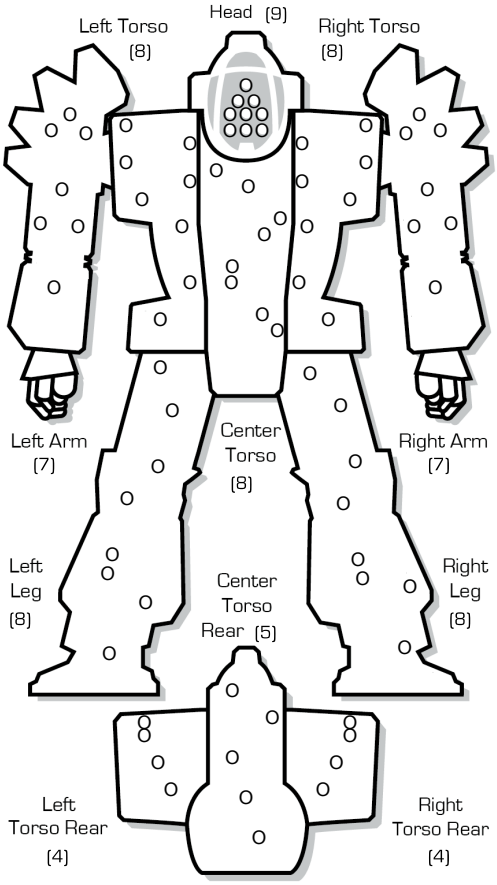
WARRIOR DATA

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
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

1-3

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

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Medium Pulse Laser
4. Flamer
5. Endo Steel
6. Endo Steel

1-3

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

4-6

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

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

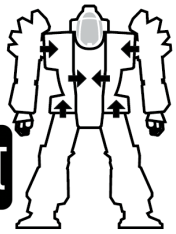
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

1-3

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

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Medium Pulse Laser
6. Active Probe

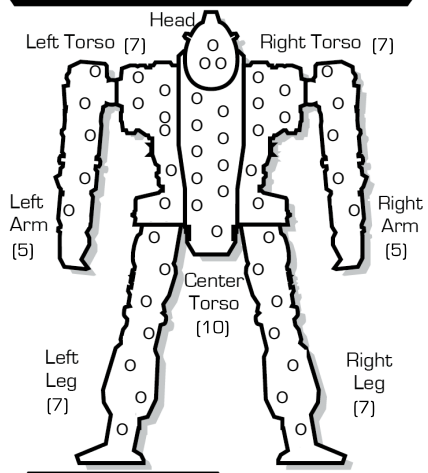
1-3

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

4-6

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

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Hankyu D

Movement Points:
- Walking: 8
- Running: 12
- Jumping: 6

Tonnage: 30
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	RT	3	2 [DE,H,AI]	—	1	2	3
1	LRM 10	RA	4	1/Msl [M,C,S]	—	7	14	21
1	LRM 10	LA	4	1/Msl [M,C,S]	—	7	14	21

Cost: 6,396,487 C-bills **BV:** 1,080

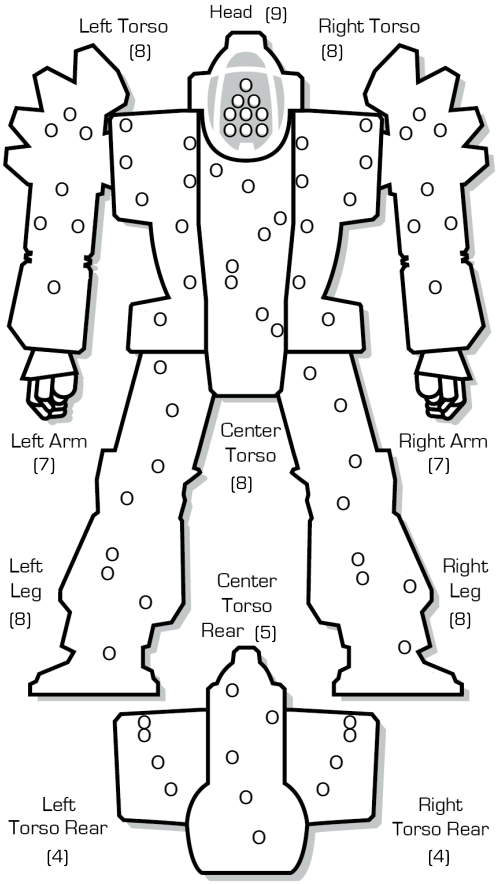
WARRIOR DATA

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
4. Hand Actuator
5. LRM 10
6. Endo Steel

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

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Ammo (LRM 10) 12
4. Ammo (LRM 10) 12
5. Endo Steel
6. Endo Steel

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

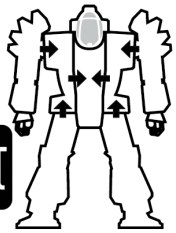
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

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

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 10
6. Endo Steel

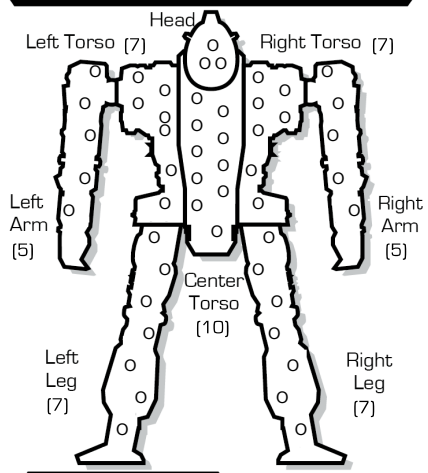
1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Flamer
6. Ammo (LRM 10) 12

1. Ammo (LRM 10) 12
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

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

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Hankyu E

Movement Points:
- Walking: 8
- Running: 12
- Jumping: 6

Tonnage: 30
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	B-Pod	RT	0	1 [DB,PD,AI,X,OS]	—	0	0	0
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	B-Pod	LT	0	1 [DB,PD,AI,X,OS]	—	0	0	0
1	Flamer	LT	3	2 [DE,H,AI]	—	1	2	3
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
3	Light Machine Gun	RA	0	1 [DB,AI]	—	2	4	6
1	Light Machine Gun Array	RA	—	[T]	—	—	—	—
3	Light Machine Gun	LA	0	1 [DB,AI]	—	2	4	6
1	Light Machine Gun Array	LA	—	[T]	—	—	—	—

Cost: 6,513,487 C-bills **BV:** 1,084

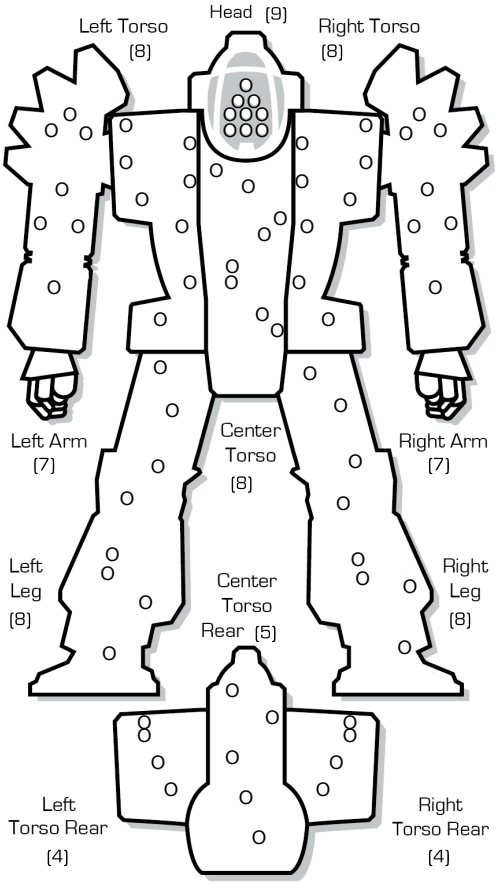
WARRIOR DATA

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 (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Light Machine Gun
6. Light Machine Gun

1-3

1. Light Machine Gun
2. Light Machine Gun Array
3. Ammo (Light Machine Gun) 100
4. Endo Steel
5. Ferro-Fibrous
6. Roll Again

4-6

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Medium Pulse Laser
4. Flamer
5. B-Pod
6. Endo Steel

1-3

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

4-6

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

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

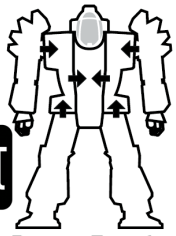
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Light Machine Gun
6. Light Machine Gun

1-3

1. Light Machine Gun
2. Light Machine Gun Array
3. Ammo (Light Machine Gun) 100
4. Endo Steel
5. Ferro-Fibrous
6. Roll Again

4-6

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Medium Pulse Laser
6. B-Pod

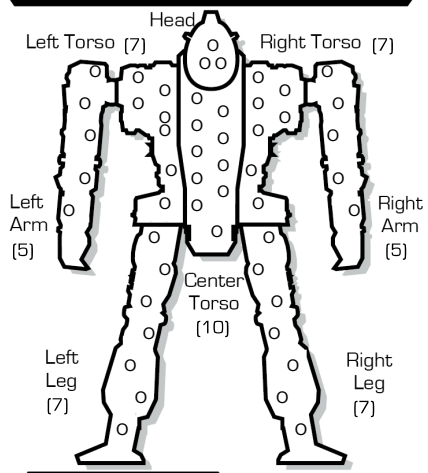
1-3

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

4-6

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

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Hankyu H

Movement Points:
- Walking: 8
- Running: 12
- Jumping: 6

Tonnage: 30
Tech Base: Clan
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Heavy Small Laser	LT	3	6 [DE]	—	1	2	3
1	Heavy Medium Laser	RA	7	10 [DE]	—	3	6	9
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	Flamer	LA	3	2 [DE,H,AI]	—	1	2	3

Cost: 6,490,737 C-bills **BV:** 1,264

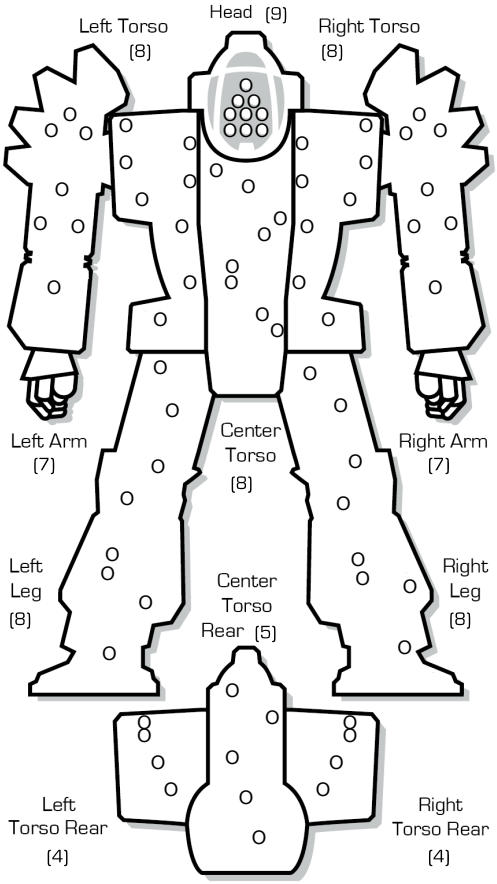
WARRIOR DATA

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
4. Hand Actuator
5. ER Large Laser
6. Flamer

1-3

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

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Heavy Small Laser
6. Heavy Small Laser

1-3

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

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

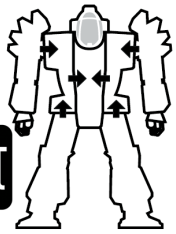
Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

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

1-3

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heavy Medium Laser
6. Heavy Medium Laser

1-3

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

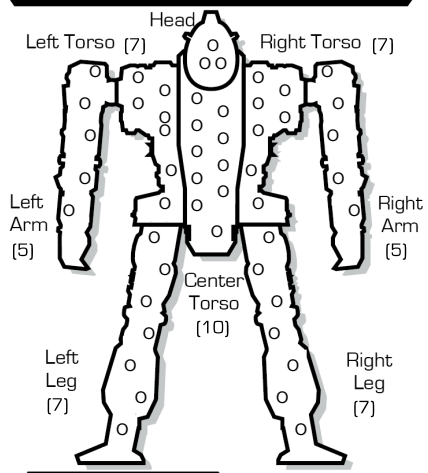
Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Battle Cobra Prime

Movement Points:
- Walking: 6
- Running: 9
- Jumping: 0

Tonnage: 40
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Small Pulse Laser	RA	2	3 [P]	—	2	4	6
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
1	Small Pulse Laser	LA	2	3 [P]	—	2	4	6

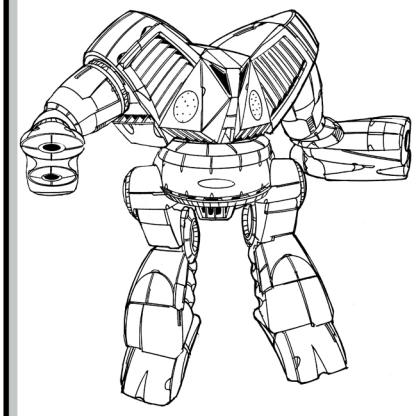
Cost: 4,595,500 C-bills **BV:** 1,487

WARRIOR DATA

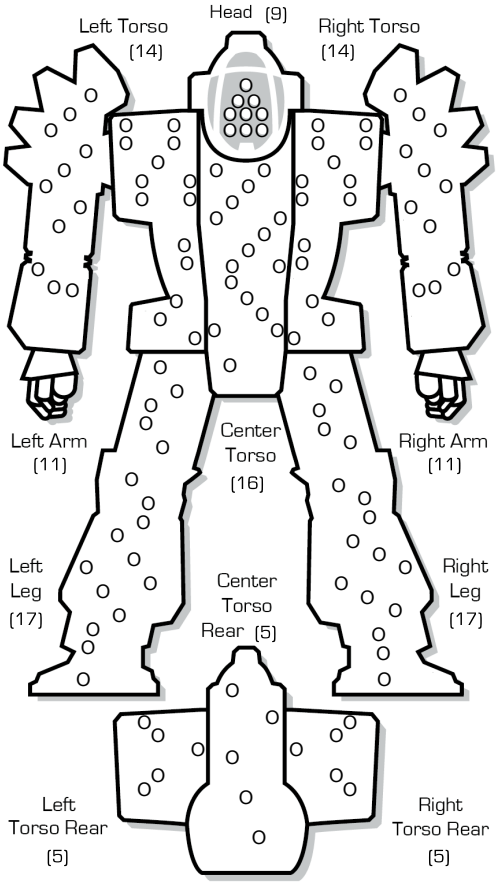
Name: _____

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. Large Pulse Laser
5. Large Pulse Laser
6. Small Pulse Laser

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

Left Torso
1. Endo Steel
2. Endo Steel
3. Endo Steel

1-3
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

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

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

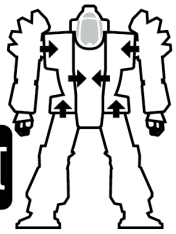
Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine

1-3
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Endo Steel
6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Large Pulse Laser
5. Large Pulse Laser
6. Small Pulse Laser

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

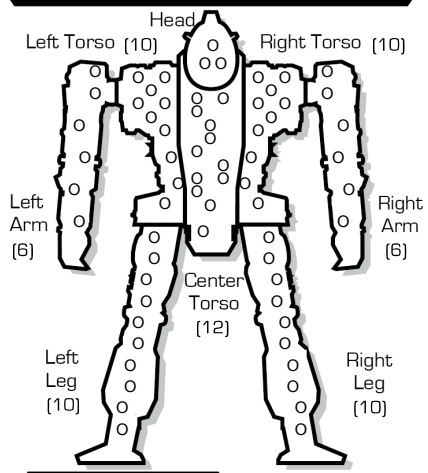
Right Torso
1. Endo Steel
2. Endo Steel
3. Endo Steel

1-3
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double 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	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Battle Cobra A

Movement Points:
- Walking: 6
- Running: 9
- Jumping: 0

Tonnage: 40
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
3	Small Pulse Laser	RA	2	3 [P]	—	2	4	6
2	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
3	Small Pulse Laser	LA	2	3 [P]	—	2	4	6

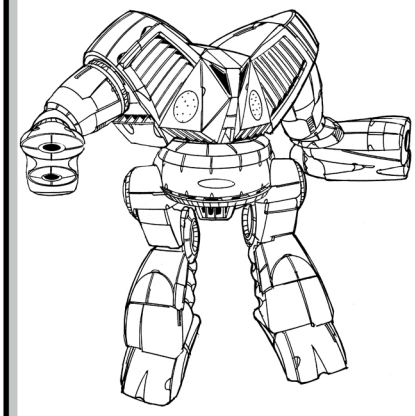
Cost: 4,515,000 C-bills **BV:** 1,466

WARRIOR DATA

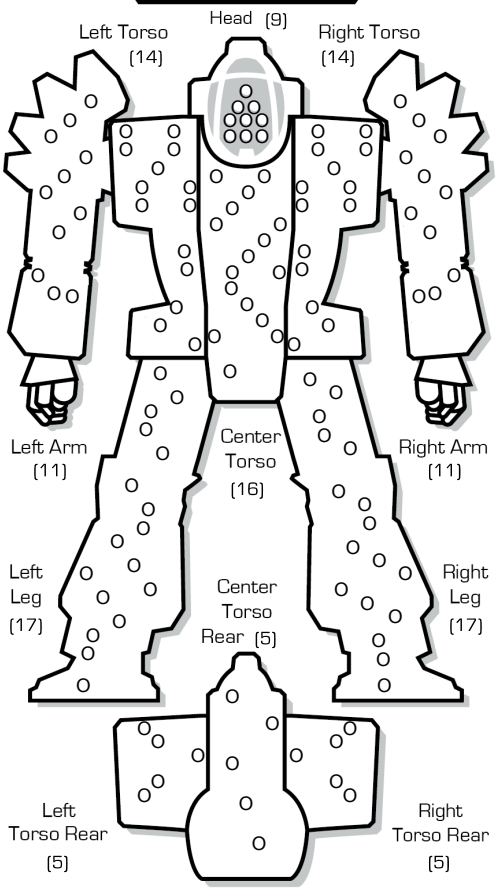
Name: _____

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
4. Medium Pulse Laser
5. Medium Pulse Laser
6. Small Pulse Laser

1. Small Pulse Laser
2. Small Pulse Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

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

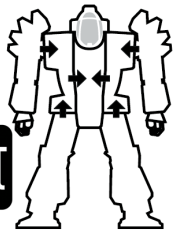
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Endo Steel
6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

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

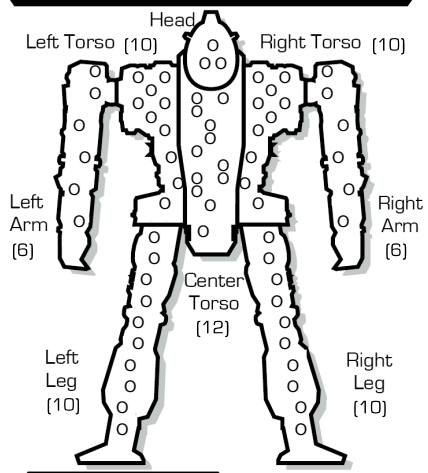
1. Small Pulse Laser
2. Small Pulse Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double 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	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Battle Cobra B

Movement Points:
- Walking: 6
- Running: 9
- Jumping: 0

Tonnage: 40
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	Small Pulse Laser	RA	2	3 [P]	—	2	4	6
1	ER PPC	LA	15	15 [DE]	—	7	14	23
1	Small Pulse Laser	LA	2	3 [P]	—	2	4	6

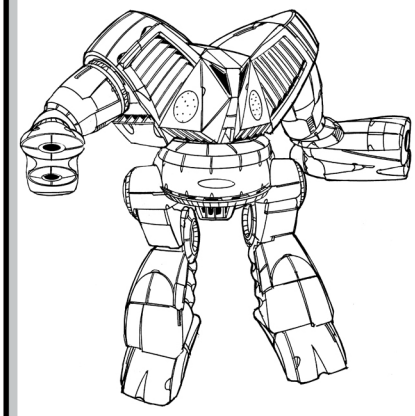
Cost: 5,026,000 C-bills **BV:** 1,892

WARRIOR DATA

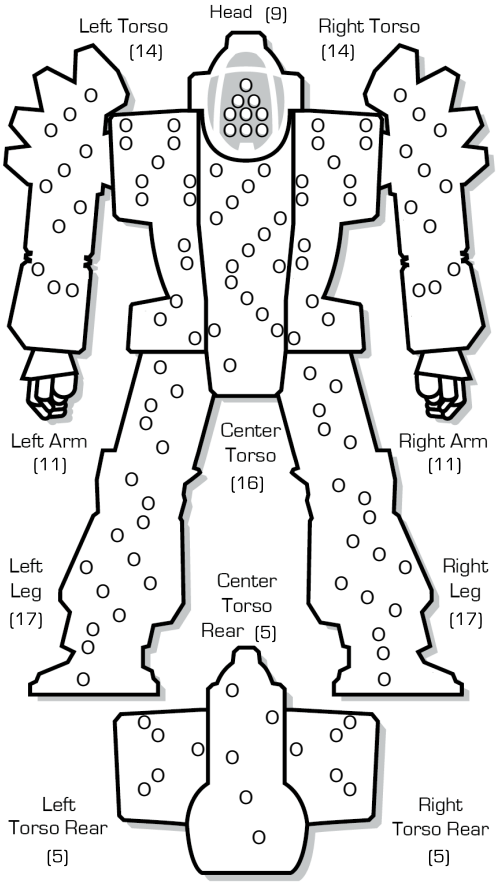
Name: _____

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. ER PPC (1-3)
4. ER PPC (1-3)
5. Small Pulse Laser
6. Roll Again

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

Left Torso
1. Endo Steel
2. Endo Steel
3. Endo Steel (1-3)
4. Ferro-Fibrous (1-3)
5. Ferro-Fibrous (1-3)
6. Ferro-Fibrous (1-3)

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

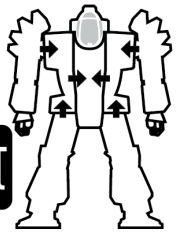
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)

(4-6)
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Endo Steel
6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. ER PPC (1-3)
4. ER PPC (1-3)
5. Small Pulse Laser
6. Roll Again

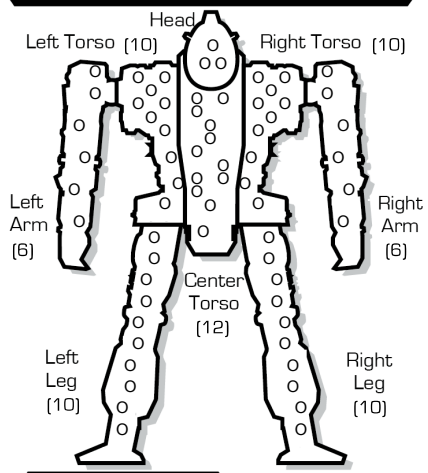
(4-6)
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. Endo Steel
2. Endo Steel
3. Endo Steel (1-3)
4. Ferro-Fibrous (1-3)
5. Ferro-Fibrous (1-3)
6. Ferro-Fibrous (1-3)

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

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Battle Cobra C

Movement Points:
- Walking: 6
- Running: 9
- Jumping: 0

Tonnage: 40
Tech Base: Clan
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	Small Pulse Laser	RA	2	3 [P]	—	2	4	6
1	ATM 9	LA	6	[M,S,C]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9

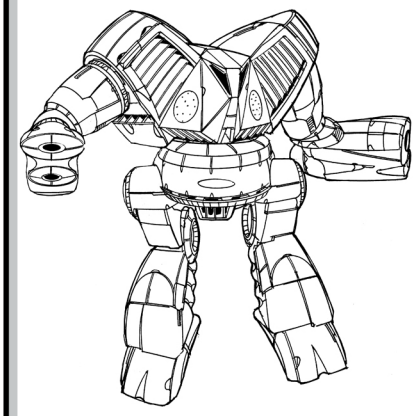
Cost: 4,744,250 C-bills **BV:** 1,484

WARRIOR DATA

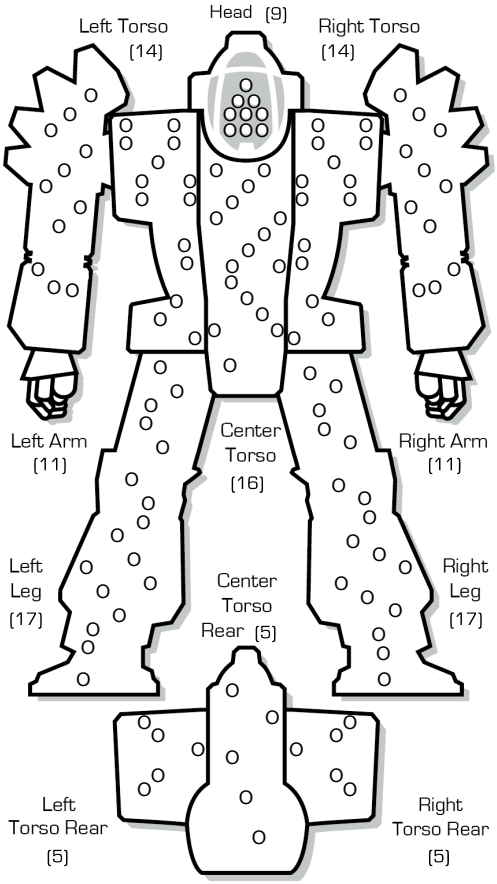
Name: _____

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 (CASE)
1. Shoulder
2. Upper Arm Actuator
3. ATM 9 (1-3)
4. ATM 9 (1-3)
5. ATM 9 (1-3)
6. ATM 9 (1-3)

4-6:
1. Ammo (ATM 9) 7
2. Ammo (ATM 9) 7
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. Endo Steel
2. Endo Steel
3. Endo Steel (1-3)
4. Ferro-Fibrous (1-3)
5. Ferro-Fibrous (1-3)
6. Ferro-Fibrous (1-3)

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

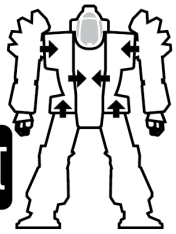
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)

4-6:
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Endo Steel
6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Medium Pulse Laser (1-3)
4. Medium Pulse Laser (1-3)
5. Medium Pulse Laser (1-3)
6. Small Pulse Laser (1-3)

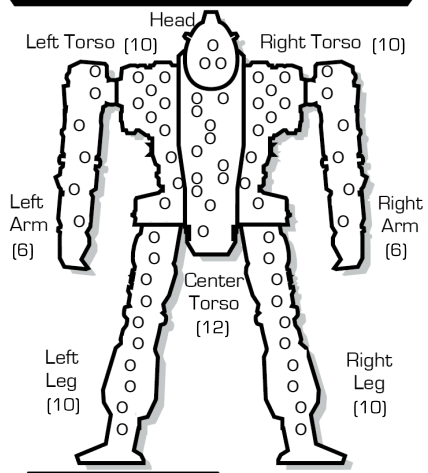
4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. Endo Steel
2. Endo Steel
3. Endo Steel (1-3)
4. Ferro-Fibrous (1-3)
5. Ferro-Fibrous (1-3)
6. Ferro-Fibrous (1-3)

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double 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	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Battle Cobra F

Movement Points:
- Walking: 6
- Running: 9
- Jumping: 6

Tonnage: 40
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5	RA	1	5/Sht [DB,R,C]	—	7	14	21
3	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

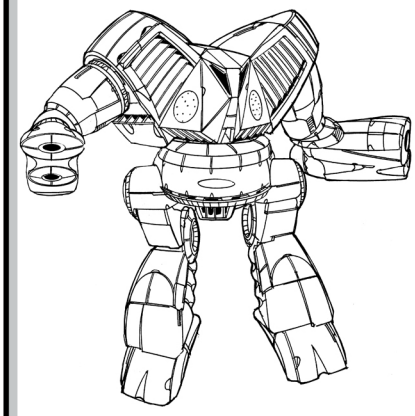
Cost: **BV:** 1,507

WARRIOR DATA

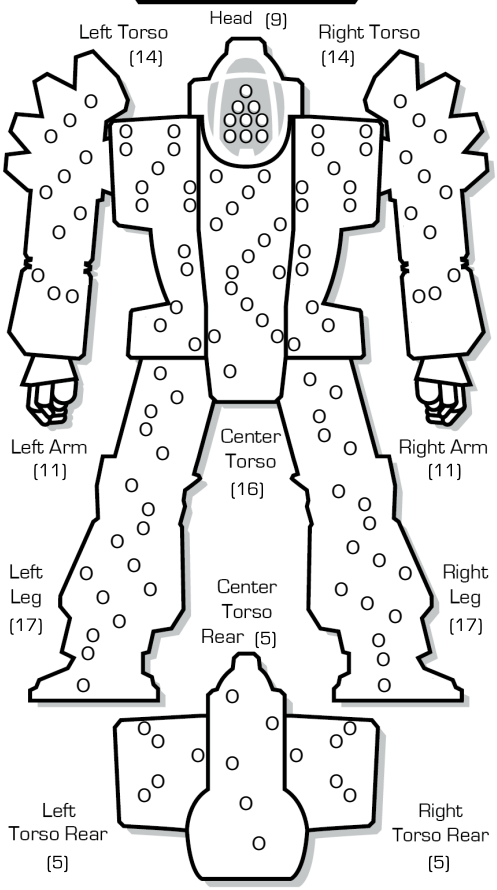
Name: _____

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
4. ER Medium Laser
5. ER Medium Laser
6. ER Medium Laser

1-3

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

Left Torso
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Endo Steel
5. Endo Steel
6. Endo Steel

1-3

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

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

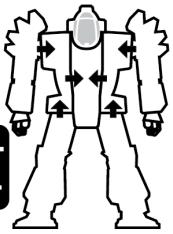
Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Endo Steel
6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Ultra AC/5
4. Ultra AC/5
5. Ultra AC/5
6. Ammo (Ultra AC/5) 20

1-3

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

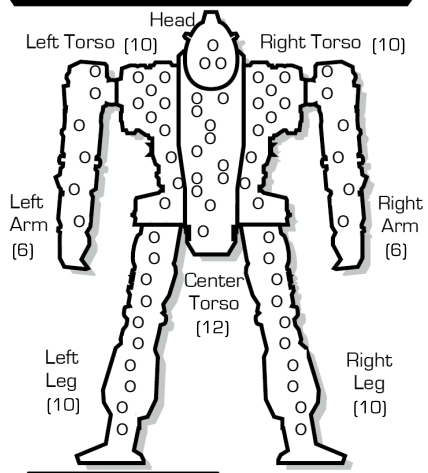
Right Torso
1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Endo Steel
5. Endo Steel
6. Endo Steel

1-3

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double 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	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Battle Cobra H

Movement Points:
- Walking: 6
- Running: 9
- Jumping: 0

Tonnage: 40
Tech Base: Clan
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	Heavy Medium Laser	RA	7	10 [DE]	—	3	6	9
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	Heavy Medium Laser	LA	7	10 [DE]	—	3	6	9

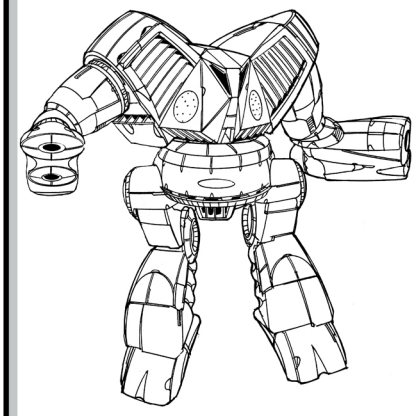
Cost: 5,019,000 C-bills **BV:** 1,592

WARRIOR DATA

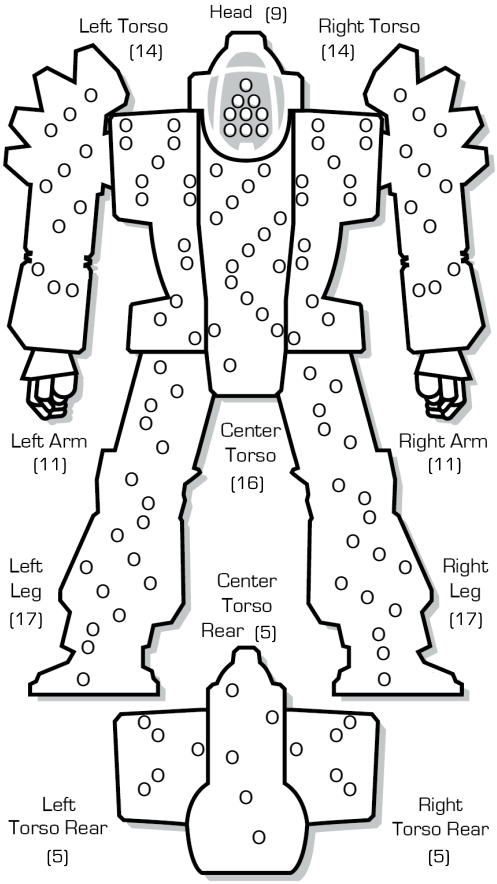
Name: _____

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
4. ER Large Laser
5. Heavy Medium Laser
6. Heavy Medium Laser

1-3

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

4-6

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Ferro-Fibrous

1-3

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

4-6

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

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

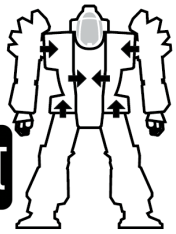
Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Endo Steel
6. Ferro-Fibrous

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. ER Large Laser

1-3

1. Heavy Medium Laser
2. Heavy Medium Laser
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Ferro-Fibrous

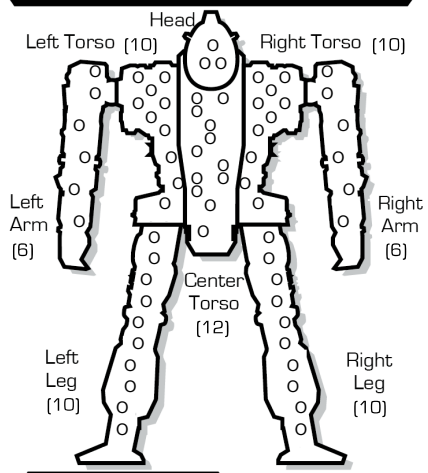
1-3

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

4-6

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

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Battle Cobra X

Movement Points:
- Walking: 6
- Running: 9
- Jumping: 0

Tonnage: 40
Tech Base: Clan (Experimental)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	HD	—	[E]	—	—	—	—
1	Improved Heavy Medium Laser	RT	7	10 [DE,X]	—	3	6	9
2	Improved Heavy Medium Laser	RA	7	10 [DE,X]	—	3	6	9
2	Improved Heavy Medium Laser	LA	7	10 [DE,X]	—	3	6	9

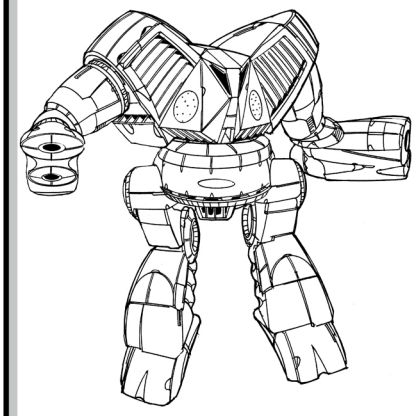
Cost: 5,596,500 C-bills **BV:** 1,492

WARRIOR DATA

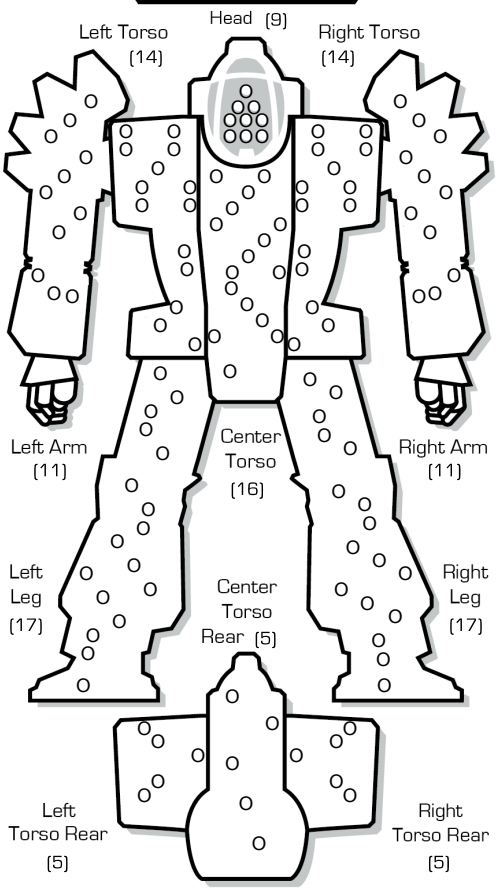
Name: _____

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 (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Improved Heavy Medium Laser
4. Improved Heavy Medium Laser
5. Improved Heavy Medium Laser
6. Improved Heavy Medium Laser

4-6

Left Torso
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

1-3

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

4-6

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

Head
1. Life Support
2. Sensors
3. Cockpit
4. Targeting Computer
5. Sensors
6. Life Support

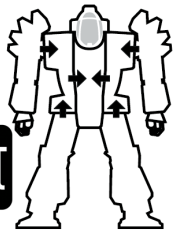
Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Endo Steel
6. Ferro-Fibrous

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Improved Heavy Medium Laser
4. Improved Heavy Medium Laser
5. Improved Heavy Medium Laser
6. Improved Heavy Medium Laser

4-6

Right Torso (CASE)
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Improved Heavy Medium Laser
6. Improved Heavy Medium Laser

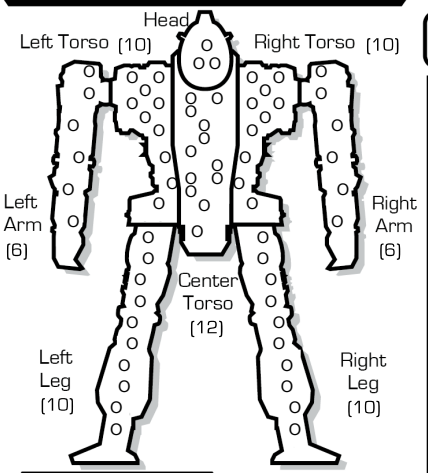
1-3

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

4-6

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

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	Heat Sinks: 18 (36) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Battle Cobra BTL-C-20

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 0

Tonnage: 40
Tech Base: Inner Sphere
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C³CPU	CT	—	[E]	—	—	—	—
1	Large Pulse Laser	RA	10	9 [P]	—	3	7	10
1	Large Pulse Laser	LA	10	9 [P]	—	3	7	10

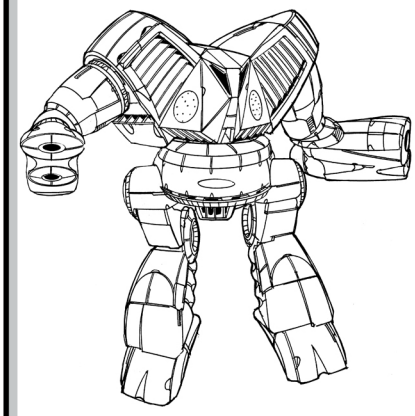
Cost: 5,168,333 C-bills **BV:** 944

WARRIOR DATA

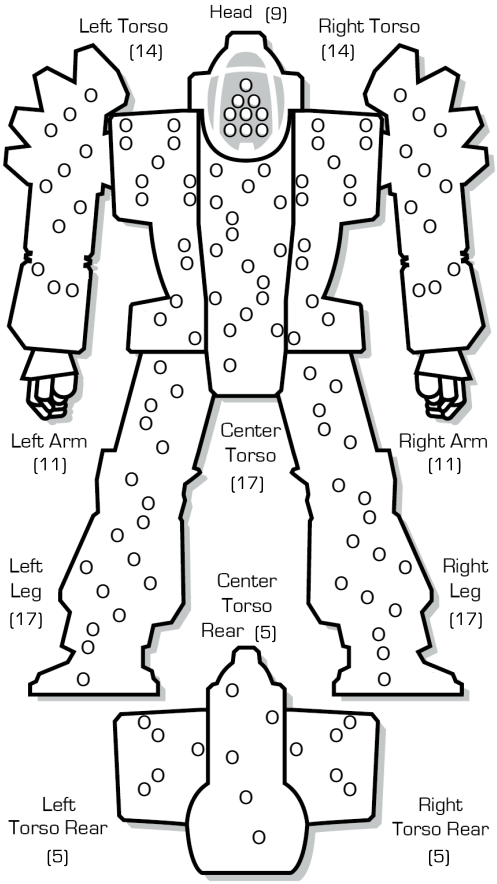
Name: _____

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. Large Pulse Laser
1-3 5. Large Pulse Laser
6. Endo Steel

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

Left Torso
1-3 1. Double Heat Sink
1-3 2. Double Heat Sink
1-3 3. Double Heat Sink
1-3 4. Endo Steel
1-3 5. Endo Steel
1-3 6. Endo Steel

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

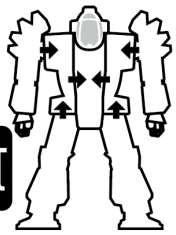
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

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

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

4-6 1. Gyro
4-6 2. Fusion Engine
4-6 3. Fusion Engine
4-6 4. Fusion Engine
4-6 5. Improved C³CPU
4-6 6. Improved C³CPU

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

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

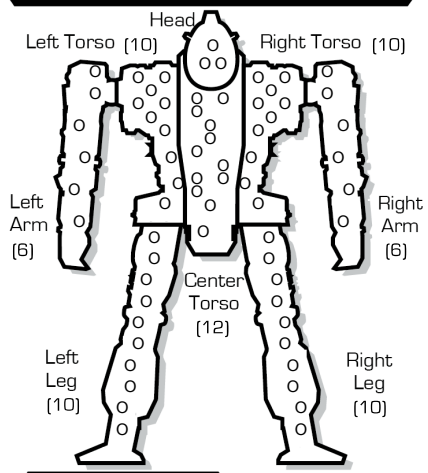
4-6 1. Endo Steel
4-6 2. Ferro-Fibrous
4-6 3. Ferro-Fibrous
4-6 4. Roll Again
4-6 5. Roll Again
4-6 6. Roll Again

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

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Battle Cobra BTL-C-20A

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 0

Tonnage: 40
Tech Base: Inner Sphere
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C³CPU	CT	—	[E]	—	—	—	—
1	Guardian ECM Suite	RA	—	[E]	—	—	—	6
3	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	TAG	RA	0	0 [S]	—	5	10	15
1	Beagle Active Probe	LA	—	[E]	—	—	—	4
3	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
1	Small Pulse Laser	LA	2	3 [P]	—	1	2	3

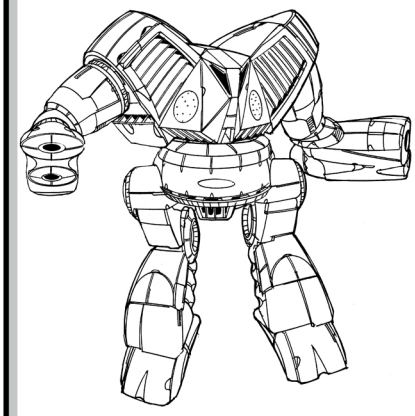
Cost: 5,889,333 C-bills **BV:** 1,113

WARRIOR DATA

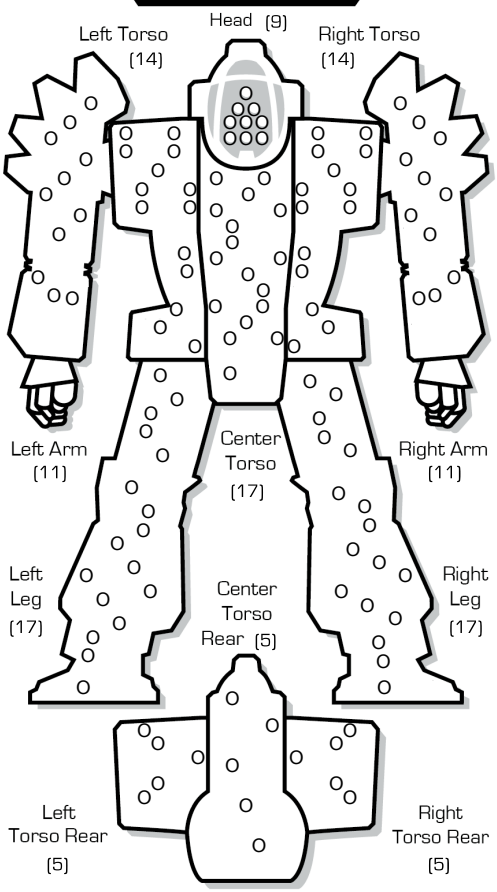
Name: _____

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. Medium Pulse Laser
4. Medium Pulse Laser
5. Medium Pulse Laser
6. Small Pulse Laser

1. Beagle Active Probe
2. Beagle Active Probe
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Endo Steel
5. Endo Steel
6. Endo Steel

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

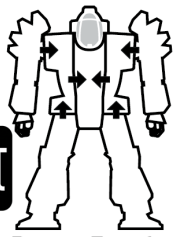
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Improved C³CPU
6. Improved C³CPU

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Medium Laser
4. Medium Laser
5. Medium Laser
6. TAG

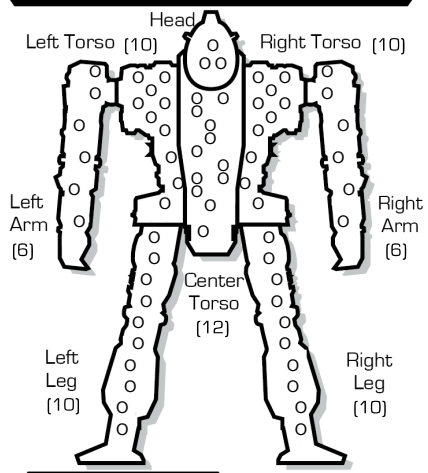
1. Guardian ECM Suite
2. Guardian ECM Suite
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso
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. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Battle Cobra BTL-C-20B

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 0

Tonnage: 40
Tech Base: Inner Sphere
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C^3CPU	CT	—	[E]	—	—	—	—
2	MRM 10	RA	4	1/Msl [M,C]	—	3	8	15
2	MRM 10	LA	4	1/Msl [M,C]	—	3	8	15

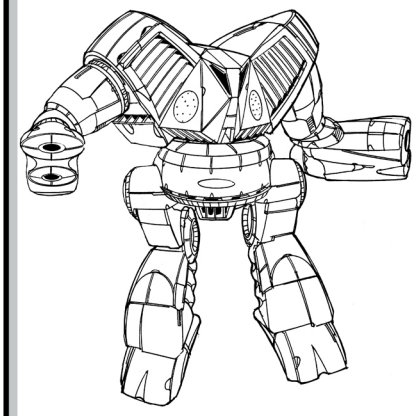
Cost: 4,895,333 C-bills **BV:** 895

WARRIOR DATA

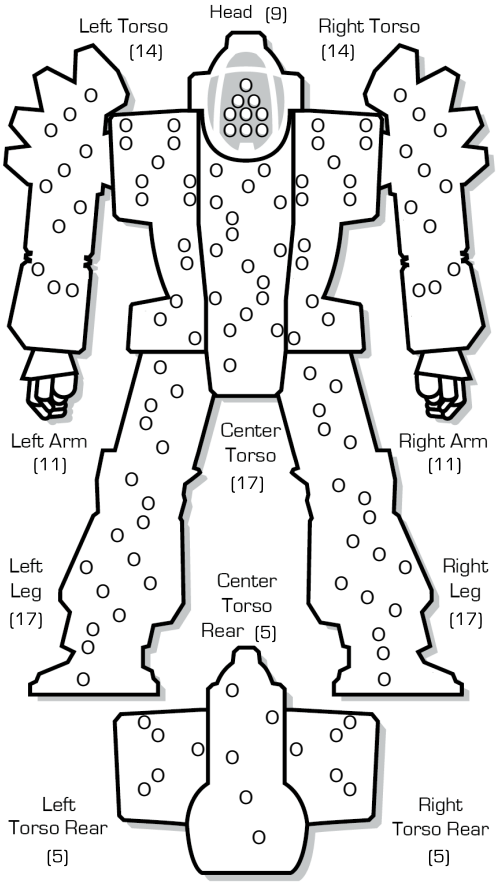
Name: _____

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. [MRM 10
5. MRM 10
6. [MRM 10

1. MRM 10]

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

Left Torso

1-3
1. [Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink]
4. Endo Steel
5. Endo Steel
6. Endo Steel

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

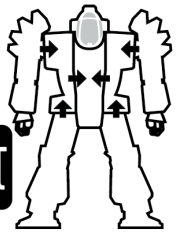
Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. [Improved C^3CPU
6. Improved C^3CPU]

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. [MRM 10
5. MRM 10
6. [MRM 10

1. MRM 10]

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

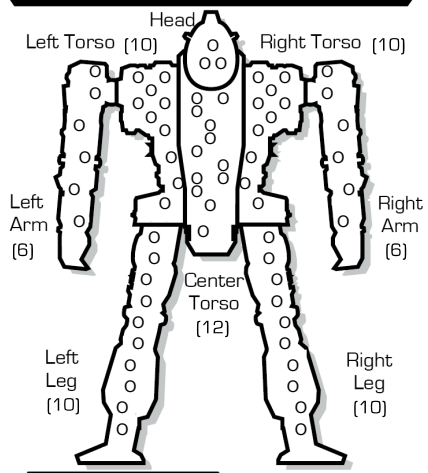
Right Torso

1-3
1. [Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink]
4. Ammo (MRM 10) 24
5. Ammo (MRM 10) 24
6. Ammo (MRM 10) 24

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Battle Cobra BTL-C-20C

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 0

Tonnage: 40
Tech Base: Inner Sphere
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C³CPU	CT	—	[E]	—	—	—	—
1	iNarc	RA	0	[M]	—	4	9	15
1	iNarc	LA	0	[M]	—	4	9	15

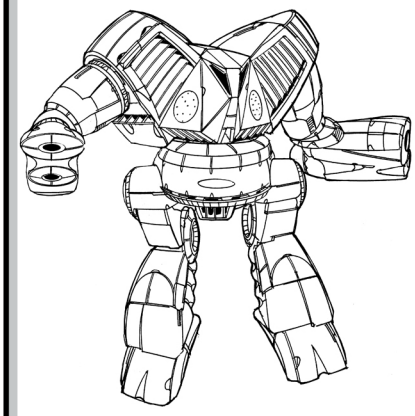
Cost: 5,420,333 C-bills **BV:** 726

WARRIOR DATA

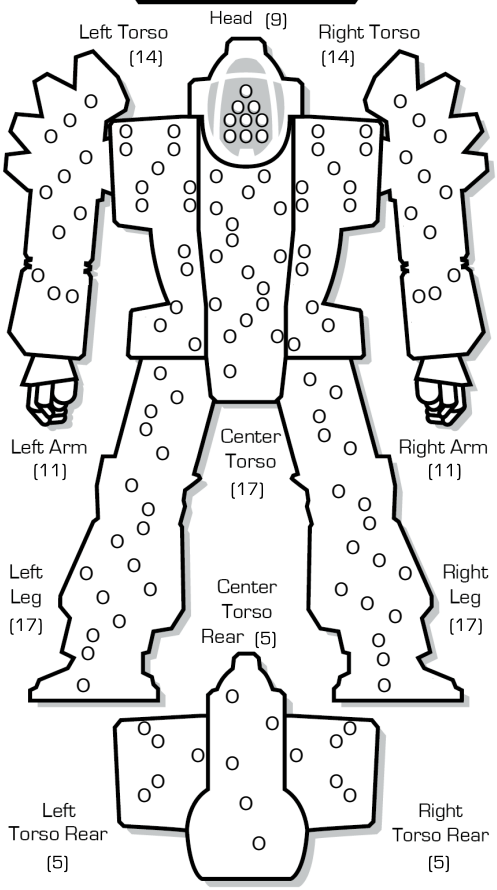
Name: _____

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. iNarc
5. iNarc
6. iNarc

1. Ammo (iNarc) 4
2. Endo Steel
3. Endo Steel

4-6
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

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

1. Ferro-Fibrous
2. Ferro-Fibrous

4-6
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

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

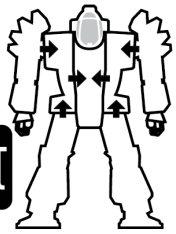
Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine

1-3
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine

4-6
4. Fusion Engine
5. Improved C³CPU
6. Improved C³CPU

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. iNarc
5. iNarc
6. iNarc

1. Ammo (iNarc) 4
2. Endo Steel
3. Endo Steel

4-6
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

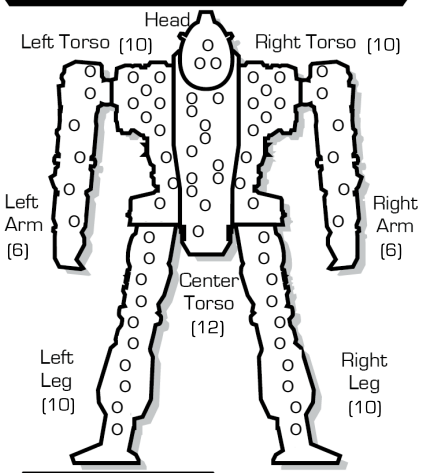
1-3
4. Ammo (iNarc) 4
5. Ammo (iNarc) 4
6. Ammo (iNarc) 4

1. Endo Steel
2. Endo Steel
3. Endo Steel

4-6
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Battle Cobra BTL-C-20D

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 0

Tonnage: 40
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C³CPU	CT	—	[E]	—	—	—	—
1	Targeting Computer	RT	—	[E]	—	—	—	—
2	Light PPC	RA	5	5 [DE]	3	6	12	18
2	Light PPC	LA	5	5 [DE]	3	6	12	18

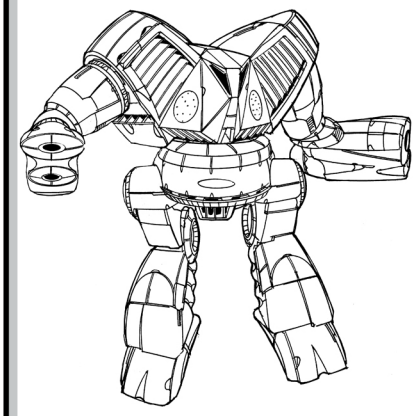
Cost: 4,590,833 C-bills **BV:** 1,221

WARRIOR DATA

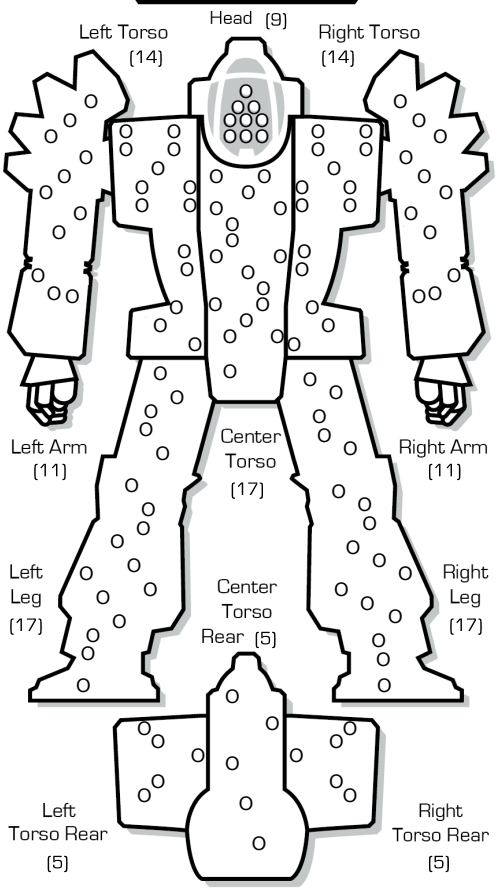
Name: _____

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. Light PPC (1-3)
4. Light PPC (1-3)
5. Light PPC (1-3)
6. Light PPC (1-3)
1. Endo Steel (4-6)
2. Endo Steel (4-6)
3. Ferro-Fibrous (4-6)
4. Ferro-Fibrous (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

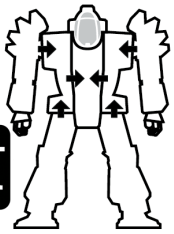
Left Torso
1. Double Heat Sink (1-3)
2. Double Heat Sink (1-3)
3. Double Heat Sink (1-3)
4. Endo Steel (1-3)
5. Endo Steel (1-3)
6. Endo Steel (1-3)
1. Ferro-Fibrous (4-6)
2. Ferro-Fibrous (4-6)
3. Ferro-Fibrous (4-6)
4. Ferro-Fibrous (4-6)
5. Ferro-Fibrous (4-6)
6. Ferro-Fibrous (4-6)

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)
1. Gyro (4-6)
2. Fusion Engine (4-6)
3. Fusion Engine (4-6)
4. Fusion Engine (4-6)
5. Improved C³CPU (4-6)
6. Improved C³CPU (4-6)

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



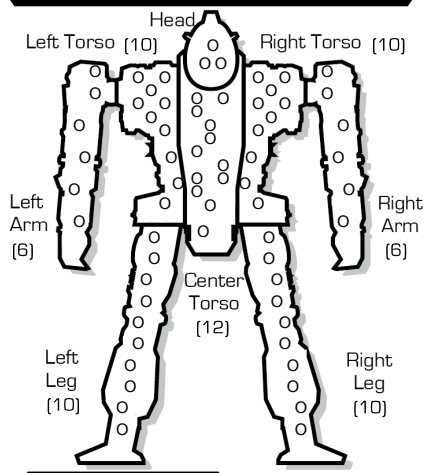
Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Light PPC (1-3)
4. Light PPC (1-3)
5. Light PPC (1-3)
6. Light PPC (1-3)
1. Endo Steel (4-6)
2. Endo Steel (4-6)
3. Ferro-Fibrous (4-6)
4. Ferro-Fibrous (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Right Torso
1. Double Heat Sink (1-3)
2. Double Heat Sink (1-3)
3. Double Heat Sink (1-3)
4. Targeting Computer (1-3)
5. Targeting Computer (1-3)
6. Targeting Computer (1-3)
1. Endo Steel (4-6)
2. Endo Steel (4-6)
3. Endo Steel (4-6)
4. Ferro-Fibrous (4-6)
5. Ferro-Fibrous (4-6)
6. Ferro-Fibrous (4-6)

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Battle Cobra BTL-C-20E

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 0

Tonnage: 40
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C³CPU	CT	—	[E]	—	—	—	—
1	MML 9	RA	5	[M,S,C]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
1	MML 9	LA	5	[M,S,C]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9

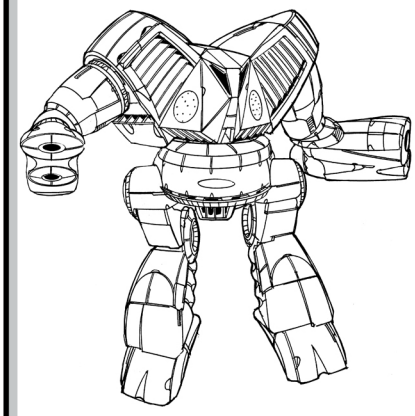
Cost: 5,332,833 C-bills **BV:** 840

WARRIOR DATA

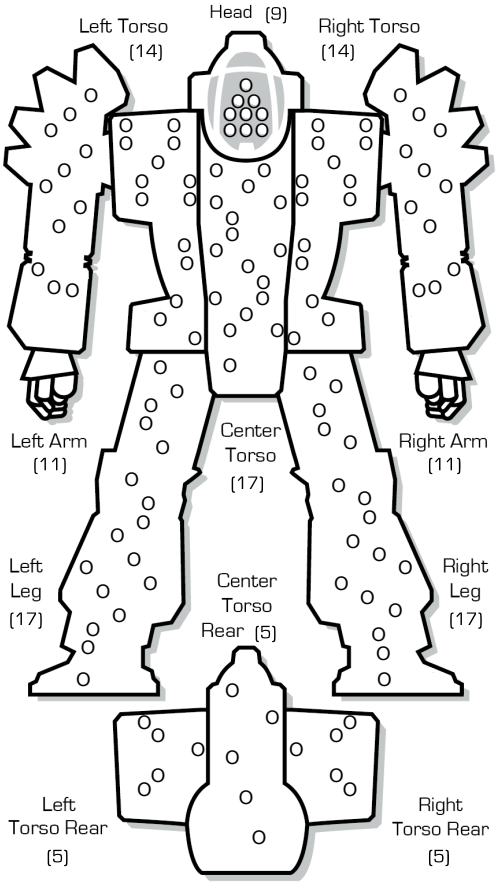
Name: _____

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. MML 9
5. MML 9
6. MML 9

1. MML 9
2. MML 9

4-6
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

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

1. Ferro-Fibrous
2. Ferro-Fibrous

4-6
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

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

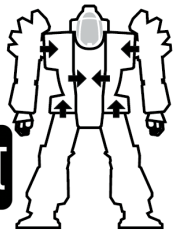
Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine

1-3
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine

4-6
4. Fusion Engine
5. Improved C³CPU
6. Improved C³CPU

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. MML 9
5. MML 9
6. MML 9

1. MML 9
2. MML 9

4-6
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

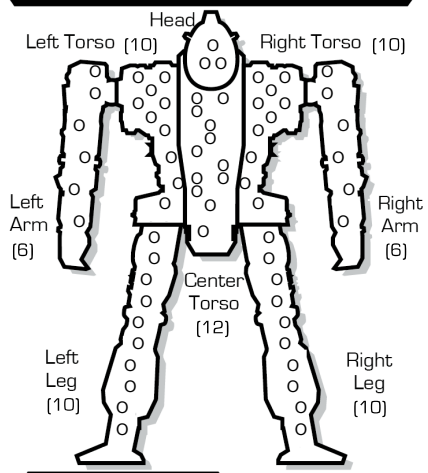
1-3
4. Ammo (MML 9/LRM) 13
5. Ammo (MML 9/LRM) 13
6. Ammo (MML 9/SRM) 11

1. Endo Steel
2. Endo Steel
3. Endo Steel

4-6
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Battle Cobra BTL-C-20F

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 0

Tonnage: 40
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Improved C³CPU	CT	—	[E]	—	—	—	—
1	Plasma Rifle	RA	10	10 [DE,H,AI]	—	5	10	15
1	Plasma Rifle	LA	10	10 [DE,H,AI]	—	5	10	15

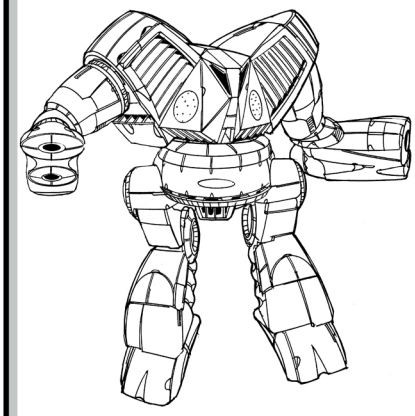
Cost: 6,225,333 C-bills **BV:** 1,300

WARRIOR DATA

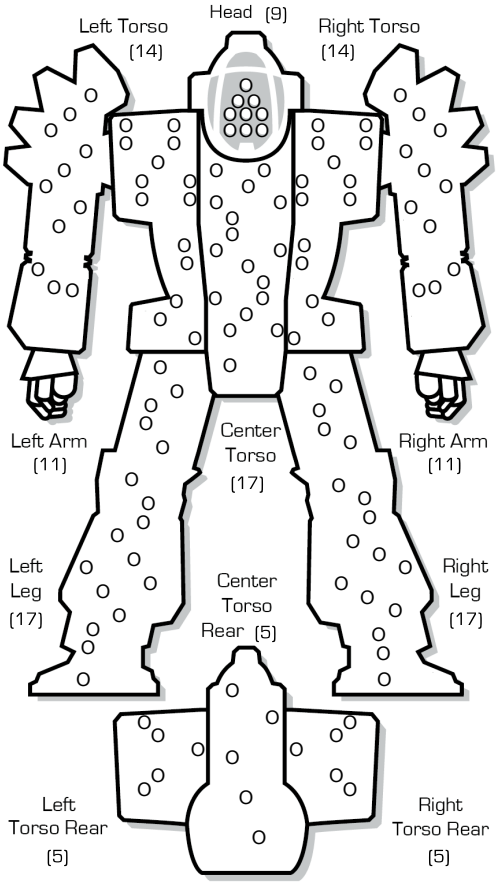
Name: _____

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. [Plasma Rifle
5.]Plasma Rifle
6. Endo Steel

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

Left Torso
1. [Double Heat Sink
2. Double Heat Sink
1-3 3.]Double Heat Sink
4. Endo Steel
5. Endo Steel
6. Endo Steel

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

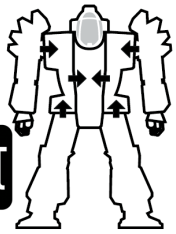
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

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

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

1. Gyro
2. Fusion Engine
4-6 3. Fusion Engine
4. Fusion Engine
5. [Improved C³CPU
6.]Improved C³CPU

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. [Plasma Rifle
5.]Plasma Rifle
6. Endo Steel

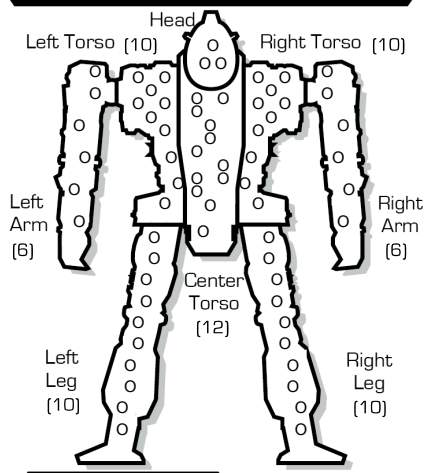
1. Endo Steel
2. Ferro-Fibrous
4-6 3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. [Double Heat Sink
2. Double Heat Sink
1-3 3.]Double Heat Sink
4. Ammo (Plasma Rifle) 10
5. Ammo (Plasma Rifle) 10
6. Ammo (Plasma Rifle) 10

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Grendel Prime

Movement Points:
Walking: 7
Running: 11
Jumping: 7

Tonnage: 45
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	7 [DE]	—	5	10	15
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Small Laser	RA	2	5 [DE]	—	2	4	6
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

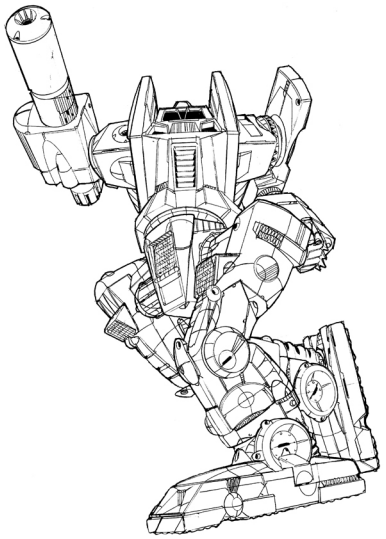
Cost: 12,347,838 C-bills **BV:** 2,290

WARRIOR DATA

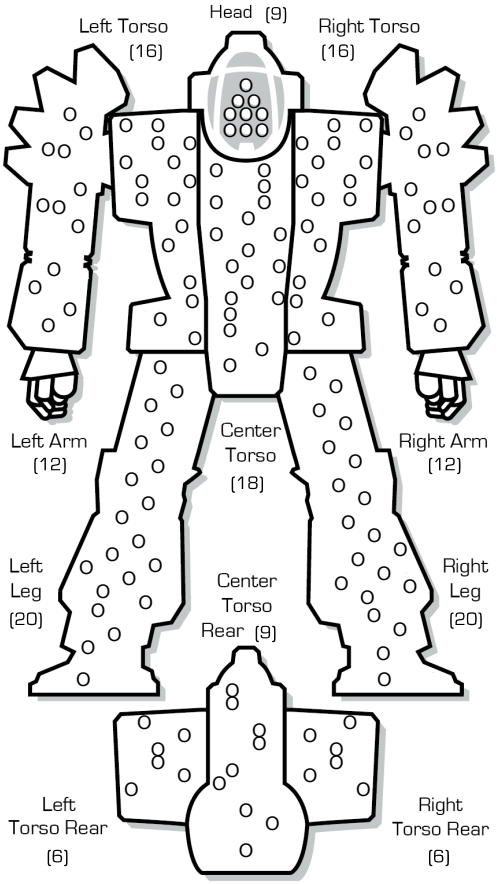
Name: _____

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
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

1-3

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

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Endo Steel

1-3

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

4-6

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

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

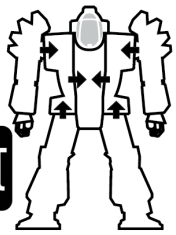
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. ER Large Laser
4. ER Small Laser
5. Endo Steel
6. Ferro-Fibrous

1-3

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

4-6

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Streak SRM 6

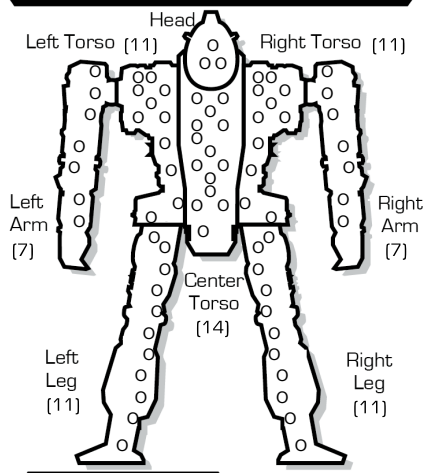
1-3

1. Streak SRM 6
2. Ammo (Streak SRM 6) 15
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Grendel A

Movement Points:
- Walking: 7
- Running: 11
- Jumping: 7

Tonnage: 45
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RT	5	1/Msl [M,C,S]	—	7	14	21
1	LRM 15	LT	5	1/Msl [M,C,S]	—	7	14	21
1	ER Small Laser	RA	2	5 [DE]	—	2	4	6
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12

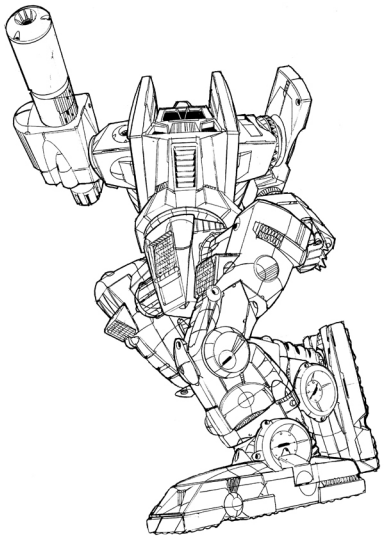
Cost: 12,144,838 C-bills **BV:** 2,031

WARRIOR DATA

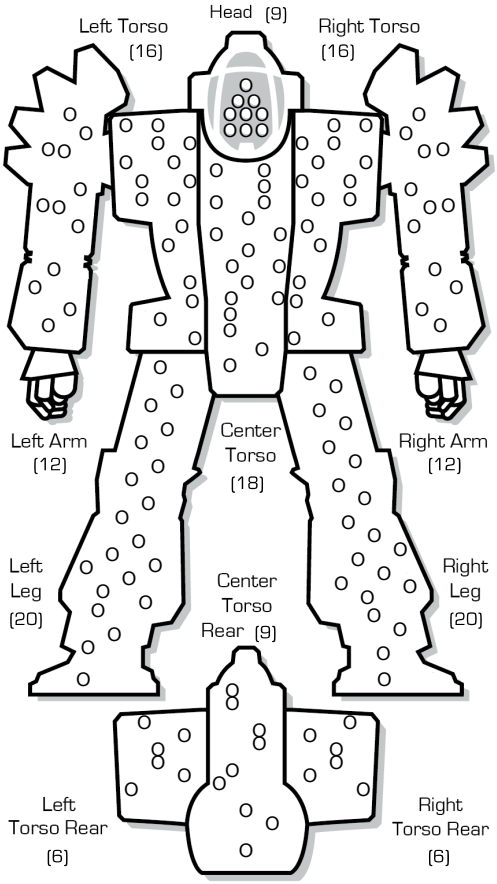
Name: _____

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
4. Hand Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

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

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. LRM 15
5. LRM 15
6. Ammo (LRM 15) 8

1. Ammo (LRM 15) 8
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

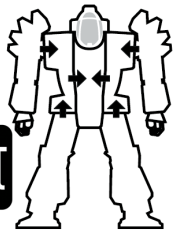
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

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

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Medium Pulse Laser
4. ER Small Laser
5. Endo Steel
6. Ferro-Fibrous

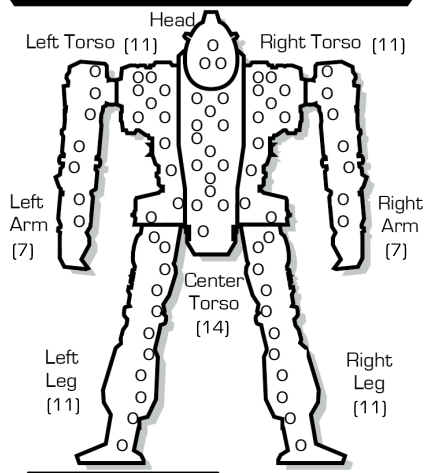
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. LRM 15
5. LRM 15
6. Ammo (LRM 15) 8

1. Ammo (LRM 15) 8
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

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

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Grendel B

Movement Points:
- Walking: 7
- Running: 11
- Jumping: 7

Tonnage: 45
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	CT	2	5 [DE]	—	2	4	6
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Ultra AC/5	RA	1	5/Sht [DB,R,C]	—	7	14	21
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12

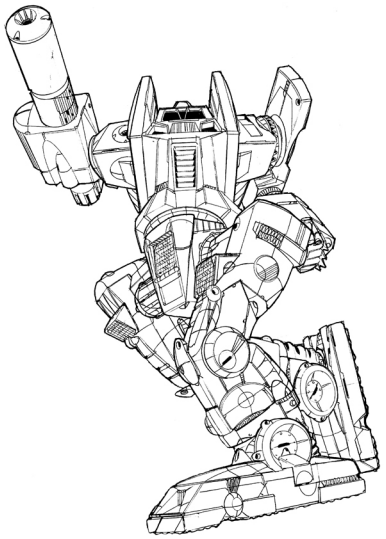
Cost: 12,036,088 C-bills **BV:** 1,903

WARRIOR DATA

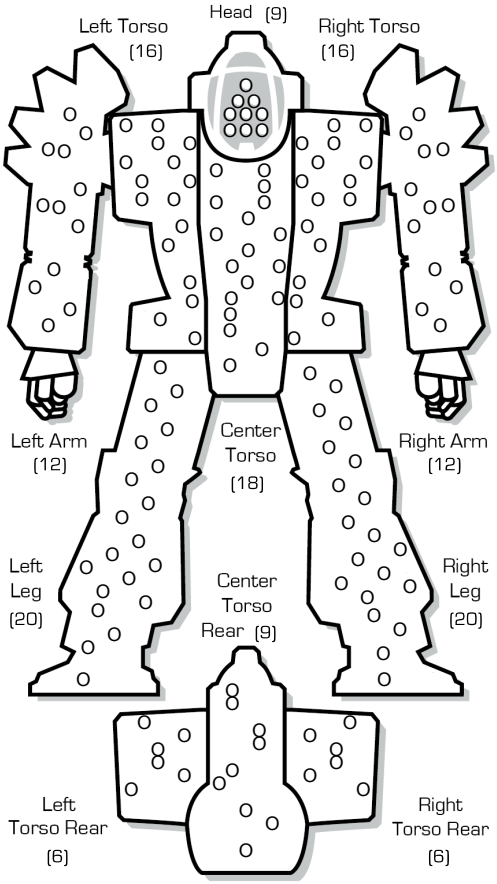
Name: _____

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
4. Hand Actuator
5. Medium Pulse Laser
6. Ferro-Fibrous

1-3

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

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Endo Steel
5. Endo Steel
6. Endo Steel

1-3

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

4-6

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

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

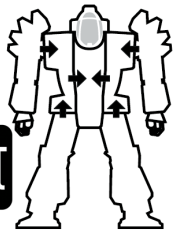
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. ER Small Laser

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Ultra AC/5
4. Ultra AC/5
5. Ultra AC/5
6. ER Medium Laser

1-3

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

4-6

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Medium Pulse Laser
5. Ammo (Ultra AC/5) 20
6. Endo Steel

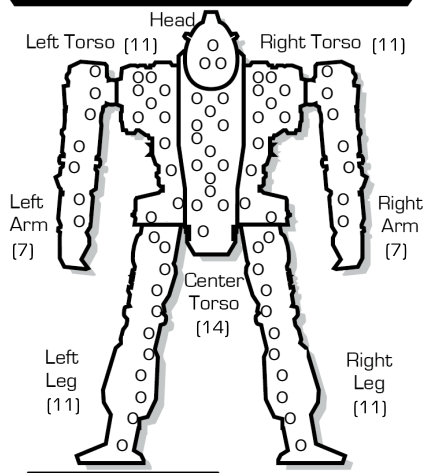
1-3

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

4-6

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

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Grendel C

Movement Points:
- Walking: 7
- Running: 11
- Jumping: 7

Tonnage: 45
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AMS	LT	1	2 [DB,PD]	—	0	0	0
1	LB 10-X AC	RA	2	10 [DB,C/F/S]	—	6	12	18
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

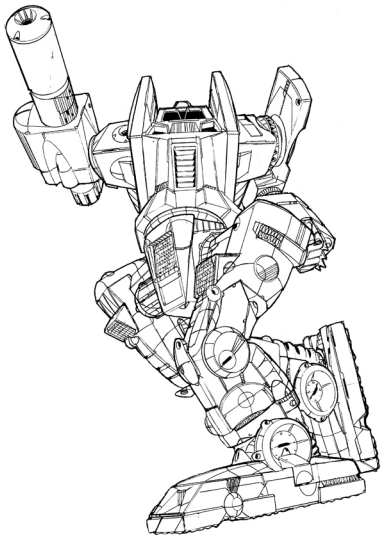
Cost: 12,432,572 C-bills **BV:** 1,465

WARRIOR DATA

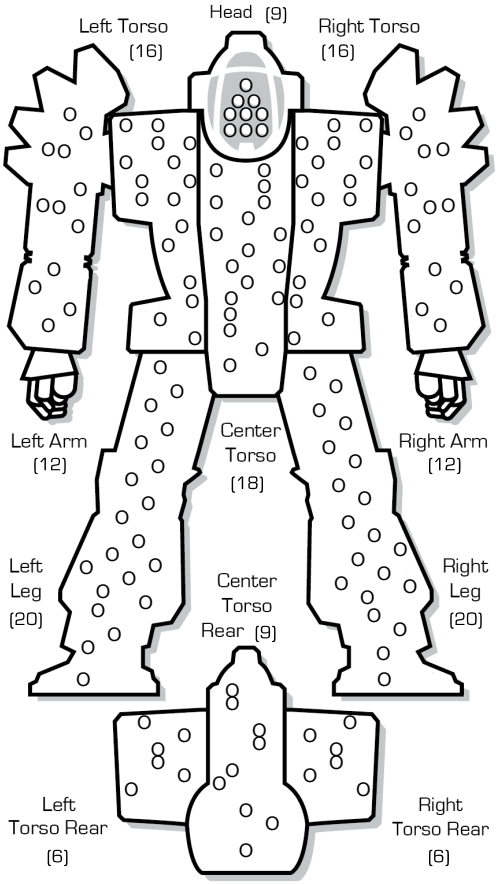
Name: _____

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
4. Hand Actuator
5. ER Medium Laser
6. Ferro-Fibrous

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

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. AMS
5. Ammo (AMS) 24
6. Endo Steel

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

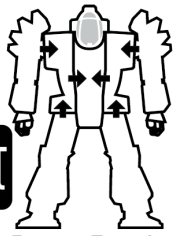
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

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

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

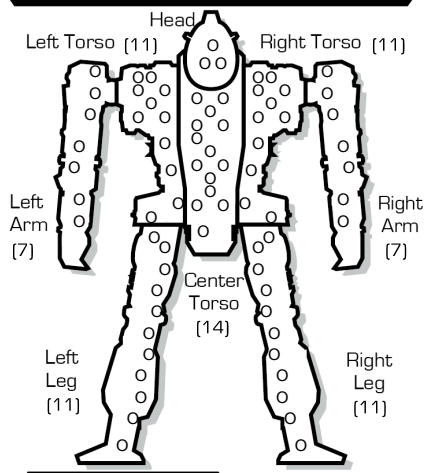
1-3
4-6
1. LB 10-X AC
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Ammo (LB-10X Cluster) 10
5. Endo Steel
6. Endo Steel

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

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

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Grendel D

Movement Points:
- Walking: 7
- Running: 11
- Jumping: 7

Tonnage: 45
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RT	15	15 [DE]	—	7	14	23
1	SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
1	Small Pulse Laser	RA	2	3 [P]	—	2	4	6
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12

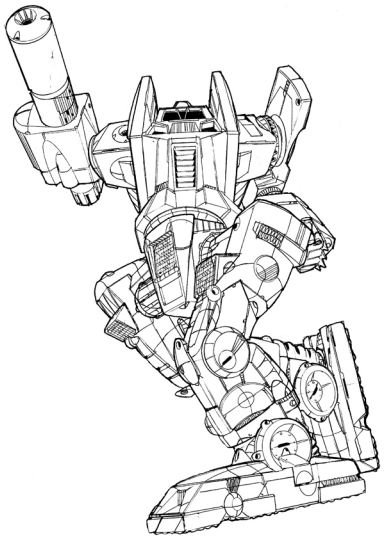
Cost: 12,262,197 C-bills **BV:** 2,212

WARRIOR DATA

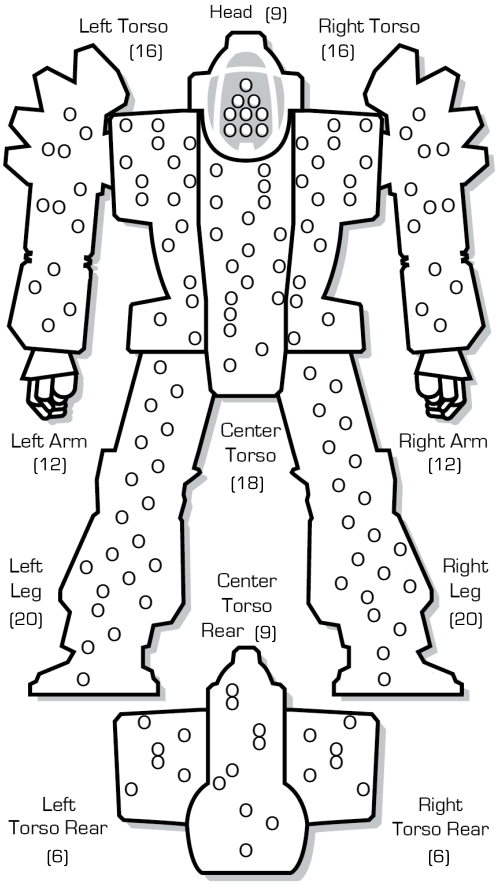
Name: _____

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

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

Left Torso (CASE)
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. SRM 6
5. Ammo (SRM 6) 15
6. Ammo (SRM 6) 15

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

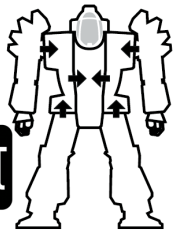
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

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

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Small Pulse Laser
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

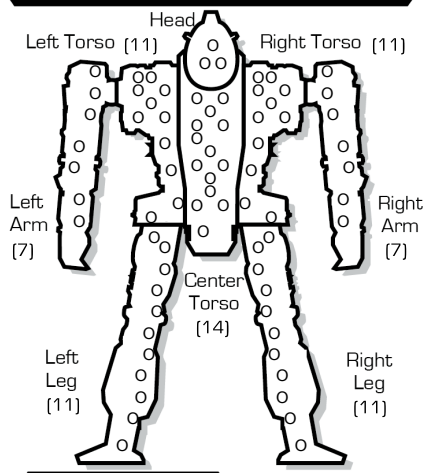
4-6
1. Ferro-Fibrous
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. ER PPC
5. ER PPC
6. Endo Steel

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

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

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Grendel E

Movement Points:
- Walking: 7
- Running: 11
- Jumping: 7

Tonnage: 45
Tech Base: Clan
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ATM 6	RT	4	[M,S,C]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
1	ATM 6	LT	4	[M,S,C]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
1	ER Small Laser	RA	2	5 [DE]	—	2	4	6
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12

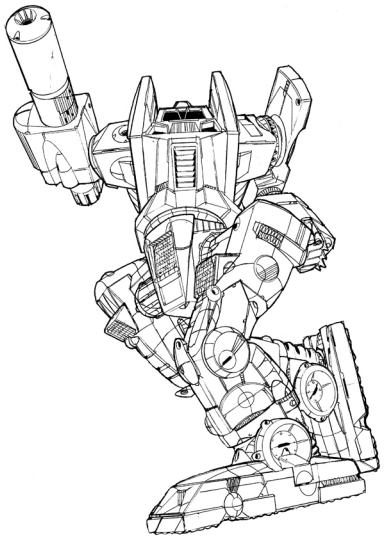
Cost: 11,963,588 C-bills **BV:** 1,806

WARRIOR DATA

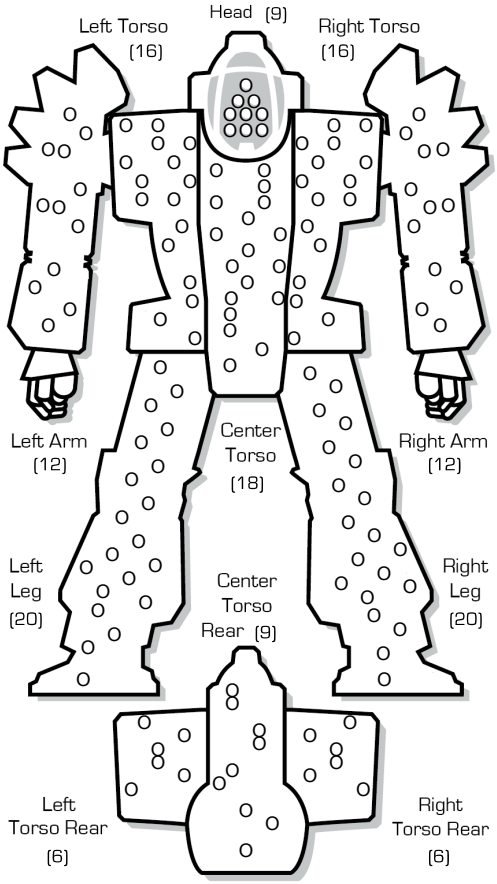
Name: _____

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
4. Hand Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

1-3

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

4-6

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. ATM 6
5. ATM 6
6. ATM 6

1-3

1. Ammo (ATM 6) 10
2. Ammo (ATM 6 ER) 10
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6

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

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

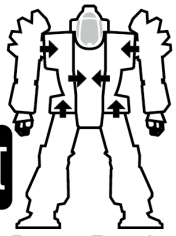
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Medium Pulse Laser
4. ER Small Laser
5. Endo Steel
6. Ferro-Fibrous

1-3

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

4-6

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. ATM 6
5. ATM 6
6. ATM 6

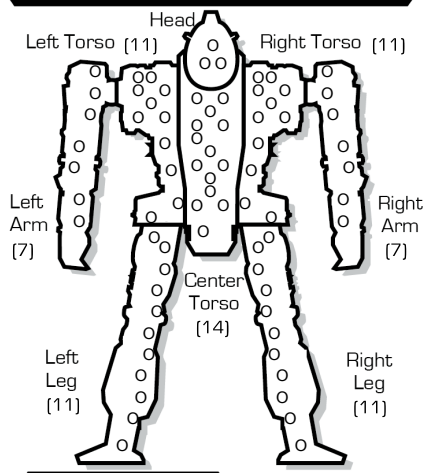
1-3

1. Ammo (ATM 6) 10
2. Ammo (ATM 6 HE) 10
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6

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

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Grendel F

Movement Points:
- Walking: 7
- Running: 11
- Jumping: 7

Tonnage: 45
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ATM 6	RT	4	[M,S,C]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
2	Plasma Cannon	RA	7	[DE,H,AI]	—	6	12	18

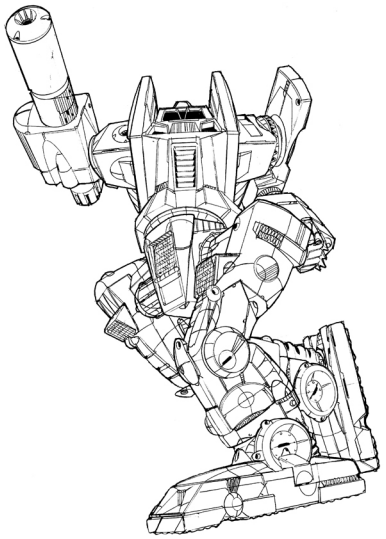
Cost: 13,257,260 C-bills **BV:** 1,997

WARRIOR DATA

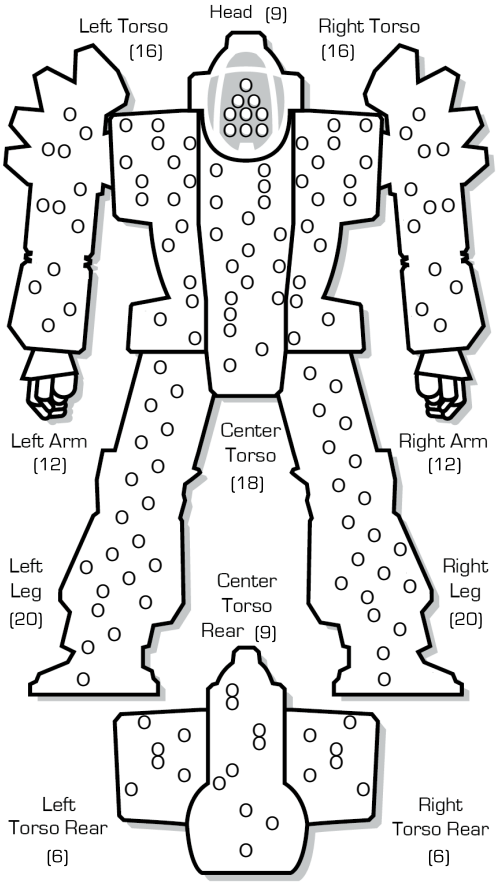
Name: _____

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
4. Hand Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

1-3

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

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Endo Steel
5. Endo Steel
6. Endo Steel

1-3

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

4-6

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

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

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

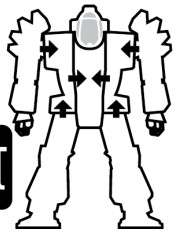
1-3

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

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Plasma Cannon
4. Plasma Cannon
5. Ammo (Plasma Cannon) 10
6. Ammo (Plasma Cannon) 10

1-3

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

4-6

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. ATM 6
5. ATM 6
6. ATM 6

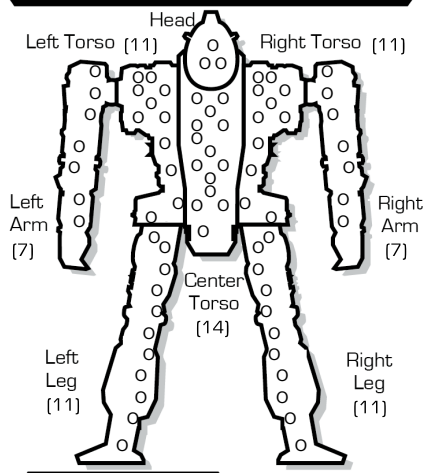
1-3

1. Ammo (ATM 6) 10
2. Ammo (ATM 6) 10
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6

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

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Grendel H

Movement Points:
- Walking: 7
- Running: 11
- Jumping: 7

Tonnage: 45
Tech Base: Clan
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	5 [DE]	—	2	4	6
1	Streak SRM 4	RT	3	2/Msl [M,C]	—	4	8	12
1	Heavy Large Laser	RA	18	16 [DE]	—	5	10	15
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

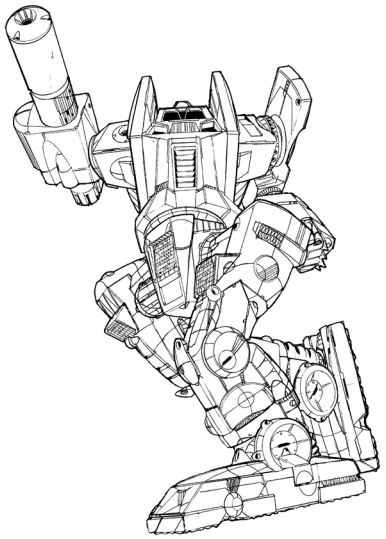
Cost: 12,260,838 C-bills **BV:** 1,965

WARRIOR DATA

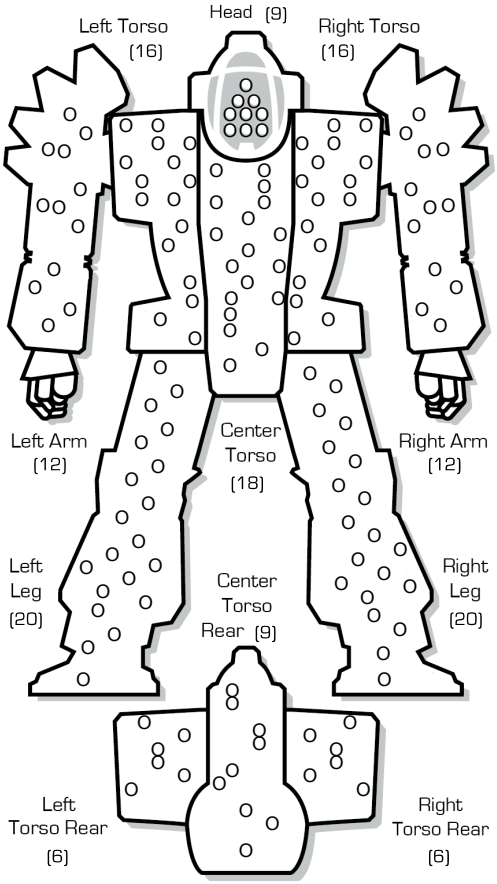
Name: _____

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. [Double Heat Sink
6. L Double Heat Sink

1. ER Medium Laser
2. ER Medium Laser

4-6
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. [Double Heat Sink
4. L Double Heat Sink
5. Jump Jet
6. Endo Steel

1. Endo Steel
2. Endo Steel

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

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

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

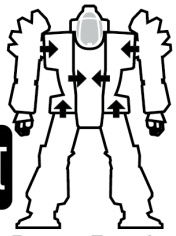
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine

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

1. Gyro
2. XL Fusion Engine

4-6
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator

1-3
3. [Double Heat Sink
4. L Double Heat Sink
5. [Heavy Large Laser
6. | Heavy Large Laser

1. L Heavy Large Laser
2. Endo Steel

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

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

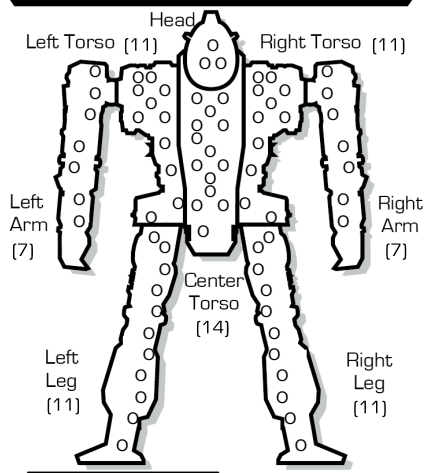
1-3
3. [Double Heat Sink
4. L Double Heat Sink
5. Jump Jet
6. Streak SRM 4

1. Ammo (Streak SRM 4) 25
2. Endo Steel

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

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

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Shadow Cat Prime

Movement Points:
- Walking: 6
- Running: 9 [12]
- Jumping: 6

Tonnage: 45
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	Active Probe	LT	—	[E]	—	—	—	5
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

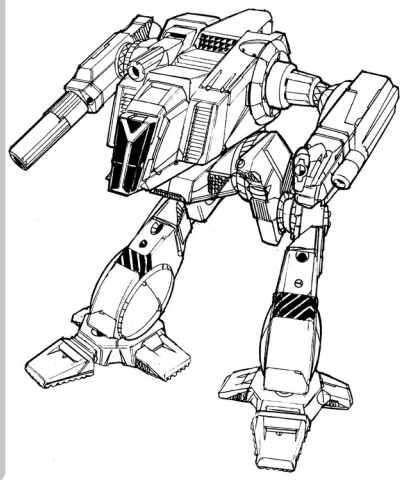
Cost: 11,713,010 C-bills **BV:** 2,156

WARRIOR DATA

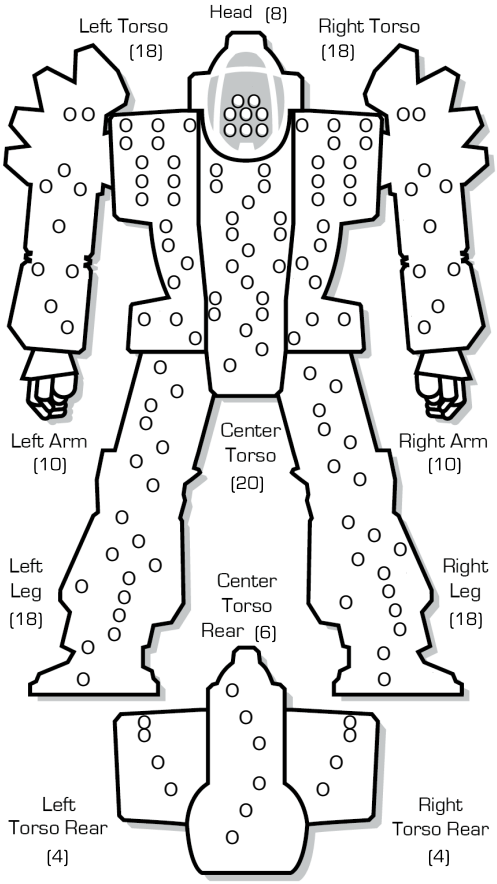
Name: _____

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
4. Hand Actuator
5. ER Medium Laser
6. Endo Steel

1-3

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

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Active Probe
5. Endo Steel
6. Ferro-Fibrous

1-3

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

4-6

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

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

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

1-3

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

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs

Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1-3

1. Gauss Rifle
2. Gauss Rifle
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. ER Medium Laser
5. Ammo (Gauss) 8
6. Ammo (Gauss) 8

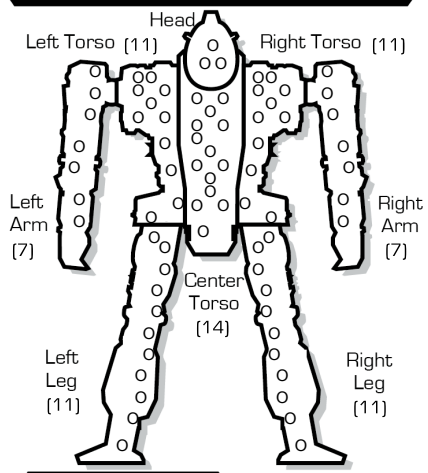
1-3

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

4-6

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

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Shadow Cat A

Movement Points:
- Walking: 6
- Running: 9 [12]
- Jumping: 6

Tonnage: 45
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12
1	Active Probe	LT	—	[E]	—	—	—	5
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25

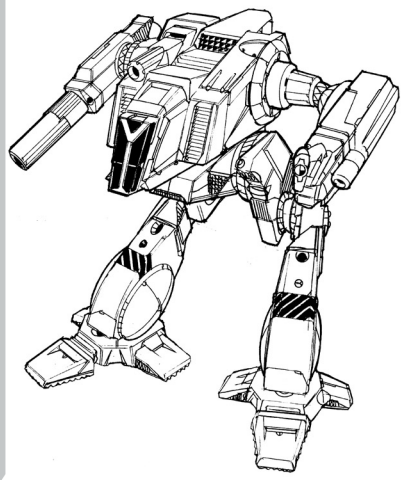
Cost: 11,843,782 C-bills **BV:** 2,220

WARRIOR DATA

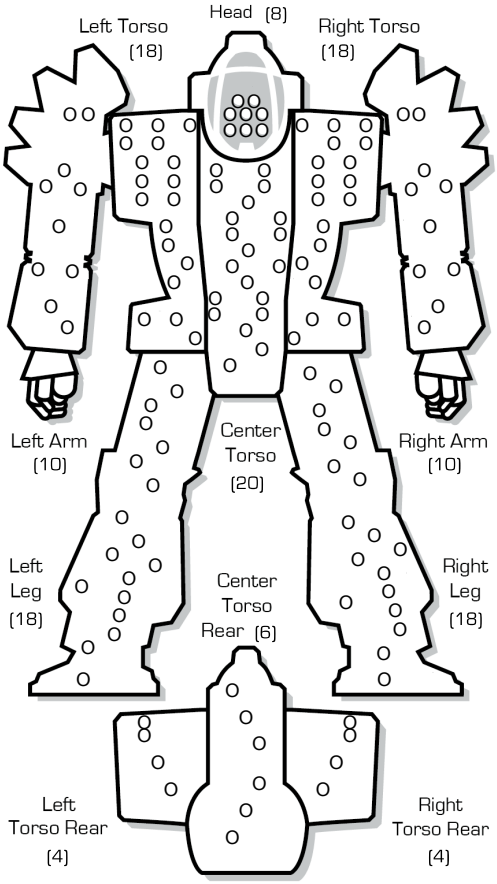
Name: _____

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. [Double Heat Sink (1-3)
4. [Double Heat Sink (1-3)
5. ER Large Laser
6. Endo Steel

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

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. [Double Heat Sink (1-3)
5. [Double Heat Sink (1-3)
6. Active Probe

1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous (4-6)
4. Ferro-Fibrous (4-6)
5. Roll Again
6. Roll Again

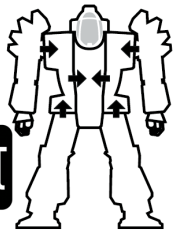
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

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

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine (4-6)
4. XL Fusion Engine (4-6)
5. [MASC
6. [MASC

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. [Double Heat Sink (1-3)
4. [Double Heat Sink (1-3)
5. ER Large Laser
6. Endo Steel

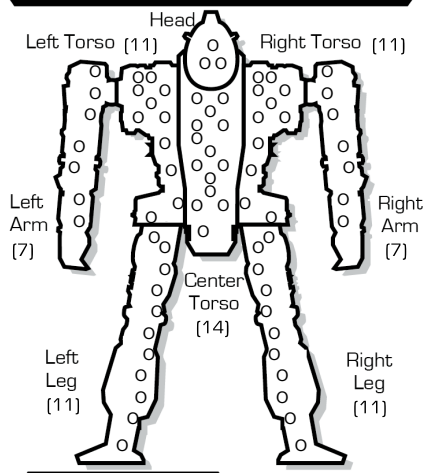
1. Endo Steel
2. Roll Again
3. Roll Again
4. Roll Again (4-6)
5. Roll Again
6. Roll Again

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. [Streak SRM 6 (1-3)
5. [Streak SRM 6 (1-3)
6. Ammo (Streak SRM 6) 15

1. Ammo (Streak SRM 6) 15
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous (4-6)
5. Ferro-Fibrous
6. Ferro-Fibrous

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Shadow Cat B

Movement Points:
- Walking: 6
- Running: 9 [12]
- Jumping: 6

Tonnage: 45
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Active Probe	RT	—	[E]	—	—	—	5
1	ECM Suite	LT	—	[E]	—	—	—	6
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	LRM 15 w/Artemis IV FCS	RA	5	1/Msl [M,C,S]	—	7	14	21
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	LRM 15 w/Artemis IV FCS	LA	5	1/Msl [M,C,S]	—	7	14	21

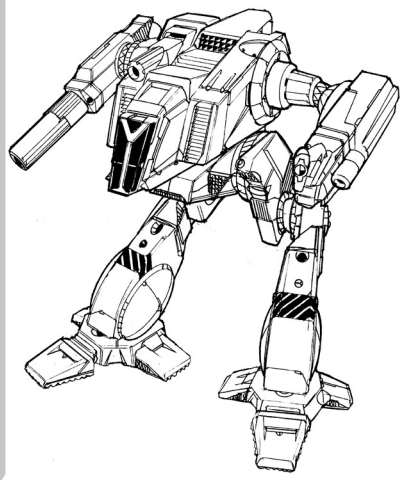
Cost: 12,608,657 C-bills **BV:** 2,420

WARRIOR DATA

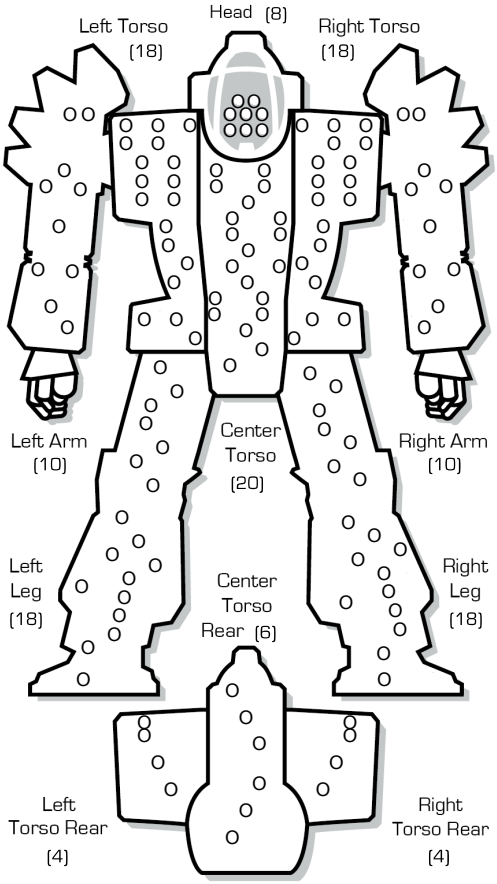
Name: _____

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. LRM 15 (1-3)
4. LRM 15 (1-3)
5. Artemis IV FCS
6. ER Medium Laser

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

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet (1-3)
4. Ammo (LRM 15 Artemis) 8 (1-3)
5. Ammo (LRM 15 Artemis) 8 (1-3)
6. ECM Suite

1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous (4-6)
4. Ferro-Fibrous (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

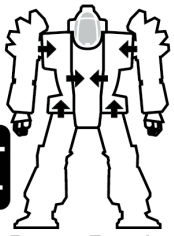
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

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

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. LRM 15 (1-3)
4. LRM 15 (1-3)
5. Artemis IV FCS
6. ER Medium Laser

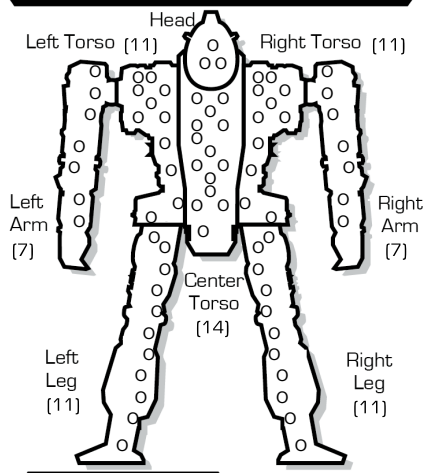
1. Endo Steel
2. Endo Steel
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet (1-3)
4. Ammo (LRM 15 Artemis) 8 (1-3)
5. Ammo (LRM 15 Artemis) 8 (1-3)
6. Active Probe

1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous (4-6)
4. Ferro-Fibrous (4-6)
5. Ferro-Fibrous (4-6)
6. Roll Again (4-6)

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

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Shadow Cat C

Movement Points:
- Walking: 6
- Running: 9 [12]
- Jumping: 6

Tonnage: 45
Tech Base: Clan
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Narc	RT	0	[M]	—	4	8	12
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	ATM 6	RA	4	[M,S,C]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ATM 6	LA	4	[M,S,C]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

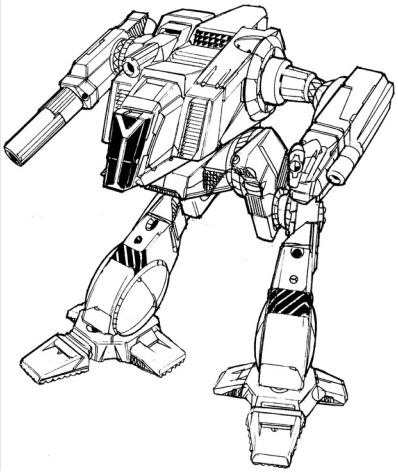
Cost: 11,666,157 C-bills **BV:** 2,199

WARRIOR DATA

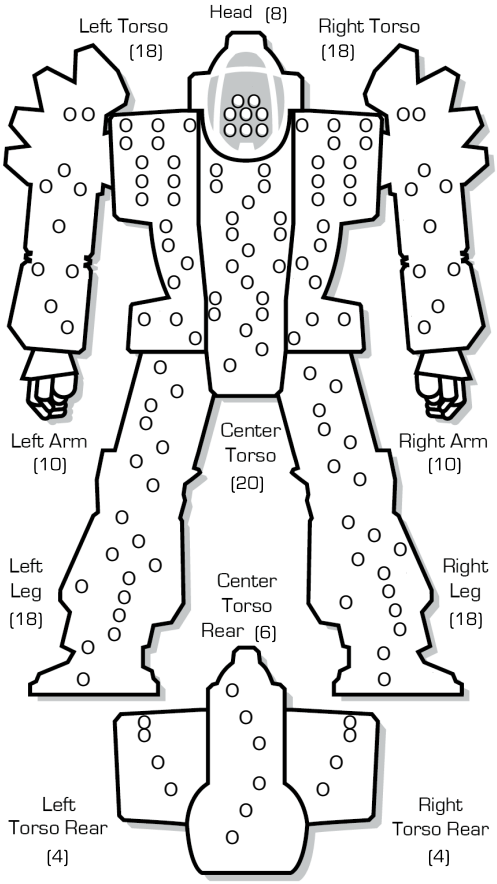
Name: _____

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. ATM 6 (1-3)
4. ATM 6 (1-3)
5. ATM 6 (1-3)
6. ER Medium Laser

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

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet (1-3)
4. ER Medium Laser (1-3)
5. Ammo (ATM 6) 10 (1-3)
6. Ammo (ATM 6 ER) 10 (1-3)

1. Ammo (ATM 6 HE) 10 (4-6)
2. Endo Steel (4-6)
3. Ferro-Fibrous (4-6)
4. Ferro-Fibrous (4-6)
5. Ferro-Fibrous (4-6)
6. Roll Again (4-6)

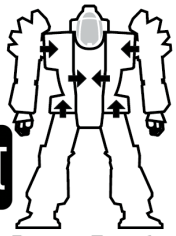
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

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

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. ATM 6 (1-3)
4. ATM 6 (1-3)
5. ATM 6 (1-3)
6. ER Medium Laser

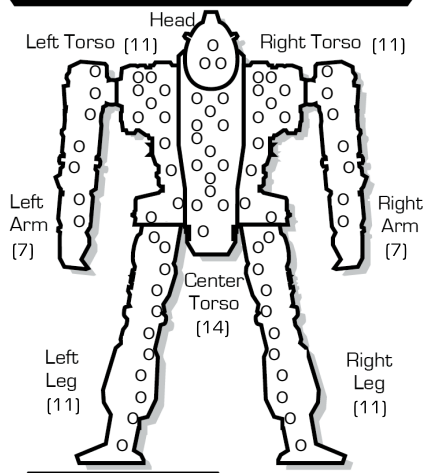
1. Endo Steel
2. Endo Steel
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet (1-3)
4. Narc (1-3)
5. Ammo (Narc) 6 (1-3)
6. Ammo (Narc) 6 (1-3)

1. Endo Steel (4-6)
2. Ferro-Fibrous (4-6)
3. Ferro-Fibrous (4-6)
4. Ferro-Fibrous (4-6)
5. Ferro-Fibrous (4-6)
6. Roll Again (4-6)

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

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Shadow Cat H

Movement Points:
- Walking: 6
- Running: 9 [12]
- Jumping: 6

Tonnage: 45
Tech Base: Clan
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	LRM 20 w/Artemis IV FCS	LT	6	1/Msl [M,C,S]	—	7	14	21
1	Heavy Large Laser	RA	18	16 [DE]	—	5	10	15

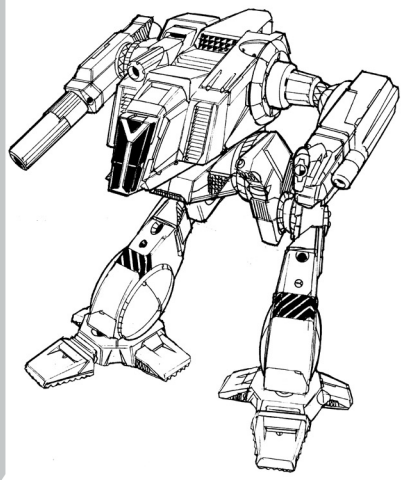
Cost: 11,665,885 C-bills **BV:** 2,155

WARRIOR DATA

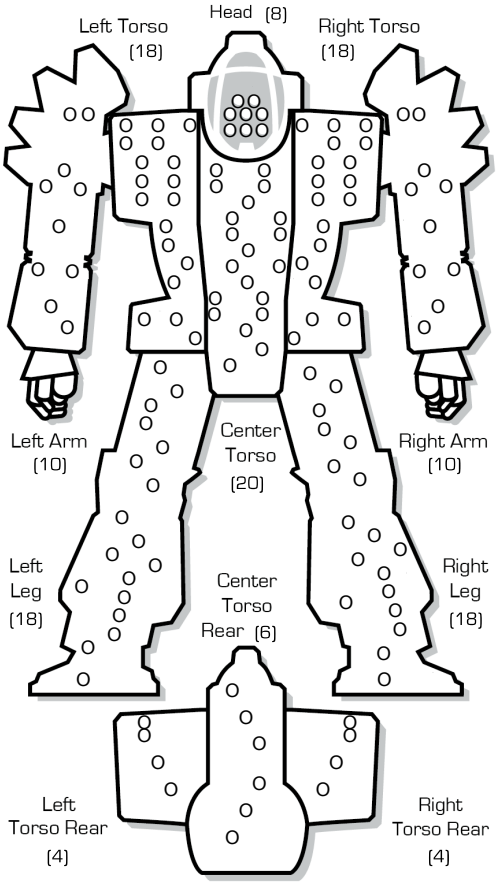
Name: _____

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
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. LRM 20
5. LRM 20
6. LRM 20

1-3

1. LRM 20
2. Artemis IV FCS
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

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

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

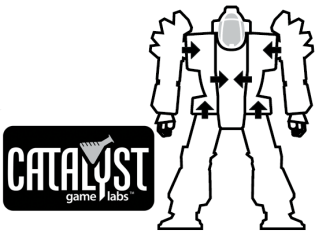
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

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

4-6

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Ammo (LRM 20 Artemis) 6
5. Ammo (LRM 20 Artemis) 6
6. Targeting Computer

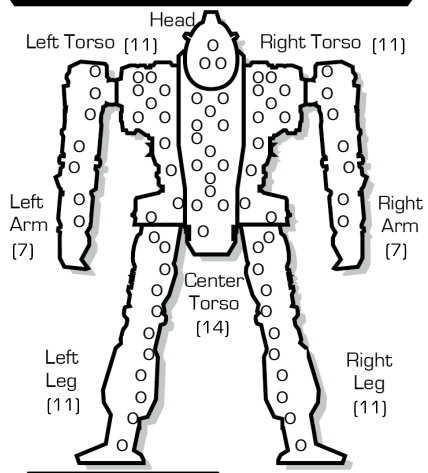
1-3

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

4-6

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Shadow Cat J

Movement Points:
- Walking: 6
- Running: 9 [12]
- Jumping: 6

Tonnage: 45
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Active Probe	LT	—	[E]	—	—	—	5
3	AP Gauss Rifle	LT	1	3 [DB,X]	—	3	6	9
1	HAG/20	RA	4	20 [C/F]	2	8	16	24
3	AP Gauss Rifle	LA	1	3 [DB,X]	—	3	6	9

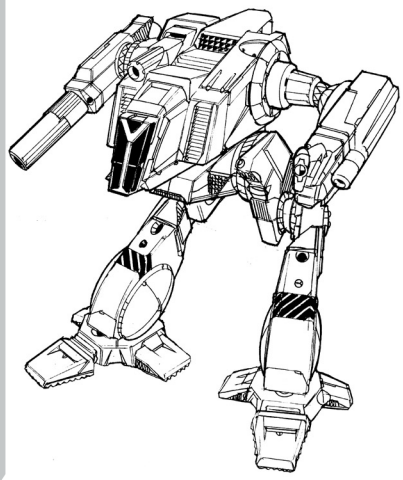
Cost: 11,867,344 C-bills **BV:** 1,802

WARRIOR DATA

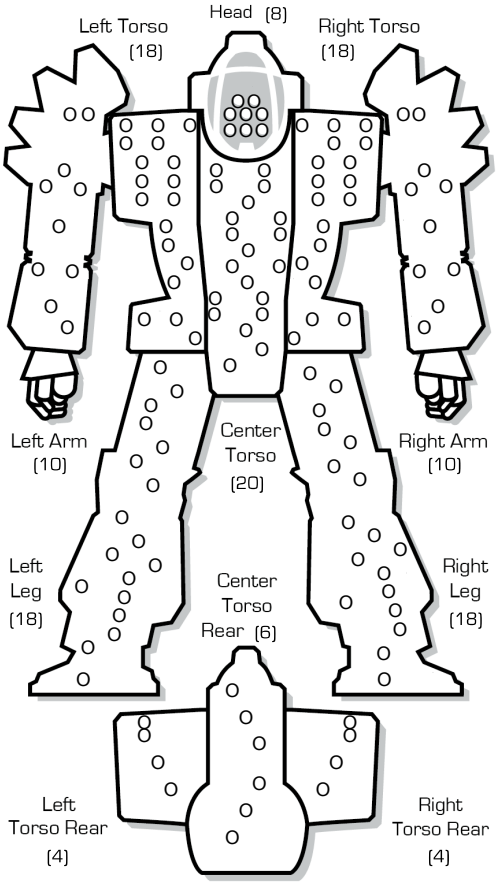
Name: _____

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 (CASE)
1. Shoulder
2. Upper Arm Actuator
3. AP Gauss Rifle
4. AP Gauss Rifle
5. AP Gauss Rifle
6. Endo Steel

1-3

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

4-6

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. AP Gauss Rifle
5. AP Gauss Rifle
6. AP Gauss Rifle

1-3

1. Ammo (AP Gauss) 40
2. Active Probe
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

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

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

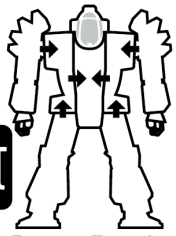
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. HAG/20
4. HAG/20
5. HAG/20
6. HAG/20

1-3

1. HAG/20
2. HAG/20
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Ammo (HAG 20) 6
5. Ammo (HAG 20) 6
6. Endo Steel

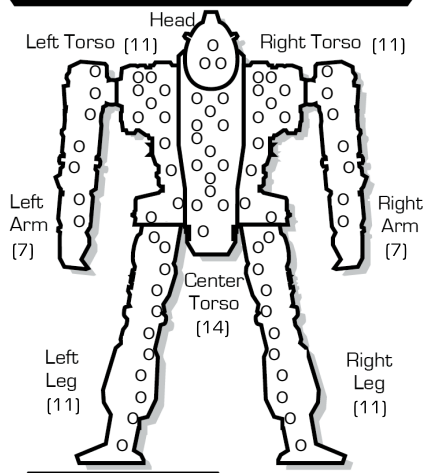
1-3

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

4-6

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Hunchback IIC

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 4

Tonnage: 50
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	CT	5	7 [DE]	—	5	10	15
1	Ultra AC/20	RT	7	20/Sht [DB,R,C]	—	4	8	12
1	Ultra AC/20	LT	7	20/Sht [DB,R,C]	—	4	8	12

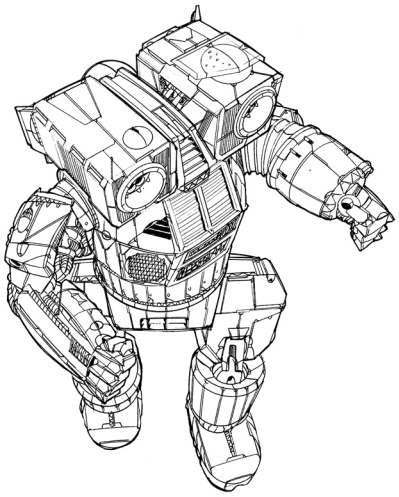
Cost: 8,050,000 C-bills **BV:** 1,679

WARRIOR DATA

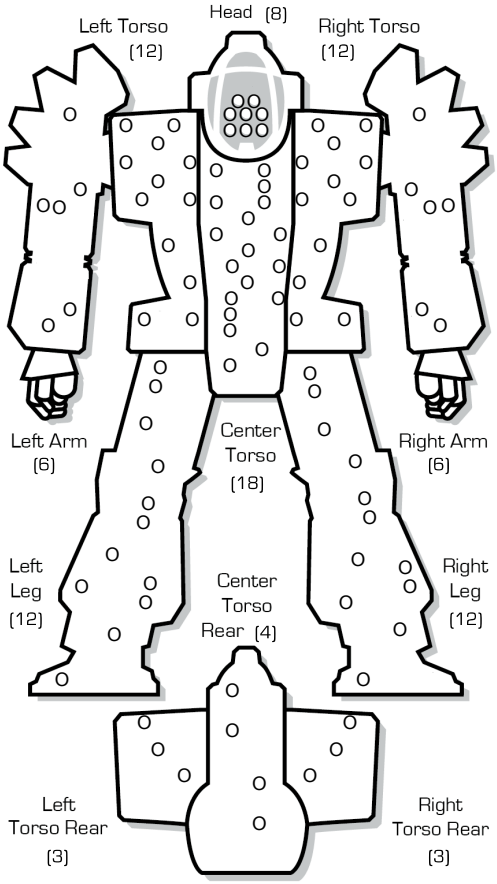
Name: _____

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
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

4-6

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Ultra AC/20
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

1-3

1. Ultra AC/20
2. Ultra AC/20
3. Ultra AC/20
4. Ultra AC/20
5. Ammo (Ultra AC/20) 5
6. Endo Steel

4-6

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

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

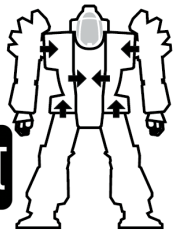
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

4-6

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Ultra AC/20
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

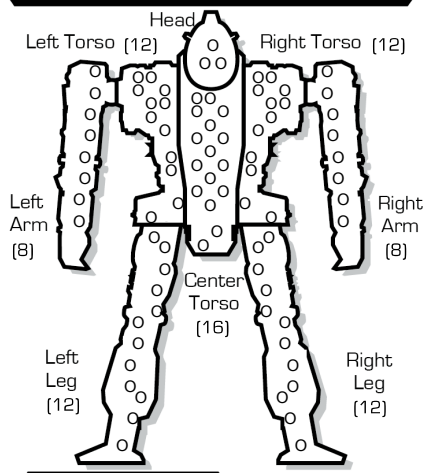
1-3

1. Ultra AC/20
2. Ultra AC/20
3. Ultra AC/20
4. Ultra AC/20
5. Ammo (Ultra AC/20) 5
6. Endo Steel

4-6

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

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Hunchback IIC 2

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 4

Tonnage: 50
Tech Base: Clan
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	CT	4	7 [P]	—	4	8	12
2	Heavy Large Laser	RT	18	16 [DE]	—	5	10	15
2	Heavy Large Laser	LT	18	16 [DE]	—	5	10	15

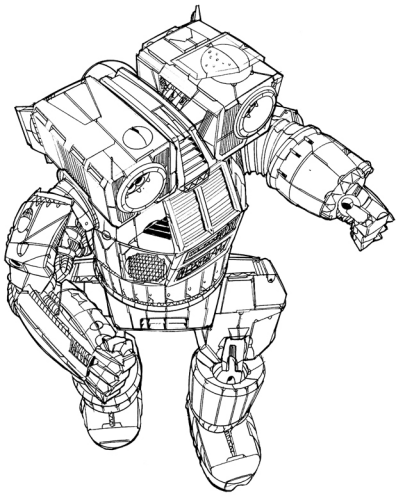
Cost: 7,958,500 C-bills **BV:** 1,869

WARRIOR DATA

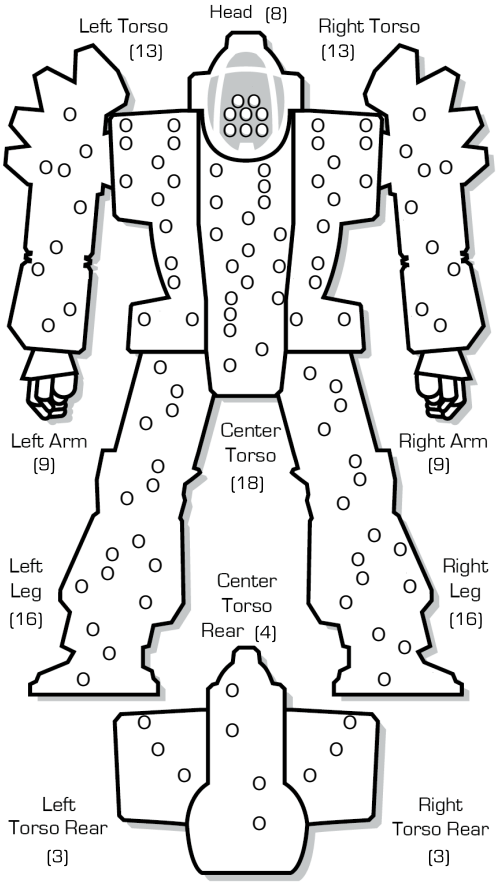
Name: _____

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

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

4-6:
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Endo Steel
6. Endo Steel

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine

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

4-6:
1. Heavy Large Laser
2. Heavy Large Laser
3. Heavy Large Laser
4. Heavy Large Laser
5. Heavy Large Laser
6. Heavy Large Laser

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

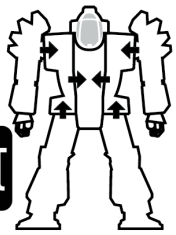
Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3:
4. Gyro
5. Gyro
6. Gyro

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator

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

4-6:
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Endo Steel
6. Endo Steel

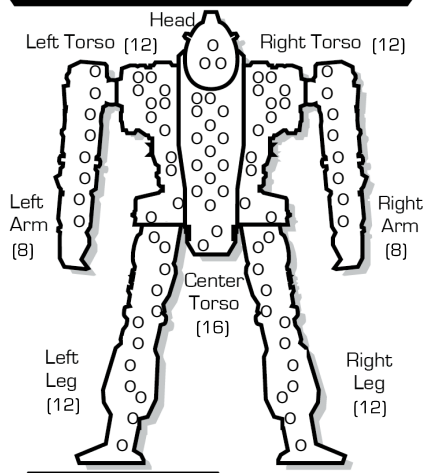
Right Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. Double Heat Sink
4. Double Heat Sink
5. Heavy Large Laser
6. Heavy Large Laser

4-6:
1. Heavy Large Laser
2. Heavy Large Laser
3. Heavy Large Laser
4. Heavy Large Laser
5. Endo Steel
6. Endo Steel

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

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	Heat Sinks: 19 (38) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Hunchback IIC 3

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 4

Tonnage: 50
Tech Base: Clan
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	7 [DE]	—	5	10	15
2	ER Medium Laser	CT	5	7 [DE]	—	5	10	15
1	ATM 12	RT	8	[M,S,C]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
2	ATM 12	LT	8	[M,S,C]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9

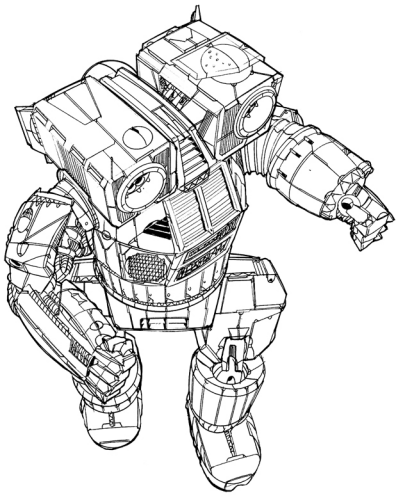
Cost: 8,230,000 C-bills **BV:** 1,951

WARRIOR DATA

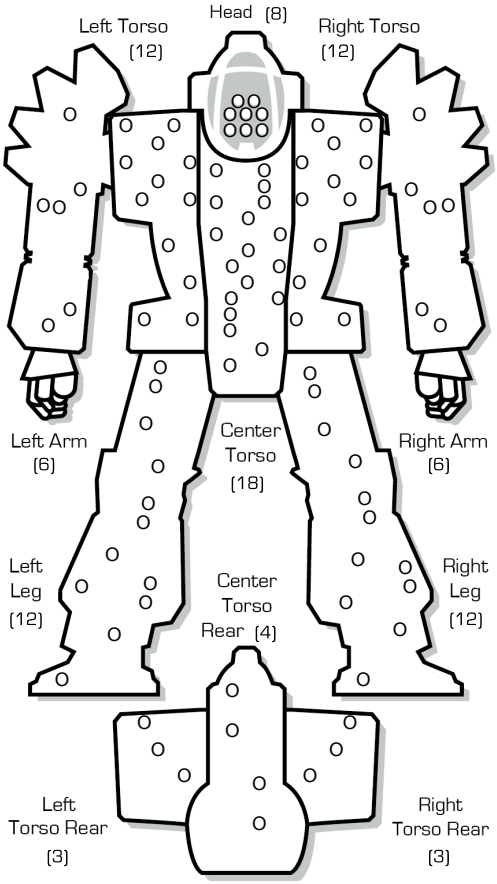
Name: _____

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. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink

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

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. ATM 12
4. ATM 12
5. ATM 12
6. ATM 12

1. ATM 12
2. ATM 12

4-6
3. ATM 12
4. ATM 12
5. ATM 12
6. ATM 12

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

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

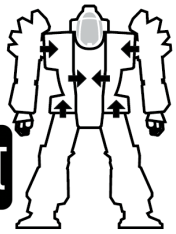
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine

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

1. Gyro
2. XL Fusion Engine

4-6
3. XL Fusion Engine
4. XL Fusion Engine
5. ER Medium Laser
6. ER Medium Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink

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

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

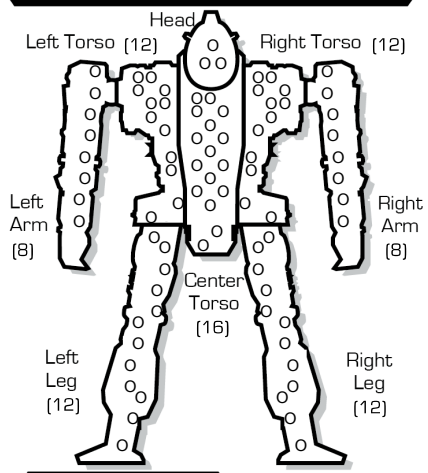
1-3
3. ATM 12
4. ATM 12
5. ATM 12
6. ATM 12

1. ATM 12
2. Ammo (ATM 12) 5

4-6
3. Ammo (ATM 12) 5
4. Ammo (ATM 12 ER) 5
5. Ammo (ATM 12 HE) 5
6. Endo Steel

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

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

Heat Sinks: 12 (24) Double

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Nobori-Nin Prime

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 5

Tonnage: 50
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Active Probe	RT	—	[E]	—	—	—	5
1	LRM 10 w/Artemis IV FCS	RT	4	1/Msl [M,C,S]	—	7	14	21
1	AMS	LT	1	2 [DB,PD]	—	0	0	0
1	Clan TAG	LT	0	0 [S]	—	5	10	15
1	Flamer	LT	3	2 [DE,H,AI]	—	1	2	3
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Ultra AC/2	RA	1	2/Sht [DB,R,C]	2	9	18	27
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	Streak SRM 6	LA	4	2/Msl [M,C]	—	4	8	12
1	A-Pod	RL	—	[PD,OS,AI]	—	—	—	—
1	A-Pod	LL	—	[PD,OS,AI]	—	—	—	—

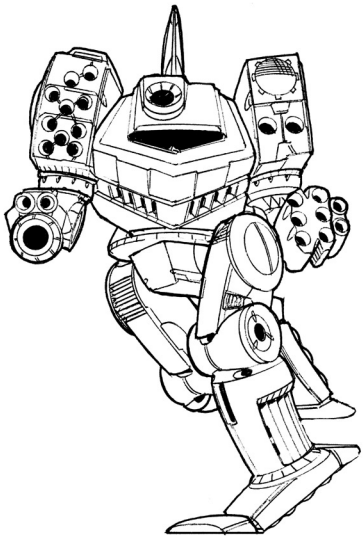
Cost: 12,415,000 C-bills **BV:** 2,108

WARRIOR DATA

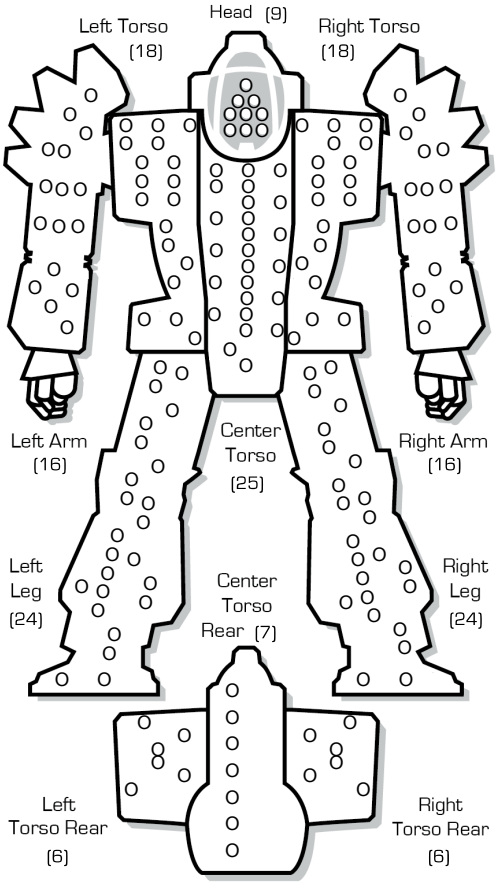
Name: _____

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 (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER Medium Laser
5. ER Medium Laser
6. Streak SRM 6

1. Streak SRM 6
2. Ammo (Streak SRM 6) 15
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Roll Again

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. AMS
5. Ammo (AMS) 24
6. Flamer

1. Clan TAG
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

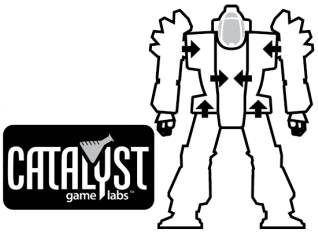
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. A-Pod

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

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. ER Medium Laser
4. ER Medium Laser
5. Ultra AC/2
6. Ultra AC/2

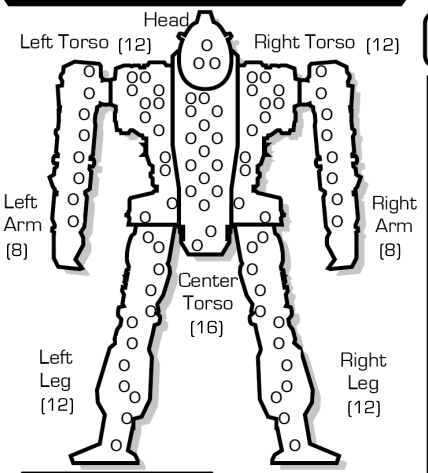
1. Ammo (Ultra AC/2) 45
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. LRM 10
5. Artemis IV FCS
6. Ammo (LRM 10 Artemis) 12

1. Active Probe
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. A-Pod

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Nobori-Nin A

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 5

Tonnage: 50
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	LB 2-X AC	RA	1	2 [DB,C/F/S]	4	10	20	30
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
1	LRM 10	LA	4	1/Msl [M,C,S]	—	7	14	21

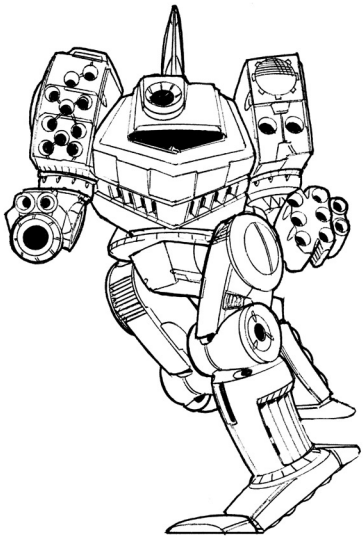
Cost: 11,274,063 C-bills **BV:** 2,034

WARRIOR DATA

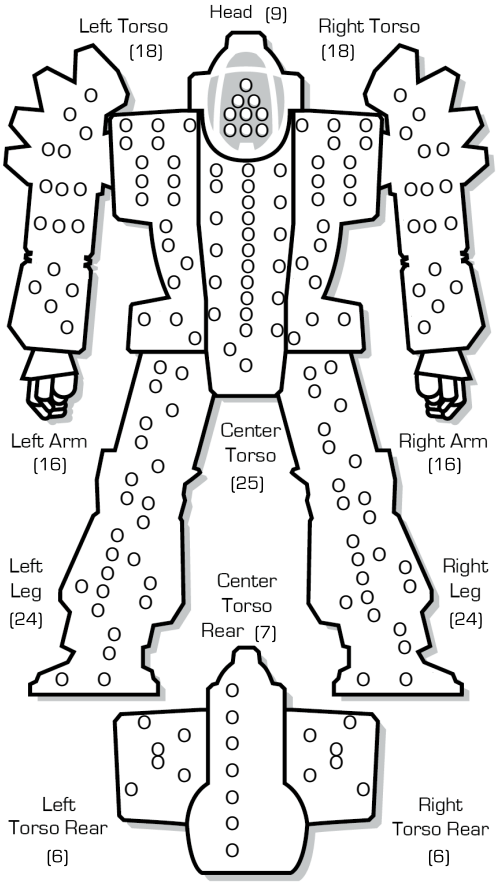
Name: _____

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. Large Pulse Laser
5. Large Pulse Laser
6. LRM 10

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

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Ammo (LRM 10) 12

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

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

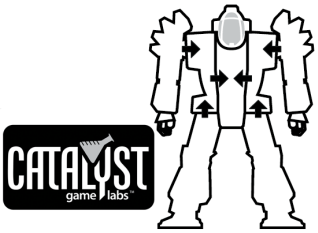
Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator

1-3
3. Large Pulse Laser
4. Large Pulse Laser
5. LB 2-X AC
6. LB 2-X AC

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

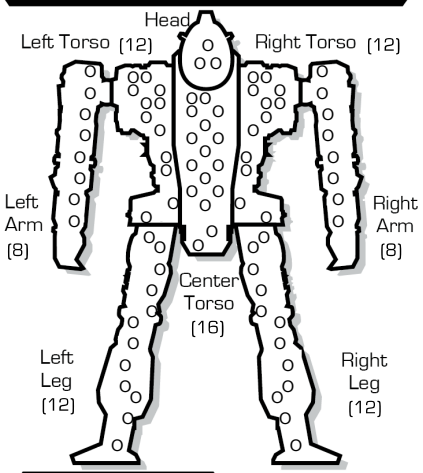
Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Ammo (LB-2X) 45

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

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Nobori-Nin B

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 5

Tonnage: 50
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Machine Gun	RT	0	2 [DB,AI]	—	1	2	3
1	ER PPC	RA	15	15 [DE]	—	7	14	23
2	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	LB 10-X AC	LA	2	10 [DB,C/F/S]	—	6	12	18

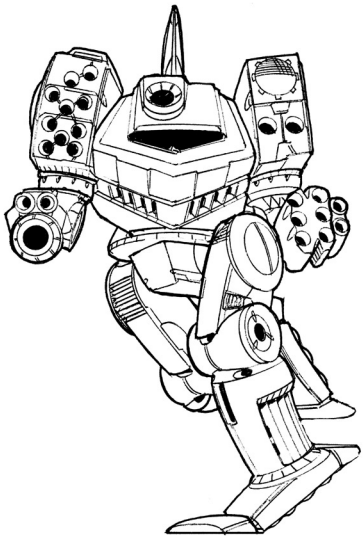
Cost: 11,678,125 C-bills **BV:** 2,156

WARRIOR DATA

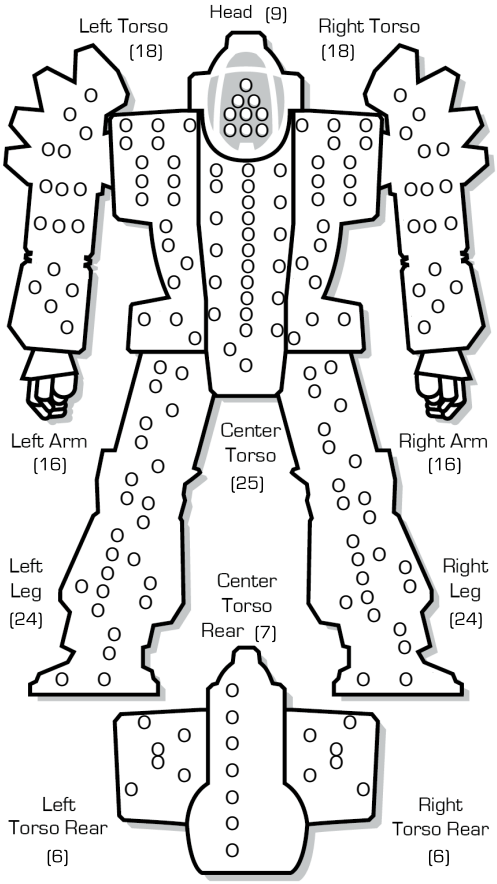
Name: _____

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. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

1-3

1. LB 10-X AC
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

4-6

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Ammo (LB-10X) 10
5. Ammo (LB-10X Cluster) 10
6. Endo Steel

1-3

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

4-6

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

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

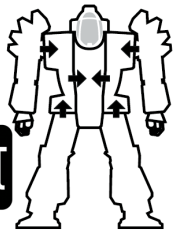
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Endo Steel

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. ER PPC
4. ER PPC
5. Medium Pulse Laser
6. Medium Pulse Laser

1-3

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

4-6

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Machine Gun
5. Machine Gun
6. Ammo (Machine Gun) 200

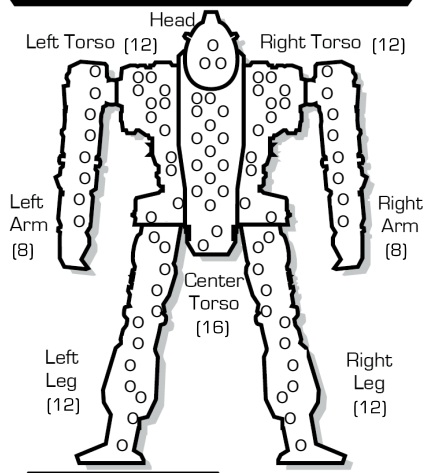
1-3

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

4-6

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Nobori-Nin C

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 5

Tonnage: 50
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Flamer	RT	3	2 [DE,H,AI]	—	1	2	3
1	LRM 20	RT	6	1/Msl [M,C,S]	—	7	14	21
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	ER Small Laser	LT	2	5 [DE]	—	2	4	6
1	LRM 15	LT	5	1/Msl [M,C,S]	—	7	14	21
1	Streak SRM 4	RA	3	2/Msl [M,C]	—	4	8	12
1	Ultra AC/5	LA	1	5/Sht [DB,R,C]	—	7	14	21

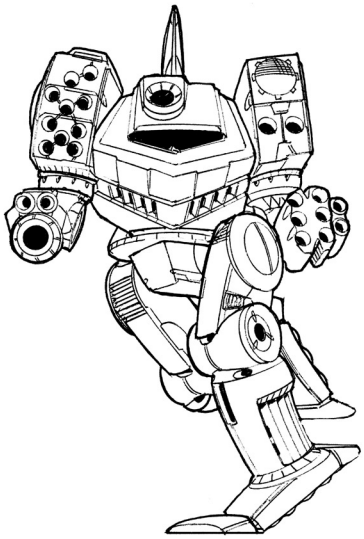
Cost: 11,835,156 C-bills **BV:** 2,199

WARRIOR DATA

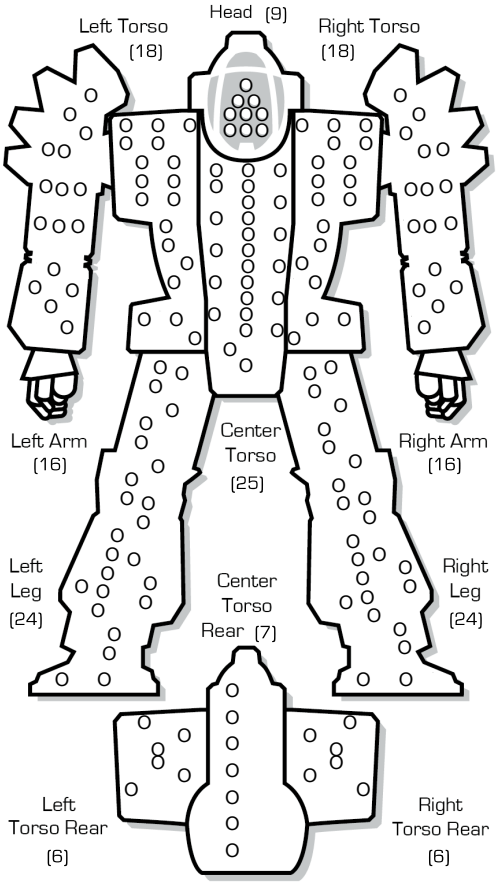
Name: _____

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

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

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. LRM 15 (1-3)
5. LRM 15 (1-3)
6. ER Medium Laser

1. ER Small Laser
2. Ammo (LRM 15) 8
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

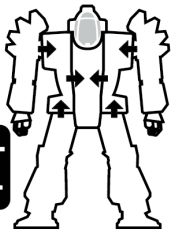
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

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

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Streak SRM 4
4. Ammo (Streak SRM 4) 25
5. Endo Steel
6. Endo Steel

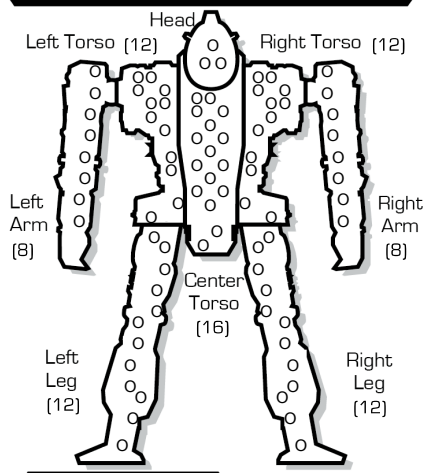
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. LRM 20 (1-3)
5. LRM 20 (1-3)
6. LRM 20 (1-3)

1. LRM 20 (4-6)
2. Flamer (4-6)
3. Ammo (LRM 20) 6 (4-6)
4. Endo Steel (4-6)
5. Ferro-Fibrous (4-6)
6. Ferro-Fibrous (4-6)

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Nobori-Nin D

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 5

Tonnage: 50
Tech Base: Clan
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	Small Pulse Laser	RT	2	3 [P]	—	2	4	6
1	ATM 6	RA	4	[M,S,C]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
1	Ultra AC/10	LA	3	10/Sht [DB,R,C]	—	6	12	18

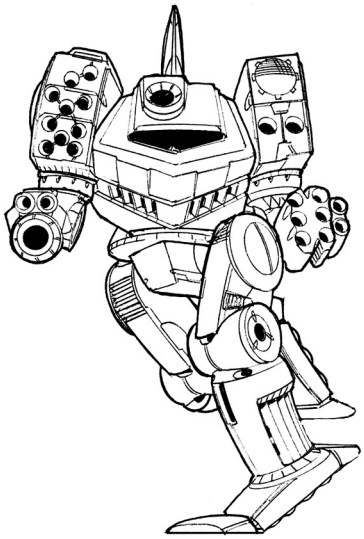
Cost: 10,683,438 C-bills **BV:** 2,007

WARRIOR DATA

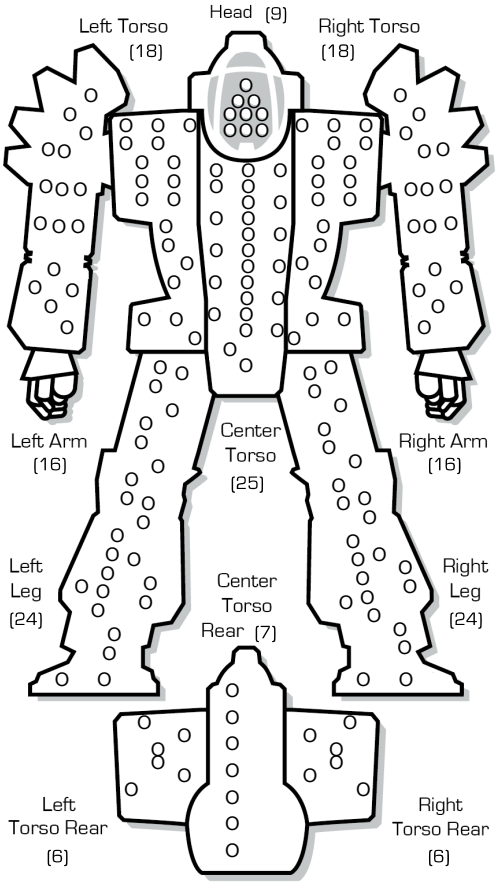
Name: _____

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 (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Ultra AC/10
4. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10

1-3

1. Ammo (Ultra AC/10) 10
2. Ammo (Ultra AC/10) 10
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Roll Again

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

1-3

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

4-6

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

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

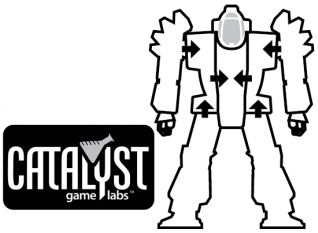
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Endo Steel

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ATM 6
6. ATM 6

1-3

1. ATM 6
2. Ammo (ATM 6) 10
3. Ammo (ATM 6 ER) 10
4. Ammo (ATM 6 HE) 10
5. Endo Steel
6. Endo Steel

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Medium Pulse Laser
5. Medium Pulse Laser
6. Small Pulse Laser

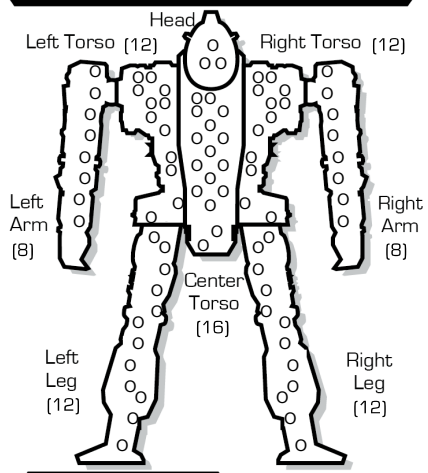
1-3

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

4-6

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Nobori-Nin E

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 5

Tonnage: 50
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ATM 6	RT	4	[M,S,C]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
1	AMS	LT	1	2 [DB,PD]	—	0	0	0
1	ER Small Laser	LT	2	5 [DE]	—	2	4	6
1	Clan Light TAG	RA	0	0 [S]	—	3	6	9
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Light Active Probe	RA	—	[E]	—	—	—	—
2	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12

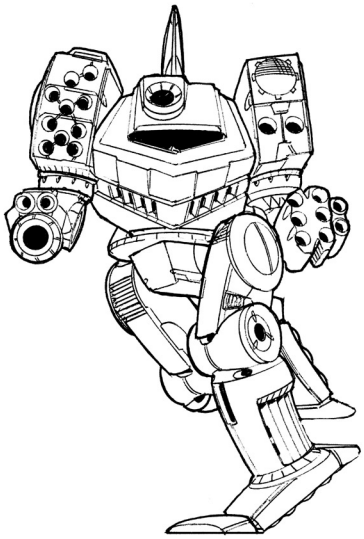
Cost: 11,528,594 C-bills **BV:** 2,104

WARRIOR DATA

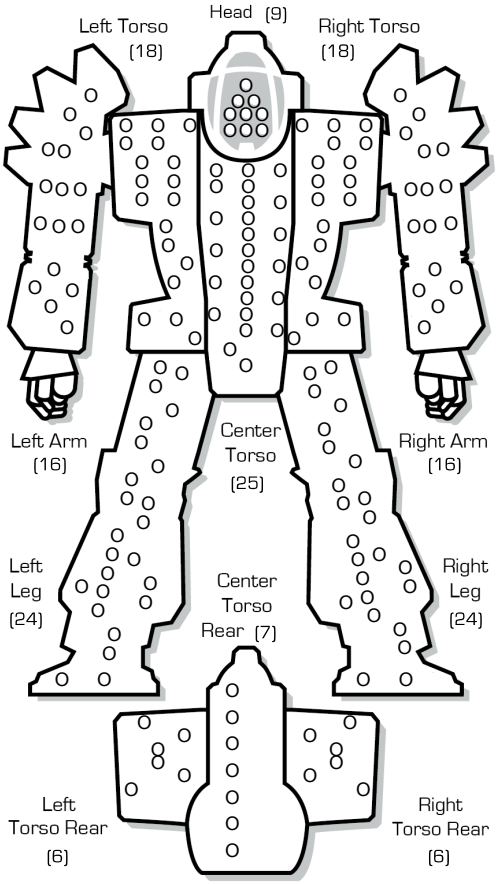
Name: _____

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. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Medium Pulse Laser
3. Medium Pulse Laser

4-6
4. Endo Steel
5. Endo Steel
6. Ferro-Fibrous

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

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

1. AMS
2. Ammo (AMS) 24

4-6
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

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

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

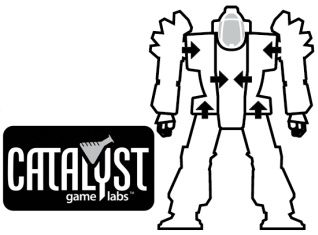
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine

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

1. Gyro

4-6
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Large Pulse Laser

1. Large Pulse Laser

4-6
2. Clan Light TAG
3. Light Active Probe
4. Endo Steel
5. Endo Steel
6. Roll Again

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet

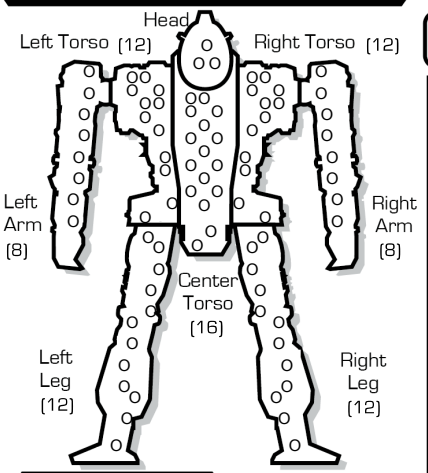
1-3
4. ATM 6
5. ATM 6
6. ATM 6

1. Ammo (ATM 6) 10
2. Ammo (ATM 6 ER) 10

4-6
3. Ammo (ATM 6 HE) 10
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Nobori-Nin H

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 5

Tonnage: 50
Tech Base: Clan
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
2	Heavy Medium Laser	RA	7	10 [DE]	—	3	6	9
1	Heavy Small Laser	RA	3	6 [DE]	—	1	2	3
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
2	Heavy Medium Laser	LA	7	10 [DE]	—	3	6	9
1	Active Probe	RL	—	[E]	—	—	—	5
1	ECM Suite	LL	—	[E]	—	—	—	6

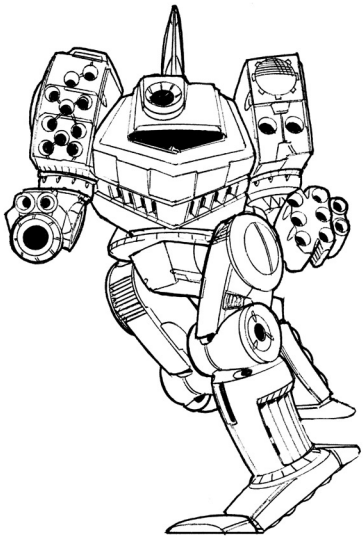
Cost: 12,345,625 C-bills **BV:** 2,495

WARRIOR DATA

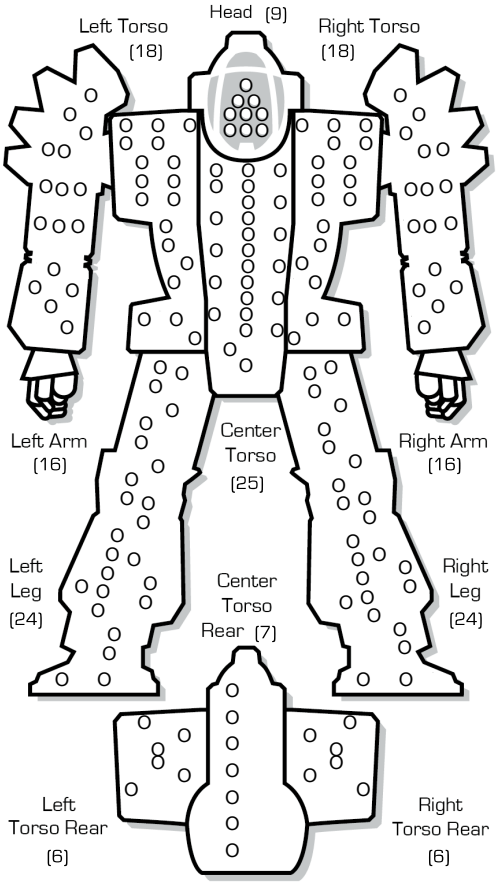
Name: _____

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. Double Heat Sink
4. Double Heat Sink
5. ER Large Laser
6. Heavy Medium Laser

1. Heavy Medium Laser
2. Heavy Medium Laser
3. Heavy Medium Laser
4. Endo Steel
5. Endo Steel
6. Ferro-Fibrous

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Targeting Computer

1. Targeting Computer
2. Targeting Computer
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

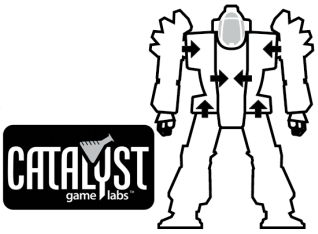
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. ECM Suite

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

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. ER Large Laser
6. Heavy Medium Laser

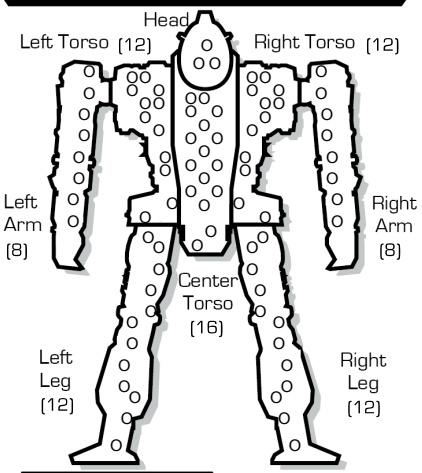
1. Heavy Medium Laser
2. Heavy Medium Laser
3. Heavy Medium Laser
4. Heavy Small Laser
5. Endo Steel
6. Endo Steel

Right Torso
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. Double Heat Sink
2. Double Heat Sink
3. Jump Jet
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Active Probe

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Nobori-Nin N

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 5

Tonnage: 50
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	Heavy Medium Laser	RA	7	10 [DE]	—	3	6	9
1	ATM 6	LA	4	[M,S,C]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25

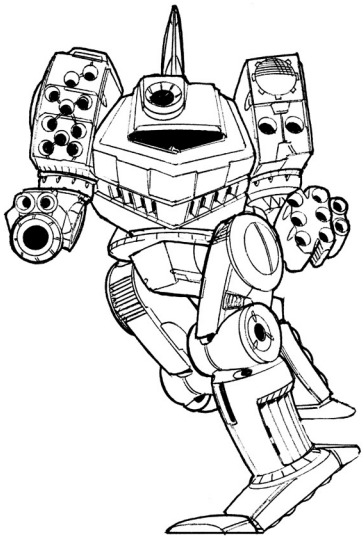
Cost: 11,482,188 C-bills **BV:** 2,556

WARRIOR DATA

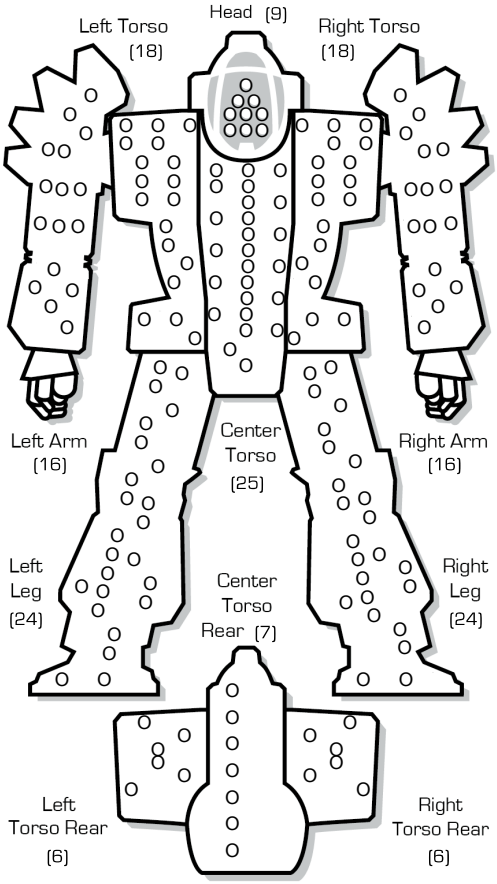
Name: _____

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. Double Heat Sink
5. Double Heat Sink
6. ATM 6

1. ATM 6
2. ATM 6

4-6
3. ER Large Laser
4. Endo Steel
5. Endo Steel
6. Ferro-Fibrous

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Ammo (ATM 6) 10

1. Ammo (ATM 6 ER) 10
2. Ammo (ATM 6 HE) 10

4-6
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

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

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

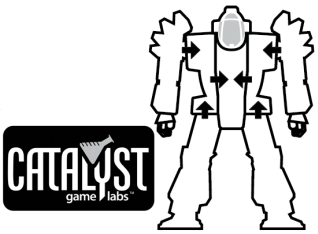
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine

4-6
4. XL Fusion Engine
5. Jump Jet
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator

1-3
3. Double Heat Sink
4. Double Heat Sink
5. ER PPC
6. ER PPC

1. Heavy Medium Laser
2. Heavy Medium Laser

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

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet

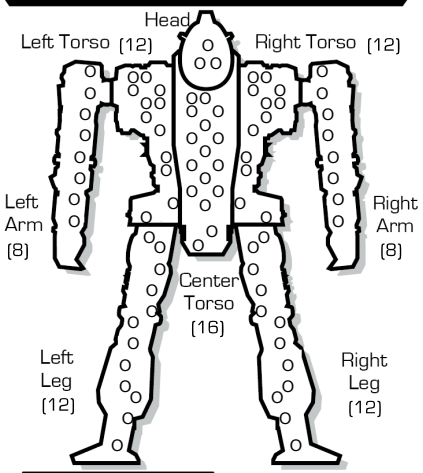
1-3
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

1. Endo Steel
2. Ferro-Fibrous

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

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Black Lanner Prime

Movement Points:
- Walking: 7
- Running: 11 [14]
- Jumping: 0

Tonnage: 55
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	HD	—	[E]	—	—	—	6
1	SRM 6	RT	4	2/Msl [M,C]	—	3	6	9
1	LRM 10	LT	4	1/Msl [M,C,S]	—	7	14	21
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

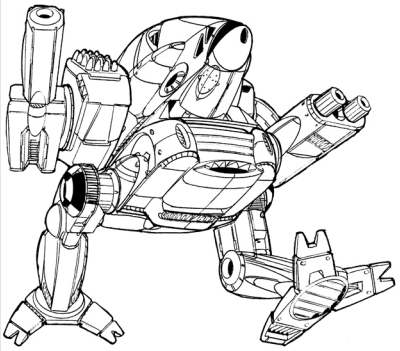
Cost: 17,988,072 C-bills **BV:** 2,268

WARRIOR DATA

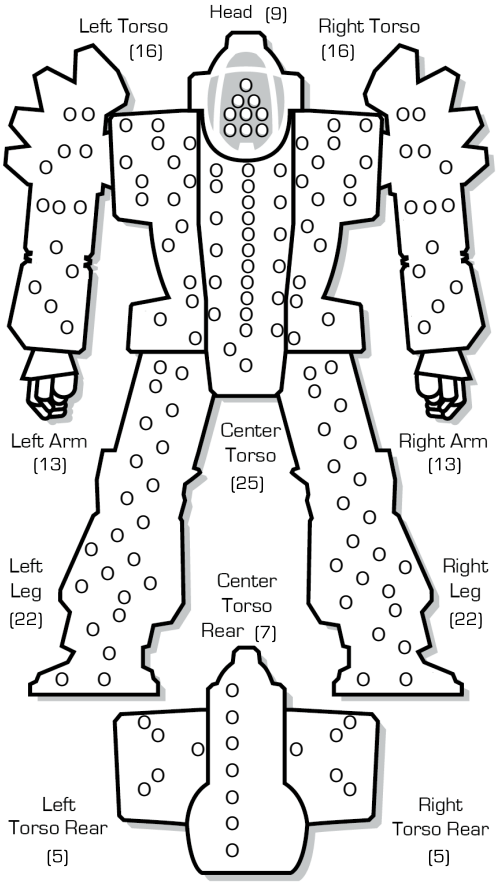
Name: _____

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. ER Medium Laser
4. ER Medium Laser
5. Ferro-Fibrous
6. Ferro-Fibrous

1-3

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

4-6

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. LRM 10
4. Ammo (LRM 10) 12
5. Endo Steel
6. Endo Steel

1-3

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

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. ECM Suite
5. Sensors
6. Life Support

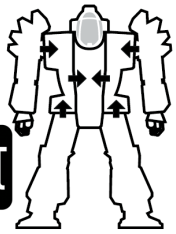
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. ER Large Laser
4. Endo Steel
5. Endo Steel
6. Roll Again

1-3

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

4-6

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. SRM 6
4. Ammo (SRM 6) 15
5. Ferro-Fibrous
6. Ferro-Fibrous

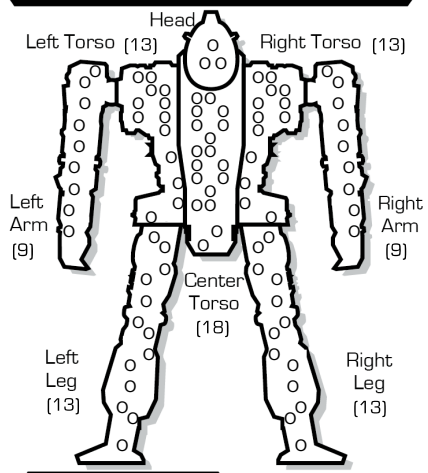
1-3

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

4-6

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

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Black Lanner A

Movement Points:
- Walking: 7
- Running: 11 [14]
- Jumping: 0

Tonnage: 55
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	HD	—	[E]	—	—	—	6
1	Active Probe	RT	—	[E]	—	—	—	5
1	Clan TAG	LT	0	0 [S]	—	5	10	15
1	ER PPC	RA	15	15 [DE]	—	7	14	23
2	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12

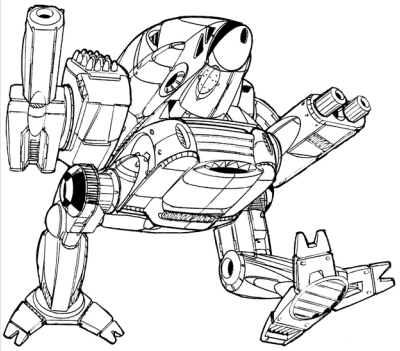
Cost: 18,046,197 C-bills **BV:** 2,308

WARRIOR DATA

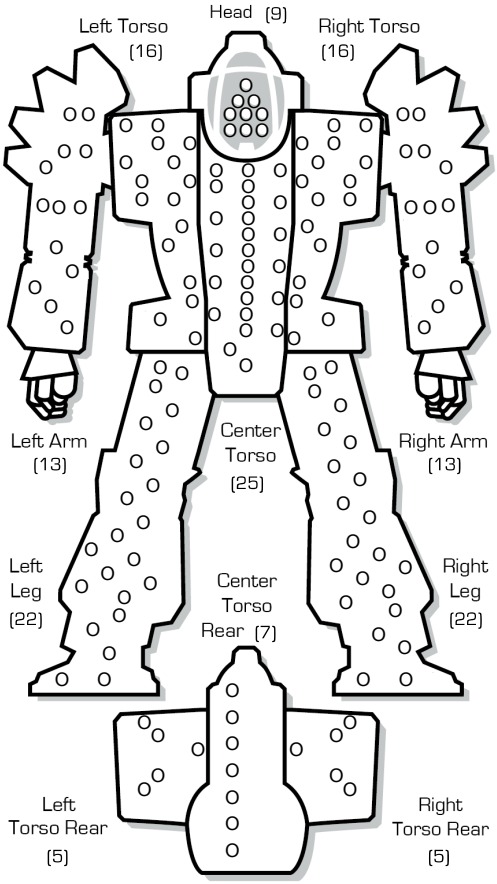
Name: _____

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. Medium Pulse Laser
4. Medium Pulse Laser
5. Ferro-Fibrous
6. Ferro-Fibrous

1-3

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

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Clan TAG
4. Endo Steel
5. Endo Steel
6. Endo Steel

1-3

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

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. ECM Suite
5. Sensors
6. Life Support

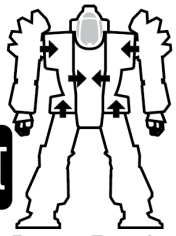
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

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

1-3

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

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Active Probe
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

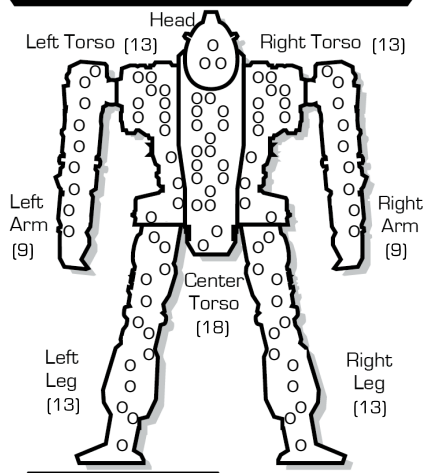
1-3

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

4-6

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

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Black Lanner B

Movement Points:
- Walking: 7
- Running: 11 [14]
- Jumping: 0

Tonnage: 55
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	RA	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20	LA	6	1/Msl [M,C,S]	—	7	14	21

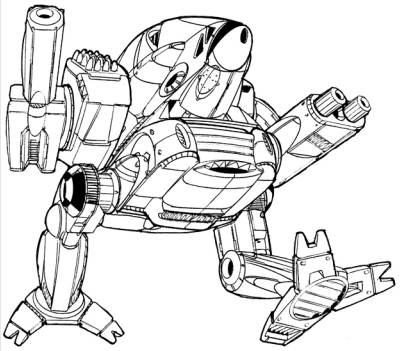
Cost: 17,523,072 C-bills **BV:** 1,961

WARRIOR DATA

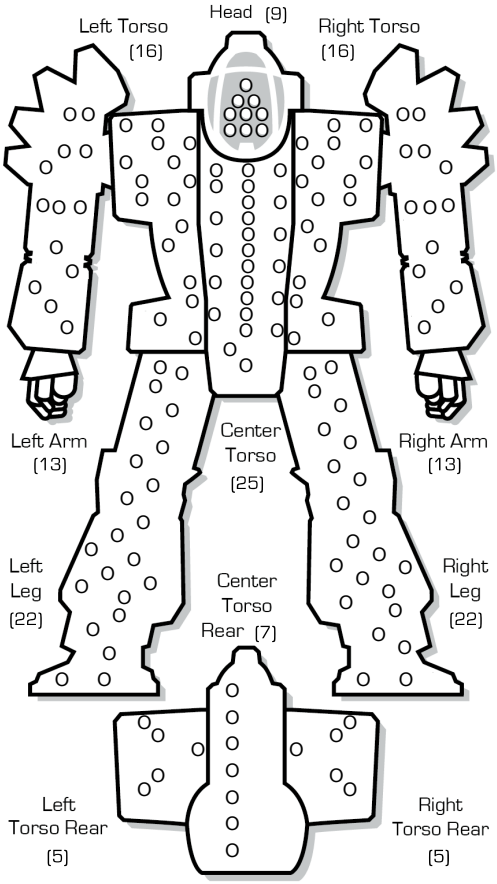
Name: _____

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. LRM 20 (1-3)
4. LRM 20
5. LRM 20
6. LRM 20

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

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Ammo (LRM 20) 6 (1-3)
4. Ammo (LRM 20) 6
5. Endo Steel
6. Endo Steel

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

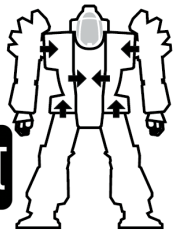
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

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

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Gyro
5. Gyro
6. Gyro

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. LRM 20 (1-3)
4. LRM 20
5. LRM 20
6. LRM 20

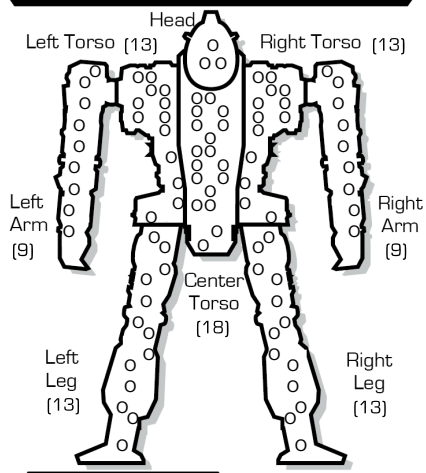
1. Endo Steel
2. Endo Steel
3. Roll Again (4-6)
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Ammo (LRM 20) 6 (1-3)
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

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

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Black Lanner C

Movement Points:
- Walking: 7
- Running: 11 [14]
- Jumping: 0

Tonnage: 55
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 6	RA	4	2/Msl [M,C]	—	4	8	12
6	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

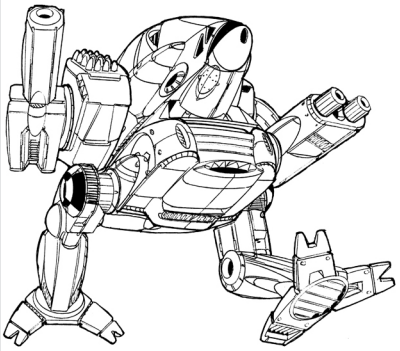
Cost: 17,654,822 C-bills **BV:** 2,523

WARRIOR DATA

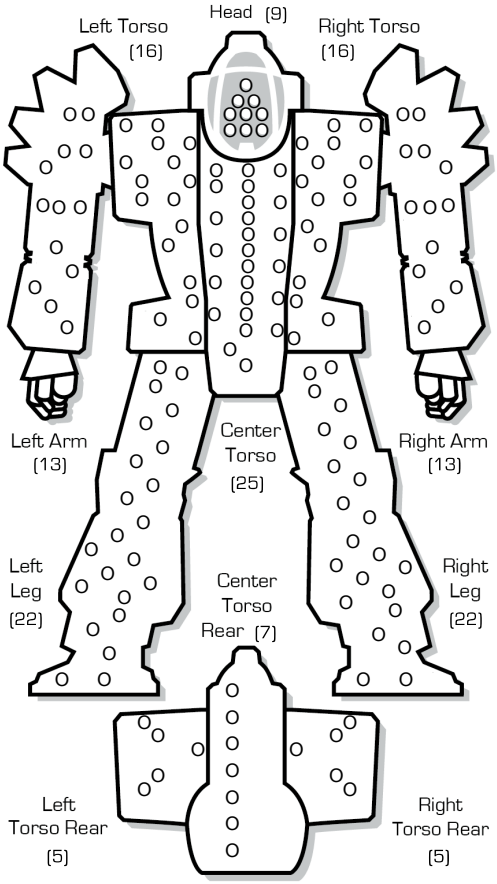
Name: _____

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. ER Medium Laser
4. ER Medium Laser
5. ER Medium Laser
6. ER Medium Laser

1-3

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

4-6

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

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

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

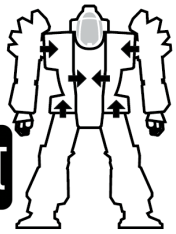
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Streak SRM 6
4. Streak SRM 6
5. Ammo (Streak SRM 6) 15
6. Endo Steel

1-3

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

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

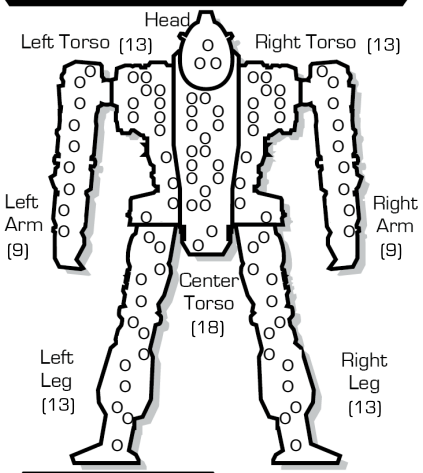
1-3

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

4-6

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

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Black Lanner D

Movement Points:
- Walking: 7
- Running: 11 [14]
- Jumping: 0

Tonnage: 55
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Active Probe	HD	—	[E]	—	—	—	5
1	SRM 6	RT	4	2/Msl [M,C]	—	3	6	9
1	Flamer	LT	3	2 [DE,H,AI]	—	1	2	3
1	SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
1	ER Small Laser	RA	2	5 [DE]	—	2	4	6
2	Machine Gun	RA	0	2 [DB,AI]	—	1	2	3
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	ER Small Laser	LA	2	5 [DE]	—	2	4	6
2	Machine Gun	LA	0	2 [DB,AI]	—	1	2	3
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12

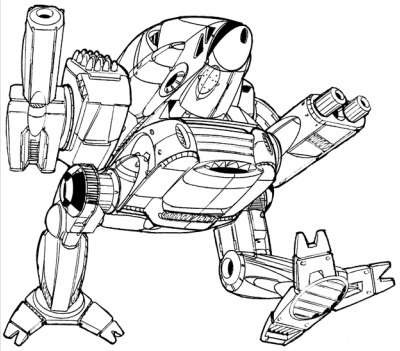
Cost: 17,581,197 C-bills **BV:** 1,809

WARRIOR DATA

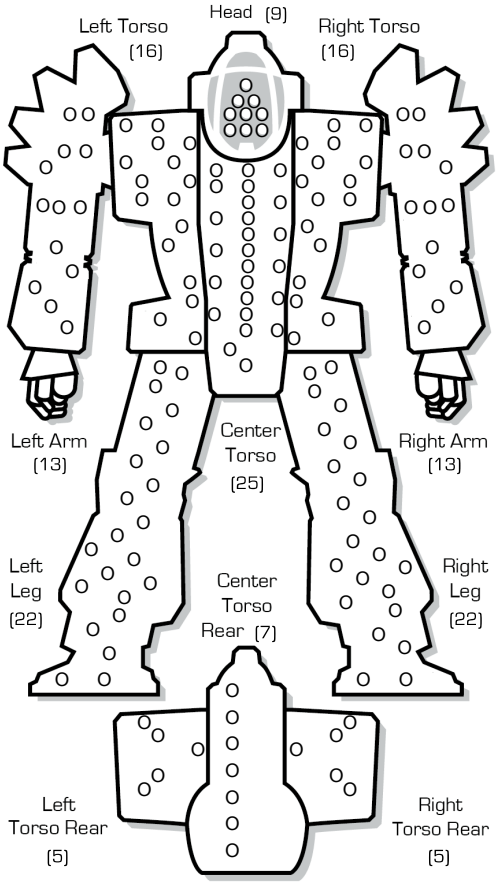
Name: _____

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. Medium Pulse Laser
4. ER Small Laser
5. Machine Gun
6. Machine Gun

1-3

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

4-6

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. SRM 6
4. Flamer
5. Ammo (Machine Gun) 100
6. Endo Steel

1-3

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

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Active Probe
5. Sensors
6. Life Support

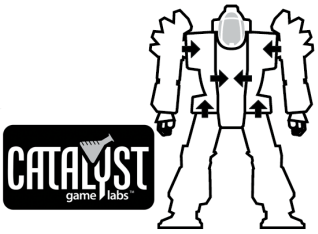
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Medium Pulse Laser
4. ER Small Laser
5. Machine Gun
6. Machine Gun

1-3

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

4-6

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. SRM 6
4. Ammo (SRM 6) 15
5. Ammo (SRM 6) 15
6. Ferro-Fibrous

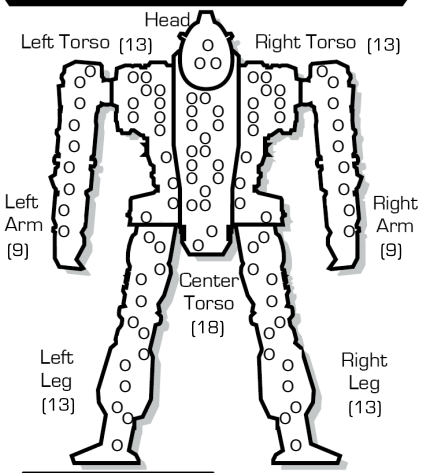
1-3

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

4-6

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

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Black Lanner E

Movement Points:
- Walking: 7
- Running: 11 [14]
- Jumping: 0

Tonnage: 55
Tech Base: Clan
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ATM 12	LA	8	[M,S,C]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9

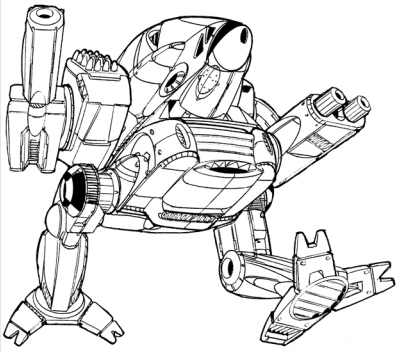
Cost: 17,600,572 C-bills **BV:** 2,331

WARRIOR DATA

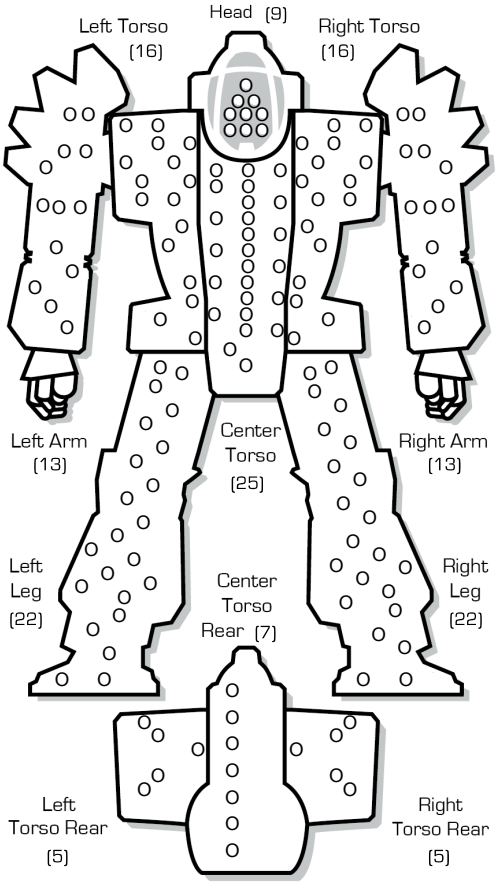
Name: _____

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 (CASE)
1. Shoulder
2. Upper Arm Actuator

1-3:
3. ATM 12
4. ATM 12
5. ATM 12
6. ATM 12

4-6:
1. ATM 12
2. Ammo (ATM 12) 5
3. Ammo (ATM 12 ER) 5
4. Ammo (ATM 12 HE) 5
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine

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

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

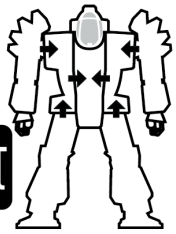
Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3:
4. Gyro
5. Gyro
6. Gyro

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator

1-3:
3. ER Medium Laser
4. ER Medium Laser
5. ER Medium Laser
6. Endo Steel

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

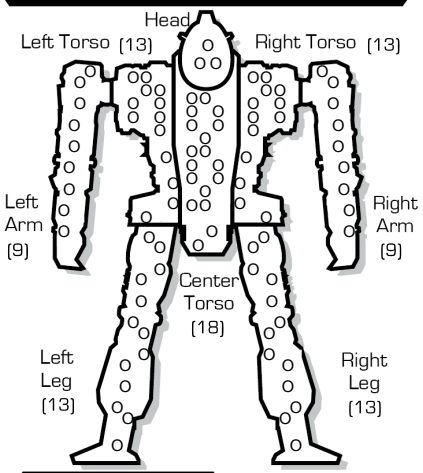
Right Torso
1. XL Fusion Engine
2. XL Fusion Engine

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

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

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

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Black Lanner H

Movement Points:
- Walking: 7
- Running: 11 [14]
- Jumping: 0

Tonnage: 55
Tech Base: Clan
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	HD	—	[E]	—	—	—	6
1	Heavy Large Laser	RA	18	16 [DE]	—	5	10	15
2	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12

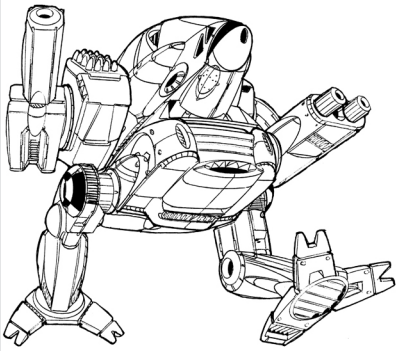
Cost: 17,511,447 C-bills **BV:** 1,928

WARRIOR DATA

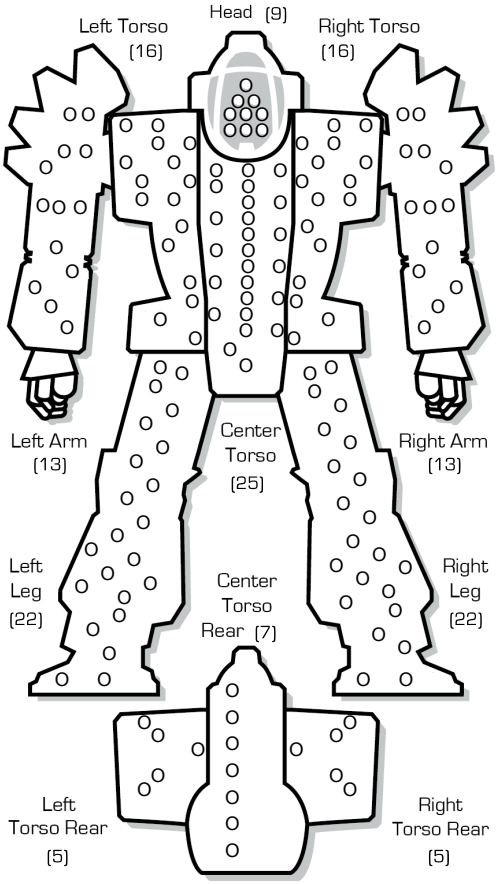
Name: _____

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. Double Heat Sink
4. Double Heat Sink
5. Medium Pulse Laser
6. Medium Pulse Laser

1-3

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

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Endo Steel
6. Endo Steel

1-3

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

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. ECM Suite
5. Sensors
6. Life Support

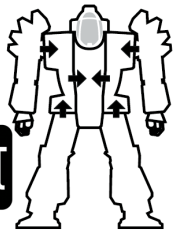
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Heavy Large Laser
6. Heavy Large Laser

1-3

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

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Ferro-Fibrous
6. Ferro-Fibrous

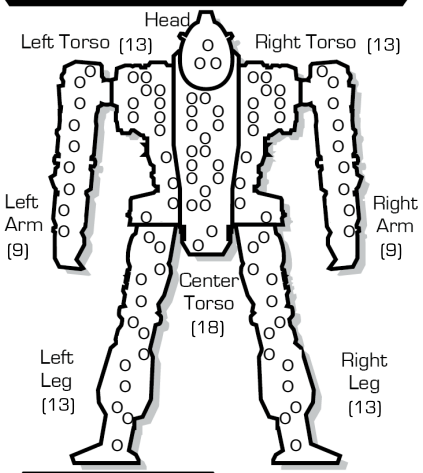
1-3

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

4-6

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

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Black Lanner X

Movement Points:
- Walking: 7
- Running: 11 [14]
- Jumping: 0

Tonnage: 55
Tech Base: Clan (Experimental)
Era: Jihad

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
					(hexes)			
1	Rotary AC/2	RA	1	2/Sht [DB,R,C]	2	9	18	27
2	Improved Heavy Medium Laser	LA	7	10 [DE,X]	—	3	6	9

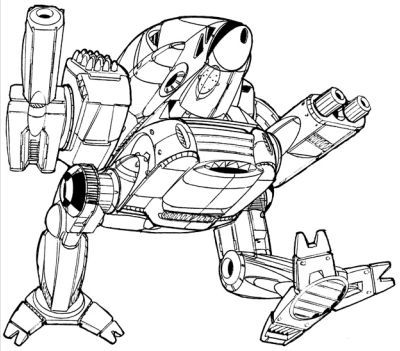
Cost: 18,375,572 C-bills **BV:** 1,681

WARRIOR DATA

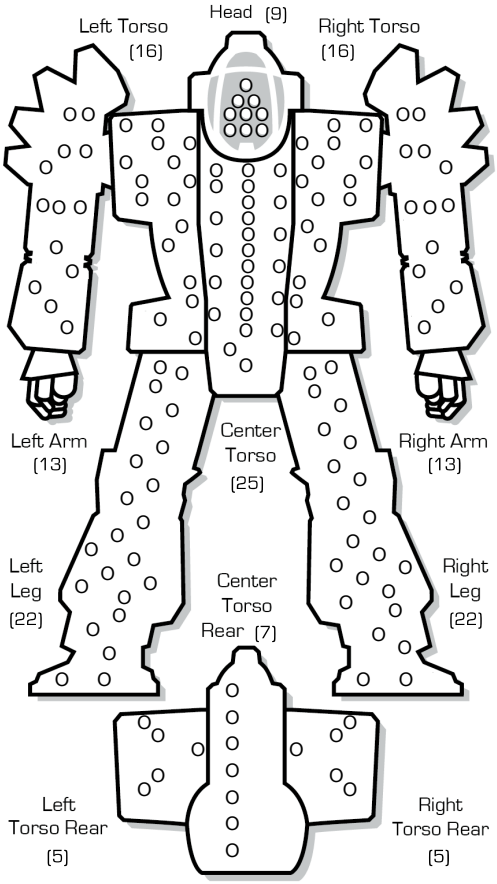
Name: _____

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 (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Improved Heavy Medium Laser
4. Improved Heavy Medium Laser
5. Improved Heavy Medium Laser
6. Improved Heavy Medium Laser

(1-3)

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

(4-6)

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

(1-3)

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

(4-6)

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

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

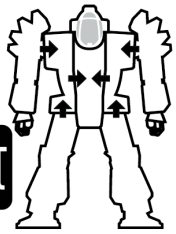
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

(1-3)

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

(4-6)

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Rotary AC/2
4. Rotary AC/2
5. Rotary AC/2
6. Rotary AC/2

(1-3)

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

(4-6)

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Ammo (RAC/2) 45
4. Ammo (RAC/2) 45
5. CASE II
6. Ferro-Fibrous

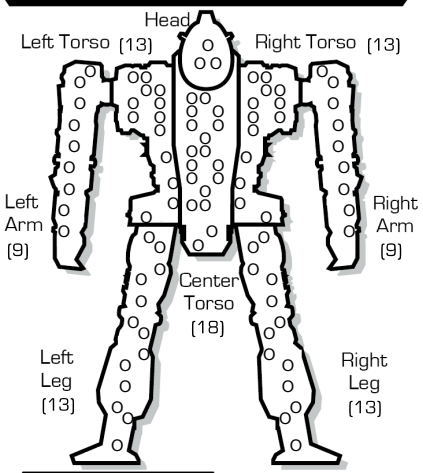
(1-3)

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

(4-6)

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

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Thresher

Movement Points:
- Walking: 5
- Running: 8 [10]
- Jumping: 5

Tonnage: 60
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/10	RT	3	10/Sht [DB,R,C]	—	6	12	18
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	SRM 6	RA	4	2/Msl [M,C]	—	3	6	9
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	SRM 6	LA	4	2/Msl [M,C]	—	3	6	9

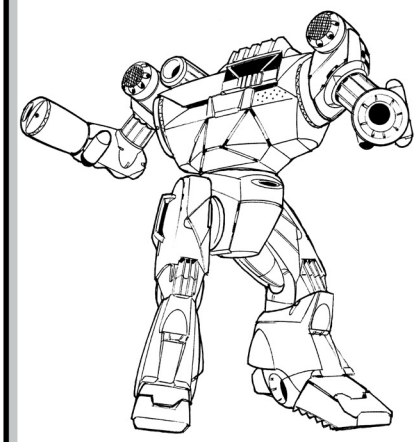
Cost: 12,737,600 C-bills **BV:** 2,314

WARRIOR DATA

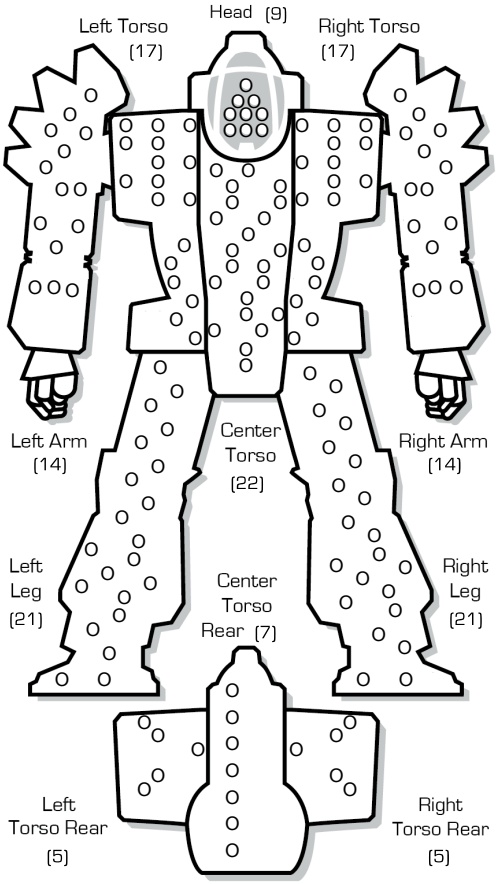
Name: _____

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 (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. SRM 6
5. Medium Pulse Laser
6. Ammo (SRM 6) 15

1-3

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

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. ER Medium Laser
6. MASC

1-3

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

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

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

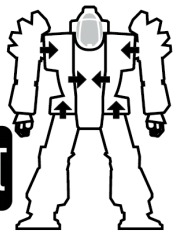
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Endo Steel

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

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. SRM 6
5. Medium Pulse Laser
6. Ammo (SRM 6) 15

1-3

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

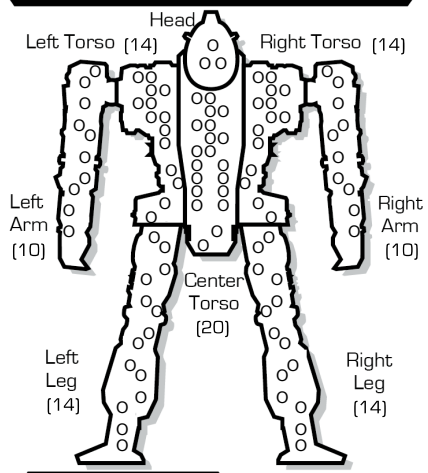
Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Ultra AC/10
4. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10

1-3

4-6
1. Ammo (Ultra AC/10) 10
2. Ammo (Ultra AC/10) 10
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

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

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Thresher 2

Movement Points:
- Walking: 5
- Running: 8 [10]
- Jumping: 5

Tonnage: 60
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 5-X AC	RT	1	5 [DB,C/F/S]	3	8	15	24
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	SRM 6	RA	4	2/Msl [M,C]	—	3	6	9
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	SRM 6	LA	4	2/Msl [M,C]	—	3	6	9

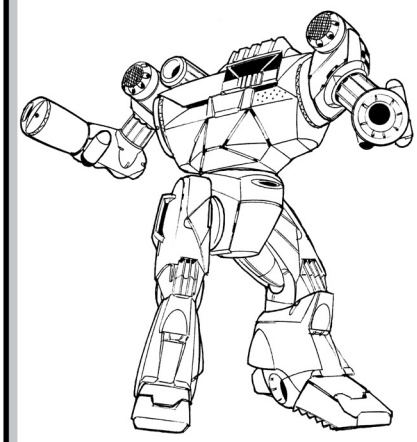
Cost: 13,534,400 C-bills **BV:** 2,337

WARRIOR DATA

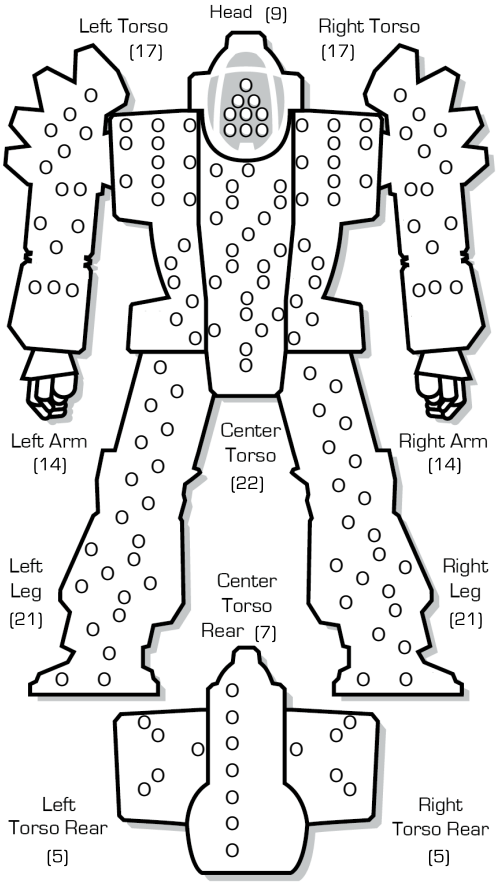
Name: _____

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 (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. SRM 6
5. ER Large Laser
6. Ammo (SRM 6) 15

1-3

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

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. ER Medium Laser
6. MASC

1-3

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

4-6

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

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

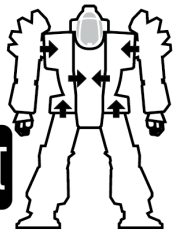
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Endo Steel

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. SRM 6
5. ER Large Laser
6. Ammo (SRM 6) 15

1-3

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

4-6

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. LB 5-X AC
4. LB 5-X AC
5. LB 5-X AC
6. LB 5-X AC

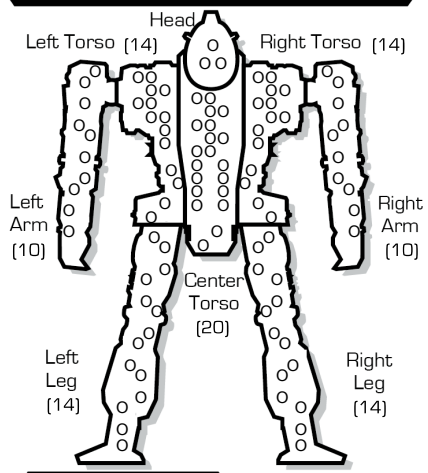
1-3

1. Ammo (LB-5X Cluster) 20
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

4-6

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

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

Heat Sinks: 13 (26) Double
O O
O O
O O
O
O
O
O
O
O
O
O

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Cauldron-Born Prime

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 0

Tonnage: 65
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 2	RT	2	2/Msl [M,C]	—	3	6	9
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	LRM 10	LT	4	1/Msl [M,C,S]	—	7	14	21
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	LB 5-X AC	LA	1	5 [DB,C/F/S]	3	8	15	24

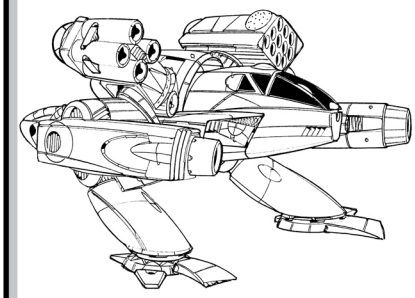
Cost: 17,972,281 C-bills **BV:** 1,952

WARRIOR DATA

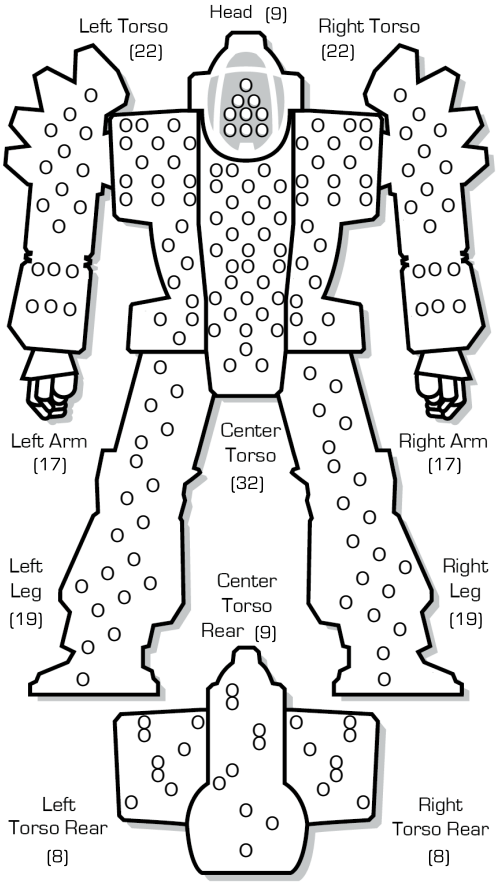
Name: _____

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 (CASE)
1. Shoulder
2. Upper Arm Actuator
3. LB 5-X AC
4. LB 5-X AC
5. LB 5-X AC
6. LB 5-X AC

1-3

1. Ammo (LB-5X) 20
2. Ammo (LB-5X Cluster) 20
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

4-6

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. LRM 10
4. ER Medium Laser
5. Ammo (LRM 10) 12
6. Ammo (LRM 10) 12

1-3

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

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

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

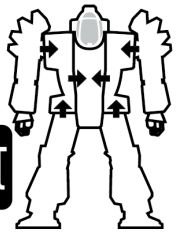
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Ferro-Fibrous

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1-3

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

4-6

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. SRM 2
4. Ammo (SRM 2) 50
5. Ammo (Gauss) 8
6. Ammo (Gauss) 8

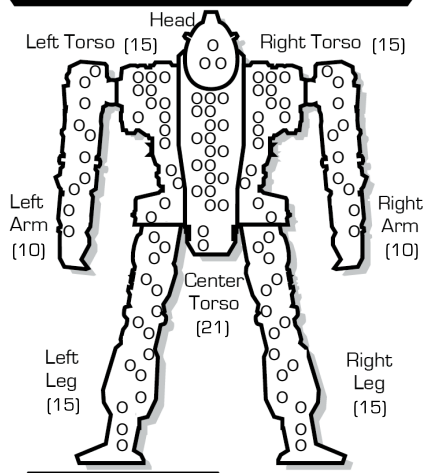
1-3

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

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Cauldron-Born A

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 0

Tonnage: 65
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	RT	7	20/Sht [DB,R,C]	—	4	8	12
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
2	ER Medium Laser(R)	LT	5	7 [DE]	—	5	10	15
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	Machine Gun	RA	0	2 [DB,AI]	—	1	2	3
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	Flamer	LA	3	2 [DE,H,AI]	—	1	2	3
1	Machine Gun	LA	0	2 [DB,AI]	—	1	2	3

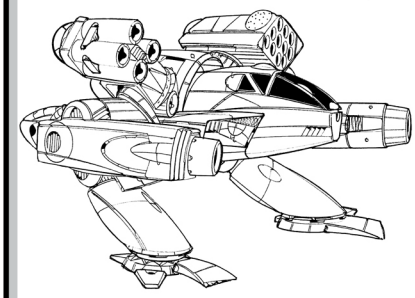
Cost: 18,606,500 C-bills **BV:** 2,429

WARRIOR DATA

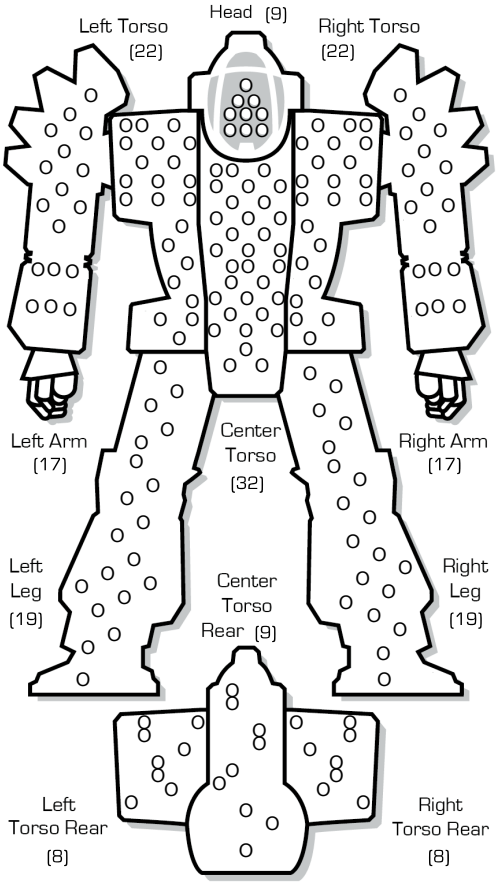
Name: _____

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. ER Large Laser
4. Flamer
5. Machine Gun
6. Ferro-Fibrous

1-3

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

4-6

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Medium Laser
4. ER Medium Laser(R)
5. ER Medium Laser(R)
6. Ammo (Ultra AC/20) 5

1-3

1. Ammo (Ultra AC/20) 5
2. Ammo (Ultra AC/20) 5
3. Ammo (Machine Gun) 200
4. Endo Steel
5. Ferro-Fibrous
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

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

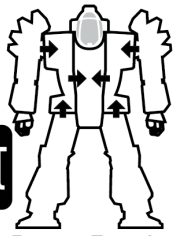
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Ferro-Fibrous

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. ER Large Laser
4. Medium Pulse Laser
5. Machine Gun
6. Ferro-Fibrous

1-3

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

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Ultra AC/20
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

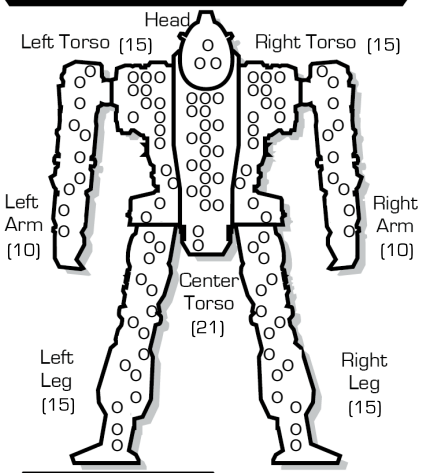
1-3

1. Ultra AC/20
2. Ultra AC/20
3. Ultra AC/20
4. Ultra AC/20
5. Endo Steel
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Cauldron-Born B

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 0

Tonnage: 65
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Active Probe	RT	—	[E]	—	—	—	5
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	Clan TAG	LT	0	0 [S]	—	5	10	15
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	ER PPC	LA	15	15 [DE]	—	7	14	23
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20

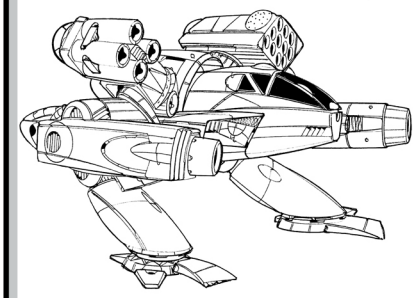
Cost: 18,756,031 C-bills **BV:** 2,535

WARRIOR DATA

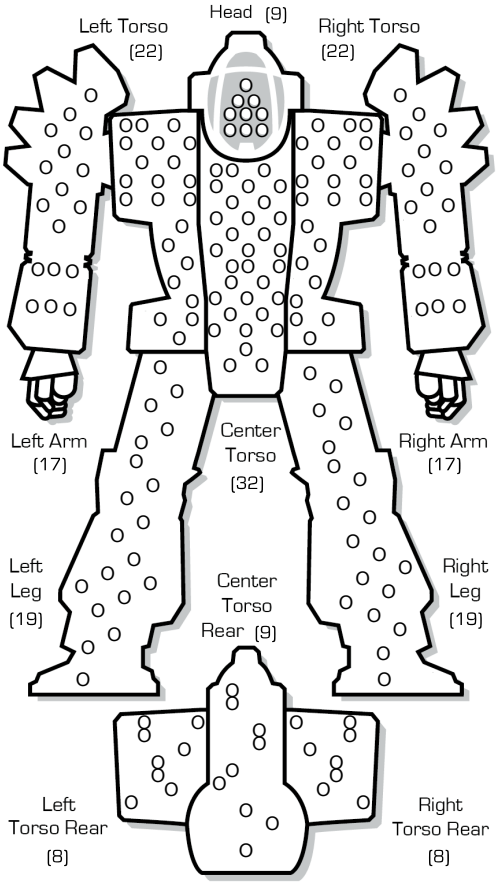
Name: _____

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. ER PPC
4. ER PPC
5. Large Pulse Laser
6. Large Pulse Laser

1-3

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

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Medium Pulse Laser
4. Clan TAG
5. Endo Steel
6. Ferro-Fibrous

1-3

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

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

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

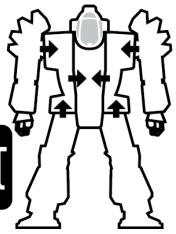
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Ferro-Fibrous

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. ER PPC
4. ER PPC
5. Large Pulse Laser
6. Large Pulse Laser

1-3

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

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Medium Pulse Laser
4. Active Probe
5. Endo Steel
6. Roll Again

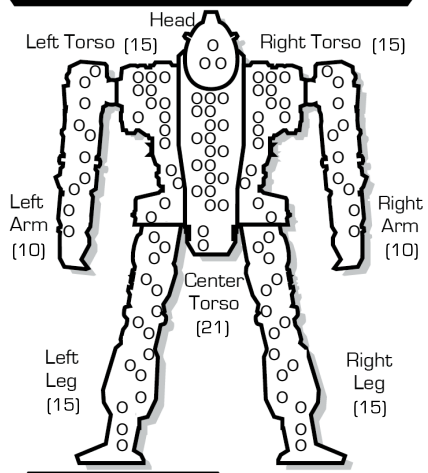
1-3

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

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Cauldron-Born C

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 0

Tonnage: 65
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RT	5	1/Msl [M,C,S]	—	7	14	21
1	LRM 15	LT	5	1/Msl [M,C,S]	—	7	14	21
1	SRM 6	RA	4	2/Msl [M,C]	—	3	6	9
1	Ultra AC/2	RA	1	2/Sht [DB,R,C]	2	9	18	27
1	SRM 6	LA	4	2/Msl [M,C]	—	3	6	9
1	Ultra AC/2	LA	1	2/Sht [DB,R,C]	2	9	18	27

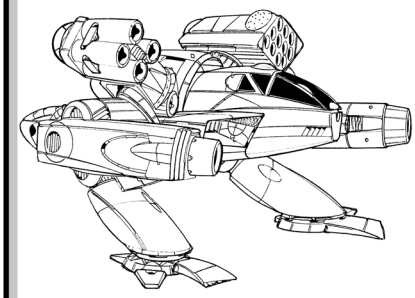
Cost: 17,992,906 C-bills **BV:** 1,831

WARRIOR DATA

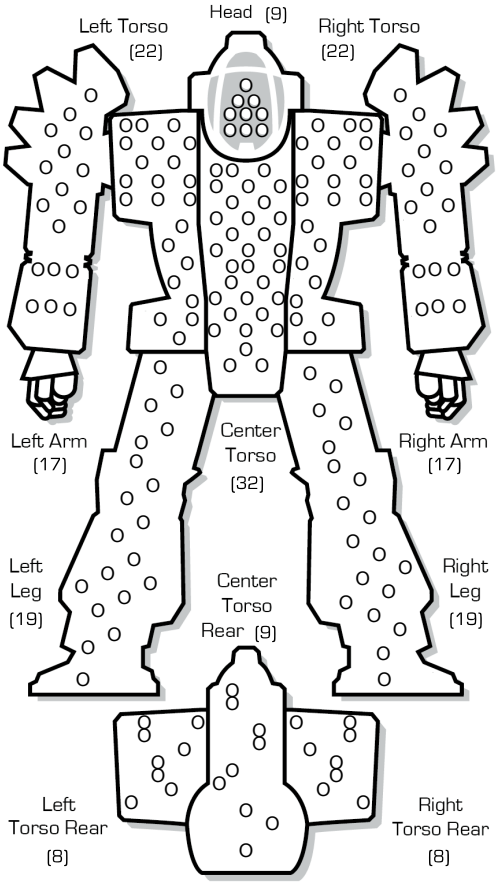
Name: _____

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 (CASE)
1. Shoulder
2. Upper Arm Actuator
3. SRM 6
1-3 4. Ultra AC/2
5. Ultra AC/2
6. Ammo (Ultra AC/2) 45

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

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. LRM 15
4. LRM 15
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

4-6 1. Ammo (SRM 6) 15
2. Ammo (SRM 6) 15
3. Endo Steel
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

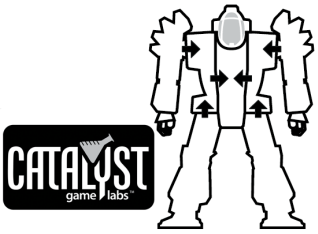
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

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

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

4-6 1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. SRM 6
1-3 4. Ultra AC/2
5. Ultra AC/2
6. Ammo (Ultra AC/2) 45

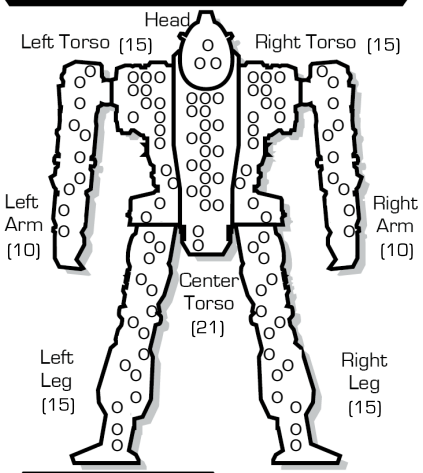
4-6 1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. LRM 15
4. LRM 15
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

4-6 1. Ammo (SRM 6) 15
2. Ammo (SRM 6) 15
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Cauldron-Born D

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 0

Tonnage: 65
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	ER Large Laser	LT	12	10 [DE]	—	8	15	25
1	Ultra AC/10	RA	3	10/Sht [DB,R,C]	—	6	12	18
1	Ultra AC/10	LA	3	10/Sht [DB,R,C]	—	6	12	18

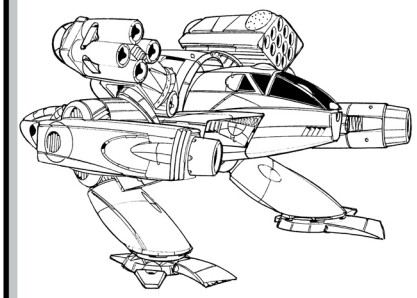
Cost: 17,114,281 C-bills **BV:** 2,228

WARRIOR DATA

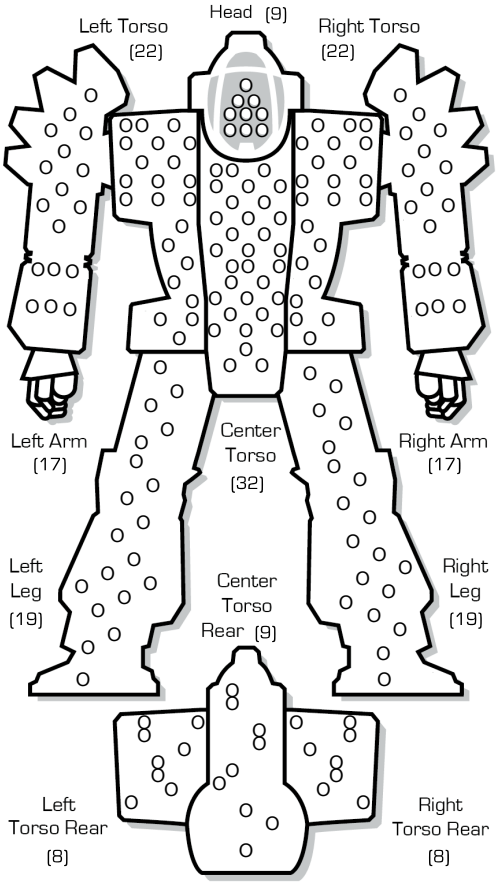
Name: _____

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. Ultra AC/10 (1-3)
4. Ultra AC/10 (1-3)
5. Ultra AC/10 (1-3)
6. Ultra AC/10 (1-3)

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

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Large Laser (1-3)
4. Ammo (Ultra AC/10) 10 (1-3)
5. Ammo (Ultra AC/10) 10 (1-3)
6. Endo Steel

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

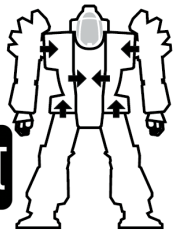
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

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

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)

1. Gyro (4-6)
2. XL Fusion Engine (4-6)
3. XL Fusion Engine (4-6)
4. XL Fusion Engine (4-6)
5. Endo Steel
6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Ultra AC/10 (1-3)
4. Ultra AC/10 (1-3)
5. Ultra AC/10 (1-3)
6. Ultra AC/10 (1-3)

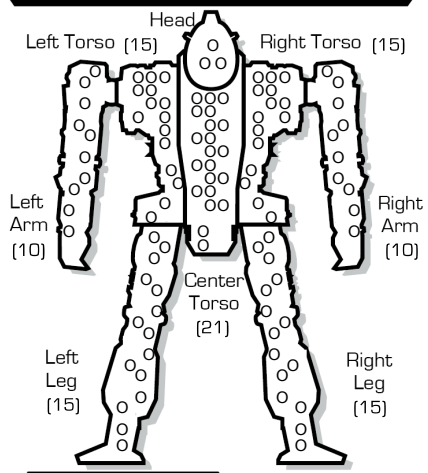
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Medium Laser (1-3)
4. ER Medium Laser (1-3)
5. Ammo (Ultra AC/10) 10 (1-3)
6. Ammo (Ultra AC/10) 10 (1-3)

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Cauldron-Born E

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 0

Tonnage: 65
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ATM 12	RT	8	[M,S,C]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	HAG/20	LA	4	20 [C/F]	2	8	16	24

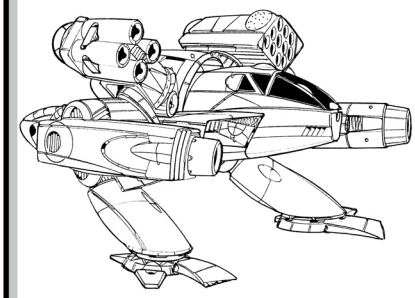
Cost: 18,312,593 C-bills **BV:** 2,391

WARRIOR DATA

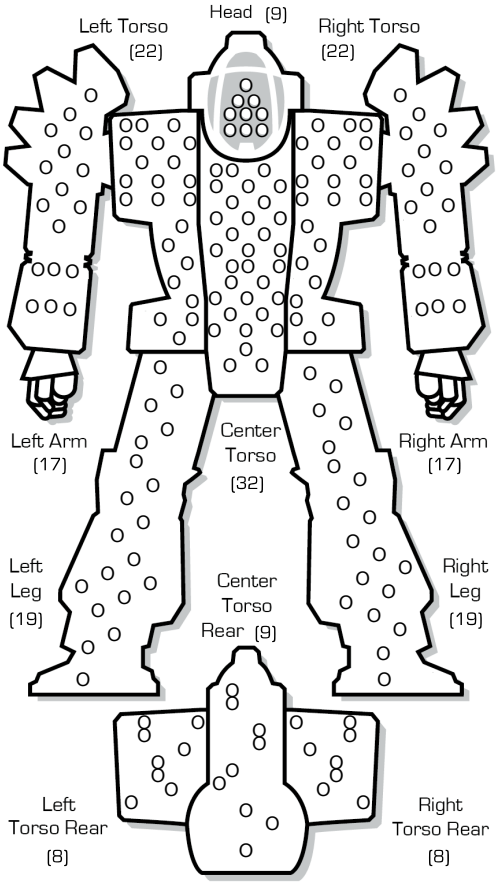
Name: _____

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 (CASE)
1. Shoulder
2. Upper Arm Actuator

1-3:
3. HAG/20
4. HAG/20
5. HAG/20
6. HAG/20

4-6:
1. HAG/20
2. HAG/20
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Medium Laser

1-3:
4. Ammo (HAG 20) 6
5. Ammo (HAG 20) 6
6. Ammo (HAG 20) 6

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

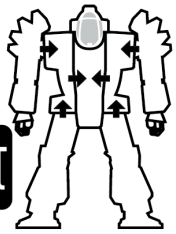
Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3:
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator

1-3:
3. Large Pulse Laser
4. Large Pulse Laser
5. Ferro-Fibrous
6. Ferro-Fibrous

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

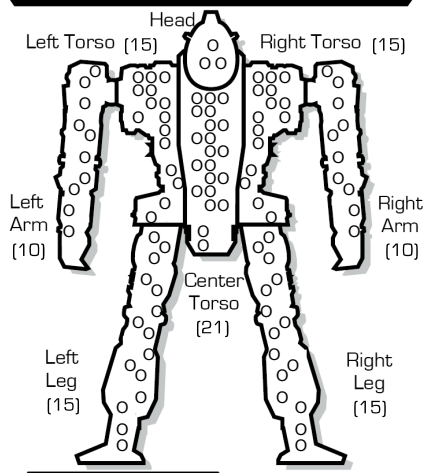
Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. ATM 12
4. ATM 12
5. ATM 12
6. ATM 12

4-6:
1. ATM 12
2. Ammo (ATM 12) 5
3. Ammo (ATM 12 ER) 5
4. Ammo (ATM 12 HE) 5
5. Endo Steel
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Cauldron-Born H

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 0

Tonnage: 65
Tech Base: Clan
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	RT	7	20/Sht [DB,R,C]	—	4	8	12
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	Heavy Large Laser	RA	18	16 [DE]	—	5	10	15
2	Heavy Medium Laser	LA	7	10 [DE]	—	3	6	9

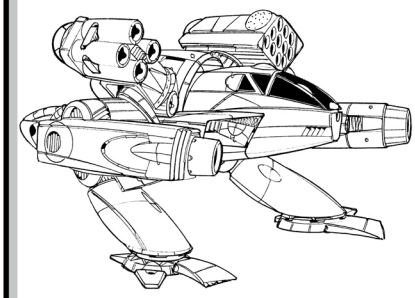
Cost: 18,298,156 C-bills **BV:** 2,359

WARRIOR DATA

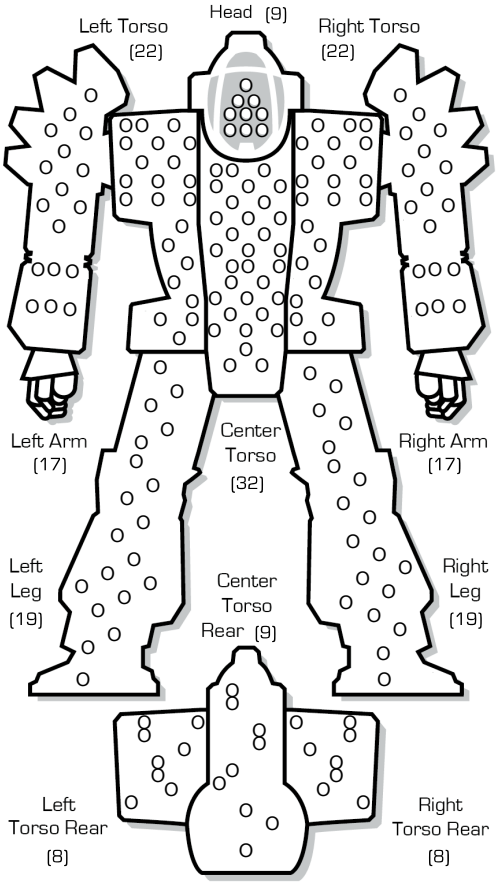
Name: _____

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. Double Heat Sink
4. Double Heat Sink
5. Heavy Medium Laser
6. Heavy Medium Laser

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

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Medium Pulse Laser
4. Ammo (Ultra AC/20) 5
5. Ammo (Ultra AC/20) 5
6. Ammo (Ultra AC/20) 5

1. Targeting Computer
2. Targeting Computer
3. Targeting Computer
4. Targeting Computer
5. Endo Steel
6. Ferro-Fibrous

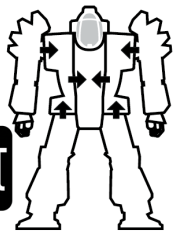
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

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

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

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

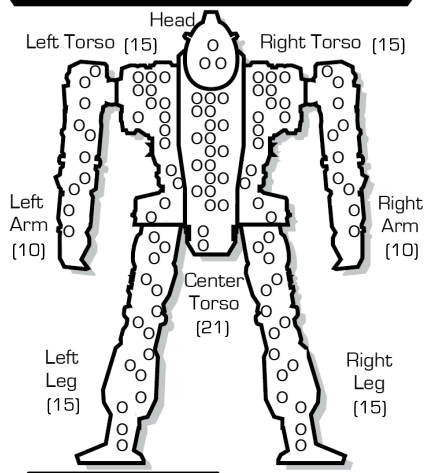
1. Heavy Large Laser
2. Heavy Large Laser
3. Heavy Large Laser
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
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. Endo Steel
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Cauldron-Born X

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 0

Tonnage: 65
Tech Base: Clan (Experimental)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Angel ECM Suite	RT	—	[E]	—	—	—	6
1	ER Medium Pulse Laser	RT	6	7 [P]	—	5	9	14
1	ER Medium Pulse Laser	LT	6	7 [P]	—	5	9	14
1	ER Small Pulse Laser	LT	3	5 [DE]	—	2	4	6
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	Rotary AC/5	RA	1	5/Sht [DB,R,C]	—	7	14	21
1	ER Medium Pulse Laser	LA	6	7 [P]	—	5	9	14

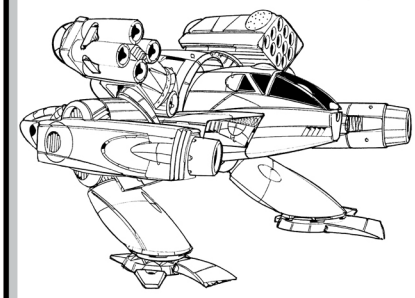
Cost: 20,082,218 C-bills **BV:** 2,435

WARRIOR DATA

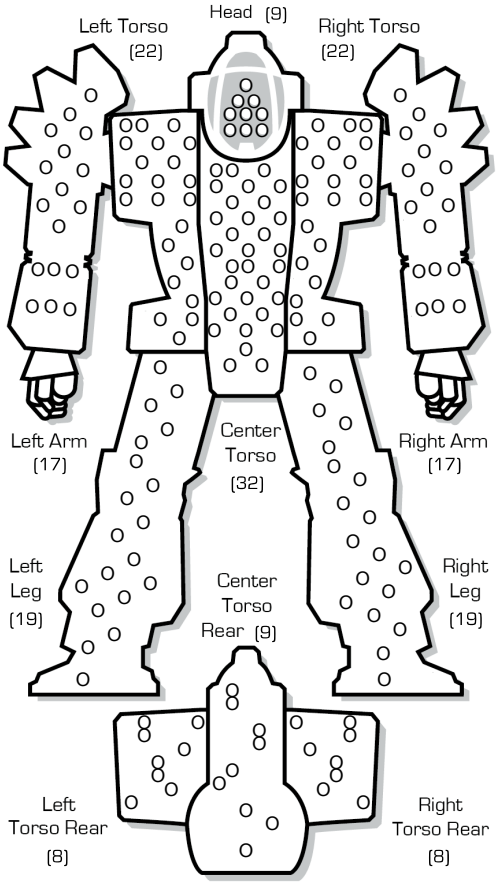
Name: _____

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. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. ER Medium Pulse Laser
4. ER Medium Pulse Laser
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Medium Pulse Laser
4. ER Medium Pulse Laser
5. ER Small Pulse Laser
6. Targeting Computer

1-3

1. Targeting Computer
2. Targeting Computer
3. Targeting Computer
4. Endo Steel
5. Ferro-Fibrous
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

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

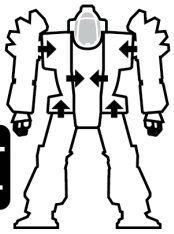
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ferro-Fibrous
6. Endo Steel

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Rotary AC/5
4. Rotary AC/5
5. Rotary AC/5
6. Rotary AC/5

1-3

1. Rotary AC/5
2. Rotary AC/5
3. Rotary AC/5
4. Rotary AC/5
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Medium Pulse Laser
4. ER Medium Pulse Laser
5. Ammo (RAC/5) 20
6. Ammo (RAC/5) 20

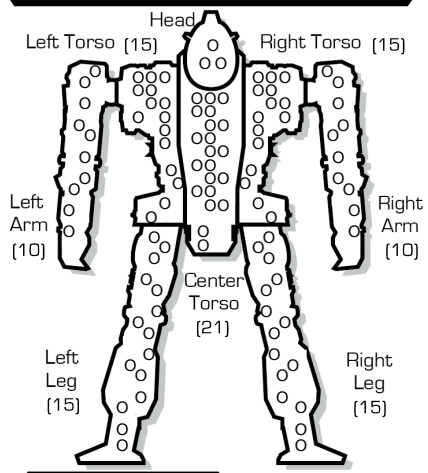
1-3

1. Ammo (RAC/5) 20
2. Angel ECM Suite
3. Angel ECM Suite
4. CASE II
5. Endo Steel
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Crossbow Prime

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 0

Tonnage: 65
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20 w/Artemis IV FCS	RA	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20 w/Artemis IV FCS	LA	6	1/Msl [M,C,S]	—	7	14	21

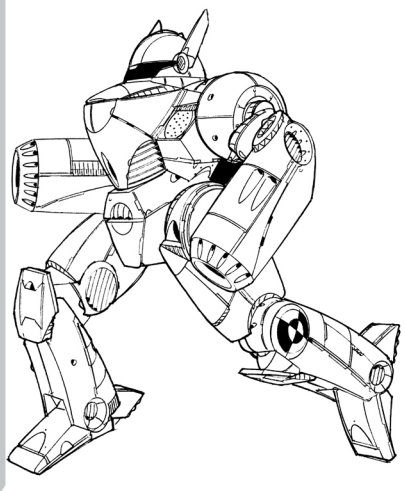
Cost: 8,640,500 C-bills **BV:** 1,829

WARRIOR DATA

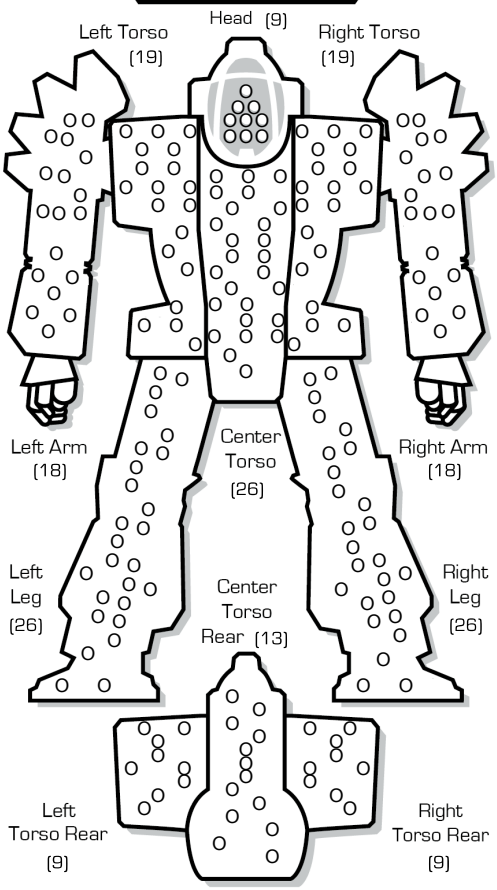
Name: _____

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 (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3:
4. LRM 20
5. LRM 20
6. LRM 20

1. LRM 20
2. Artemis IV FCS

4-6:
3. Ammo (LRM 20 Artemis) 6
4. Ammo (LRM 20 Artemis) 6
5. Roll Again
6. Roll Again

Left Torso
1. Roll Again
2. Roll Again
3. Roll Again

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

1. Roll Again
2. Roll Again

4-6:
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

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

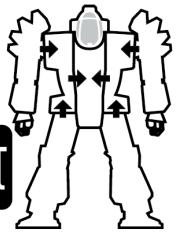
Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine

1-3:
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine

4-6:
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3:
4. LRM 20
5. LRM 20
6. LRM 20

1. LRM 20
2. Artemis IV FCS

4-6:
3. Ammo (LRM 20 Artemis) 6
4. Ammo (LRM 20 Artemis) 6
5. Roll Again
6. Roll Again

Right Torso
1. Roll Again
2. Roll Again
3. Roll Again

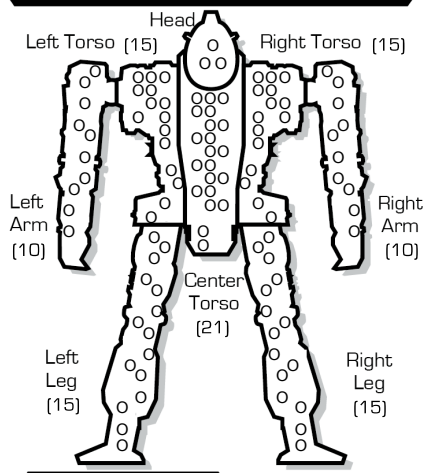
1-3:
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again

4-6:
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Crossbow A

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 0

Tonnage: 65
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 5	RA	2	1/Msl [M,C,S]	—	7	14	21
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	Streak SRM 6	RA	4	2/Msl [M,C]	—	4	8	12
1	LRM 5	LA	2	1/Msl [M,C,S]	—	7	14	21
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	Streak SRM 6	LA	4	2/Msl [M,C]	—	4	8	12

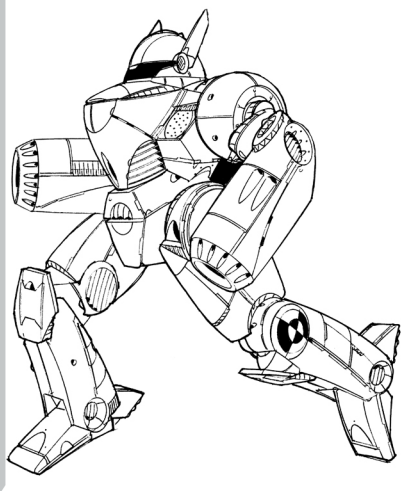
Cost: 8,063,000 C-bills **BV:** 1,797

WARRIOR DATA

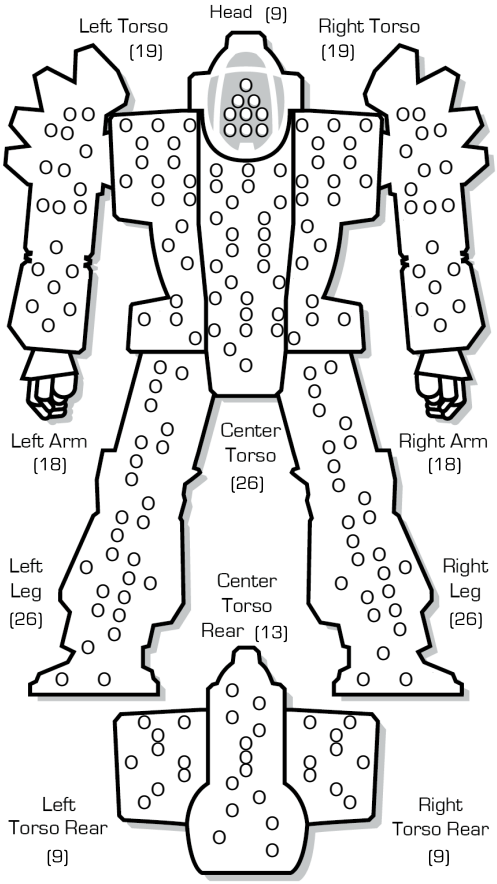
Name: _____

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 (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Streak SRM 6
5. Streak SRM 6
6. Medium Pulse Laser

1. LRM 5
2. Ammo (LRM 5) 24

4-6
3. Ammo (Streak SRM 6) 15
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

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

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

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

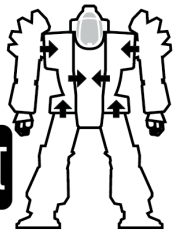
Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Streak SRM 6
5. Streak SRM 6
6. Medium Pulse Laser

1. LRM 5
2. Ammo (LRM 5) 24

4-6
3. Ammo (Streak SRM 6) 15
4. Roll Again
5. Roll Again
6. Roll Again

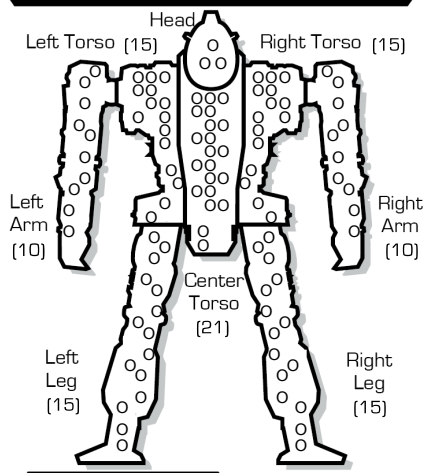
Right Torso

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

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. 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	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Crossbow B

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 0

Tonnage: 65
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Streak SRM 6	RA	4	2/Msl [M,C]	—	4	8	12
2	Streak SRM 6	LA	4	2/Msl [M,C]	—	4	8	12

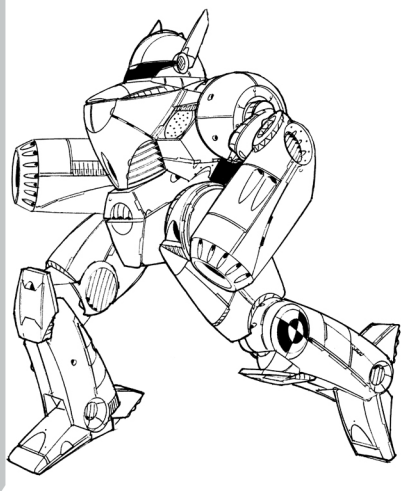
Cost: 8,186,750 C-bills **BV:** 1,687

WARRIOR DATA

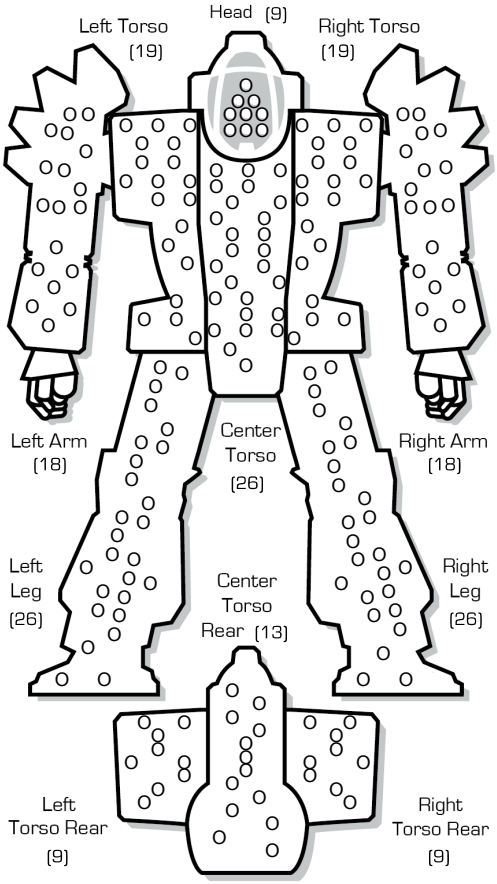
Name: _____

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 (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Streak SRM 6
5. Streak SRM 6
6. Streak SRM 6

1. Streak SRM 6
2. Ammo (Streak SRM 6) 15
3. Ammo (Streak SRM 6) 15

4-6
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

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

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

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

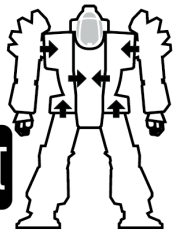
Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Streak SRM 6
5. Streak SRM 6
6. Streak SRM 6

1. Streak SRM 6
2. Ammo (Streak SRM 6) 15
3. Ammo (Streak SRM 6) 15

4-6
4. Roll Again
5. Roll Again
6. Roll Again

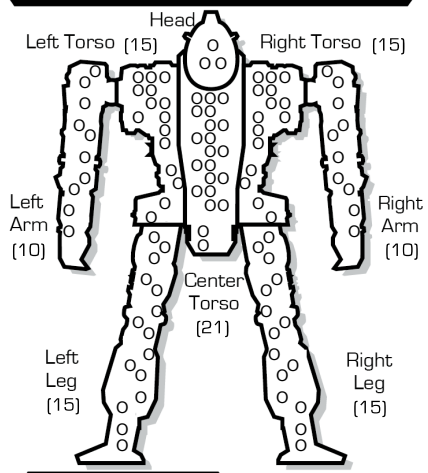
Right Torso

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

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. 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	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Crossbow C

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 0

Tonnage: 65
Tech Base: Clan
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	RT	—	[E]	—	—	—	6
1	Heavy Machine Gun	RT	0	3 [DB,AI]	—	1	2	2
1	Heavy Machine Gun	LT	0	3 [DB,AI]	—	1	2	2
1	ATM 6	RA	4	[M,S,C]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
1	ATM 6	LA	4	[M,S,C]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9

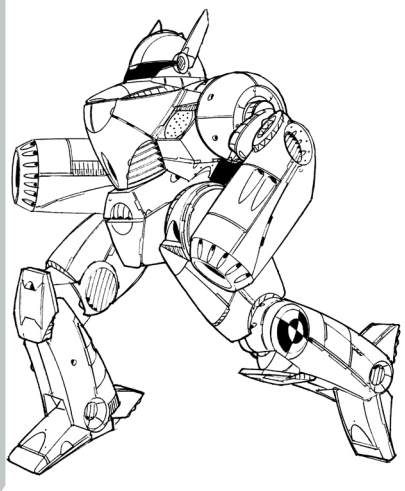
Cost: 8,245,531 C-bills **BV:** 1,557

WARRIOR DATA

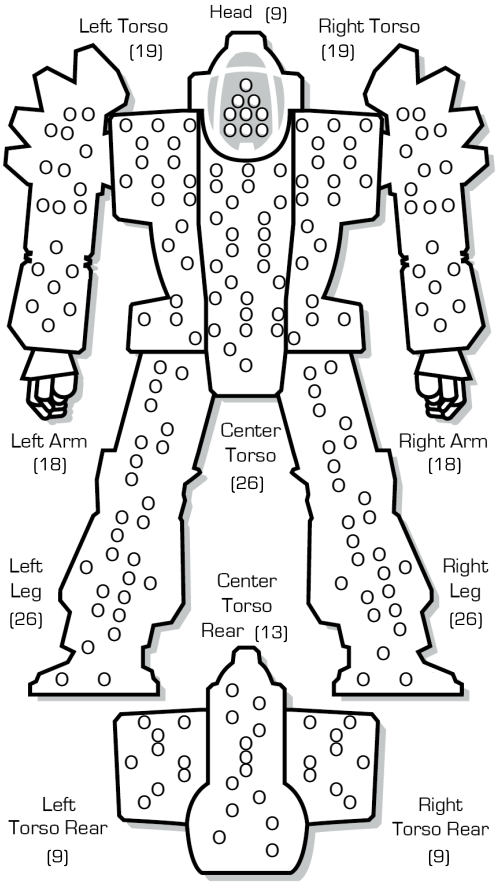
Name: _____

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 (CASE)
1. Shoulder
2. Upper Arm Actuator
3. ATM 6 (1-3)
4. ATM 6 (1-3)
5. ATM 6 (1-3)
6. Ammo (ATM 6) 10
1. Ammo (ATM 6 ER) 10 (4-6)
2. Ammo (ATM 6 HE) 10 (4-6)
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

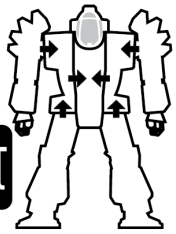
Left Torso
1. Heavy Machine Gun
2. Roll Again
3. Roll Again (1-3)
4. Roll Again (1-3)
5. Roll Again (1-3)
6. Roll Again (1-3)
1. Roll Again (4-6)
2. Roll Again (4-6)
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

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

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)
1. Gyro (4-6)
2. Fusion Engine (4-6)
3. Fusion Engine (4-6)
4. Fusion Engine (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



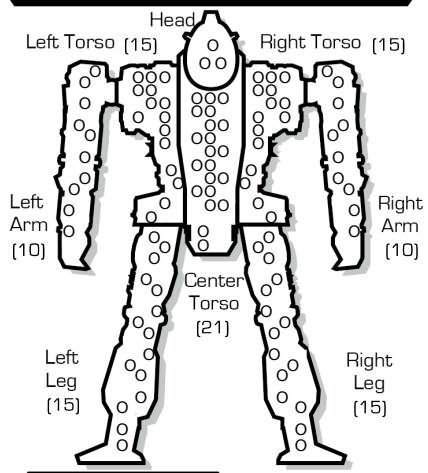
Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. ATM 6 (1-3)
4. ATM 6 (1-3)
5. ATM 6 (1-3)
6. Ammo (ATM 6) 10
1. Ammo (ATM 6 ER) 10 (4-6)
2. Ammo (ATM 6 HE) 10 (4-6)
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

Right Torso (CASE)
1. Heavy Machine Gun
2. Ammo (Heavy Machine Gun) 100
3. ECM Suite (1-3)
4. Roll Again (1-3)
5. Roll Again (1-3)
6. Roll Again (1-3)
1. Roll Again (4-6)
2. Roll Again (4-6)
3. Roll Again (4-6)
4. Roll Again (4-6)
5. Roll Again (4-6)
6. Roll Again (4-6)

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Crossbow D

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 0

Tonnage: 65
Tech Base: Clan (Advanced)
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Mortar 8	RA	10	0 [S]	—	7	14	21
1	Mortar 8	LA	10	0 [S]	—	7	14	21

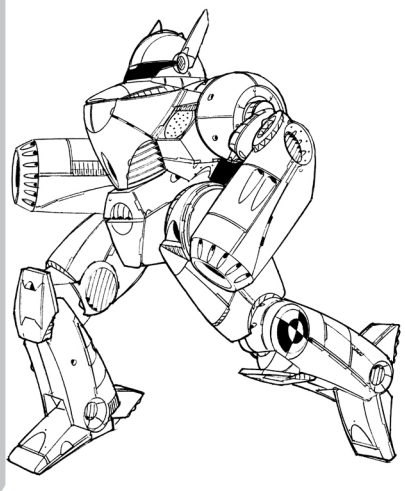
Cost: 7,485,500 C-bills **BV:** 1,210

WARRIOR DATA

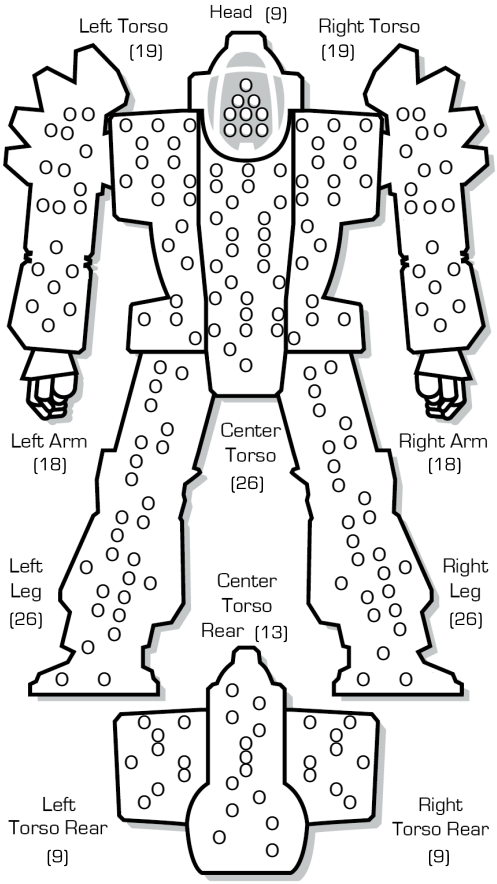
Name: _____

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 (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Mortar 8
5. Mortar 8
6. Mortar 8

1. Ammo (Mortar AP 8) 4
2. Ammo (Mortar AP 8) 4

4-6
3. Ammo (Mortar AP 8) 4
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

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

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

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

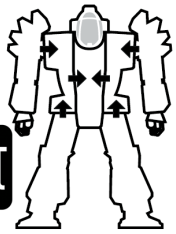
Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Mortar 8
5. Mortar 8
6. Mortar 8

1. Ammo (Mortar AP 8) 4
2. Ammo (Mortar AP 8) 4

4-6
3. Ammo (Mortar AP 8) 4
4. Roll Again
5. Roll Again
6. Roll Again

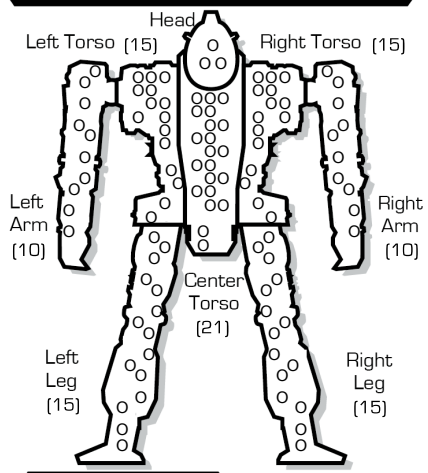
Right Torso

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

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. 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	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Crossbow E

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 0

Tonnage: 65
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	CT	—	[E]	—	—	—	—
8	AP Gauss Rifle	RA	1	3 [DB,X]	—	3	6	9
8	AP Gauss Rifle	LA	1	3 [DB,X]	—	3	6	9

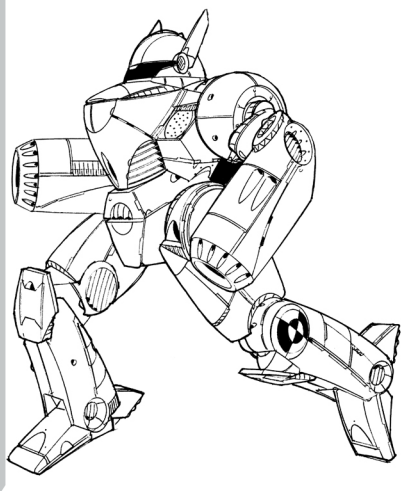
Cost: 7,505,094 C-bills **BV:** 1,558

WARRIOR DATA

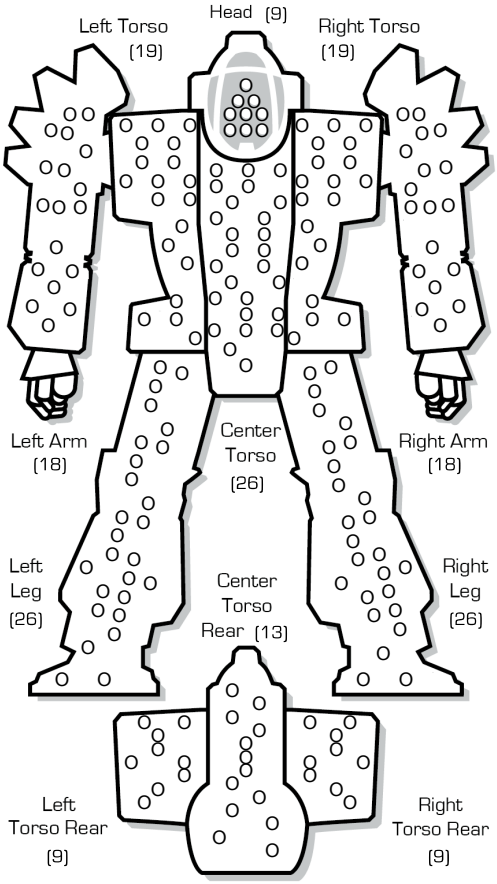
Name: _____

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 (CASE)
1. Shoulder
2. Upper Arm Actuator
3. AP Gauss Rifle
4. AP Gauss Rifle
5. AP Gauss Rifle
6. AP Gauss Rifle

1-3

1. AP Gauss Rifle
2. AP Gauss Rifle
3. AP Gauss Rifle
4. AP Gauss Rifle
5. Ammo (AP Gauss) 40
6. Ammo (AP Gauss) 40

4-6

Left Torso
1. Ammo (AP Gauss) 40
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1-3

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

4-6

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

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

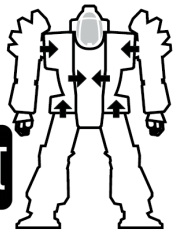
Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Targeting Computer
6. Targeting Computer

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. AP Gauss Rifle
4. AP Gauss Rifle
5. AP Gauss Rifle
6. AP Gauss Rifle

1-3

1. AP Gauss Rifle
2. AP Gauss Rifle
3. AP Gauss Rifle
4. AP Gauss Rifle
5. Ammo (AP Gauss) 40
6. Ammo (AP Gauss) 40

4-6

Right Torso
1. Ammo (AP Gauss) 40
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

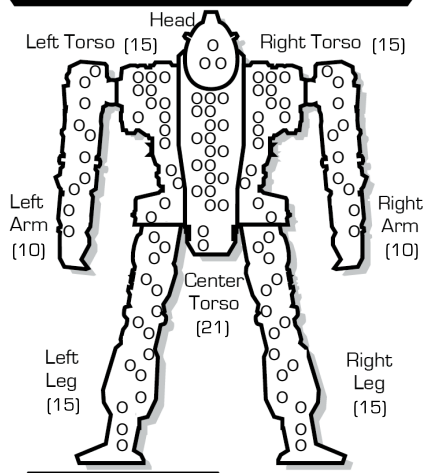
1-3

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

4-6

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Crossbow H

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 0

Tonnage: 65
Tech Base: Clan
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Light Machine Gun	RT	0	1 [DB,AI]	—	2	4	6
2	Light Machine Gun	LT	0	1 [DB,AI]	—	2	4	6
1	Heavy Large Laser	RA	18	16 [DE]	—	5	10	15
1	Heavy Medium Laser	RA	7	10 [DE]	—	3	6	9
1	LRM 15	LA	5	1/Msl [M,C,S]	—	7	14	21

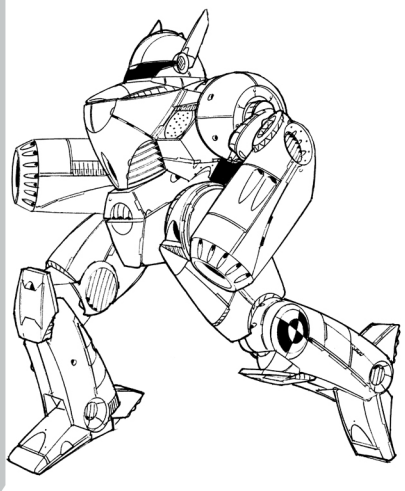
Cost: 8,356,906 C-bills **BV:** 1,707

WARRIOR DATA

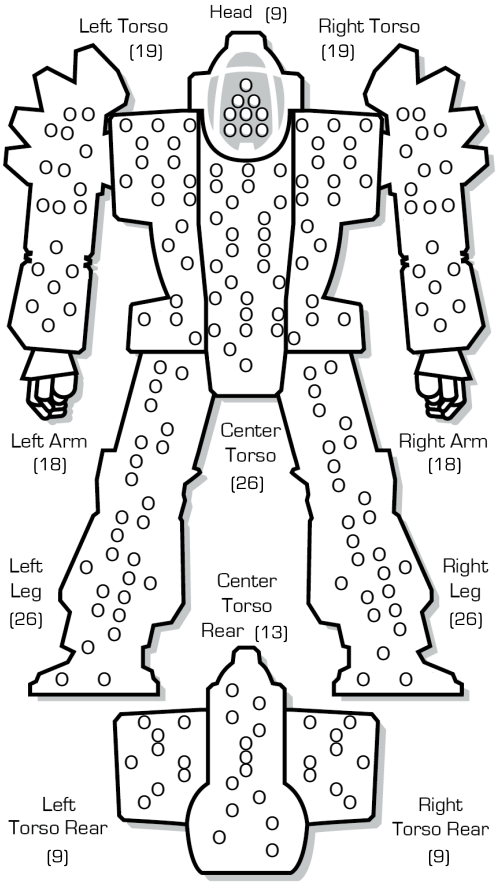
Name: _____

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

1-3:
3. Double Heat Sink
4. Double Heat Sink
5. LRM 15
6. LRM 15

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

Left Torso (CASE)
1-3:
1. Double Heat Sink
2. Double Heat Sink
3. Light Machine Gun
4. Light Machine Gun
5. Ammo (LRM 15) 8
6. Ammo (LRM 15) 8

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

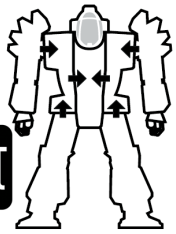
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

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

Center Torso
1-3:
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1-3:
1. Shoulder
2. Upper Arm Actuator
3. Heavy Large Laser
4. Heavy Large Laser
5. Heavy Large Laser
6. Heavy Medium Laser

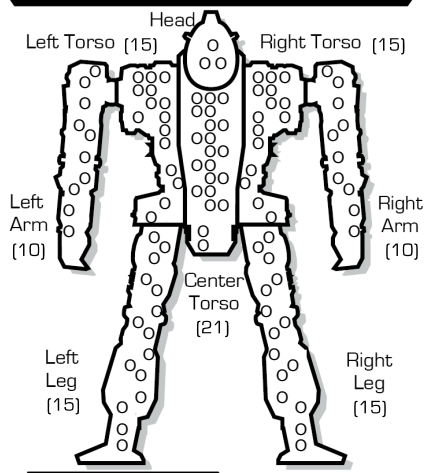
4-6:
1. Heavy Medium Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)
1-3:
1. Double Heat Sink
2. Double Heat Sink
3. Light Machine Gun
4. Light Machine Gun
5. Ammo (Light Machine Gun) 100
6. Roll Again

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

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Grizzly

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 4

Tonnage: 70
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 10	LT	4	1/Msl [M,C,S]	—	7	14	21
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	Small Pulse Laser	LA	2	3 [P]	—	2	4	6

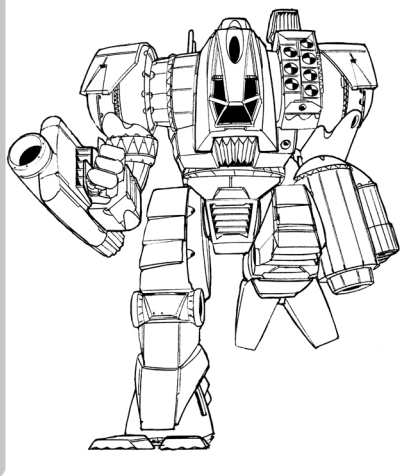
Cost: 6,961,954 C-bills **BV:** 2,219

WARRIOR DATA

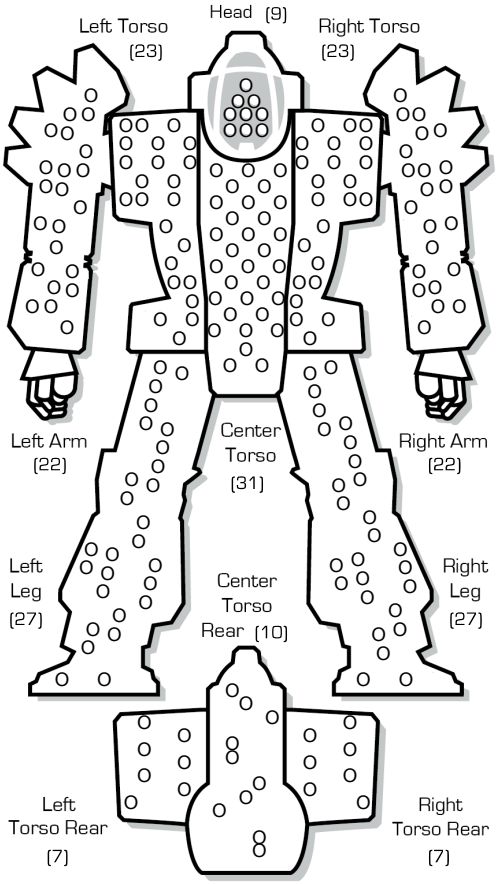
Name: _____

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. Large Pulse Laser
5. Large Pulse Laser
6. Medium Pulse Laser

1. Small Pulse Laser
2. Endo Steel
3. Endo Steel

4-6
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)
1. LRM 10
2. Ammo (LRM 10) 12

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

1. Roll Again
2. Roll Again

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

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

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

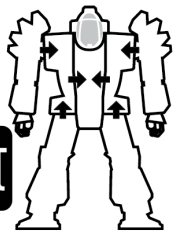
Center Torso
1. Fusion Engine
2. Fusion Engine

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

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. Endo Steel
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle

4-6
3. Gauss Rifle
4. Gauss Rifle
5. Ammo (Gauss) 8
6. Ammo (Gauss) 8

Right Torso
1. Endo Steel
2. Endo Steel

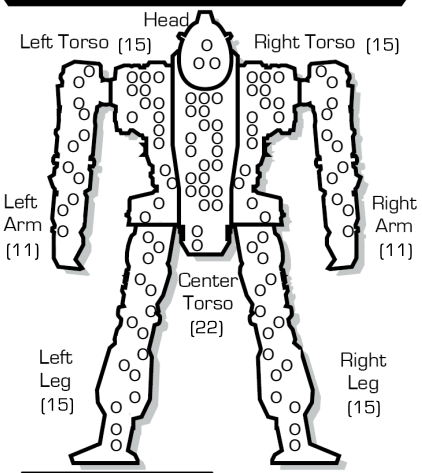
1-3
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again

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

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

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Grizzly 2

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 4

Tonnage: 70
Tech Base: Clan
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
4	ER Micro Laser	RT	1	2 [DE]	—	1	2	4
1	ATM 9	LT	6	[M,S,C]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
2	ER Micro Laser	LA	1	2 [DE]	—	1	2	4

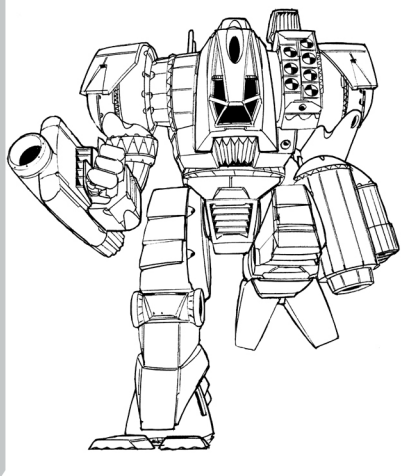
Cost: 7,189,754 C-bills **BV:** 2,195

WARRIOR DATA

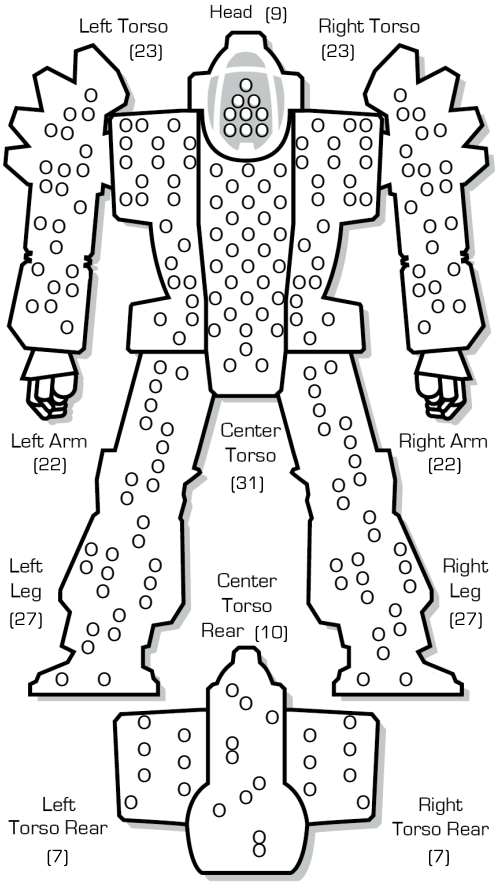
Name: _____

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
4. ER Large Laser
5. ER Micro Laser
6. ER Micro Laser

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

4-6

Left Torso (CASE)
1. ATM 9
2. ATM 9
3. ATM 9
4. ATM 9
5. Ammo (ATM 9) 7
6. Ammo (ATM 9) 7

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

4-6

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

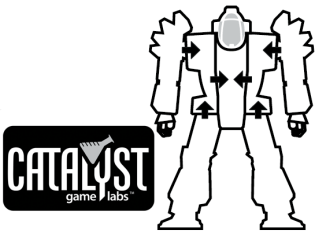
Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Gauss Rifle
6. Gauss Rifle

1-3
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Ammo (Gauss) 8
6. Ammo (Gauss) 8

4-6

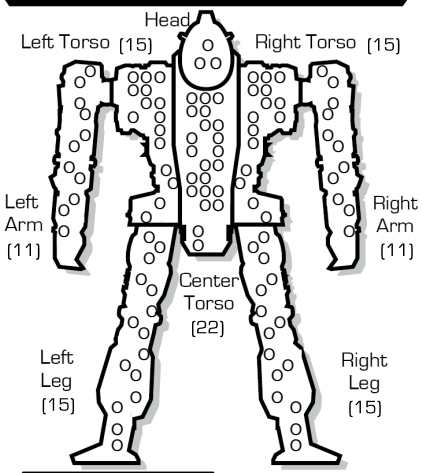
Right Torso
1. ER Micro Laser
2. ER Micro Laser
3. ER Micro Laser
4. ER Micro Laser
5. Endo Steel
6. Endo Steel

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

4-6

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

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 Sinks: 11 (22) Double

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Night Gyr Prime

Movement Points:
Walking: 4
Running: 6
Jumping: 4

Tonnage: 75
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	HD	4	7 [P]	—	4	8	12
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	Ultra AC/10	RA	3	10/Sht [DB,R,C]	—	6	12	18
2	ER PPC	LA	15	15 [DE]	—	7	14	23

Cost: 19,883,281 C-bills **BV:** 2,830

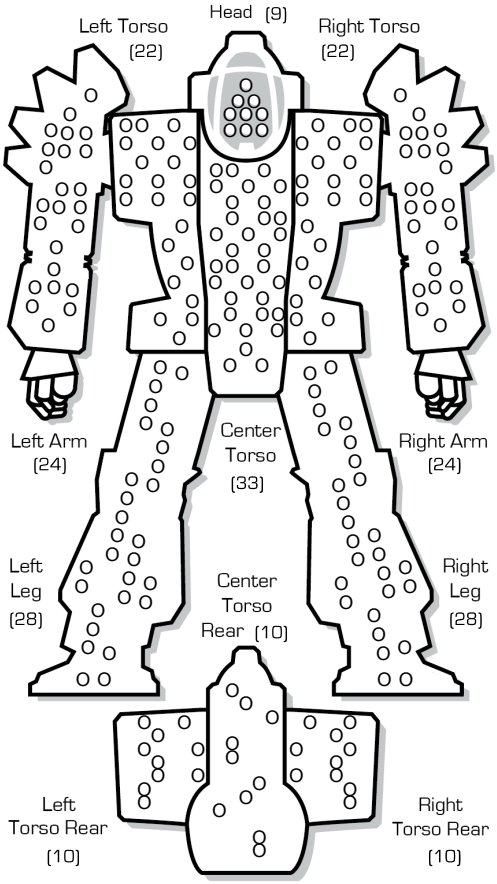
WARRIOR DATA

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
1-3: 3. Double Heat Sink, 4. Double Heat Sink, 5. Double Heat Sink, 6. Double Heat Sink
4-6: 1. ER PPC, 2. ER PPC, 3. ER PPC, 4. ER PPC, 5. Ferro-Fibrous, 6. Ferro-Fibrous

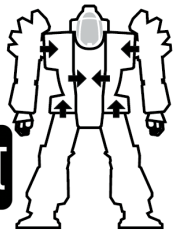
Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3: 3. Double Heat Sink, 4. Double Heat Sink, 5. Double Heat Sink, 6. Double Heat Sink
4-6: 1. Medium Pulse Laser, 2. Endo Steel, 3. Endo Steel, 4. Endo Steel, 5. Endo Steel, 6. Endo Steel

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

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

Center Torso
1-3: 1. XL Fusion Engine, 2. XL Fusion Engine, 3. XL Fusion Engine, 4. Gyro, 5. Gyro, 6. Gyro
4-6: 1. Gyro, 2. XL Fusion Engine, 3. XL Fusion Engine, 4. XL Fusion Engine, 5. Double Heat Sink, 6. Double Heat Sink

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



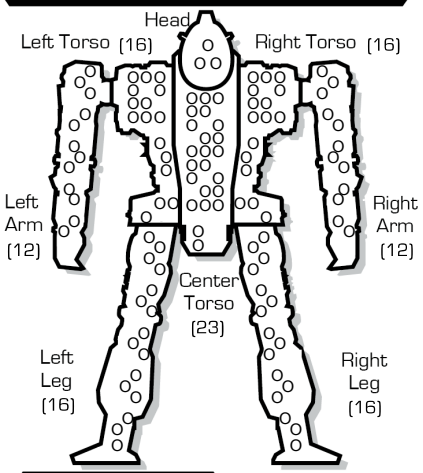
Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
1-3: 3. Double Heat Sink, 4. Double Heat Sink, 5. Ultra AC/10, 6. Ultra AC/10
4-6: 1. Ultra AC/10, 2. Ultra AC/10, 3. Ammo (Ultra AC/10) 10, 4. Ammo (Ultra AC/10) 10, 5. Endo Steel, 6. Endo Steel

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3: 3. Double Heat Sink, 4. Double Heat Sink, 5. Double Heat Sink, 6. Double Heat Sink
4-6: 1. Medium Pulse Laser, 2. Ferro-Fibrous, 3. Ferro-Fibrous, 4. Ferro-Fibrous, 5. Ferro-Fibrous, 6. Ferro-Fibrous

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

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	Heat Sinks: 20 (40) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O O
15	-3 Movement Points	O O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Night Gyr A

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 4

Tonnage: 75
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	HD	4	7 [P]	—	4	8	12
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12
1	Ultra AC/20	RA	7	20/Sht [DB,R,C]	—	4	8	12
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
2	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12

Cost: 20,515,469 C-bills **BV:** 2,680

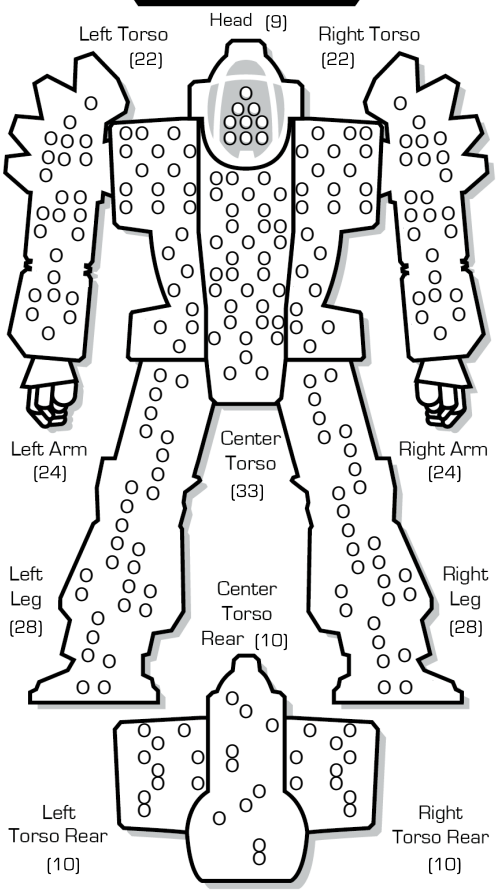
WARRIOR DATA

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

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

4-6:
1. Large Pulse Laser
2. Large Pulse Laser
3. Medium Pulse Laser
4. Medium Pulse Laser
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. Double Heat Sink
4. Double Heat Sink
5. Streak SRM 6
6. Streak SRM 6

4-6:
1. Ammo (Streak SRM 6) 15
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

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

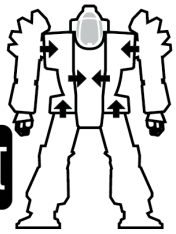
Head
1. Life Support
2. Sensors
3. Cockpit
4. Medium Pulse Laser
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3:
4. Gyro
5. Gyro
6. Gyro

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator

1-3:
3. Ultra AC/20
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

4-6:
1. Ultra AC/20
2. Ultra AC/20
3. Ultra AC/20
4. Ultra AC/20
5. Endo Steel
6. Endo Steel

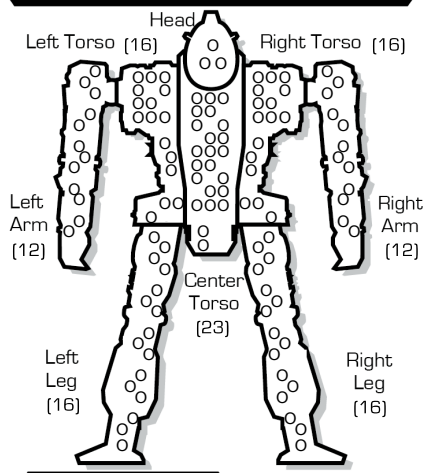
Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. Streak SRM 6
4. Streak SRM 6
5. Ammo (Ultra AC/20) 5
6. Ammo (Ultra AC/20) 5

4-6:
1. Ammo (Ultra AC/20) 5
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

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

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Night Gyr B

Movement Points:
Walking: 4
Running: 6
Jumping: 4

Tonnage: 75
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 2-X AC	RT	1	2 [DB,C/F/S]	4	10	20	30
1	LB 2-X AC	LT	1	2 [DB,C/F/S]	4	10	20	30
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22

Cost: 20,189,531 C-bills **BV:** 2,140

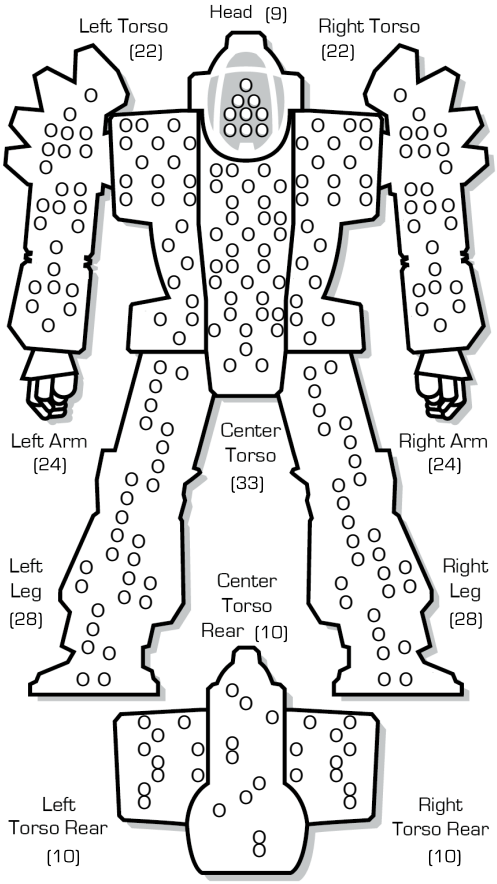
WARRIOR DATA

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 (CASE)
1. Shoulder
2. Upper Arm Actuator

1-3:
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

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

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. LB 2-X AC
4. LB 2-X AC
5. LB 2-X AC
6. Ammo (LB-2X Cluster) 45

4-6:
1. Ammo (Gauss) 8
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

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

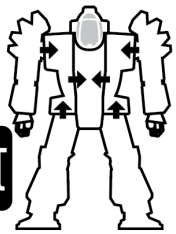
Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3:
4. Gyro
5. Gyro
6. Gyro

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator

1-3:
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

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

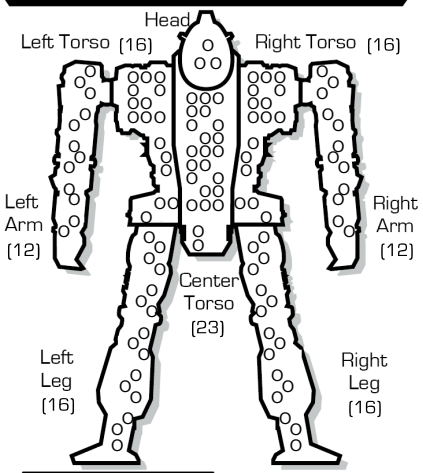
Right Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. LB 2-X AC
4. LB 2-X AC
5. LB 2-X AC
6. Ammo (Gauss) 8

4-6:
1. Ammo (Gauss) 8
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

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

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Night Gyr C

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 4

Tonnage: 75
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	7 [DE]	—	5	10	15
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
2	ER Large Laser	RA	12	10 [DE]	—	8	15	25
3	Ultra AC/2	LA	1	2/Sht [DB,R,C]	2	9	18	27

Cost: 20,202,656 C-bills **BV:** 2,468

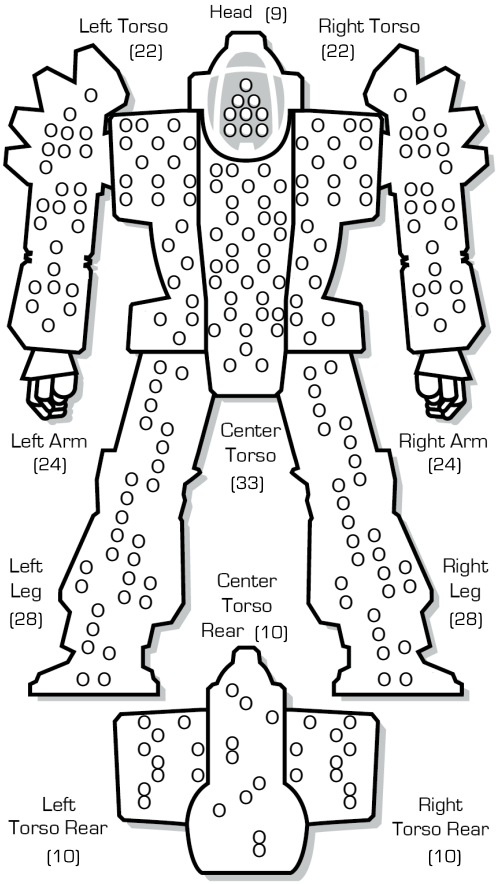
WARRIOR DATA

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 (CASE)
1. Shoulder
2. Upper Arm Actuator

1-3:
3. Ultra AC/2
4. Ultra AC/2
5. Ultra AC/2
6. Ultra AC/2

4-6:
1. Ultra AC/2
2. Ultra AC/2
3. Ammo (Ultra AC/2) 45
4. Ammo (Ultra AC/2) 45
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine

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

4-6:
1. ER Medium Laser
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

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

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

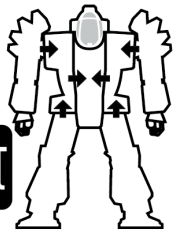
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3:
4. Gyro
5. Gyro
6. Gyro

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator

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

4-6:
1. Double Heat Sink
2. Double Heat Sink
3. ER Large Laser
4. ER Large Laser
5. Endo Steel
6. Endo Steel

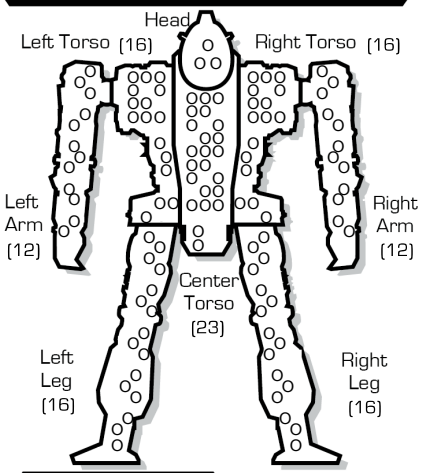
Right Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

4-6:
1. Targeting Computer
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

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

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	Heat Sinks: 18 (36) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Night Gyr D

Movement Points:
Walking: 4
Running: 6
Jumping: 4

Tonnage: 75
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	HD	4	7 [P]	—	4	8	12
1	Large Pulse Laser	CT	10	10 [P]	—	6	14	20
1	LRM 20 w/Artemis IV FCS	RT	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20 w/Artemis IV FCS	LT	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20 w/Artemis IV FCS	RA	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20 w/Artemis IV FCS	LA	6	1/Msl [M,C,S]	—	7	14	21

Cost: 21,687,969 C-bills **BV:** 2,889

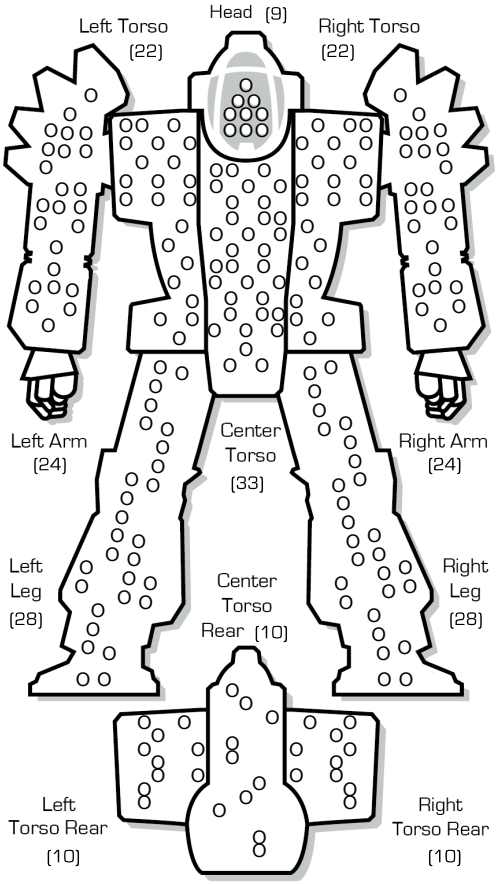
WARRIOR DATA

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 (CASE)
1. Shoulder
2. Upper Arm Actuator
3. LRM 20 (1-3)
4. LRM 20
5. LRM 20
6. LRM 20

1. Artemis IV FCS
2. Ammo (LRM 20 Artemis) 6
3. Ammo (LRM 20 Artemis) 6 (4-6)
4. Ammo (LRM 20 Artemis) 6
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. LRM 20 (1-3)
4. LRM 20
5. LRM 20
6. LRM 20

1. Artemis IV FCS
2. Endo Steel
3. Endo Steel (4-6)
4. Endo Steel
5. Endo Steel
6. Endo Steel

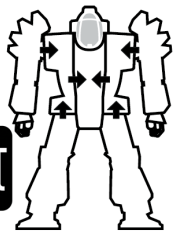
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

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

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine (4-6)
4. XL Fusion Engine
5. Large Pulse Laser
6. Large Pulse Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. LRM 20 (1-3)
4. LRM 20
5. LRM 20
6. LRM 20

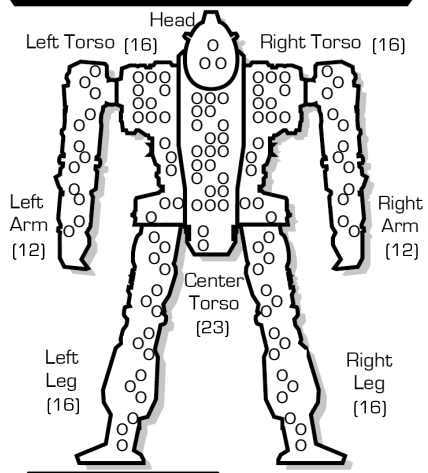
1. Artemis IV FCS
2. Ammo (LRM 20 Artemis) 6
3. Ammo (LRM 20 Artemis) 6 (4-6)
4. Ammo (LRM 20 Artemis) 6
5. Endo Steel
6. Endo Steel

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. LRM 20 (1-3)
4. LRM 20
5. LRM 20
6. LRM 20

1. Artemis IV FCS
2. Ferro-Fibrous
3. Ferro-Fibrous (4-6)
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

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

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

Heat Sinks: 12 (24) Double
O O
O O
O
O
O
O
O
O
O
O
O

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Night Gyr E

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 4

Tonnage: 75
Tech Base: Clan
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	SRM 6	HD	4	2/Msl [M,C]	—	3	6	9
2	Medium Pulse Laser	CT	4	7 [P]	—	4	8	12
1	ATM 6	LT	4	[M,S,C]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
2	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20
2	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12

Cost: 20,191,719 C-bills **BV:** 2,717

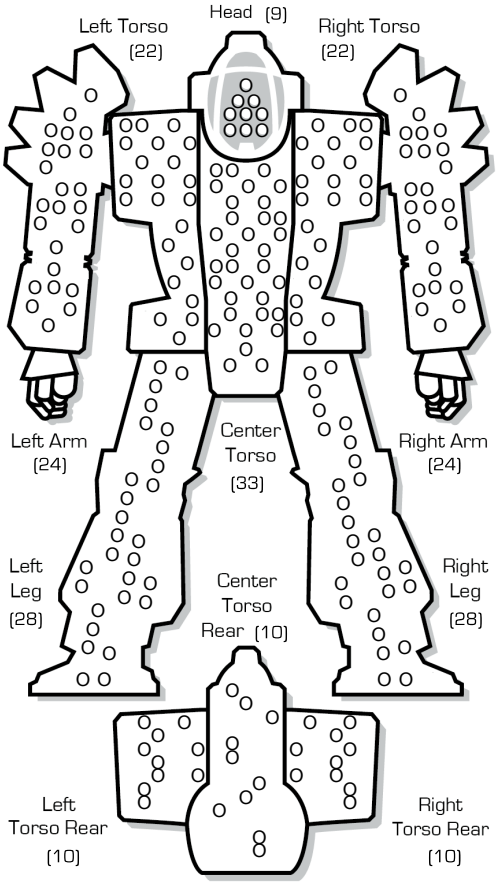
WARRIOR DATA

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

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

4-6:
1. Large Pulse Laser
2. Large Pulse Laser
3. Medium Pulse Laser
4. Medium Pulse Laser
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. ATM 6
4. ATM 6
5. ATM 6
6. Ammo (ATM 6) 10

4-6:
1. Ammo (ATM 6) 10
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

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

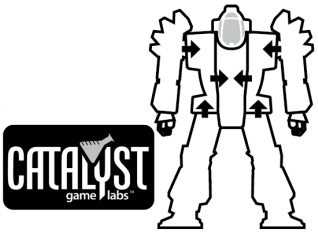
Head
1. Life Support
2. Sensors
3. Cockpit
4. SRM 6
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3:
4. Gyro
5. Gyro
6. Gyro

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator

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

4-6:
1. Large Pulse Laser
2. Large Pulse Laser
3. Medium Pulse Laser
4. Medium Pulse Laser
5. Endo Steel
6. Endo Steel

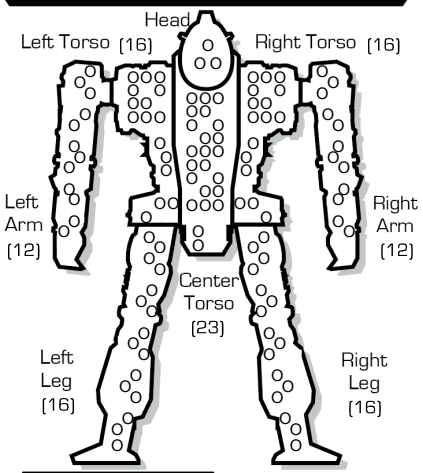
Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

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

4-6:
1. Ammo (SRM 6) 15
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

HEAT DATA

Heat Level*	Effects	Heat Sinks: 18 (36) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Night Gyr F

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 4

Tonnage: 75
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	7 [DE]	—	5	10	15
1	ECM Suite	CT	—	[E]	—	—	—	6
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	HAG/30	RA	6	30 [C/F]	2	8	16	24
1	HAG/20	LA	4	20 [C/F]	2	8	16	24

Cost: 20,977,031 C-bills **BV:** 2,958

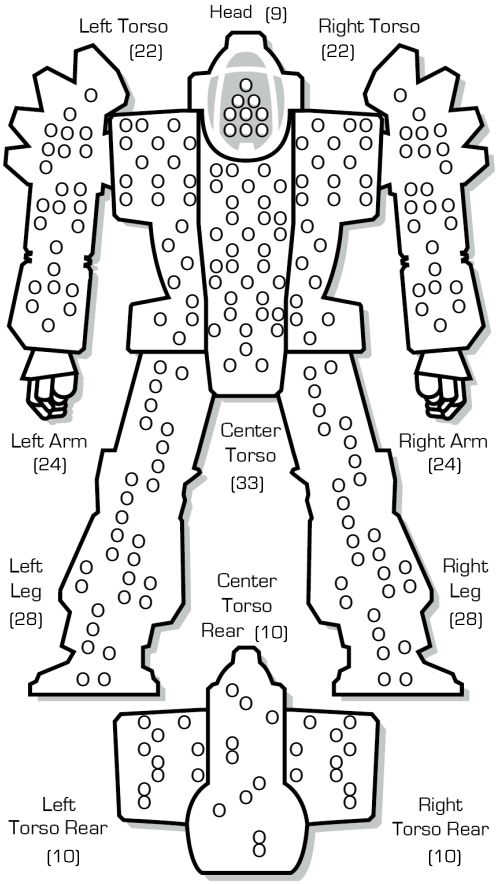
WARRIOR DATA

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 (CASE)
1. Shoulder
2. Upper Arm Actuator

1-3:
3. HAG/20
4. HAG/20
5. HAG/20
6. HAG/20

1. HAG/20
2. HAG/20

4-6:
3. Ammo (HAG 20) 6
4. Ammo (HAG 20) 6
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

1. Targeting Computer

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

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

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

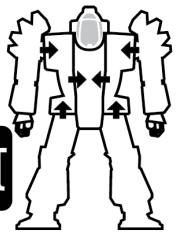
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine

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

1. Gyro

4-6:
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ammo (HAG 20) 6
6. ECM Suite

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator

1-3:
3. HAG/30
4. HAG/30
5. HAG/30
6. HAG/30

1. HAG/30
2. HAG/30
3. HAG/30
4. HAG/30

4-6:
5. Endo Steel
6. Endo Steel

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. ER Medium Laser

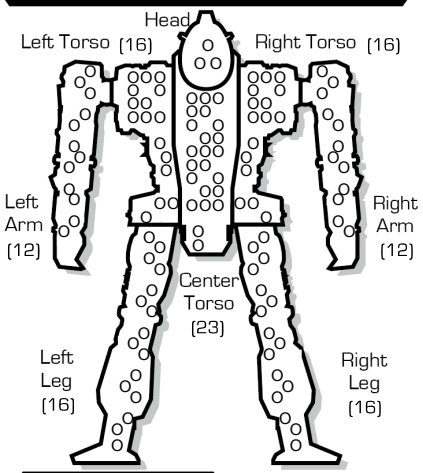
1-3:
4. Ammo (HAG 30) 4
5. Ammo (HAG 30) 4
6. Ammo (HAG 30) 4

1. Ammo (HAG 30) 4

4-6:
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

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

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Night Gyr H

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 4

Tonnage: 75
Tech Base: Clan
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	HD	4	7 [P]	—	4	8	12
1	ECM Suite	RT	—	[E]	—	—	—	6
1	Heavy Large Laser	LT	18	16 [DE]	—	5	10	15
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Ultra AC/10	LA	3	10/Sht [DB,R,C]	—	6	12	18

Cost: 20,018,906 C-bills **BV:** 2,428

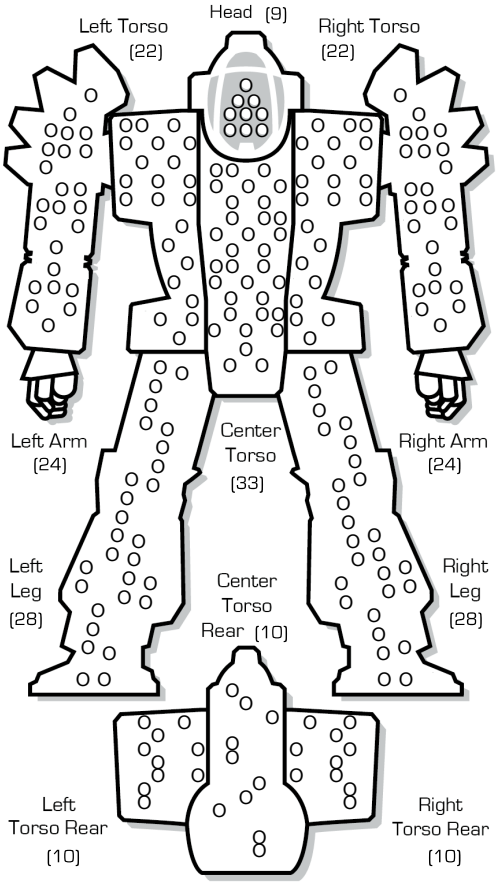
WARRIOR DATA

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

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

4-6:
1. Ultra AC/10
2. Ultra AC/10
3. Ultra AC/10
4. Ultra AC/10
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. Heavy Large Laser
4. Heavy Large Laser
5. Heavy Large Laser
6. Ammo (Ultra AC/10) 10

4-6:
1. Ammo (Ultra AC/10) 10
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

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

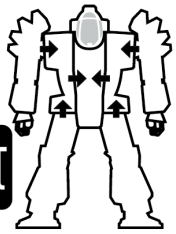
Head
1. Life Support
2. Sensors
3. Cockpit
4. Medium Pulse Laser
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3:
4. Gyro
5. Gyro
6. Gyro

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator

1-3:
3. Double Heat Sink
4. Double Heat Sink
5. Gauss Rifle
6. Gauss Rifle

4-6:
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Endo Steel
6. Endo Steel

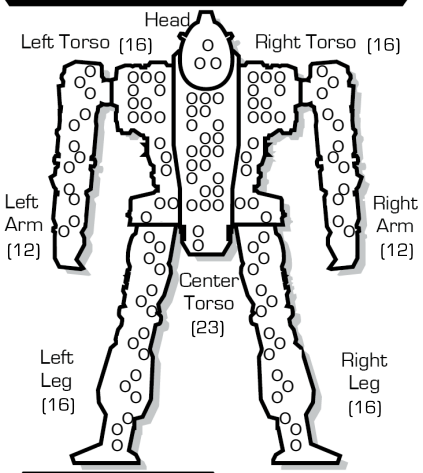
Right Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3:
3. Double Heat Sink
4. Double Heat Sink
5. Ammo (Gauss) 8
6. Ammo (Gauss) 8

4-6:
1. ECM Suite
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

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

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	Heat Sinks: 17 (34) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Kingfisher Prime

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 0

Tonnage: 90
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	CT	10	10 [P]	—	6	14	20
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	LRM 10	LT	4	1/Msl [M,C,S]	—	7	14	21
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	ER Small Laser	LA	2	5 [DE]	—	2	4	6
1	Streak SRM 6	LA	4	2/Msl [M,C]	—	4	8	12

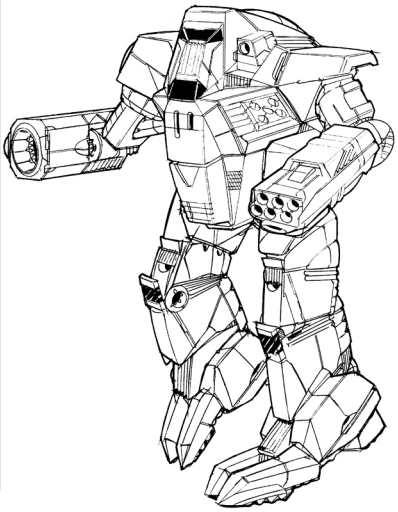
Cost: 12,818,469 C-bills **BV:** 2,401

WARRIOR DATA

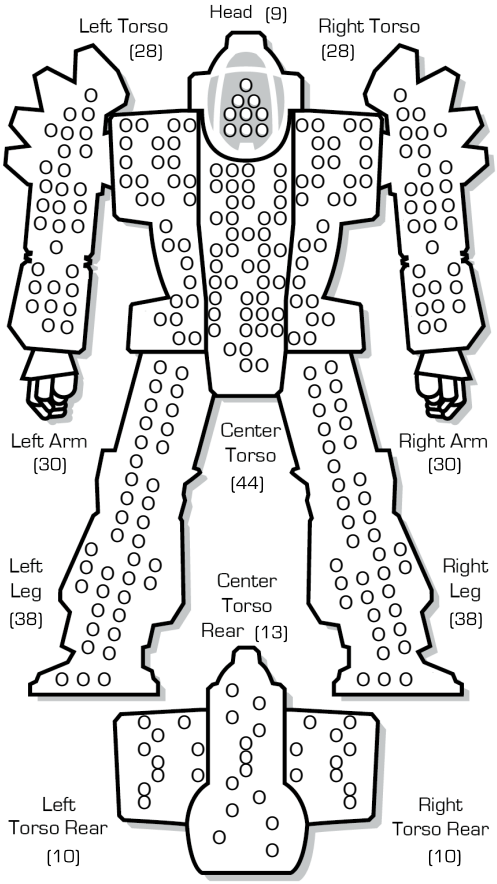
Name: _____

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 (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. [Streak SRM 6
5. [Streak SRM 6
6. ER Small Laser

1. Ammo (Streak SRM 6) 15
2. Roll Again

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

Left Torso (CASE)
1. LRM 10
2. Medium Pulse Laser

1-3
3. Ammo (LRM 10) 12
4. Endo Steel
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Ferro-Fibrous

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

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

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

Center Torso
1. Fusion Engine
2. Fusion Engine

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

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. [Large Pulse Laser
6. [Large Pulse Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. [Large Pulse Laser
5. [Large Pulse Laser
6. Roll Again

1. Roll Again
2. Roll Again

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

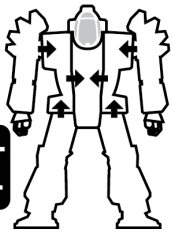
Right Torso
1. [Double Heat Sink
2. [Double Heat Sink
3. Medium Pulse Laser

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

1. Ferro-Fibrous
2. Ferro-Fibrous

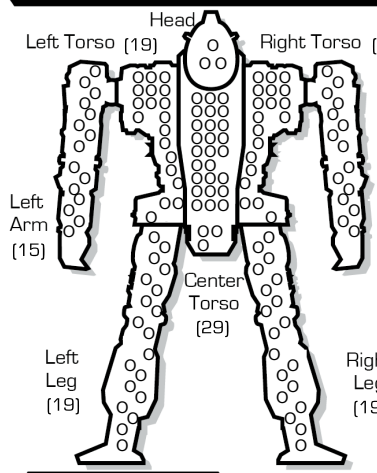
4-6
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

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



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	Heat Sinks: 17 (34) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Kingfisher A

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 0

Tonnage: 90
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	CT	15	15 [DE]	—	7	14	23
1	ER Small Laser	RT	2	5 [DE]	—	2	4	6
1	SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
1	LB 10-X AC	RA	2	10 [DB,C/F/S]	—	6	12	18
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12

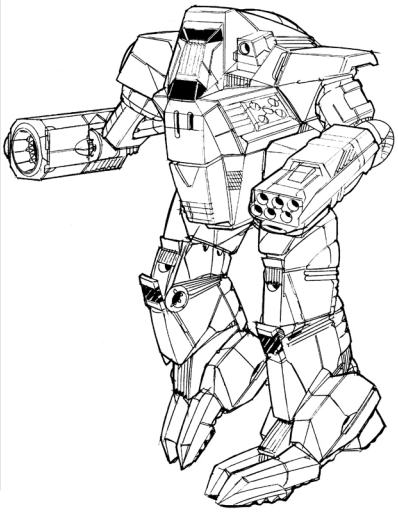
Cost: 13,354,031 C-bills **BV:** 2,261

WARRIOR DATA

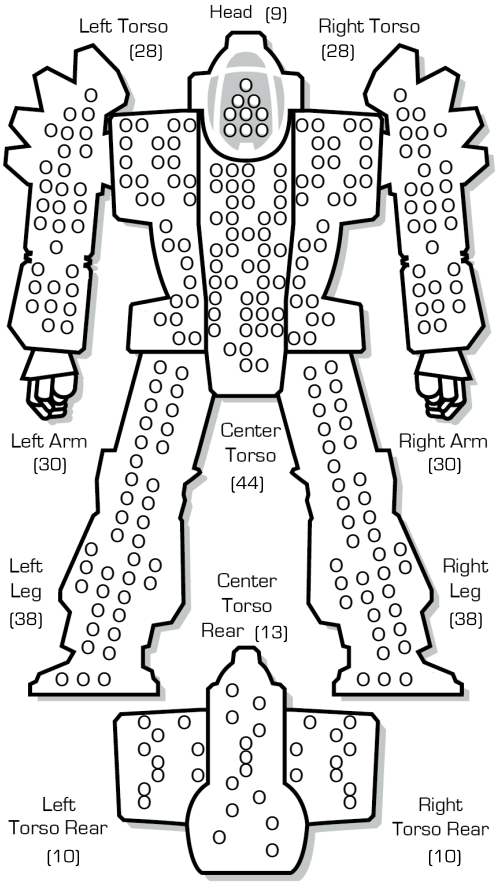
Name: _____

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
4. ER Medium Laser
5. Medium Pulse Laser
6. Roll Again

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

Left Torso (CASE)
1. SRM 6
2. Ammo (SRM 6) 15
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

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

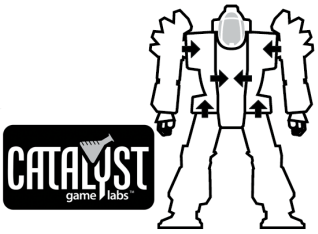
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. ER PPC
6. ER PPC

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. LB 10-X AC

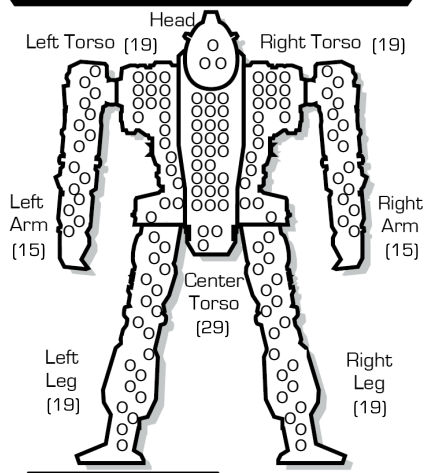
1. LB 10-X AC
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso (CASE)
1. Double Heat Sink
2. Double Heat Sink
3. ER Small Laser
4. Ammo (LB-10X) 10
5. Ammo (LB-10X Cluster) 10
6. Endo Steel

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

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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	Heat Sinks: 17 (34) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Kingfisher B

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 0

Tonnage: 90
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AMS	CT	1	2 [DB,PD]	—	0	0	0
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
2	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	Ultra AC/20	RA	7	20/Sht [DB,R,C]	—	4	8	12
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER Small Laser	LA	2	5 [DE]	—	2	4	6

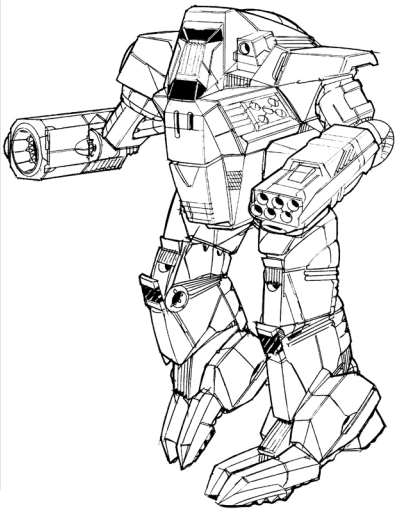
Cost: 13,781,531 C-bills **BV:** 2,472

WARRIOR DATA

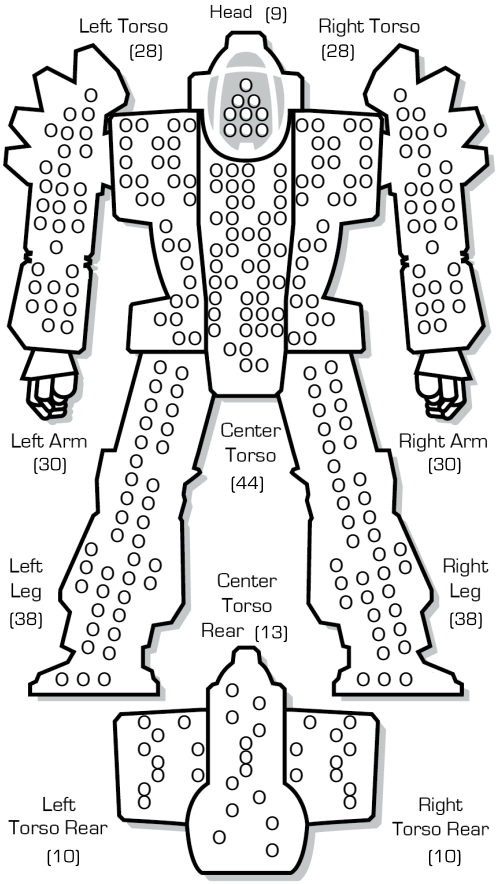
Name: _____

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
4. ER Large Laser
5. ER Medium Laser
6. ER Small Laser

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

Left Torso
1. ER Medium Laser
2. ER Medium Laser
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

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

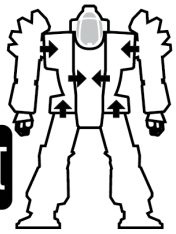
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

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

Center Torso (CASE)
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. AMS
6. Ammo (AMS) 24

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

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

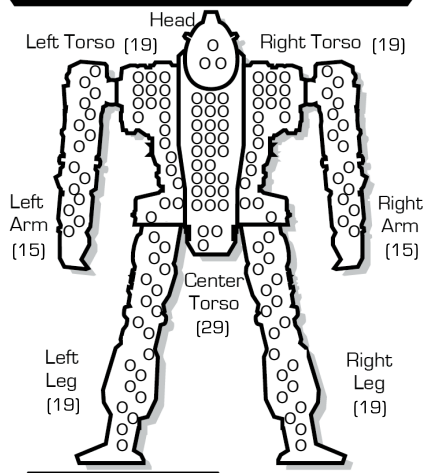
4-6:
1. Ultra AC/20
2. Ultra AC/20
3. Ultra AC/20
4. Ultra AC/20
5. Roll Again
6. Roll Again

Right Torso (CASE)
1. Double Heat Sink
2. Double Heat Sink
3. ER Medium Laser
4. Ammo (Ultra AC/20) 5
5. Ammo (Ultra AC/20) 5
6. Endo Steel

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

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 17 (34) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Kingfisher C

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tonnage: 90
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	CT	5	7 [DE]	—	5	10	15
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER PPC	LA	15	15 [DE]	—	7	14	23

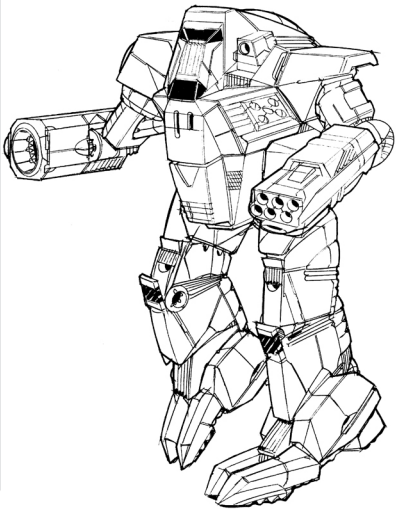
Cost: 13,193,125 C-bills **BV:** 2,644

WARRIOR DATA

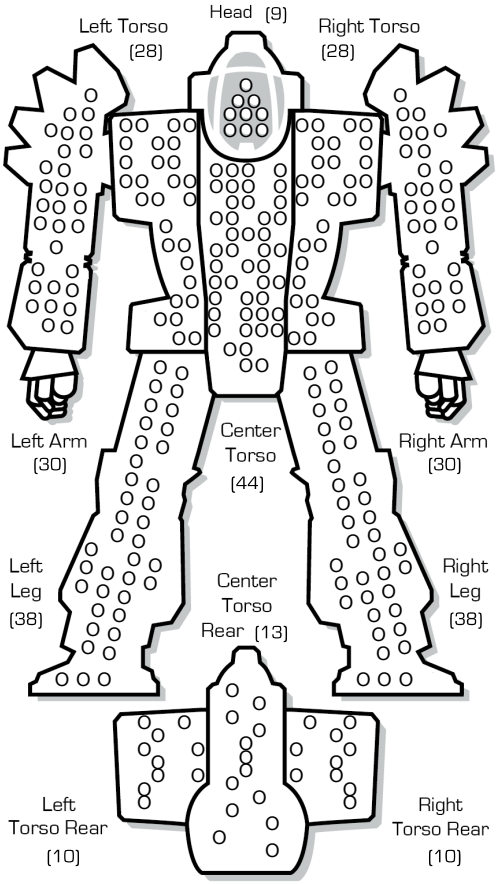
Name: _____

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
1-3: 3. Double Heat Sink, 4. Double Heat Sink, 5. Double Heat Sink, 6. Double Heat Sink
4-6: 1. ER PPC, 2. ER PPC, 3. ER Medium Laser, 4. Roll Again, 5. Roll Again, 6. Roll Again

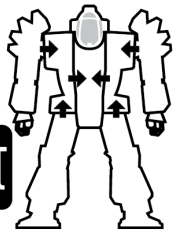
Left Torso
1-3: 1. Double Heat Sink, 2. Double Heat Sink, 3. Double Heat Sink, 4. Double Heat Sink, 5. Endo Steel, 6. Endo Steel
4-6: 1. Endo Steel, 2. Endo Steel, 3. Ferro-Fibrous, 4. Ferro-Fibrous, 5. Ferro-Fibrous, 6. Roll Again

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

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

Center Torso
1-3: 1. Fusion Engine, 2. Fusion Engine, 3. Fusion Engine, 4. Gyro, 5. Gyro, 6. Gyro
4-6: 1. Gyro, 2. Fusion Engine, 3. Fusion Engine, 4. Fusion Engine, 5. ER Medium Laser, 6. ER Medium Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



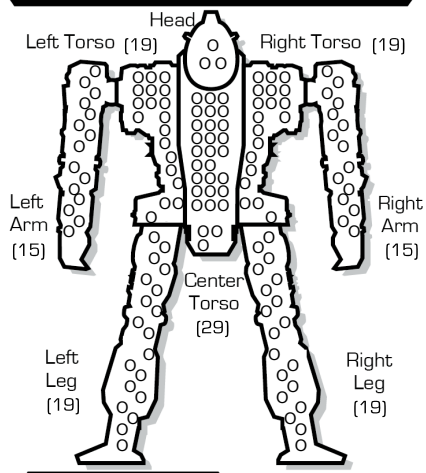
Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
1-3: 3. Double Heat Sink, 4. Double Heat Sink, 5. Double Heat Sink, 6. Double Heat Sink
4-6: 1. ER PPC, 2. ER PPC, 3. ER Medium Laser, 4. Roll Again, 5. Roll Again, 6. Roll Again

Right Torso
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
4-6: 1. Endo Steel, 2. Endo Steel, 3. Endo Steel, 4. Ferro-Fibrous, 5. Ferro-Fibrous, 6. Ferro-Fibrous

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

HEAT DATA

Heat Level*	Effects	Heat Sinks: 25 (50) Double
30	Shutdown	O O O
28	Ammo Exp. avoid on 8+	O O O
26	Shutdown, avoid on 10+	O O O
25	-5 Movement Points	O O O
24	+4 Modifier to Fire	O O O
23	Ammo Exp. avoid on 6+	O O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O O
15	-3 Movement Points	O O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Kingfisher D

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tonnage: 90
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	CT	12	10 [DE]	—	8	15	25
1	Ultra AC/10	RA	3	10/Sht [DB,R,C]	—	6	12	18
2	ER Large Laser	LA	12	10 [DE]	—	8	15	25

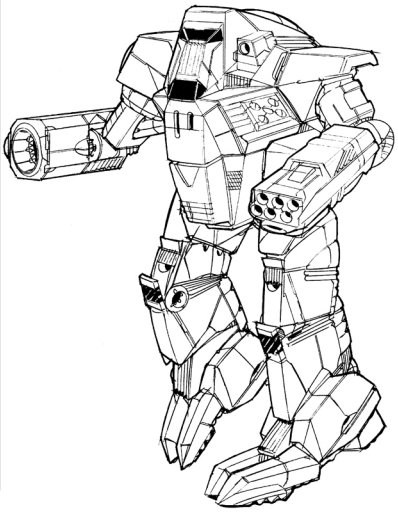
Cost: 12,524,562 C-bills **BV:** 2,364

WARRIOR DATA

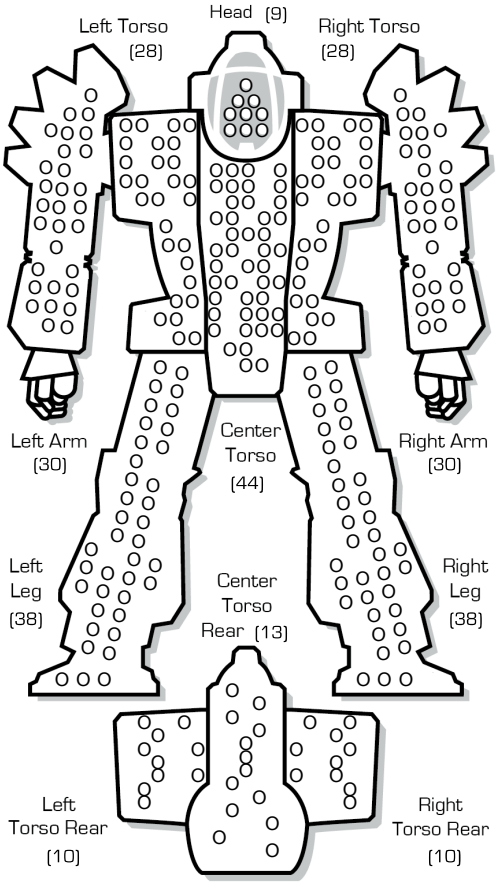
Name: _____

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
4. ER Large Laser
5. ER Large Laser
6. Roll Again

1-3

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

4-6

Left Torso
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

1-3

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

4-6

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

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

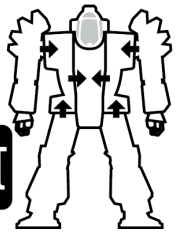
Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. ER Large Laser
6. Roll Again

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Ultra AC/10
4. Ultra AC/10
5. Ultra AC/10
6. Ultra AC/10

1-3

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

4-6

Right Torso (CASE)
1. Double Heat Sink
2. Double Heat Sink
3. Ammo (Ultra AC/10) 10
4. Ammo (Ultra AC/10) 10
5. Endo Steel
6. Endo Steel

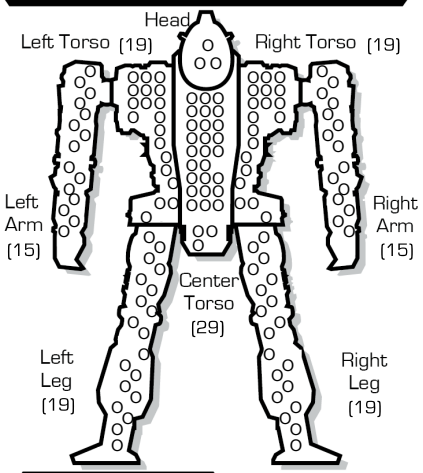
1-3

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

4-6

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

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	Heat Sinks: 17 (34) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Kingfisher E

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tonnage: 90
Tech Base: Clan
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	CT	4	7 [P]	—	4	8	12
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	ATM 12	LA	8	[M,S,C]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9

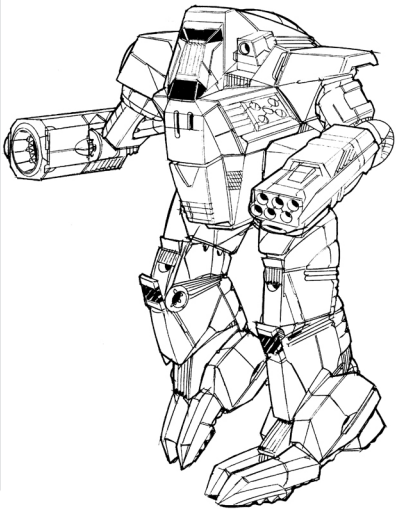
Cost: 12,851,125 C-bills **BV:** 2,443

WARRIOR DATA

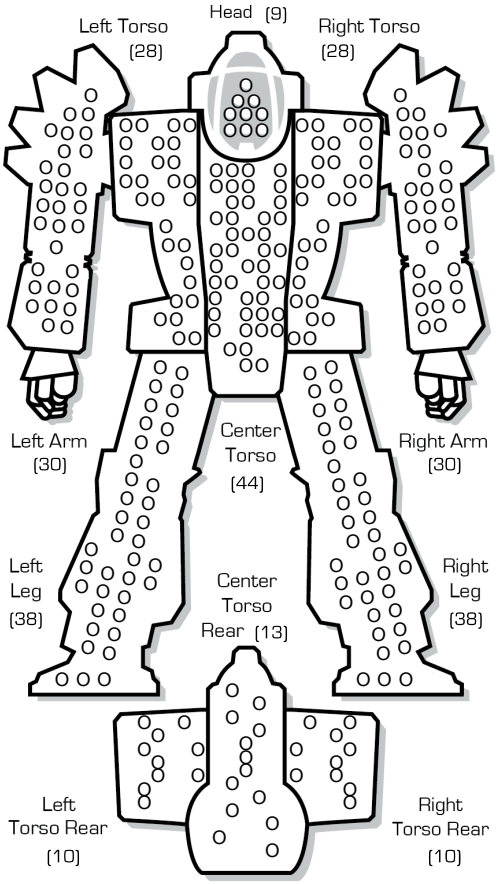
Name: _____

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. ATM 12
5. ATM 12
6. ATM 12

4-6
1. ATM 12
2. ATM 12
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso (CASE)
1. Medium Pulse Laser
2. Ammo (ATM 12) 5

1-3
3. Ammo (ATM 12 ER) 5
4. Ammo (ATM 12 HE) 5
5. Endo Steel
6. Endo Steel

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

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

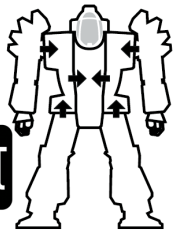
Head
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

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

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

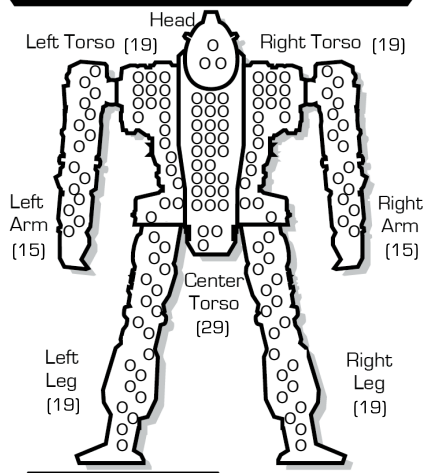
Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Medium Pulse Laser

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

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

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double 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	Heat Sinks: 17 (34) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Kingfisher F

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tonnage: 90
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	CT	—	[E]	—	—	—	6
1	ER Large Laser	CT	12	10 [DE]	—	8	15	25
3	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	HAG/30	LA	6	30 [C/F]	2	8	16	24

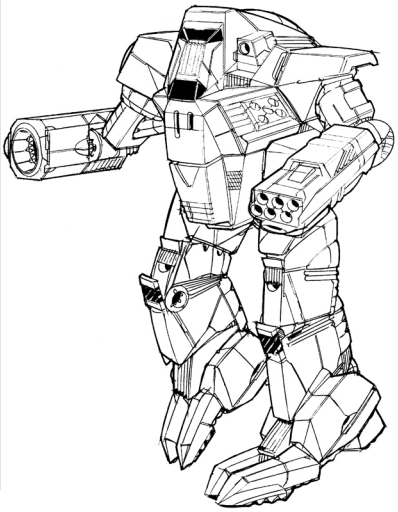
Cost: 13,731,062 C-bills **BV:** 2,568

WARRIOR DATA

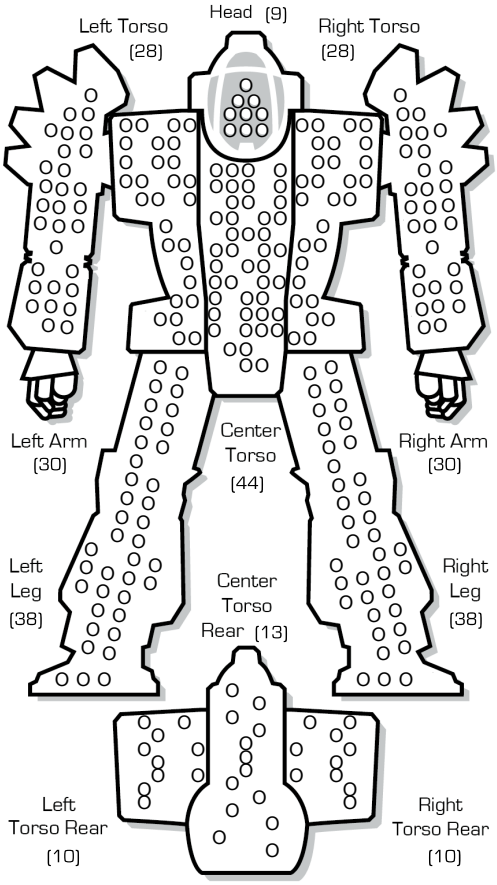
Name: _____

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 (CASE)
1. Shoulder
2. Upper Arm Actuator
1-3: 3. HAG/30, 4. HAG/30, 5. HAG/30, 6. HAG/30
4-6: 1. HAG/30, 2. HAG/30, 3. HAG/30, 4. HAG/30, 5. Roll Again, 6. Roll Again

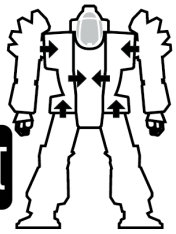
Left Torso
1. Ammo (HAG 30) 4
2. Ammo (HAG 30) 4
1-3: 3. Ammo (HAG 30) 4, 4. Endo Steel, 5. Endo Steel, 6. Endo Steel
4-6: 1. Endo Steel, 2. Ferro-Fibrous, 3. Ferro-Fibrous, 4. Ferro-Fibrous, 5. Roll Again, 6. Roll Again

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

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

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
1-3: 4. Gyro, 5. Gyro, 6. Gyro
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
4-6: 5. ER Large Laser, 6. ECM Suite

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



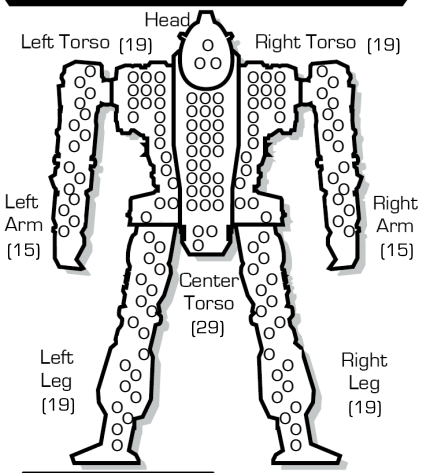
Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3: 4. ER Medium Laser, 5. ER Medium Laser, 6. ER Medium Laser
1. Roll Again
2. Roll Again
3. Roll Again
4-6: 4. Roll Again, 5. Roll Again, 6. Roll Again

Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Endo Steel
1-3: 4. Endo Steel, 5. Endo Steel, 6. Ferro-Fibrous
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again
4-6: 4. Roll Again, 5. Roll Again, 6. Roll Again

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

HEAT DATA

Heat Level*	Effects	Heat Sinks: 17 (34) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Kingfisher H

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tonnage: 90
Tech Base: Clan
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser	CT	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	Heavy Large Laser	RA	18	16 [DE]	—	5	10	15
1	Heavy Large Laser	LA	18	16 [DE]	—	5	10	15
1	Targeting Computer	LA	—	[E]	—	—	—	—

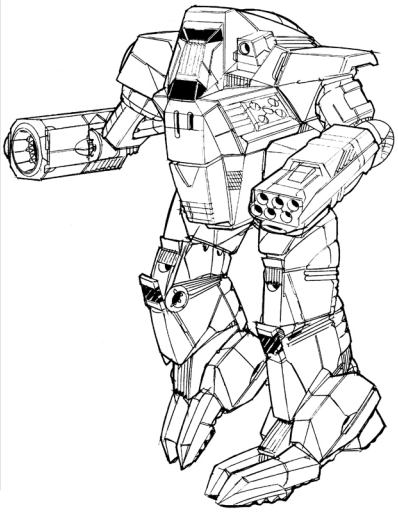
Cost: 13,041,125 C-bills **BV:** 2,525

WARRIOR DATA

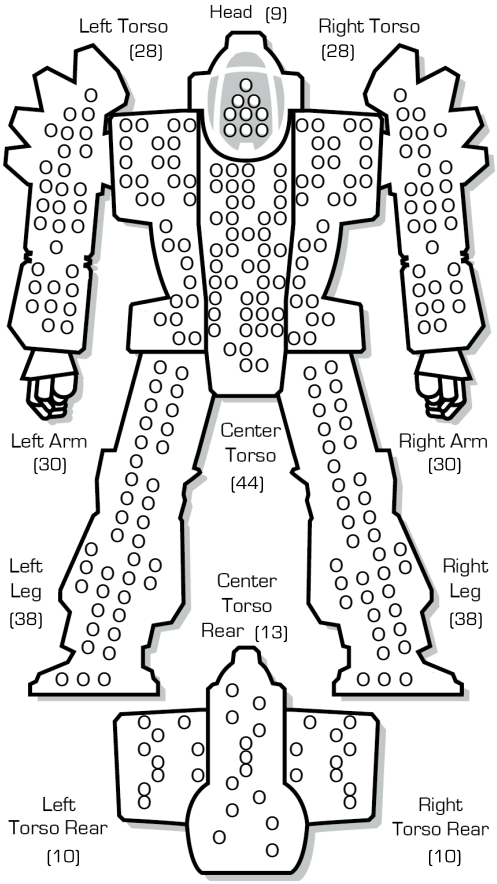
Name: _____

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. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Heavy Large Laser
2. Heavy Large Laser
3. Heavy Large Laser
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

4-6

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. ER Medium Laser
6. Endo Steel

1-3

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

4-6

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

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

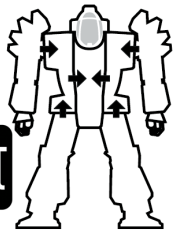
Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. ER Medium Laser
6. ER Medium Laser

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Heavy Large Laser
4. Heavy Large Laser
5. Heavy Large Laser
6. ER Medium Laser

4-6

Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

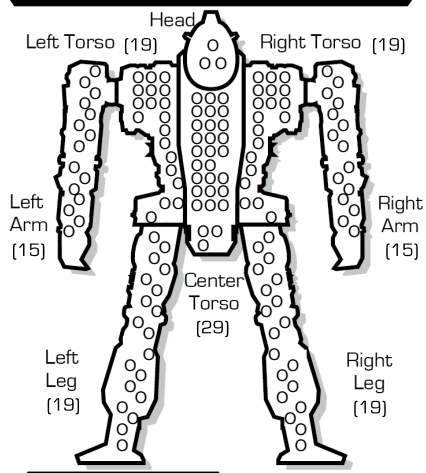
1-3

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

4-6

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

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	Heat Sinks: 26 (52) Double
30	Shutdown	O O O
28	Ammo Exp. avoid on 8+	O O O
26	Shutdown, avoid on 10+	O O O
25	-5 Movement Points	O O O
24	+4 Modifier to Fire	O O O
23	Ammo Exp. avoid on 6+	O O O
22	Shutdown, avoid on 8+	O O O
20	-4 Movement Points	O O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O O
15	-3 Movement Points	O O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Kingfisher X

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 0

Tonnage: 90
Tech Base: Clan (Experimental)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	CT	15	15 [DE]	—	7	14	23
1	ECM Suite	RT	—	[E]	—	—	—	6
1	ER Medium Pulse Laser	RT	6	7 [P]	—	5	9	14
1	ER Medium Pulse Laser	LT	6	7 [P]	—	5	9	14
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	LRM 15 w/Artemis V FCS	RA	5	1/Msl [M,C,S]	—	7	14	21
3	Improved Heavy Medium Laser	LA	7	10 [DE,X]	—	3	6	9

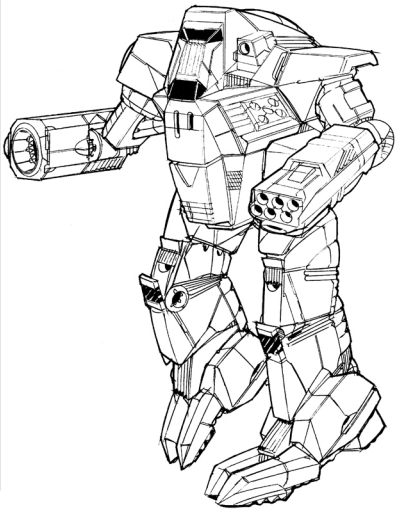
Cost: 15,202,375 C-bills **BV:** 2,706

WARRIOR DATA

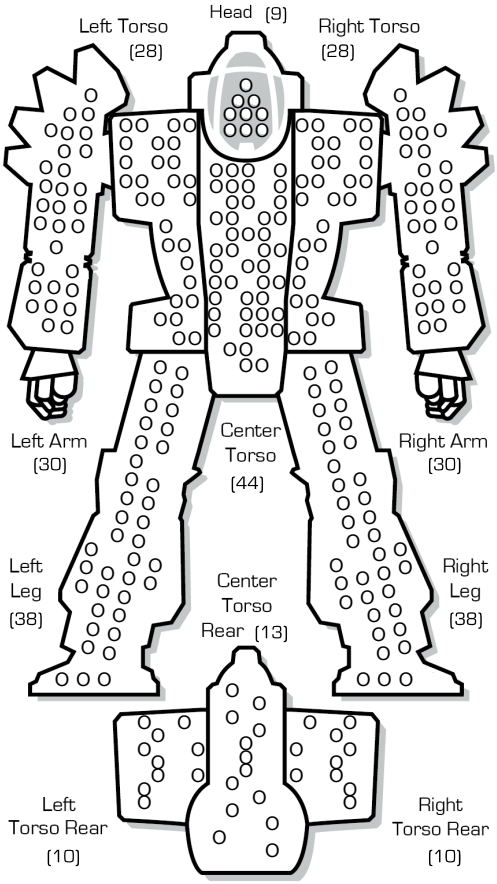
Name: _____

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 (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Improved Heavy Medium Laser
5. Improved Heavy Medium Laser
6. Improved Heavy Medium Laser

1. Improved Heavy Medium Laser
2. Improved Heavy Medium Laser
3. Improved Heavy Medium Laser

4-6
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Targeting Computer
2. Targeting Computer
3. Targeting Computer
4. ER Medium Pulse Laser
5. ER Medium Pulse Laser
6. Endo Steel

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

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

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

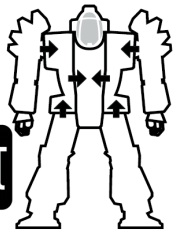
Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. LRM 15
5. LRM 15
6. Artemis V FCS

1. Artemis V FCS
2. Ammo (LRM 15 Artemis V) 8
3. Ammo (LRM 15 Artemis V) 8

4-6
4. Roll Again
5. Roll Again
6. Roll Again

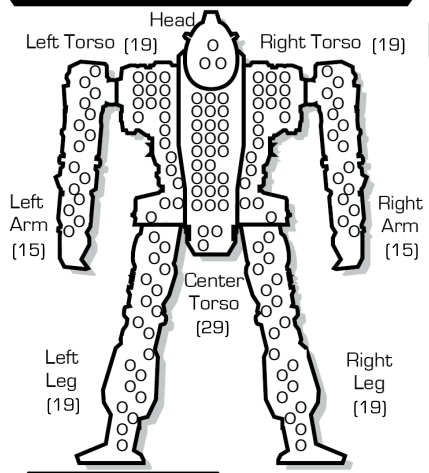
Right Torso

1-3
1. Double Heat Sink
2. Double Heat Sink
3. ER Medium Pulse Laser
4. ER Medium Pulse Laser
5. ECM Suite
6. Endo Steel

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

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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	Heat Sinks: 17 (34) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Supernova

Movement Points:
- Walking: 3
- Running: 5
- Jumping: 3

Tonnage: 90
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	ER Large Laser	RA	12	10 [DE]	—	8	15	25
3	ER Large Laser	LA	12	10 [DE]	—	8	15	25

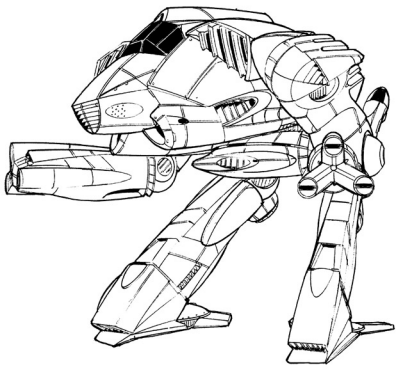
Cost: 9,346,100 C-bills **BV:** 2,801

WARRIOR DATA

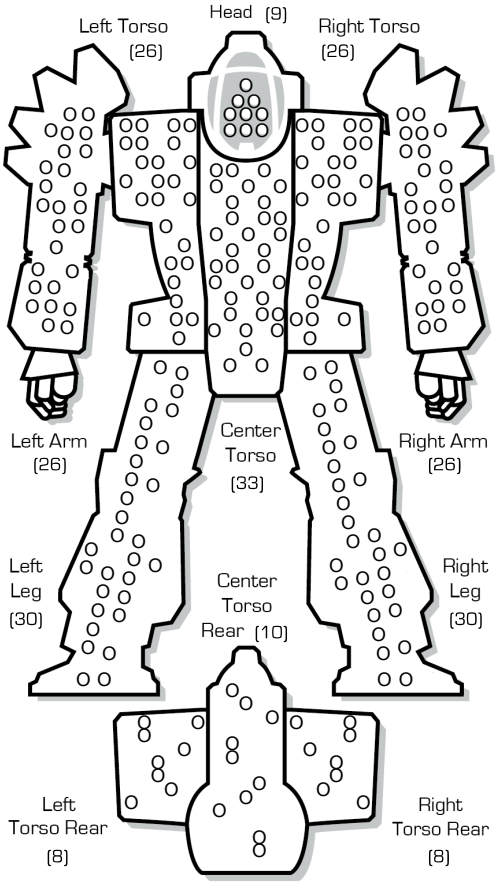
Name: _____

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. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. ER Large Laser

4-6
3. ER Large Laser
4. ER Large Laser
5. Roll Again
6. Roll Again

Left Torso

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

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Roll Again

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

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

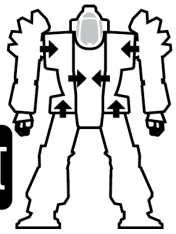
Center Torso

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

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

1. Double Heat Sink
2. ER Large Laser

4-6
3. ER Large Laser
4. ER Large Laser
5. Roll Again
6. Roll Again

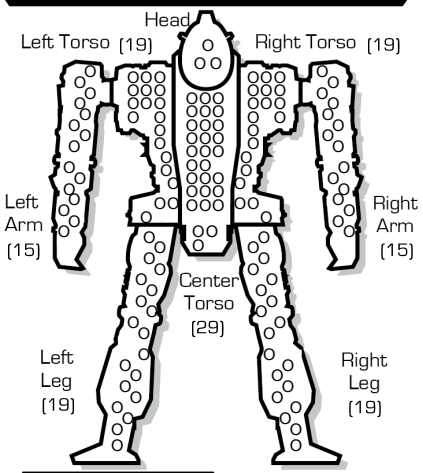
Right Torso

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

4-6
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Roll Again

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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	Heat Sinks: 26 (52) Double
30	Shutdown	O O O
28	Ammo Exp. avoid on 8+	O O O
26	Shutdown, avoid on 10+	O O O
25	-5 Movement Points	O O O
24	+4 Modifier to Fire	O O O
23	Ammo Exp. avoid on 6+	O O O
22	Shutdown, avoid on 8+	O O O
20	-4 Movement Points	O O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O O
15	-3 Movement Points	O O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Supernova 2

Movement Points:
- Walking: 3
- Running: 5
- Jumping: 3

Tonnage: 90
Tech Base: Clan
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ATM 9	RT	6	[M,S,C]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
2	ATM 9	LT	6	[M,S,C]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25

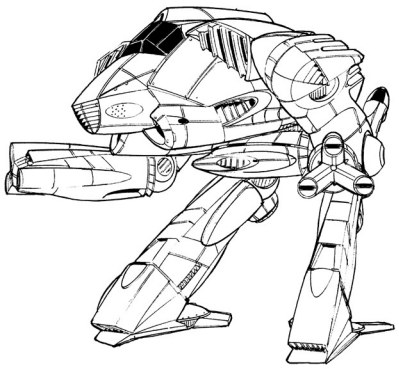
Cost: 10,092,800 C-bills **BV:** 2,741

WARRIOR DATA

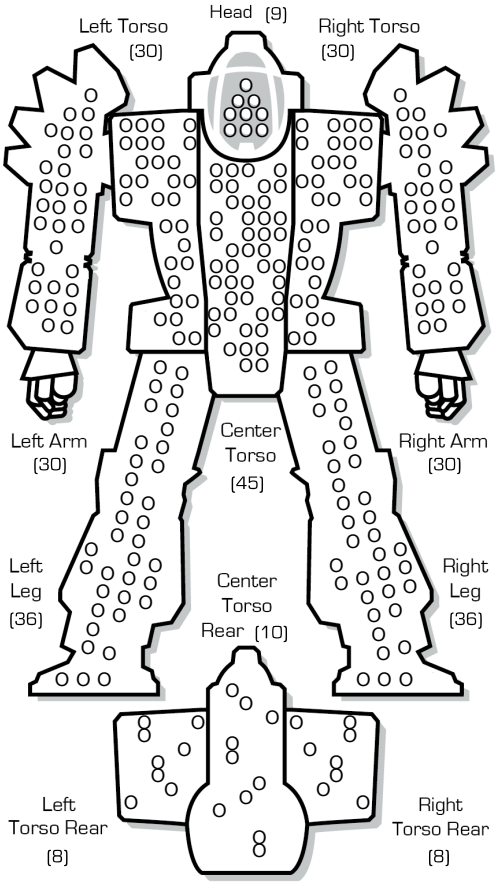
Name: _____

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 (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3: 4. Double Heat Sink; 5. Double Heat Sink; 6. Double Heat Sink
- 4-6: 1. Double Heat Sink; 2. ER Large Laser; 3. Ammo (ATM 9) 7; 4. Endo Steel; 5. Endo Steel; 6. Endo Steel

Left Torso
1. Jump Jet
- 1-3: 2. ATM 9; 3. ATM 9; 4. ATM 9; 5. ATM 9; 6. ATM 9
- 4-6: 1. ATM 9; 2. ATM 9; 3. ATM 9; 4. Targeting Computer; 5. Targeting Computer; 6. Endo Steel

Left Leg (CASE)
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (ATM 9 ER) 7
6. Ammo (ATM 9 HE) 7

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

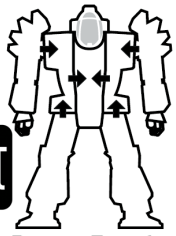
Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
- 1-3: 4. Gyro; 5. Gyro; 6. Gyro
- 4-6: 1. Gyro; 2. Fusion Engine; 3. Fusion Engine; 4. Fusion Engine; 5. Jump Jet; 6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
- 1-3: 4. Double Heat Sink; 5. Double Heat Sink; 6. Double Heat Sink
- 4-6: 1. Double Heat Sink; 2. Double Heat Sink; 3. Double Heat Sink; 4. ER Large Laser; 5. Ammo (ATM 9) 7; 6. Endo Steel

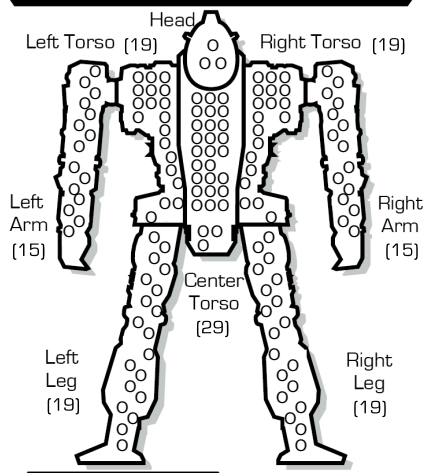
Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Jump Jet
- 1-3: 4. ATM 9; 5. ATM 9; 6. ATM 9
- 4-6: 1. ATM 9; 2. ATM 9; 3. ATM 9; 4. ATM 9; 5. ATM 9; 6. Endo Steel

Right Leg (CASE)
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (ATM 9 ER) 7
6. Ammo (ATM 9 HE) 7



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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Supernova 3

Movement Points:
- Walking: 3
- Running: 5
- Jumping: 3

Tonnage: 90
Tech Base: Clan
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	HD	4	7 [P]	—	4	8	12
1	Medium Pulse Laser	CT	4	7 [P]	—	4	8	12
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
1	ER PPC	LA	15	15 [DE]	—	7	14	23

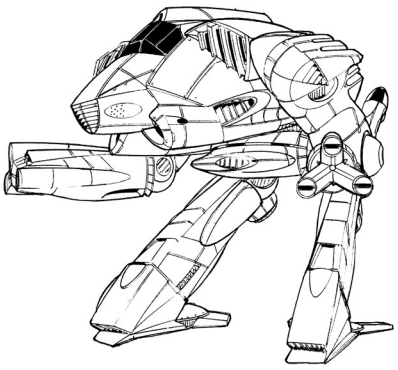
Cost: 9,507,600 C-bills **BV:** 3,448

WARRIOR DATA

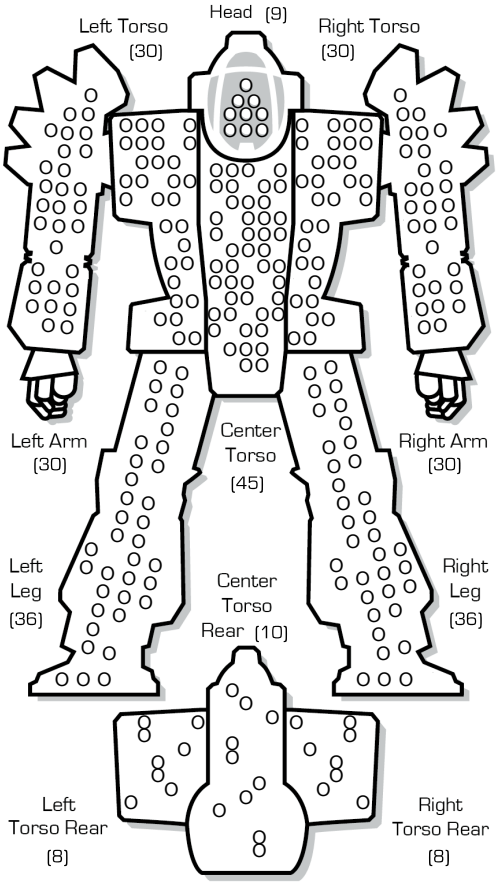
Name: _____

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. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink

4-6
2. Double Heat Sink
3. Double Heat Sink
4. ER PPC
5. ER PPC
6. ER Large Laser

Left Torso

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

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

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

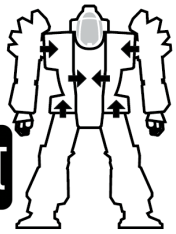
Head
1. Life Support
2. Sensors
3. Cockpit
4. Medium Pulse Laser
5. Sensors
6. Life Support

Center Torso

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

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Medium Pulse Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

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

1. Double Heat Sink

4-6
2. ER PPC
3. ER PPC
4. ER Large Laser
5. Endo Steel
6. Endo Steel

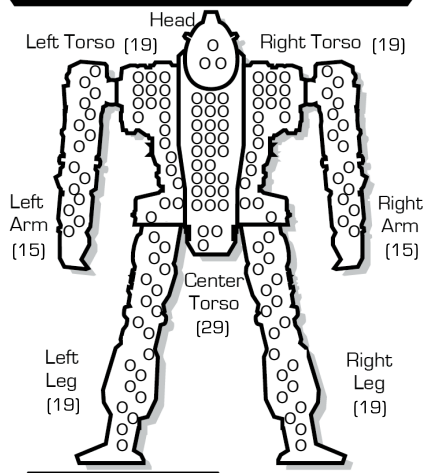
Right Torso

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

4-6
1. Jump Jet
2. Targeting Computer
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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	Heat Sinks: 23 (46) Double
30	Shutdown	O O O
28	Ammo Exp. avoid on 8+	O O O
26	Shutdown, avoid on 10+	O O O
25	-5 Movement Points	O O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O O
15	-3 Movement Points	O O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Supernova 4

Movement Points:
- Walking: 3
- Running: 5
- Jumping: 3

Tonnage: 90
Tech Base: Clan
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	7 [DE]	—	5	10	15
1	ER Medium Laser	CT	5	7 [DE]	—	5	10	15
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Heavy Medium Laser	RA	7	10 [DE]	—	3	6	9
2	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Heavy Medium Laser	LA	7	10 [DE]	—	3	6	9
2	Large Pulse Laser	LA	10	10 [P]	—	6	14	20

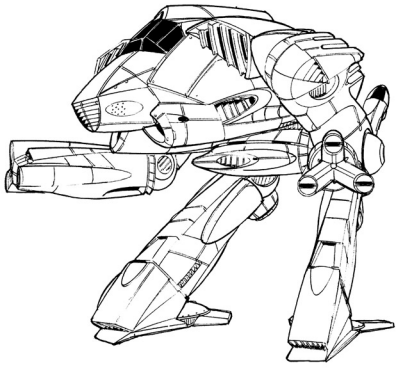
Cost: 9,355,600 C-bills **BV:** 3,158

WARRIOR DATA

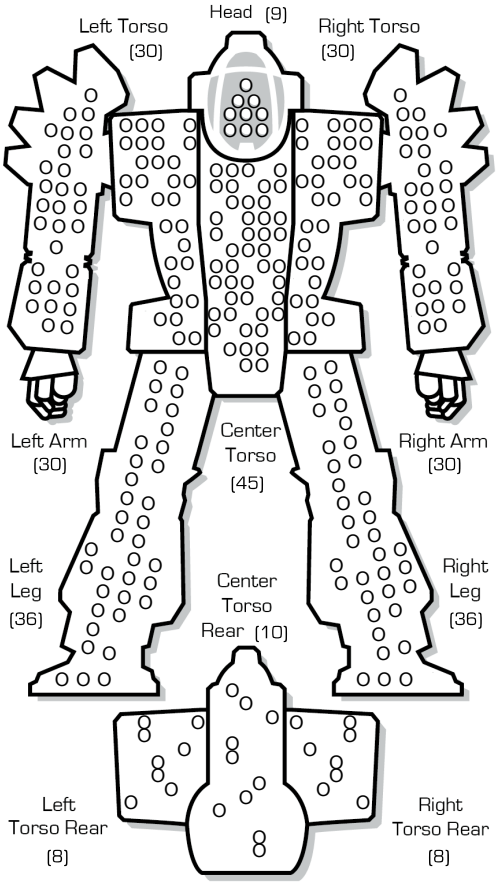
Name: _____

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. Double Heat Sink; 5. Double Heat Sink; 6. Large Pulse Laser

1. Large Pulse Laser

4-6: 2. Large Pulse Laser; 3. Large Pulse Laser; 4. Heavy Medium Laser; 5. Heavy Medium Laser; 6. Endo Steel

Left Torso

1-3: 1. Double Heat Sink; 2. Double Heat Sink; 3. Double Heat Sink; 4. Double Heat Sink; 5. Jump Jet; 6. Endo Steel

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

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator

5. Double Heat Sink
6. Double Heat Sink

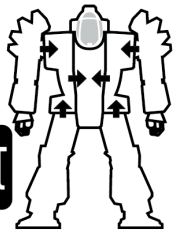
Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser
5. Sensors
6. Life Support

Center Torso

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3: 4. Double Heat Sink; 5. Double Heat Sink; 6. Large Pulse Laser

1. Large Pulse Laser

4-6: 2. Large Pulse Laser; 3. Large Pulse Laser; 4. Heavy Medium Laser; 5. Heavy Medium Laser; 6. Endo Steel

Right Torso

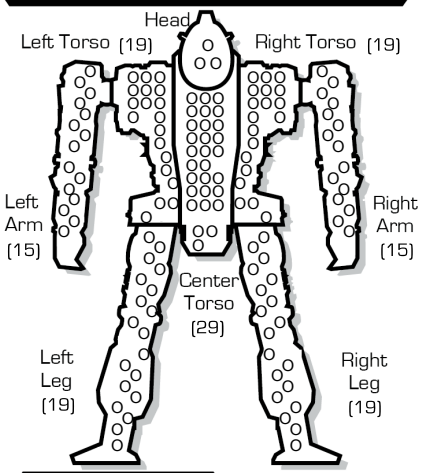
1-3: 1. Double Heat Sink; 2. Double Heat Sink; 3. Double Heat Sink; 4. Double Heat Sink; 5. Jump Jet; 6. Targeting Computer

4-6: 1. Targeting Computer; 2. Targeting Computer; 3. Targeting Computer; 4. Targeting Computer; 5. Targeting Computer; 6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator

5. Double Heat Sink
6. Double Heat Sink

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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	Heat Sinks: 18 (36) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Turkina Prime

Movement Points:
Walking: 3
Running: 5
Jumping: 3

Tonnage: 95
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	RT	5	1/Msl [M,C,S]	—	7	14	21
1	LRM 15	LT	5	1/Msl [M,C,S]	—	7	14	21
2	ER PPC	RA	15	15 [DE]	—	7	14	23
2	LB 5-X AC	LA	1	5 [DB,C/F/S]	3	8	15	24

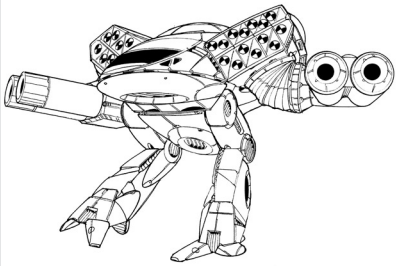
Cost: 26,662,595 C-bills **BV:** 2,944

WARRIOR DATA

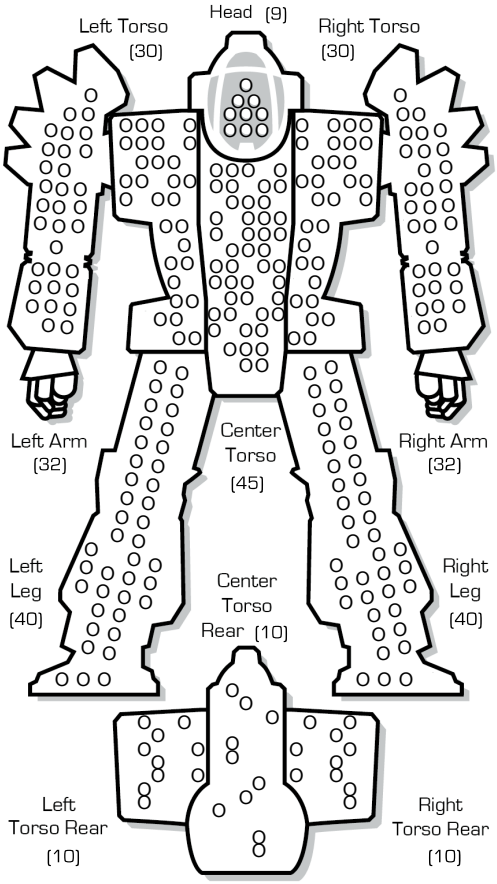
Name: _____

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 (CASE)
1. Shoulder
2. Upper Arm Actuator
3. LB 5-X AC
4. LB 5-X AC
5. LB 5-X AC
6. LB 5-X AC

1-3

1. LB 5-X AC
2. LB 5-X AC
3. LB 5-X AC
4. LB 5-X AC
5. Ammo (LB-5X) 20
6. Ammo (LB-5X Cluster) 20

4-6

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Jump Jet
2. LRM 15
3. LRM 15
4. Ammo (LRM 15) 8
5. Ammo (LRM 15) 8
6. Roll Again

4-6

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

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

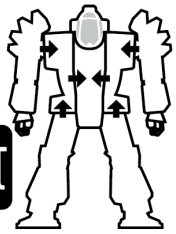
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. ER PPC
2. ER PPC
3. ER PPC
4. ER PPC
5. Roll Again
6. Roll Again

4-6

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

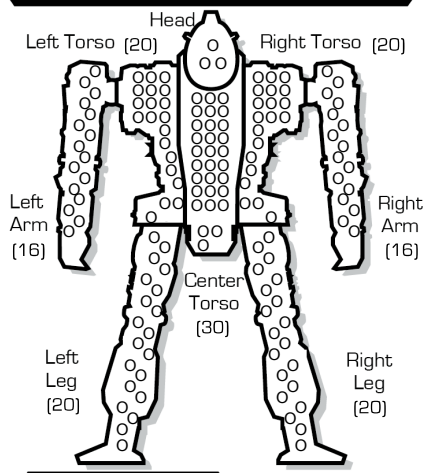
1-3

1. Jump Jet
2. LRM 15
3. LRM 15
4. Ammo (LRM 15) 8
5. Roll Again
6. Roll Again

4-6

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

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	Heat Sinks: 19 (38) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Turkina A

Movement Points:
- Walking: 3
- Running: 5
- Jumping: 3

Tonnage: 95
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20	RT	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20	LT	6	1/Msl [M,C,S]	—	7	14	21
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22

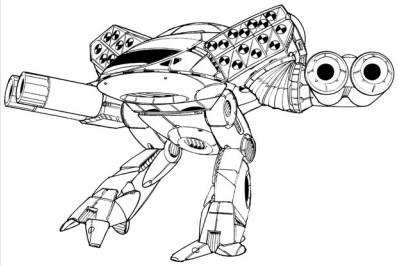
Cost: 25,872,845 C-bills **BV:** 2,906

WARRIOR DATA

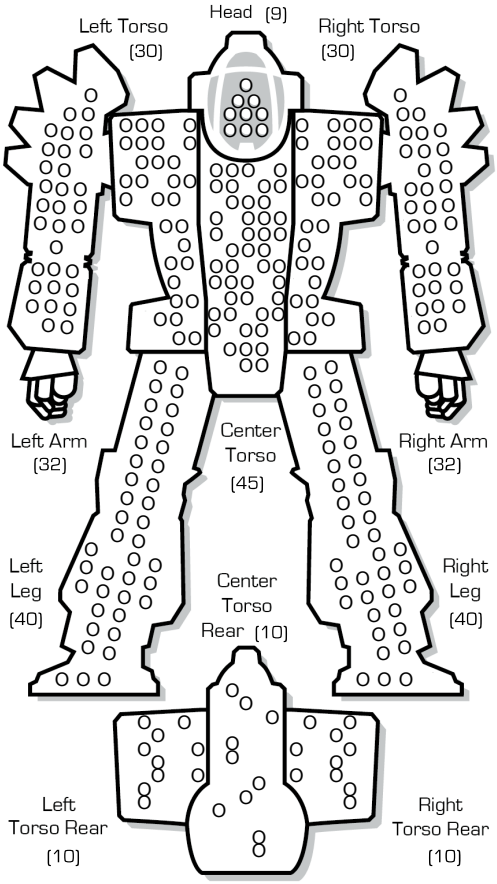
Name: _____

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 (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle
3. Ammo (Gauss) 8
4. Ammo (Gauss) 8
5. Ammo (LRM 20) 6
6. Roll Again

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Jump Jet
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. Ammo (LRM 20) 6

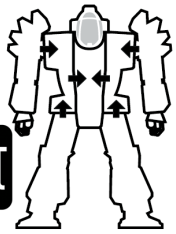
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

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

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

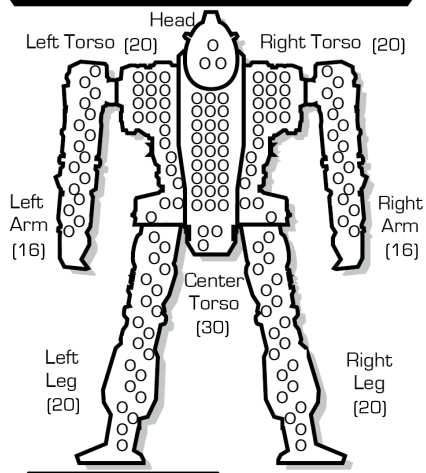
1. Gauss Rifle
2. Gauss Rifle
3. Ammo (Gauss) 8
4. Ammo (Gauss) 8
5. Ammo (LRM 20) 6
6. Roll Again

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Jump Jet
2. LRM 20
3. LRM 20
4. LRM 20
5. LRM 20
6. Ammo (LRM 20) 6

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Turkina B

Movement Points:
- Walking: 3
- Running: 5
- Jumping: 3

Tonnage: 95
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	HD	4	7 [P]	—	4	8	12
1	Medium Pulse Laser	CT	4	7 [P]	—	4	8	12
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
2	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	Targeting Computer	RA	—	[E]	—	—	—	—
2	Large Pulse Laser	LA	10	10 [P]	—	6	14	20

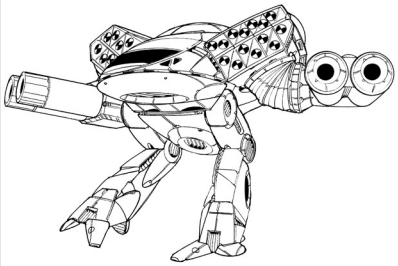
Cost: 25,507,220 C-bills **BV:** 3,420

WARRIOR DATA

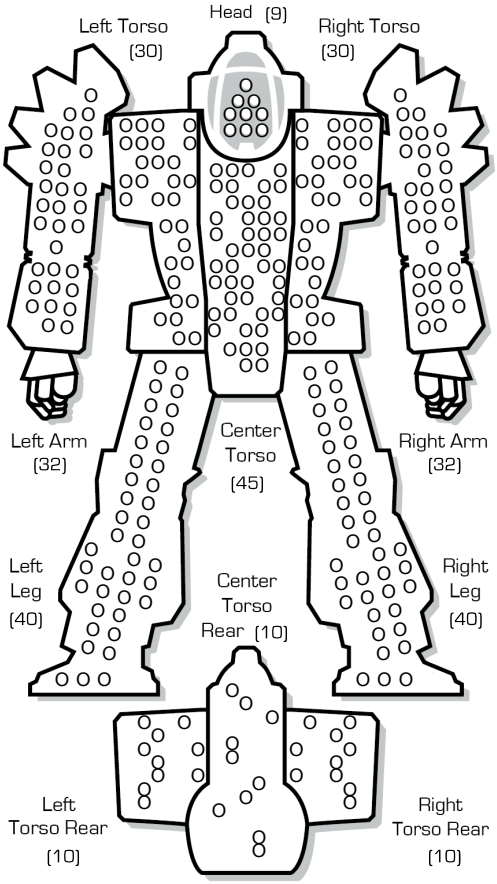
Name: _____

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. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Large Pulse Laser
4. Large Pulse Laser
5. Large Pulse Laser
6. Large Pulse Laser

4-6

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

1-3

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

4-6

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

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

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

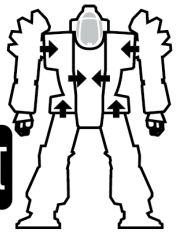
1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Medium Pulse Laser

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Double Heat Sink
4. Double Heat Sink
5. ER Large Laser
6. ER Large Laser

1-3

1. Targeting Computer
2. Targeting Computer
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

4-6

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

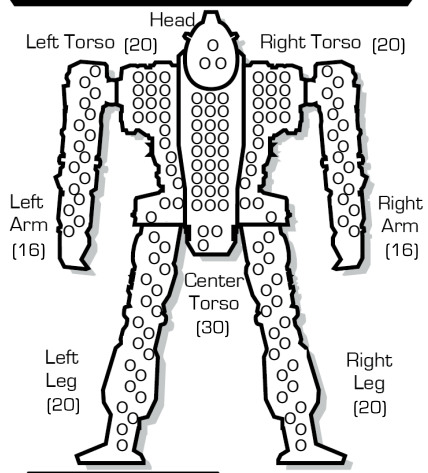
1-3

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

4-6

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

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	Heat Sinks: 25 (50) Double
30	Shutdown	O O O
28	Ammo Exp. avoid on 8+	O O O
26	Shutdown, avoid on 10+	O O O
25	-5 Movement Points	O O O
24	+4 Modifier to Fire	O O O
23	Ammo Exp. avoid on 6+	O O O
22	Shutdown, avoid on 8+	O O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O O
15	-3 Movement Points	O O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Turkina C

Movement Points:
- Walking: 3
- Running: 5
- Jumping: 3

Tonnage: 95
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Active Probe	HD	—	[E]	—	—	—	5
2	Machine Gun	RT	0	2 [DB,AI]	—	1	2	3
1	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12
2	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
2	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	LB 20-X AC	LA	6	20 [DB,C/F/S]	—	4	8	12
1	A-Pod	RL	—	[PD,OS,AI]	—	—	—	—
1	Flamer	RL	3	2 [DE,H,AI]	—	1	2	3
1	A-Pod	LL	—	[PD,OS,AI]	—	—	—	—
1	Flamer	LL	3	2 [DE,H,AI]	—	1	2	3

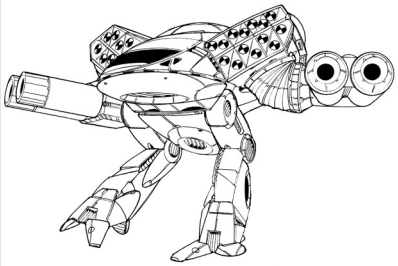
Cost: 26,677,220 C-bills **BV:** 2,796

WARRIOR DATA

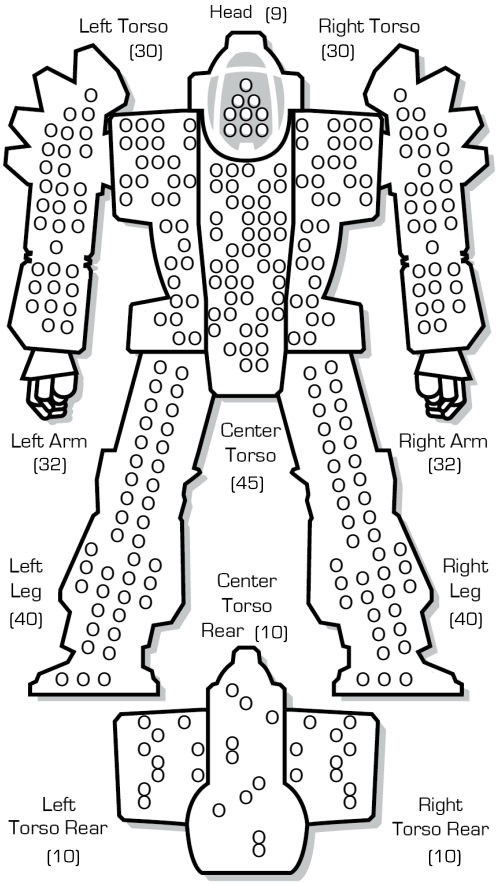
Name: _____

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 (CASE)
1. Shoulder
2. Upper Arm Actuator

1-3:
3. LB 20-X AC
4. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

4-6:
1. LB 20-X AC
2. LB 20-X AC
3. LB 20-X AC
4. LB 20-X AC
5. LB 20-X AC
6. Ammo (LB-20X) 5

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

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

4-6:
1. Jump Jet
2. Medium Pulse Laser
3. Medium Pulse Laser
4. Ammo (LB-20X) 5
5. Ammo (LB-20X Cluster) 5
6. Ammo (LB-20X Cluster) 5

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Flamer
6. A-Pod

Head
1. Life Support
2. Sensors
3. Cockpit
4. Active Probe
5. Sensors
6. Life Support

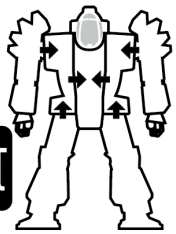
Center Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3:
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Ammo (Streak SRM 6) 15

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator

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

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

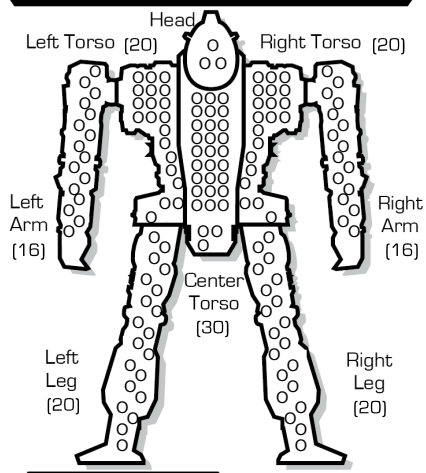
Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

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

4-6:
1. Jump Jet
2. Streak SRM 6
3. Streak SRM 6
4. Machine Gun
5. Machine Gun
6. Ammo (Machine Gun) 100

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Flamer
6. A-Pod

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 17 (34) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH

'MECH RECORD SHEET

'MECH DATA

Type: Turkina D

Movement Points:
Walking: 3
Running: 5
Jumping: 3

Tonnage: 95
Tech Base: Clan
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	7 [DE]	—	5	10	15
1	ER Medium Laser	CT	5	7 [DE]	—	5	10	15
2	ATM 12	RA	8	[M,S,C]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9
2	ATM 12	LA	8	[M,S,C]				
	Standard			2/Msl	4	5	10	15
	Extended-Range			1/Msl	4	9	18	27
	High-Explosive			3/Msl	—	3	6	9

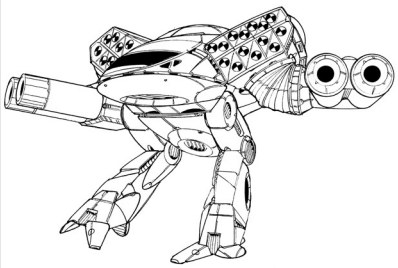
Cost: 26,779,595 C-bills **BV:** 3,132

WARRIOR DATA

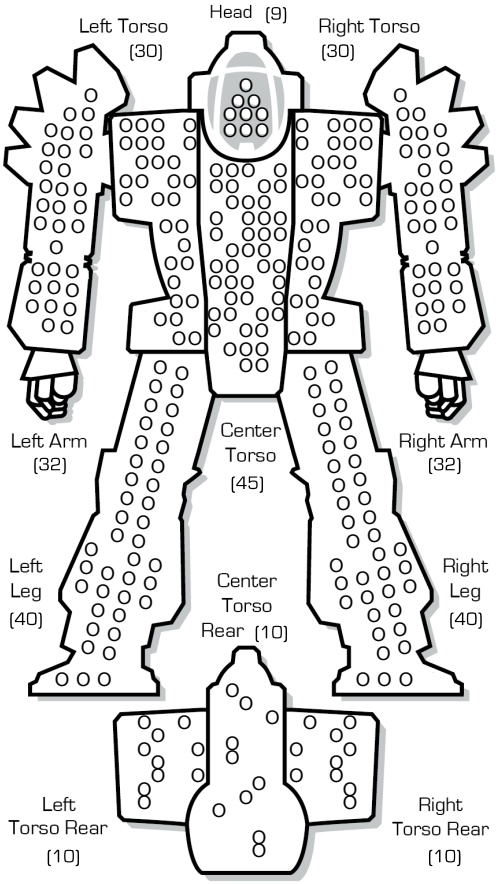
Name: _____

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

1-3:
3. ATM 12
4. ATM 12
5. ATM 12
6. ATM 12

4-6:
1. ATM 12
2. ATM 12
3. ATM 12
4. ATM 12
5. ATM 12
6. ATM 12

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

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

4-6:
1. Jump Jet
2. Ammo (ATM 12) 5
3. Ammo (ATM 12) 5
4. Ammo (ATM 12 ER) 5
5. Ammo (ATM 12 ER) 5
6. Ammo (ATM 12 HE) 5

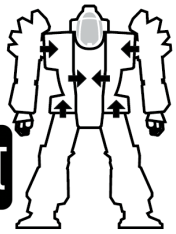
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

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

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator

1-3:
3. ATM 12
4. ATM 12
5. ATM 12
6. ATM 12

4-6:
1. ATM 12
2. ATM 12
3. ATM 12
4. ATM 12
5. ATM 12
6. ATM 12

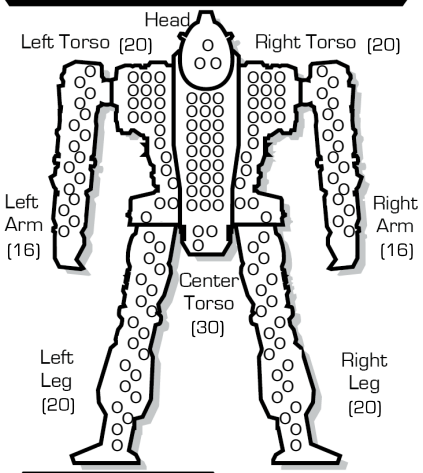
Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

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

4-6:
1. Jump Jet
2. Ammo (ATM 12) 5
3. Ammo (ATM 12) 5
4. Ammo (ATM 12 ER) 5
5. Ammo (ATM 12 HE) 5
6. Ammo (ATM 12 HE) 5

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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	Heat Sinks: 17 (34) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Turkina E

Movement Points:
Walking: 3
Running: 5
Jumping: 3

Tonnage: 95
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Streak SRM 6	RT	4	2/Msl [M,C]	—	4	8	12
2	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12
1	HAG/40	RA	8	40 [C/F]	2	8	16	24
2	Streak SRM 6	LA	4	2/Msl [M,C]	—	4	8	12

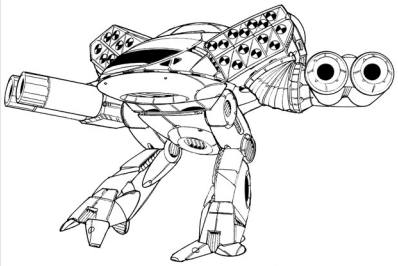
Cost: 26,530,970 C-bills **BV:** 3,147

WARRIOR DATA

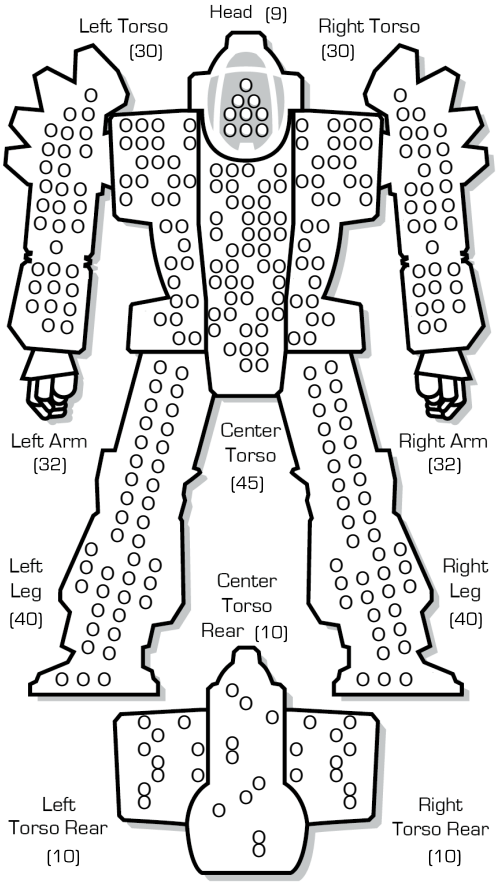
Name: _____

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. Streak SRM 6
4. Streak SRM 6
5. Streak SRM 6
6. Streak SRM 6

(1-3)

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

(4-6)

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

(1-3)

1. Jump Jet
2. Streak SRM 6
3. Streak SRM 6
4. Streak SRM 6
5. Streak SRM 6
6. Ammo (Streak SRM 6) 15

(4-6)

Left Leg (CASE)
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (HAG 40) 3
6. Ammo (Streak SRM 6) 15

Head
1. Life Support
2. Sensors
3. Cockpit
4. Ammo (HAG 40) 3
5. Sensors
6. Life Support

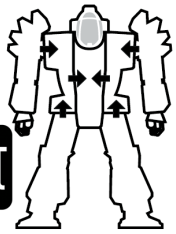
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

(1-3)

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

(4-6)

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE)
1. Shoulder
2. Upper Arm Actuator
3. HAG/40
4. HAG/40
5. HAG/40
6. HAG/40

(1-3)

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

(4-6)

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

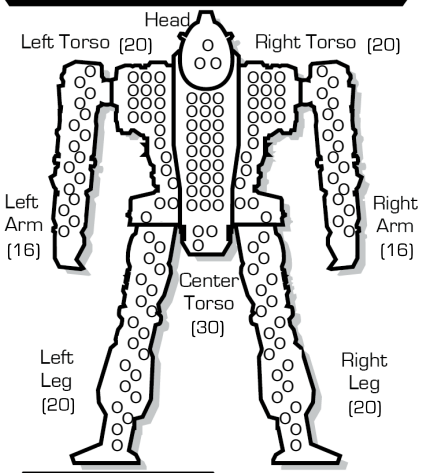
(1-3)

1. Jump Jet
2. Streak SRM 6
3. Streak SRM 6
4. Streak SRM 6
5. Streak SRM 6
6. Ammo (Streak SRM 6) 15

(4-6)

Right Leg (CASE)
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (HAG 40) 3
6. Ammo (Streak SRM 6) 15

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Turkina H

Movement Points:
- Walking: 3
- Running: 5
- Jumping: 3

Tonnage: 95
Tech Base: Clan
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	HD	4	7 [P]	—	4	8	12
1	Medium Pulse Laser	CT	4	7 [P]	—	4	8	12
1	Ultra AC/10	RT	3	10/Sht [DB,R,C]	—	6	12	18
1	Ultra AC/10	LT	3	10/Sht [DB,R,C]	—	6	12	18
1	Heavy Medium Laser	RA	7	10 [DE]	—	3	6	9
1	Targeting Computer	RA	—	[E]	—	—	—	—
2	Heavy Medium Laser	LA	7	10 [DE]	—	3	6	9

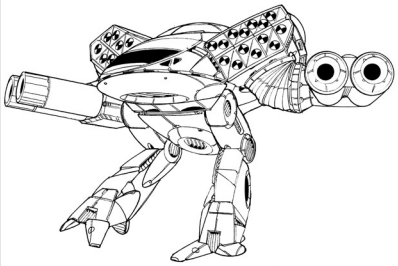
Cost: 24,468,845 C-bills **BV:** 2,712

WARRIOR DATA

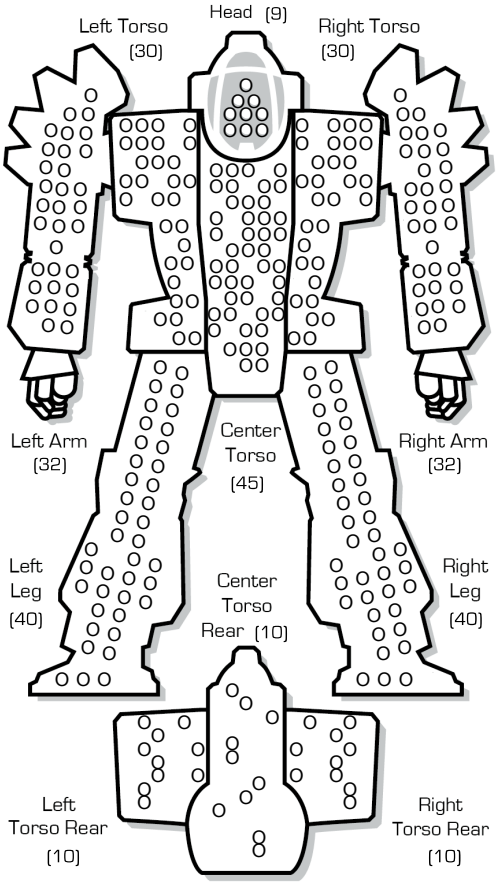
Name: _____

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 (CASE)
1. Shoulder
2. Upper Arm Actuator
3. [Double Heat Sink
4. L Double Heat Sink
5. [Double Heat Sink
6. L Double Heat Sink

1-3
1. [Heavy Medium Laser
2. L Heavy Medium Laser
3. [Heavy Medium Laser
4. L Heavy Medium Laser
5. Ammo (Ultra AC/10) 10
6. Ammo (Ultra AC/10) 10

4-6

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. [Double Heat Sink
4. L Double Heat Sink
5. [Double Heat Sink
6. L Double Heat Sink

1-3
1. Jump Jet
2. [Ultra AC/10
3. Ultra AC/10
4. Ultra AC/10
5. L Ultra AC/10
6. Ammo (Ultra AC/10) 10

4-6

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

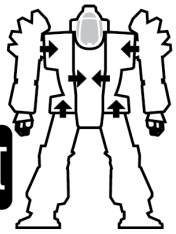
Head
1. Life Support
2. Sensors
3. Cockpit
4. Medium Pulse Laser
5. Sensors
6. Life Support

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

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

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. [Double Heat Sink
4. L Double Heat Sink
5. [Heavy Medium Laser
6. L Heavy Medium Laser

1-3
1. [Targeting Computer
2. Targeting Computer
3. Targeting Computer
4. Targeting Computer
5. Targeting Computer
6. L Targeting Computer

4-6

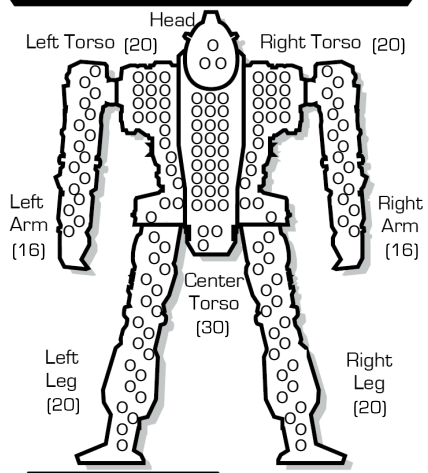
Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. [Double Heat Sink
4. L Double Heat Sink
5. [Double Heat Sink
6. L Double Heat Sink

1-3
1. Jump Jet
2. [Ultra AC/10
3. Ultra AC/10
4. Ultra AC/10
5. L Ultra AC/10
6. Ammo (Ultra AC/10) 10

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. [Double Heat Sink
6. L Double 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	Heat Sinks: 20 (40) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O O
15	-3 Movement Points	O O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Turkina X

Movement Points:
- Walking: 3
- Running: 5
- Jumping: 3

Tonnage: 95
Tech Base: Clan (Experimental)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	HD	—	[E]	—	—	—	6
3	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
3	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	LRM 20 w/Artemis V FCS	RA	6	1/Msl [M,C,S]	—	7	14	21
1	LRM 20 w/Artemis V FCS	LA	6	1/Msl [M,C,S]	—	7	14	21

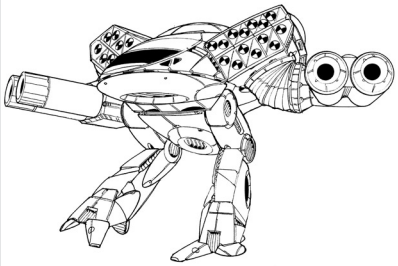
Cost: **BV:** 3,067

WARRIOR DATA

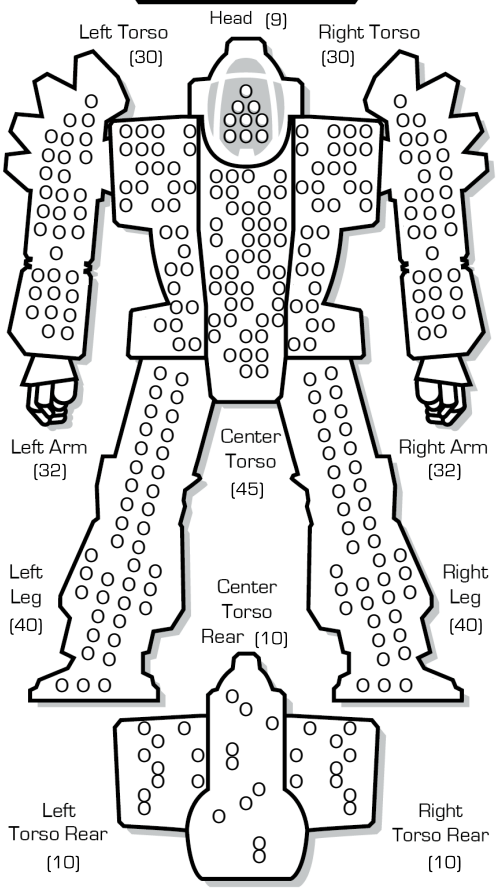
Name: _____

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 (CASE II)
1. Shoulder
2. Upper Arm Actuator
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

1-3
1. Artemis V FCS
2. Artemis V FCS
3. Ammo (LRM 20 Artemis V) 6
4. Ammo (LRM 20 Artemis V) 6
5. Ammo (LRM 20 Artemis V) 6
6. CASE II

4-6

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

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

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Talons
6. Talons

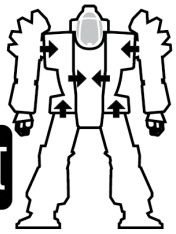
Head
1. Life Support
2. Sensors
3. Cockpit
4. ECM Suite
5. Sensors
6. Life Support

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

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

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm (CASE II)
1. Shoulder
2. Upper Arm Actuator
3. LRM 20
4. LRM 20
5. LRM 20
6. LRM 20

1-3
1. Artemis V FCS
2. Artemis V FCS
3. Ammo (LRM 20 Artemis V) 6
4. Ammo (LRM 20 Artemis V) 6
5. Ammo (LRM 20 Artemis V) 6
6. CASE II

4-6

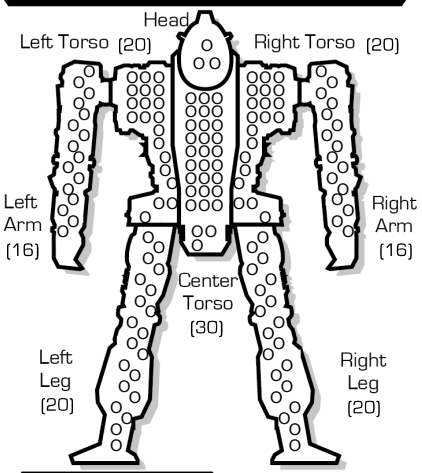
Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

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

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Talons
6. Talons

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	Heat Sinks: 17 (34) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Kodiak

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 0

Tonnage: 100
Tech Base: Clan
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	CT	12	10 [DE]	—	8	15	25
1	Ultra AC/20	RT	7	20/Sht [DB,R,C]	—	4	8	12
2	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12
4	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
4	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

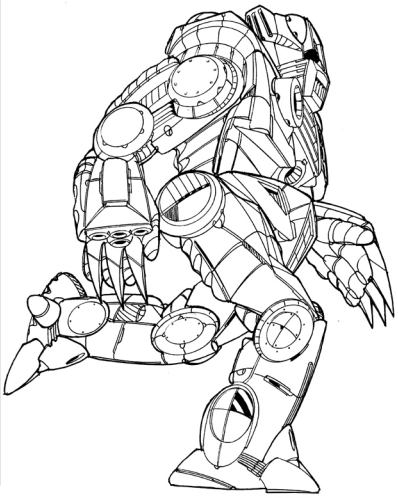
Cost: 29,495,333 C-bills **BV:** 2,927

WARRIOR DATA

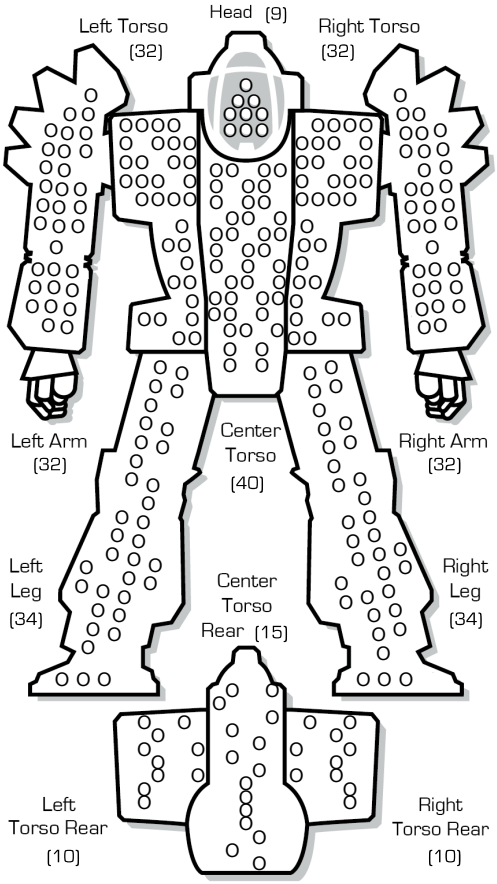
Name: _____

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
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

1-3

1. ER Medium Laser
2. ER Medium Laser
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. [Double Heat Sink
4. L Double Heat Sink
5. [Double Heat Sink
6. L Double Heat Sink

1-3

1. [Streak SRM 6
2. L Streak SRM 6
3. [Streak SRM 6
4. L Streak SRM 6
5. Ammo (Streak SRM 6) 15
6. Ammo (Streak SRM 6) 15

4-6

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

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

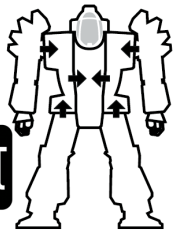
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

1-3

1. ER Medium Laser
2. ER Medium Laser
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

4-6

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. [Ultra AC/20
4. L Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

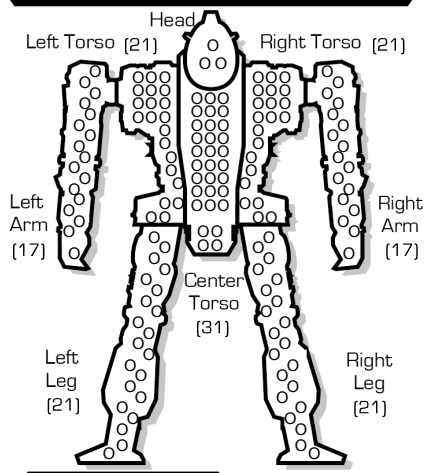
1-3

1. Ultra AC/20
2. Ultra AC/20
3. Ultra AC/20
4. L Ultra AC/20
5. Ammo (Ultra AC/20) 5
6. Ammo (Ultra AC/20) 5

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. [Double Heat Sink
6. L Double 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	Heat Sinks: 20 (40) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O O
15	-3 Movement Points	O O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Kodiak 2

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 4

Tonnage: 100
Tech Base: Clan
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	CT	12	10 [DE]	—	8	15	25
1	Ultra AC/20	RT	7	20/Sht [DB,R,C]	—	4	8	12
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

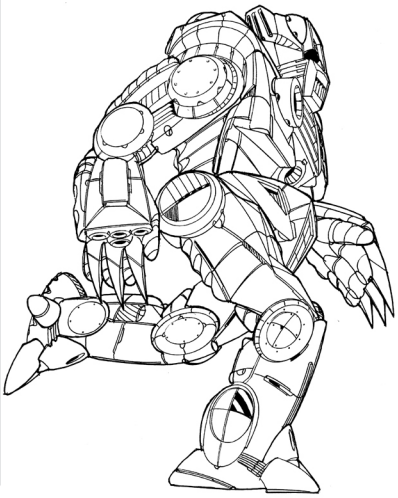
Cost: 29,155,333 C-bills **BV:** 2,856

WARRIOR DATA

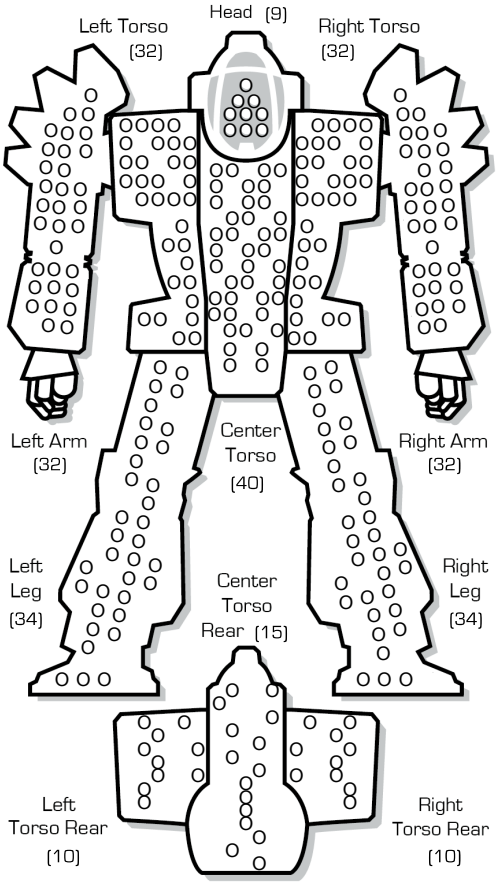
Name: _____

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
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. ER Medium Laser
2. ER Medium Laser
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Roll Again

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Jump Jet
6. Jump Jet

1. Streak SRM 6
2. Streak SRM 6
3. Ammo (Streak SRM 6) 15
4. Ammo (Ultra AC/20) 5
5. Ammo (Ultra AC/20) 5
6. Roll Again

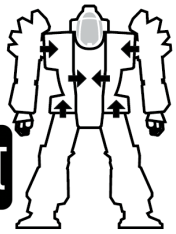
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Double Heat Sink
6. Double Heat Sink

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

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

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

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

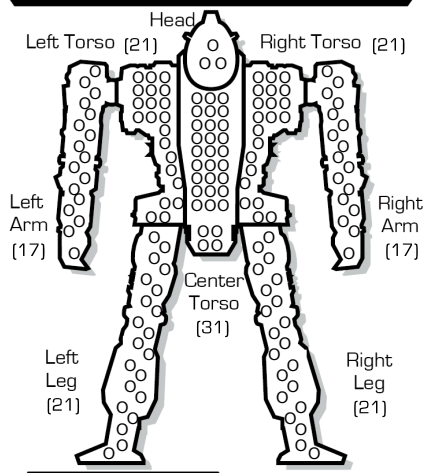
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. Jump Jet
4. Jump Jet
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. Ultra AC/20
6. Ultra AC/20

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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	Heat Sinks: 20 (40) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O O
15	-3 Movement Points	O O
14	Shutdown, avoid on 4+	O O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Kodiak 3

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tonnage: 100
Tech Base: Clan
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 20-X AC	RT	6	20 [DB,C/F/S]	—	4	8	12
1	LB 20-X AC	LT	6	20 [DB,C/F/S]	—	4	8	12
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	Targeting Computer	LA	—	[E]	—	—	—	—

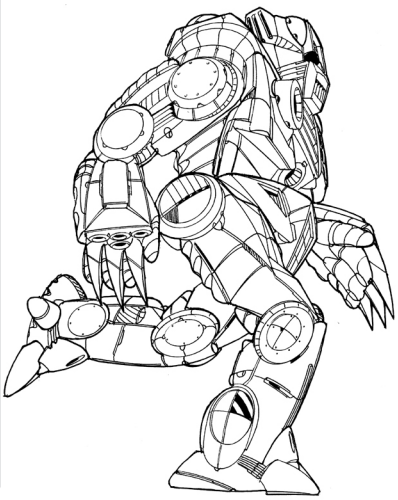
Cost: 29,663,333 C-bills **BV:** 2,615

WARRIOR DATA

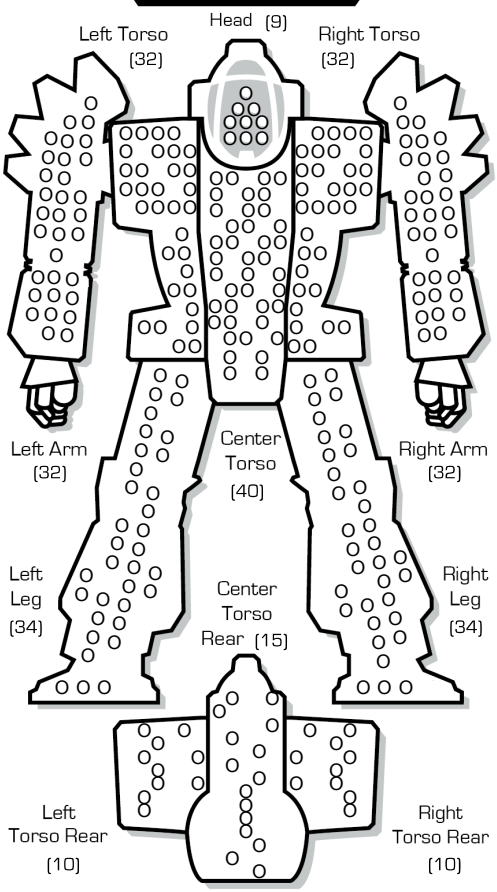
Name: _____

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
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

1-3: 1. Targeting Computer, 2. Targeting Computer, 3. Targeting Computer
4-6: 4. Targeting Computer, 5. Targeting Computer, 6. Targeting Computer

Left Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
1-3: 3. LB 20-X AC, 4. LB 20-X AC, 5. LB 20-X AC, 6. LB 20-X AC
4-6: 1. LB 20-X AC, 2. LB 20-X AC, 3. LB 20-X AC, 4. LB 20-X AC, 5. LB 20-X AC
6. Ammo (LB-20X) 5

Left Leg (CASE)

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (LB-20X) 5
6. Ammo (LB-20X Cluster) 5

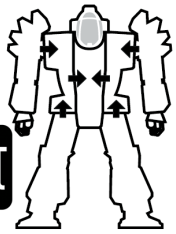
Head

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

Center Torso

1-3: 1. XL Fusion Engine, 2. XL Fusion Engine, 3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro
4-6: 1. Gyro, 2. XL Fusion Engine, 3. XL Fusion Engine, 4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

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

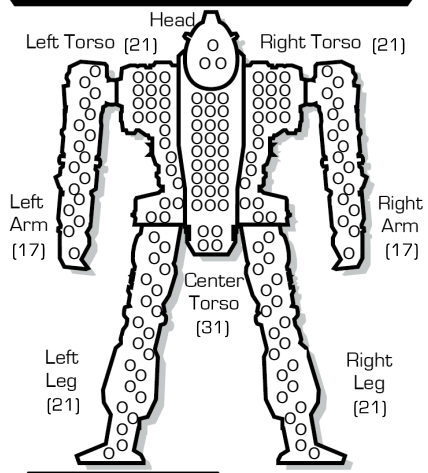
Right Torso (CASE)

1. XL Fusion Engine
2. XL Fusion Engine
1-3: 3. LB 20-X AC, 4. LB 20-X AC, 5. LB 20-X AC, 6. LB 20-X AC
4-6: 1. LB 20-X AC, 2. LB 20-X AC, 3. LB 20-X AC, 4. LB 20-X AC, 5. LB 20-X AC
6. Ammo (LB-20X Cluster) 5

Right Leg (CASE)

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (LB-20X) 5
6. Ammo (LB-20X Cluster) 5

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Kodiak 4

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 0

Tonnage: 100
Tech Base: Clan
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 20-X AC	RT	6	20 [DB,C/F/S]	—	4	8	12
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	LRM 20 w/Artemis IV FCS	RA	6	1/Msl [M,C,S]	—	7	14	21
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	LRM 20 w/Artemis IV FCS	LA	6	1/Msl [M,C,S]	—	7	14	21

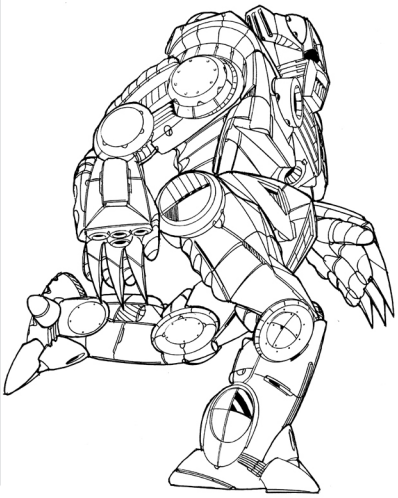
Cost: 29,683,333 C-bills **BV:** 2,728

WARRIOR DATA

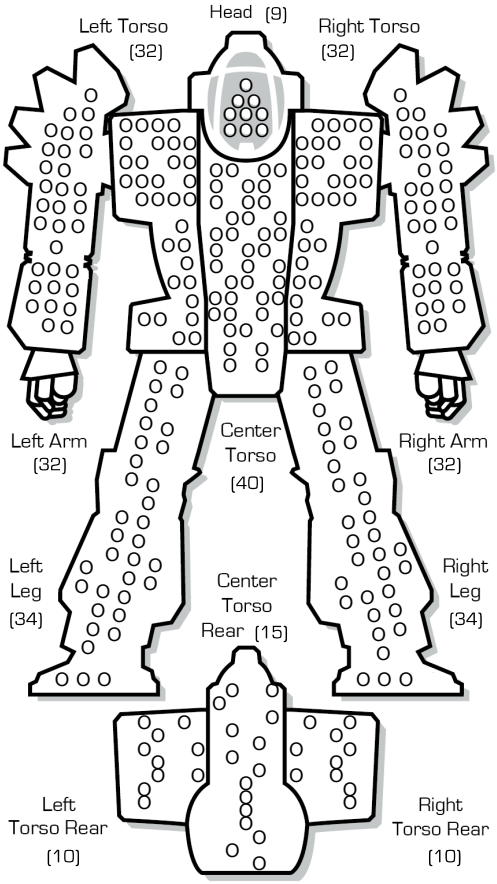
Name: _____

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. LRM 20
5. LRM 20
6. LRM 20

1. LRM 20
2. Artemis IV FCS

4-6
3. ER Medium Laser
4. ER Medium Laser
5. Endo Steel
6. Endo Steel

Left Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

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

1. Ammo (LRM 20 Artemis) 6
2. Ammo (LRM 20 Artemis) 6

4-6
3. Ammo (LRM 20 Artemis) 6
4. Ammo (LRM 20 Artemis) 6
5. Endo Steel
6. Endo Steel

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

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

Center Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

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

1. Gyro
2. XL Fusion Engine

4-6
3. XL Fusion Engine
4. XL Fusion Engine
5. Ammo (LB-20X) 5
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs

Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. LRM 20
5. LRM 20
6. LRM 20

1. LRM 20
2. Artemis IV FCS

4-6
3. ER Medium Laser
4. ER Medium Laser
5. Endo Steel
6. Endo Steel

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

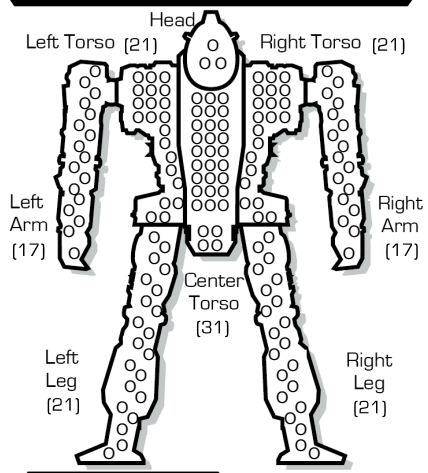
1-3
3. LB 20-X AC
4. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

1. LB 20-X AC
2. LB 20-X AC

4-6
3. LB 20-X AC
4. LB 20-X AC
5. LB 20-X AC
6. Ammo (LB-20X Cluster) 5

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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	Heat Sinks: 20 (40) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O O
18	Shutdown, avoid on 6+	O O
17	+3 Modifier to Fire	O O
15	-3 Movement Points	O O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Kodiak 5

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 0

Tonnage: 100
Tech Base: Clan
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	CT	12	10 [DE]	—	8	15	25
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
5	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25
4	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

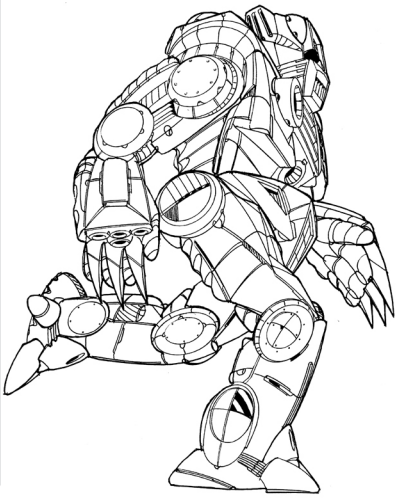
Cost: 29,151,333 C-bills **BV:** 3,067

WARRIOR DATA

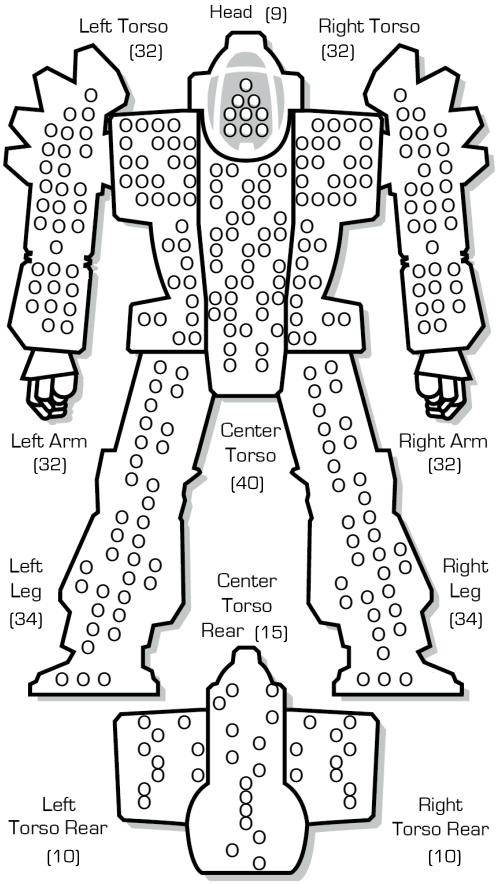
Name: _____

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. ER Large Laser
6. ER Medium Laser

1. ER Medium Laser
2. ER Medium Laser
3. ER Medium Laser

4-6
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine

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

1. Double Heat Sink
2. Double Heat Sink

4-6
3. Double Heat Sink
4. Double Heat Sink
5. Roll Again
6. Roll Again

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

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

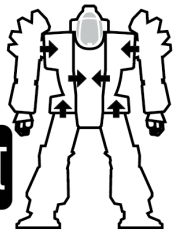
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine

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

1. Gyro
2. XL Fusion Engine

4-6
3. XL Fusion Engine
4. XL Fusion Engine
5. ER Large Laser
6. Endo Steel

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



CATALYST game labs

Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

1. ER Medium Laser
2. ER Medium Laser
3. ER Medium Laser

4-6
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso (CASE)
1. XL Fusion Engine
2. XL Fusion Engine

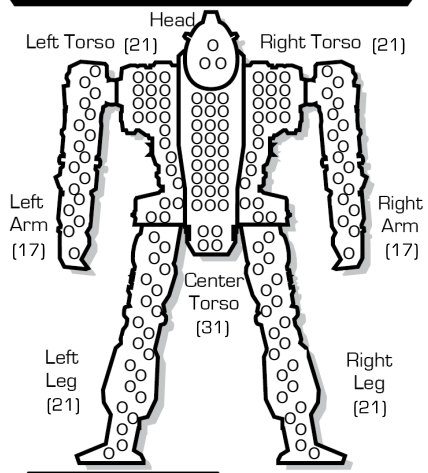
1-3
3. Double Heat Sink
4. Double Heat Sink
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle

4-6
3. Gauss Rifle
4. Gauss Rifle
5. Ammo (Gauss) 8
6. Ammo (Gauss) 8

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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	Heat Sinks: 23 (46) Double
30	Shutdown	○ ○ ○
28	Ammo Exp. avoid on 8+	○ ○ ○
26	Shutdown, avoid on 10+	○ ○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	○ ○
23	Ammo Exp. avoid on 6+	○ ○
22	Shutdown, avoid on 8+	○ ○
20	-4 Movement Points	○ ○
19	Ammo Exp. avoid on 4+	○ ○
18	Shutdown, avoid on 6+	○ ○
17	+3 Modifier to Fire	○ ○
15	-3 Movement Points	○ ○
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

STAR LEAGUE

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Maultier Hover APC

Movement Points:
Cruising: 9
Flank: 14
Movement Type: Hover
Engine Type: I.C.E.

Tonnage: 15
Tech Base: Inner Sphere
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (3 tons)	BD	[E]	—	—	—	—
1	Streak SRM 2	FR	2/Msl [M,C]	—	3	6	9

Ammo: (Streak SRM 2) 50

Cost: 172,250 C-bills **BV:** 209

CREW DATA

Crew: _____

Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

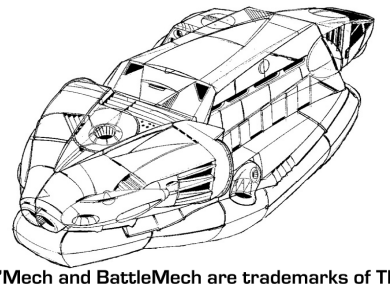
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

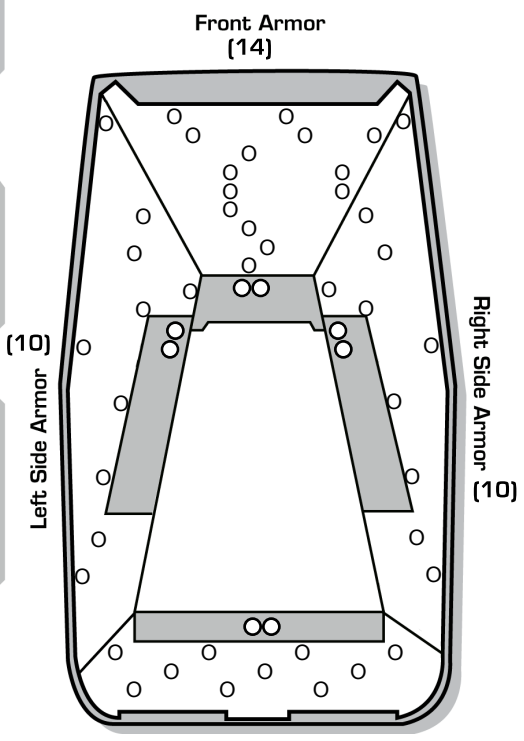
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐



ARMOR DIAGRAM



© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
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 right (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:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
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.

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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Maultier Hover APC (BA)

Movement Points:
Cruising: 9
Flank: 14
Movement Type: Hover
Engine Type: I.C.E.

Tonnage: 15
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (4 tons)	BD	[E]	—	—	—	—
1	Streak SRM 2	FR	2/Msl [M,C]	—	3	6	9

Ammo: (Streak SRM 2) 50

Cost: 146,250 C-bills **BV:** 165

CREW DATA

Crew: _____

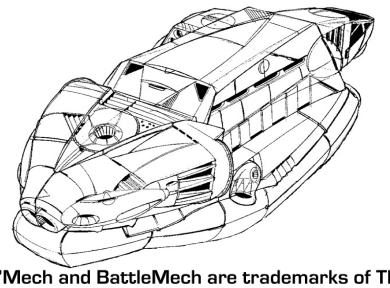
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

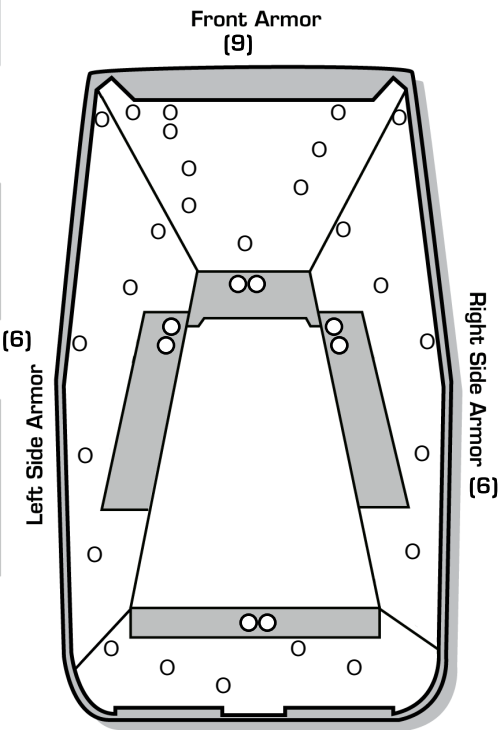
Driver Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
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 right (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:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
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.

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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Maultier Hover APC (Basic)

Movement Points:
Cruising: 9
Flank: 14
Movement Type: Hover
Engine Type: I.C.E.

Tonnage: 15
Tech Base: Inner Sphere (Intro)
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (3 tons)	BD	[E]	—	—	—	—
1	SRM 2	FR	2/Msl [M,C]	—	3	6	9

Ammo: (SRM 2) 50

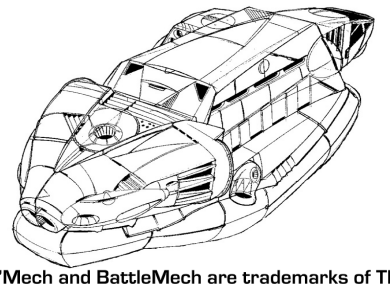
Cost: 139,750 C-bills **BV:** 197

CREW DATA

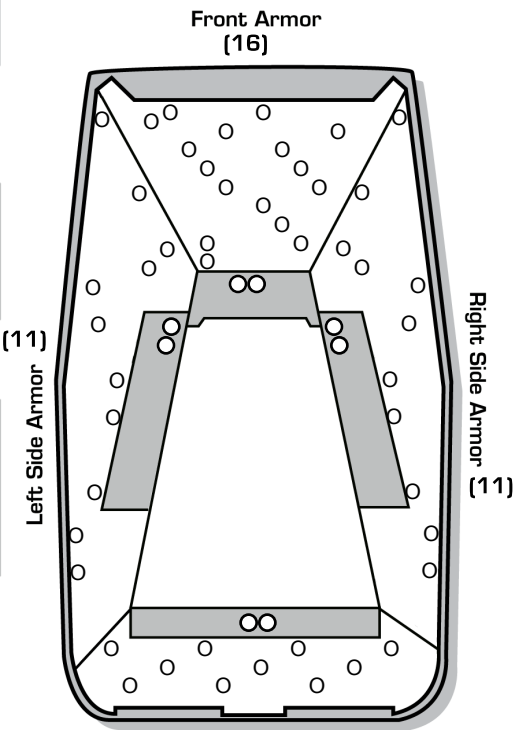
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
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 right (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:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
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.

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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Maultier Hover APC (Fusion)

Movement Points:
Cruising: 10
Flank: 15
Movement Type: Hover
Engine Type: Fusion Engine

Tonnage: 15
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (4 tons)	BD	[E]	—	—	—	—
1	ER Medium Laser	FR	5 [DE]	—	4	8	12

Cost: 338,000 C-bills **BV:** 301

CREW DATA

Crew: _____

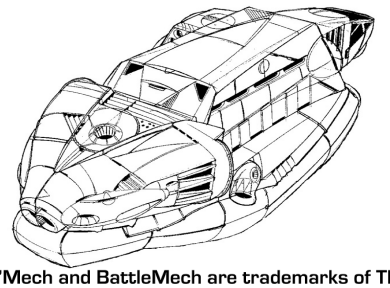
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

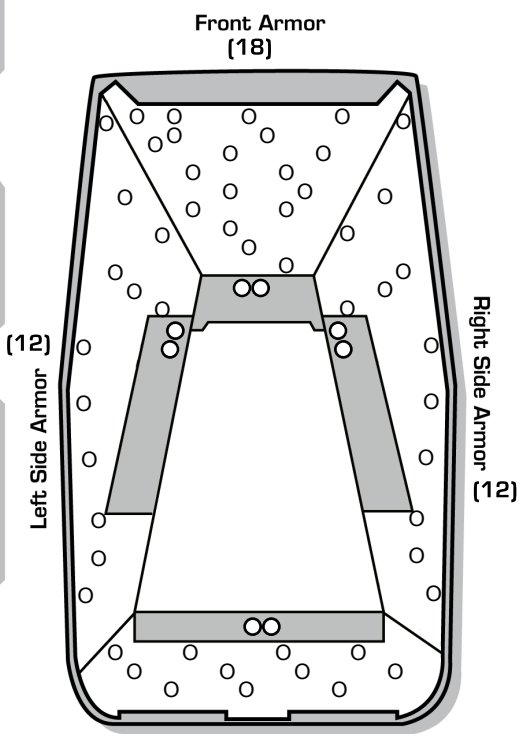
Driver Hit +2
Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
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 right (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:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
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.

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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Maultier Hover APC (Intermediate)

Movement Points:
Cruising: 9
Flank: 14
Movement Type: Hover
Engine Type: I.C.E.

Tonnage: 15
Tech Base: Inner Sphere
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (3 tons)	BD	[E]	—	—	—	—
1	SRM 2	FR	2/Msl [M,C]	—	3	6	9

Ammo: (SRM 2) 50

Cost: 178,750 C-bills **BV:** 210

CREW DATA

Crew: _____

Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

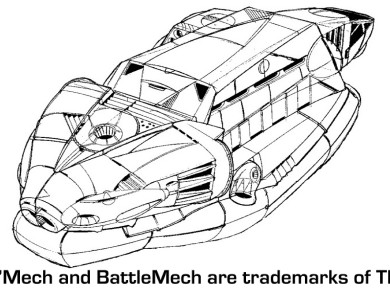
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

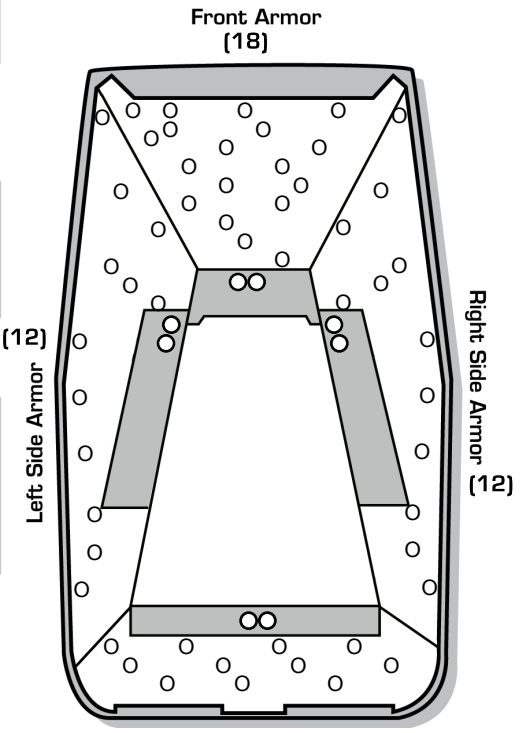
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐



ARMOR DIAGRAM



© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
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 right (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:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
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.

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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Maultier Hover APC (MG)

Movement Points:
Cruising: 9
Flank: 14
Movement Type: Hover
Engine Type: I.C.E.

Tonnage: 15
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	Infantry Bay (4 tons)	BD	[E]	—	—	—	—
1	Machine Gun	FR	2 [DB,AI]	—	1	2	3

Ammo: (Machine Gun) 100

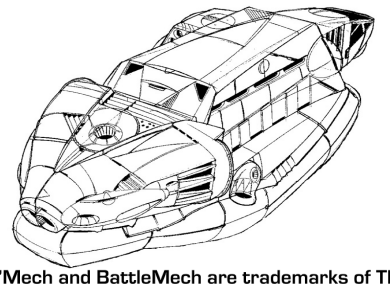
Cost: 172,250 C-bills **BV:** 170

CREW DATA

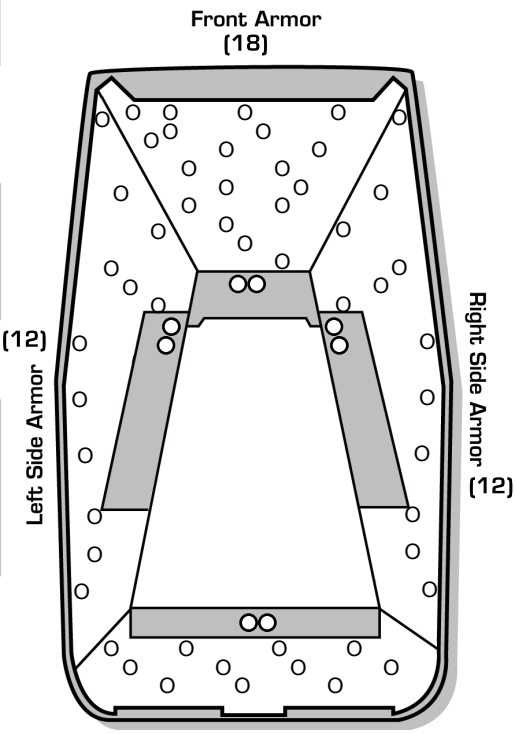
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 Modifier to all Skill rolls
Driver Hit +2 Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
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 right (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:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
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.

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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Padilla Heavy Artillery Tank

Movement Points:
Cruising: 5
Flank: 8
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 75
Tech Base: Inner Sphere (Advanced)
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	AMS	FR	1 [DB,PD]	—	0	0	0
1	Arrow IV	FR	20 [AE,S,F]	—	1	2	8
2	Medium Pulse Laser	FR	6 [P]	—	2	4	6
1	TAG	FR	0 [S]	—	5	10	15

Ammo: (AMS) 24, (Arrow IV Homing) 15, (Arrow IV) 15

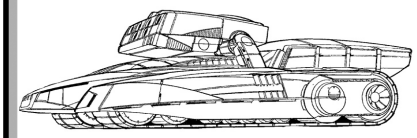
Cost: 14,682,499 C-bills **BV:** 1,135

CREW DATA

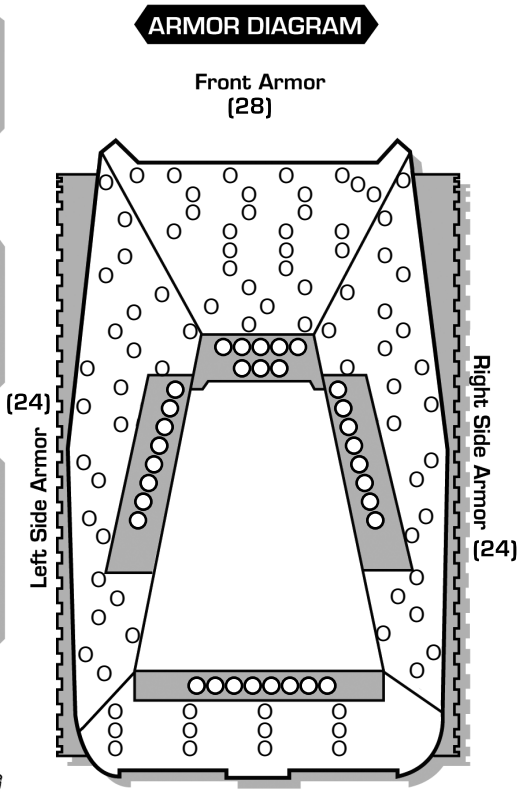
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
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 right (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:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
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.

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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Padilla Heavy Artillery Tank (LRM)

Movement Points:
Cruising: 5
Flank: 8
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 75
Tech Base: Inner Sphere
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
1	AMS	FR	1 [DB,PD]	—	0	0	0
2	LRM 20	FR	1/Msl [M,C,S]	6	7	14	21

Ammo: (LRM 20) 36, (AMS) 24

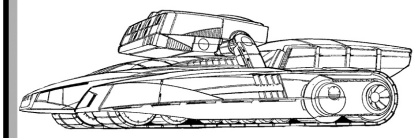
Cost: 14,376,240 C-bills **BV:** 1,113

CREW DATA

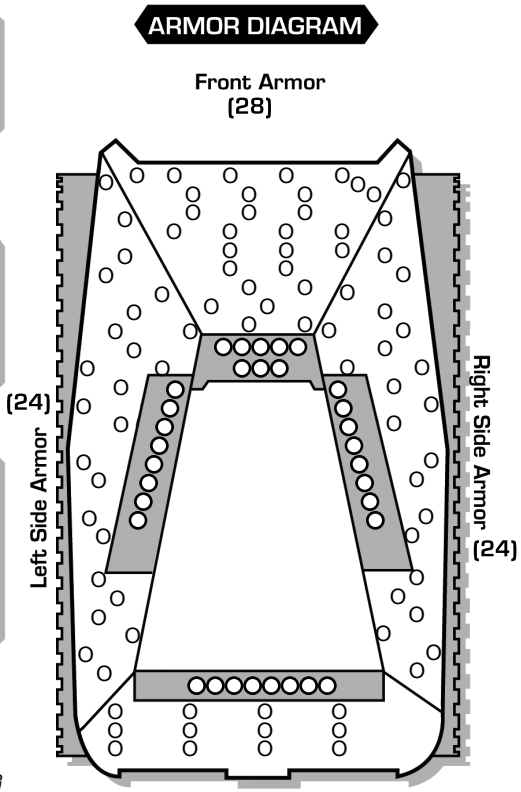
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
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 right (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:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
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.

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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Alacorn Mk VI Heavy Tank

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 95
Tech Base: Inner Sphere
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
3	Gauss Rifle	T	15 [DB,X]	2	7	15	22

Ammo: (Gauss) 40

Cost: 16,414,126 C-bills **BV:** 1,850

CREW DATA

Crew: _____

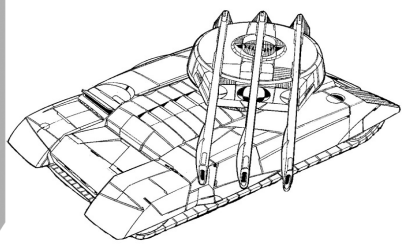
Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1
Modifier to all Skill rolls

Driver Hit +2
Modifier to Driving Skill rolls

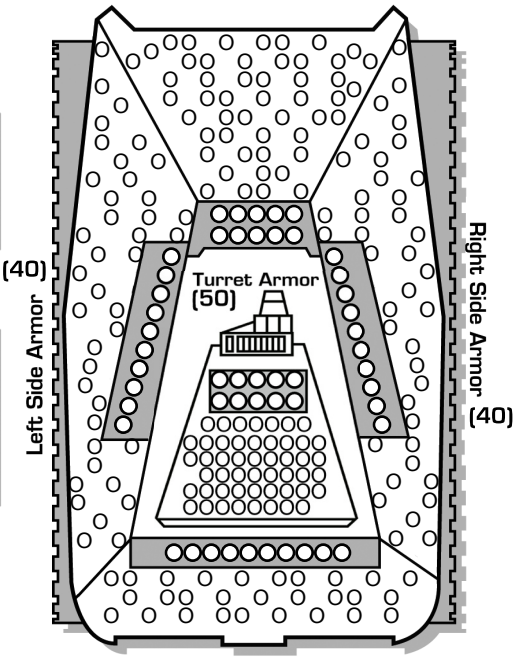
CRITICAL DAMAGE

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



ARMOR DIAGRAM

Front Armor (50)



Rear Armor (28)

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
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 right (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:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
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.

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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Alacorn Mk III Heavy Tank

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 95
Tech Base: Inner Sphere
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
3	Autocannon/10	T	10 [DB,S]	—	5	10	15

Ammo: (AC/10) 90

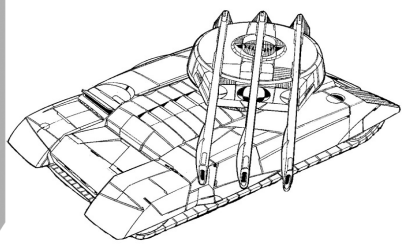
Cost: 15,931,501 C-bills **BV:** 1,432

CREW DATA

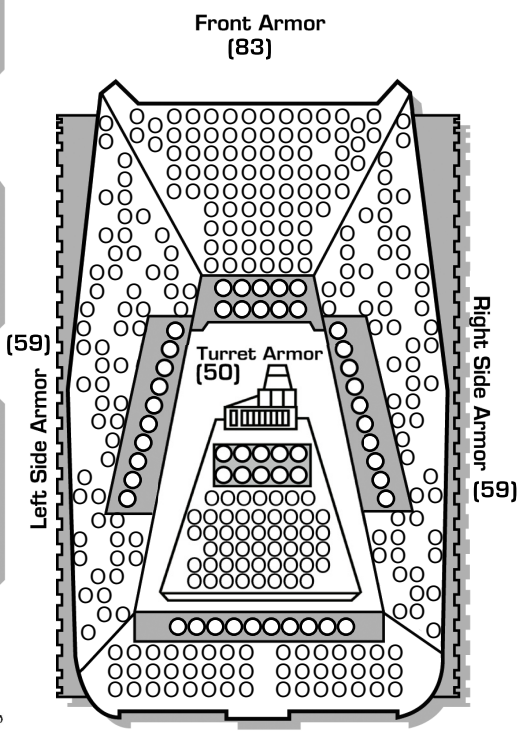
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 — Modifier to all Skill rolls
Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
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 right (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:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
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.

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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Alacorn Mk IV Heavy Tank

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 95
Tech Base: Inner Sphere
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
3	Autocannon/20	T	20 [DB,S]	—	3	6	9

Ammo: (AC/20) 40

Cost: 16,414,126 C-bills **BV:** 1,400

CREW DATA

Crew: _____

Gunnery Skill: ___ **Driving Skill:** ___

Commander Hit +1 — Modifier to all Skill rolls

Driver Hit +2 — Modifier to Driving Skill rolls

CRITICAL DAMAGE

Turret Locked ☐ Engine Hit ☐

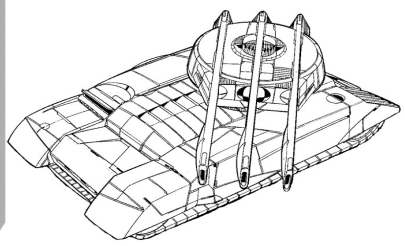
Sensor Hits +1 +2 +3 D

Motive System Hits +1 +2 +3

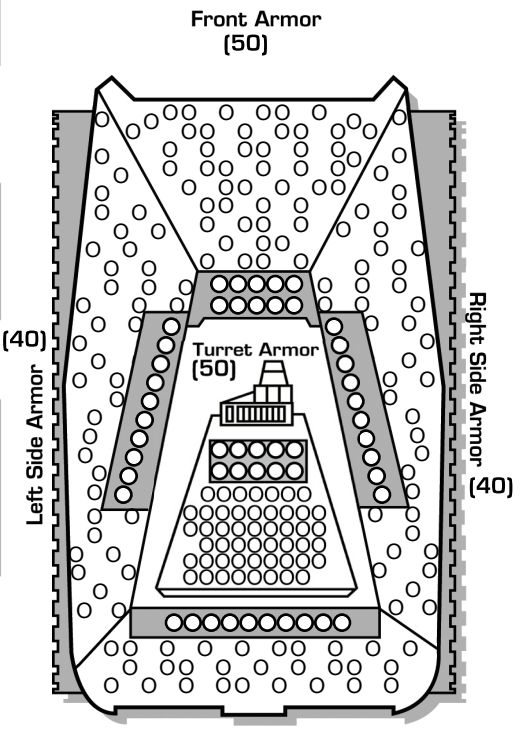
Stabilizers

Front ☐ Left ☐ Right ☐

Rear ☐ Turret ☐



ARMOR DIAGRAM



© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

	ATTACK DIRECTION		
2D6 Roll	FRONT	REAR	SIDE§
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 right (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:

Hit from rear	+1
Hit from the sides	+2

Vehicle Type Modifiers:

Tracked, Naval	+0
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.

GROUND COMBAT VEHICLE CRITICAL HITS TABLE

	LOCATION HIT			
2D6 Roll	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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

GROUND VEHICLE RECORD SHEET

VEHICLE DATA

Type: Alacorn Mk VII Heavy Tank

Movement Points:
Cruising: 3
Flank: 5
Movement Type: Tracked
Engine Type: XL Fusion Engine

Tonnage: 95
Tech Base: Inner Sphere
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Dmg	Min	Sht	Med	Lng
2	Heavy Gauss Rifle	FR	25/20/10 [DB,X]	4	6	13	20

Ammo: (Heavy Gauss) 48

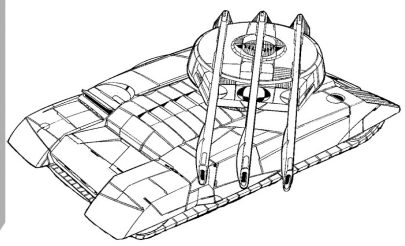
Cost: 16,692,001 C-bills **BV:** 2,163

CREW DATA

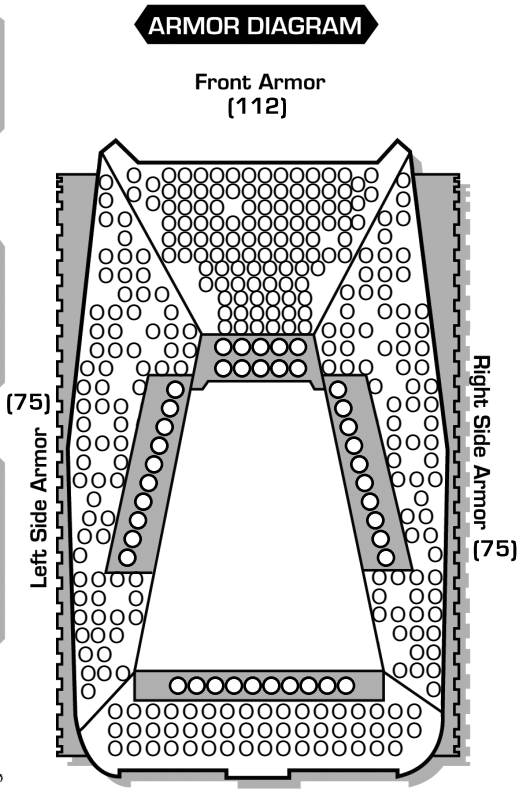
Crew: _____
Gunnery Skill: ___ **Driving Skill:** ___
Commander Hit +1 Modifier to all Skill rolls
Driver Hit +2 Modifier to Driving Skill rolls

CRITICAL DAMAGE

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



ARMOR DIAGRAM



© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

GROUND COMBAT VEHICLE HIT LOCATION TABLE

2D6 Roll	ATTACK DIRECTION FRONT	REAR	SIDE§
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 right (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:
Hit from rear +1
Hit from the sides +2

Vehicle Type Modifiers:
Tracked, Naval +0
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.

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.

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Night Hawk NTK-2Q

Movement Points:
- Walking: 6
- Running: 9
- Jumping: 0

Tonnage: 35
Tech Base: Inner Sphere
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	CT	8	8 [DE]	—	5	10	15
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

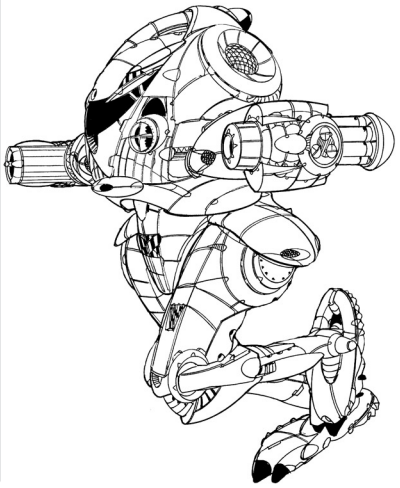
Cost: 5,126,625 C-bills **BV:** 997

WARRIOR DATA

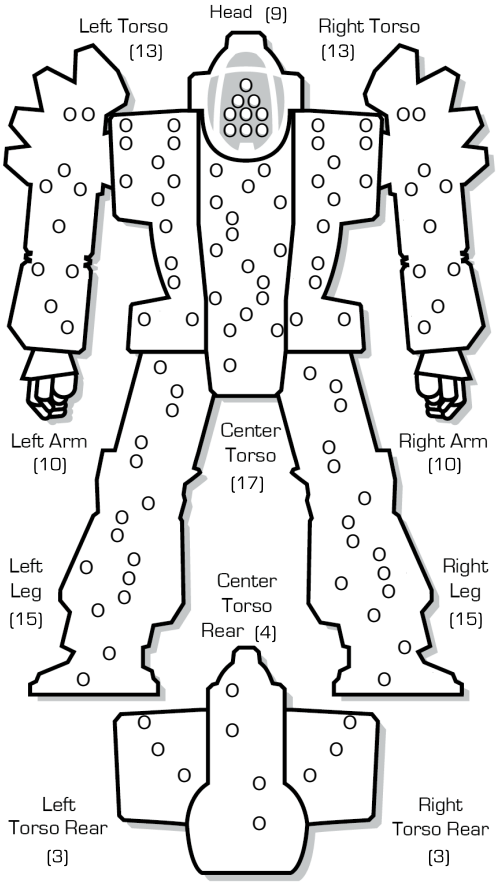
Name: _____

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. Medium Pulse Laser

1-3: 4. Roll Again, 5. Roll Again, 6. Roll Again

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

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3: 4. Double Heat Sink, 5. Double Heat Sink, 6. Double Heat Sink

4-6: 1. Double Heat Sink, 2. Double Heat Sink, 3. Double Heat Sink, 4. Roll Again, 5. Roll Again, 6. Roll Again

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

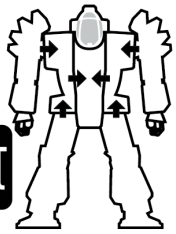
Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3: 4. Gyro, 5. Gyro, 6. Gyro

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

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



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. ER Large Laser
4. ER Large Laser

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

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

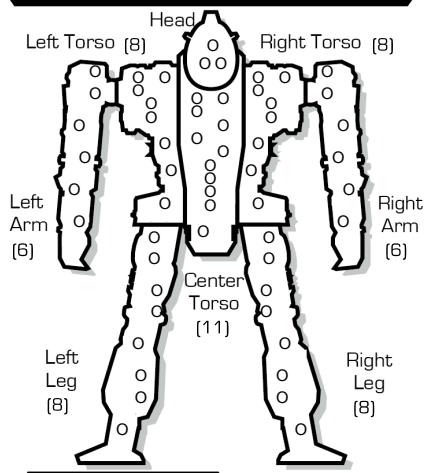
Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3: 4. Double Heat Sink, 5. Double Heat Sink, 6. Double Heat Sink

4-6: 1. Double Heat Sink, 2. Double Heat Sink, 3. Double Heat Sink, 4. Roll Again, 5. Roll Again, 6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. 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	Heat Sinks: 12 (24) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Night Hawk NTK-2S

Movement Points:
- Walking: 6
- Running: 9
- Jumping: 0

Tonnage: 35
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	CT	8	8 [DE]	—	5	10	15
1	Beagle Active Probe	LT	—	[E]	—	—	—	4
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19

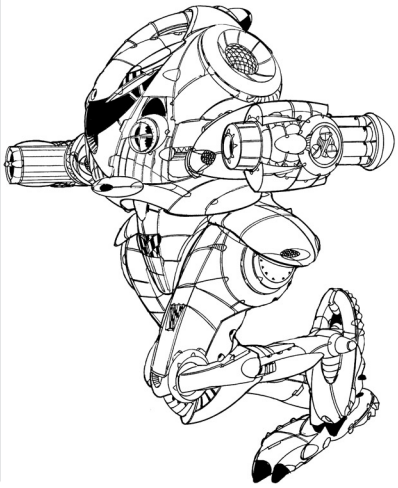
Cost: 5,577,525 C-bills **BV:** 1,017

WARRIOR DATA

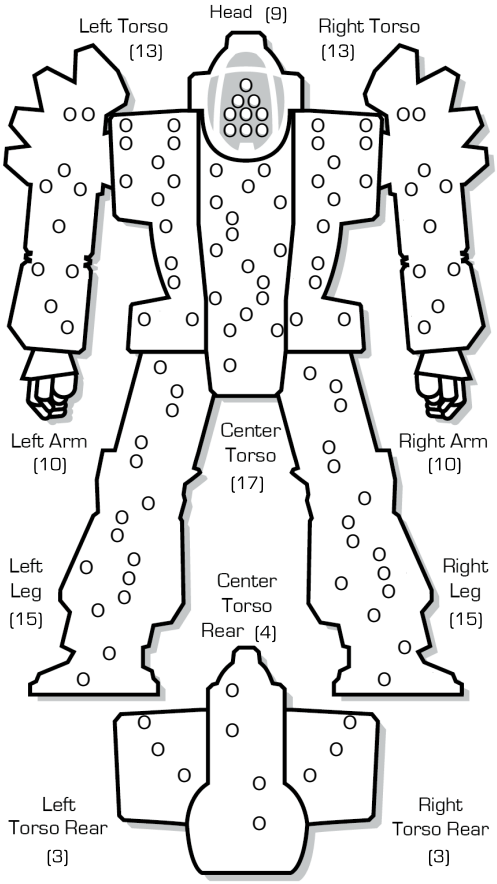
Name: _____

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. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1-3

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

4-6

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

1-3

1. Guardian ECM Suite
2. Guardian ECM Suite
3. Beagle Active Probe
4. Beagle Active Probe
5. Roll Again
6. Roll Again

4-6

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

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

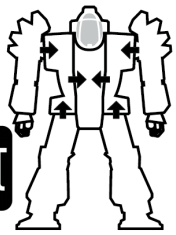
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

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

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. ER Large Laser
4. ER Large Laser
5. Roll Again
6. Roll Again

1-3

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

4-6

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

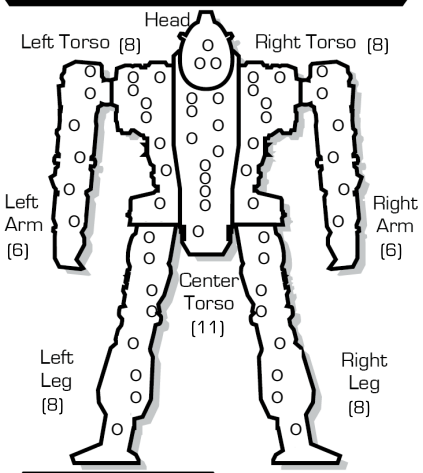
1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Roll Again
5. Roll Again
6. Roll Again

4-6

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

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Spector SPR-5F

Movement Points:
Walking: 7
Running: 11
Jumping: 7

Tonnage: 35
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	—	1	2	3
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
1	Large Laser	RA	8	8 [DE]	—	5	10	15
2	Medium Laser	LA	3	5 [DE]	—	3	6	9

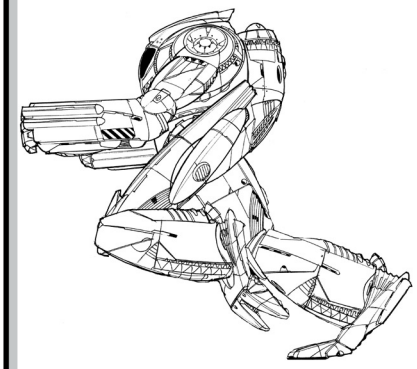
Cost: 6,136,718 C-bills **BV:** 1,183

WARRIOR DATA

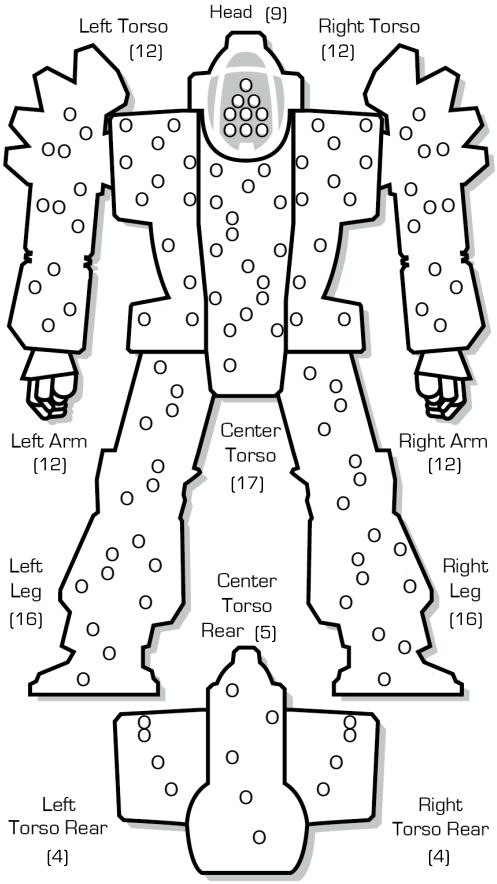
Name: _____

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
4. Hand Actuator
5. Medium Laser
6. Medium Laser

1-3

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

4-6

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

1-3

1. Jump Jet
2. Jump Jet
3. Endo Steel
4. Endo Steel
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

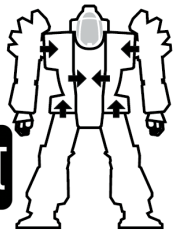
1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Roll Again

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Large Laser
5. Large Laser
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

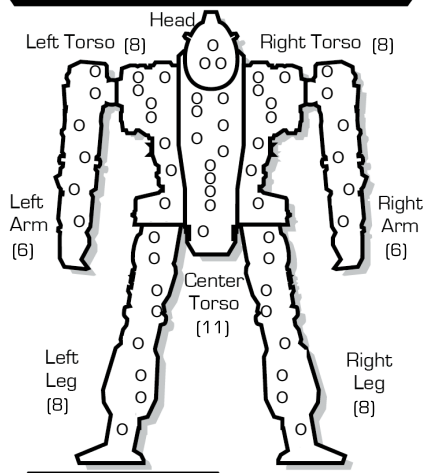
1-3

1. Jump Jet
2. Jump Jet
3. Guardian ECM Suite
4. Guardian ECM Suite
5. Endo Steel
6. Endo Steel

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Endo Steel

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 (22) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Spector SPR-4F

Movement Points:
- Walking: 7
- Running: 11
- Jumping: 7

Tonnage: 35
Tech Base: Inner Sphere (Experimental)
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
1	Large Laser	RA	8	8 [DE]	—	5	10	15
2	Medium Laser	LA	3	5 [DE]	—	3	6	9

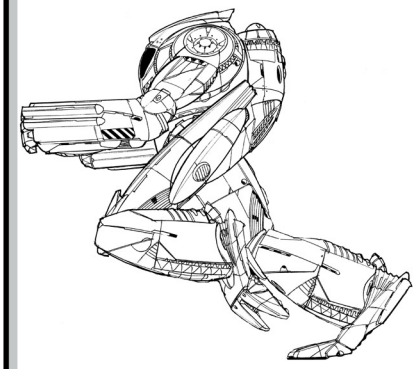
Cost: 6,056,730 C-bills **BV:** 1,330

WARRIOR DATA

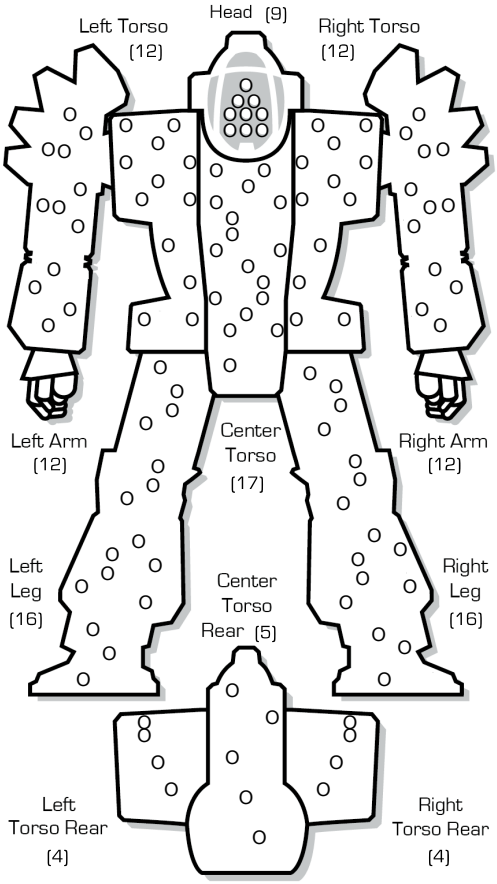
Name: _____

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. Medium Laser
6. Medium Laser

1. Chameleon Light Polarization Field
2. Null Signature System

4-6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Jump Jet
2. Jump Jet

4-6
3. Jump Jet
4. Chameleon Light Polarization Field
5. Null Signature System
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Chameleon Light Polarization Field
6. Null Signature System

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

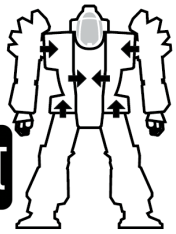
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine

4-6
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Null Signature System

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Large Laser
5. Large Laser
6. Chameleon Light Polarization Field

1. Null Signature System

4-6
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

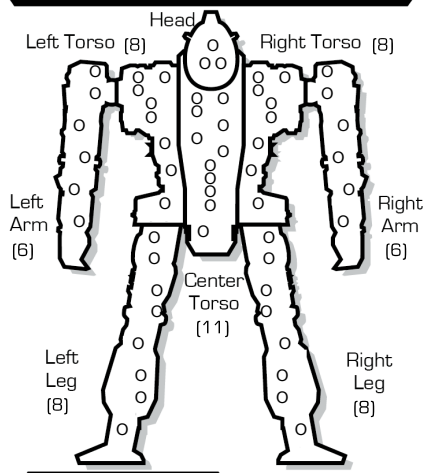
1-3
4. Jump Jet
5. Jump Jet
6. Jump Jet

1. Guardian ECM Suite
2. Guardian ECM Suite

4-6
3. Chameleon Light Polarization Field
4. Null Signature System
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Chameleon Light Polarization Field
6. Null Signature System

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	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Spector SPR-5S

Movement Points:
- Walking: 7
- Running: 11
- Jumping: 7

Tonnage: 35
Tech Base: Inner Sphere
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	—	1	2	3
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

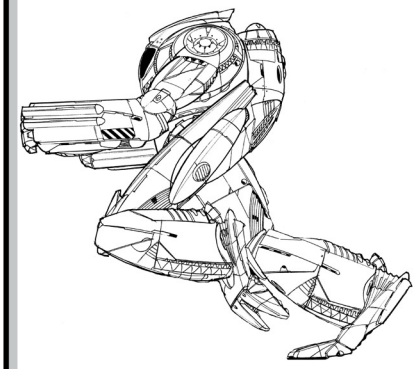
Cost: 6,506,213 C-bills **BV:** 1,166

WARRIOR DATA

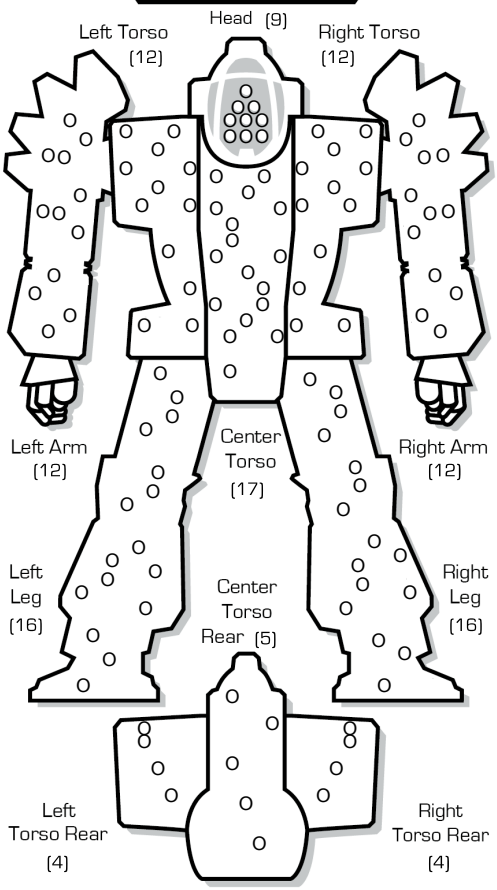
Name: _____

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. Medium Pulse Laser

1-3
4. Endo Steel
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel

4-6
4. Endo Steel
5. Stealth
6. Stealth

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Jump Jet
2. Jump Jet
3. Jump Jet

4-6
4. Endo Steel
5. Stealth
6. Stealth

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

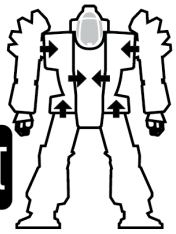
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine

4-6
4. XL Fusion Engine
5. Jump Jet
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator

1-3
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Large Laser

1. Large Laser

4-6
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Stealth
6. Stealth

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

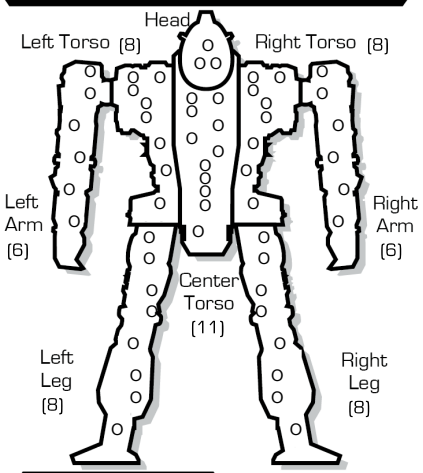
1-3
4. Jump Jet
5. Jump Jet
6. Jump Jet

1. Guardian ECM Suite
2. Guardian ECM Suite

4-6
3. Endo Steel
4. Endo Steel
5. Stealth
6. Stealth

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

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	Heat Sinks: 11 (22) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Spector SPR-ST

Movement Points:
- Walking: 7
- Running: 11 [14]
- Jumping: 0

Tonnage: 35
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	RT	—	[E]	—	—	—	6
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

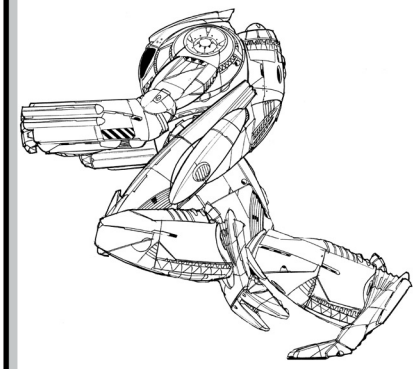
Cost: 6,994,980 C-bills **BV:** 1,522

WARRIOR DATA

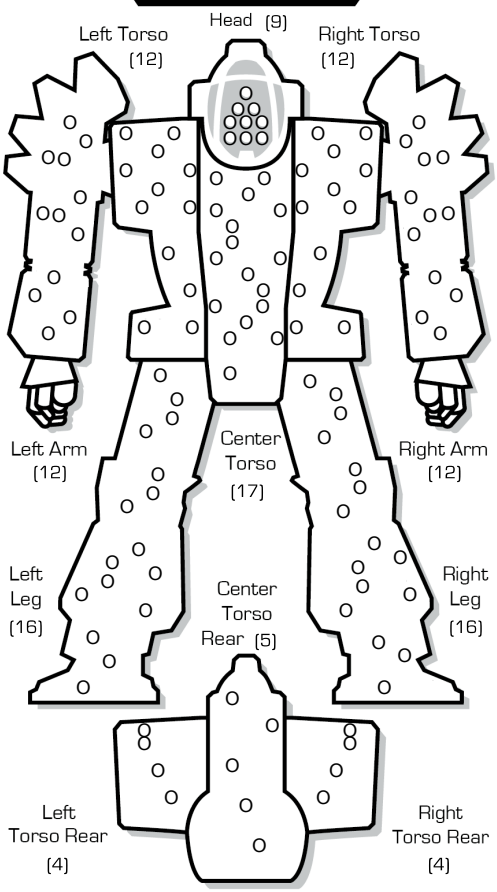
Name: _____

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
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

4-6:
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Stealth
6. Stealth

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6:
1. Targeting Computer
2. Targeting Computer
3. Endo Steel
4. Endo Steel
5. Stealth
6. Stealth

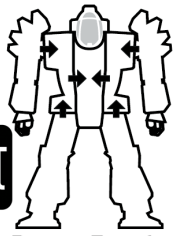
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

Head
1. Life Support
2. Sensors
3. Cockpit
4. Endo Steel
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

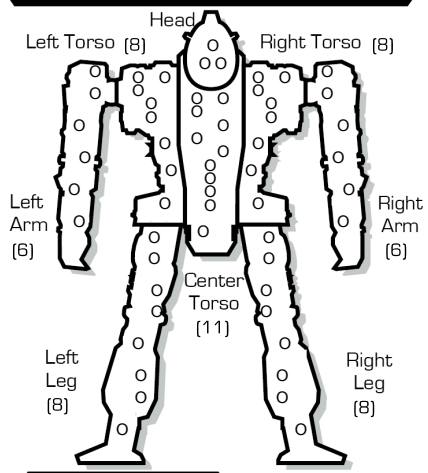
4-6:
1. ER Large Laser
2. ER Large Laser
3. Endo Steel
4. Endo Steel
5. Stealth
6. Stealth

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Guardian ECM Suite
5. Guardian ECM Suite
6. MASC

4-6:
1. MASC
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Stealth
6. Stealth

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

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	Heat Sinks: 11 (22) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Talon TLN-5W

Movement Points:
- Walking: 8
- Running: 12
- Jumping: 0

Tonnage: 35
Tech Base: Inner Sphere
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10 [DE]	—	7	14	23
2	Medium Laser	LA	3	5 [DE]	—	3	6	9

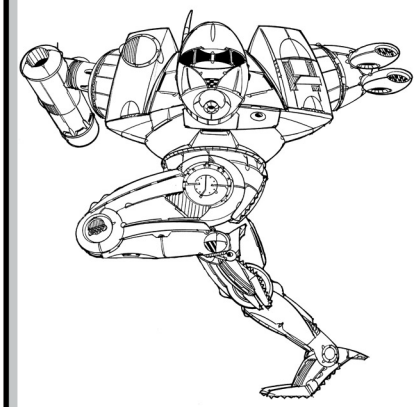
Cost: 6,034,275 C-bills **BV:** 1,175

WARRIOR DATA

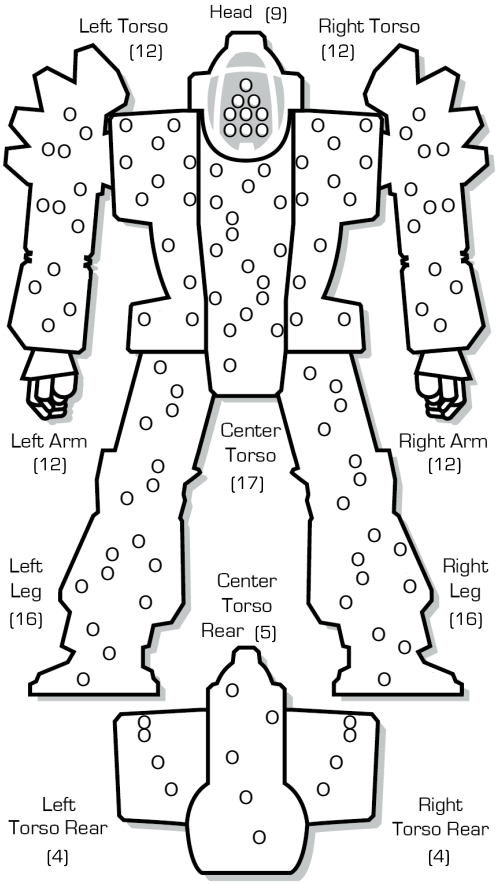
Name: _____

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. Medium Laser
4. Medium Laser
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

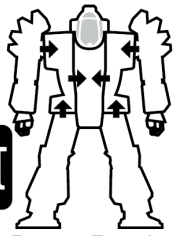
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. ER PPC
4. ER PPC
5. ER PPC
6. Roll Again

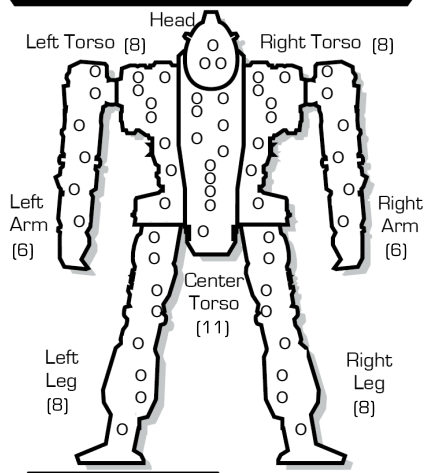
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. 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	Heat Sinks: 11 (22) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Talon TLN-5V

Movement Points:
- Walking: 8
- Running: 12
- Jumping: 0

Tonnage: 35
Tech Base: Inner Sphere
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	PPC	RA	10	10 [DE]	3	6	12	18
2	Medium Laser	LA	3	5 [DE]	—	3	6	9

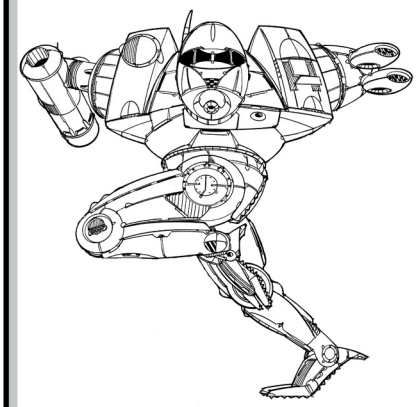
Cost: 5,899,275 C-bills **BV:** 1,075

WARRIOR DATA

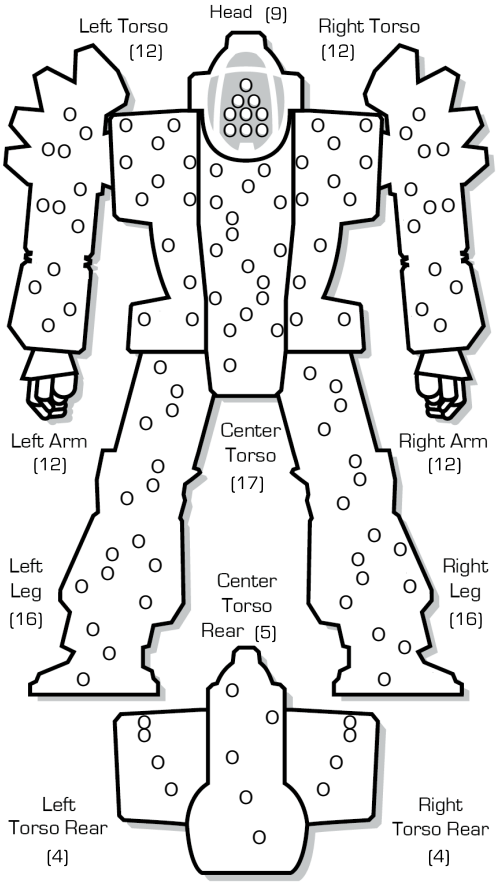
Name: _____

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. Medium Laser
4. Medium Laser
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

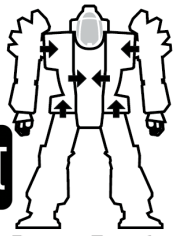
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. PPC
4. PPC
5. PPC
6. Roll Again

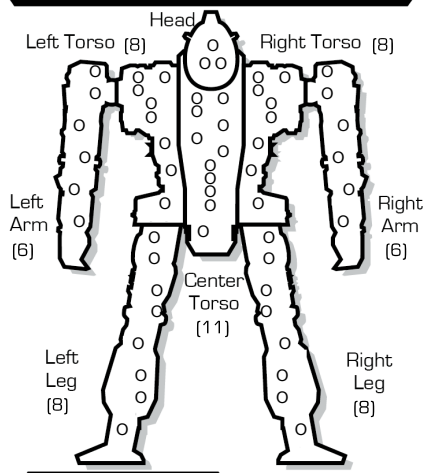
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. 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	Heat Sinks: 11 (22) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Talon TLN-5Z

Movement Points:
- Walking: 7
- Running: 11
- Jumping: 0

Tonnage: 35
Tech Base: Inner Sphere
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	C^3 Slave	HD	—	[E]	—	—	—	—
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19

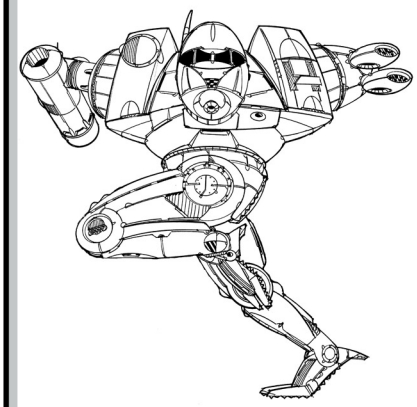
Cost: 5,322,375 C-bills **BV:** 1,168

WARRIOR DATA

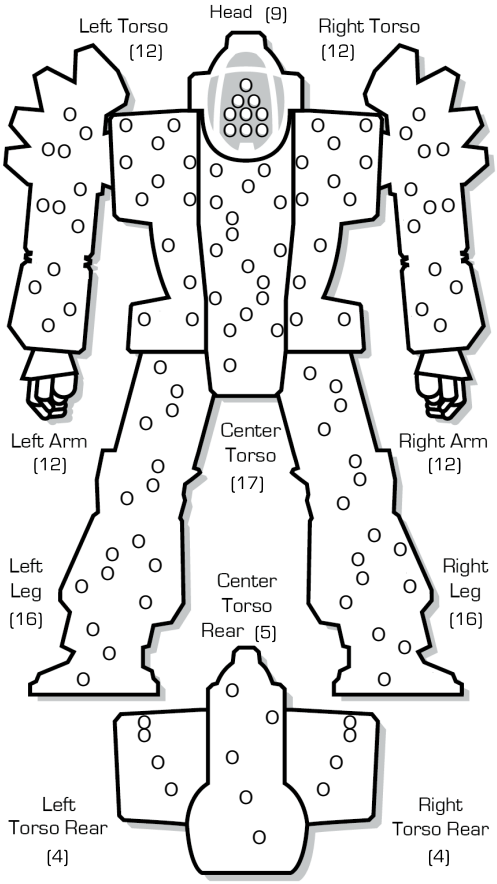
Name: _____

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. ER Large Laser (1-3)
4. ER Large Laser (1-3)
5. Endo Steel
6. Endo Steel

4-6:
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Endo Steel (1-3)
4. Endo Steel (1-3)
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6:
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

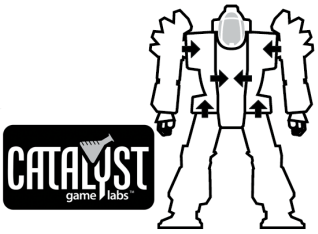
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

Head
1. Life Support
2. Sensors
3. Cockpit
4. C^3 Slave
5. Sensors
6. Life Support

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)

4-6:
1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Endo Steel
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. ER Large Laser (1-3)
4. ER Large Laser (1-3)
5. Endo Steel
6. Endo Steel

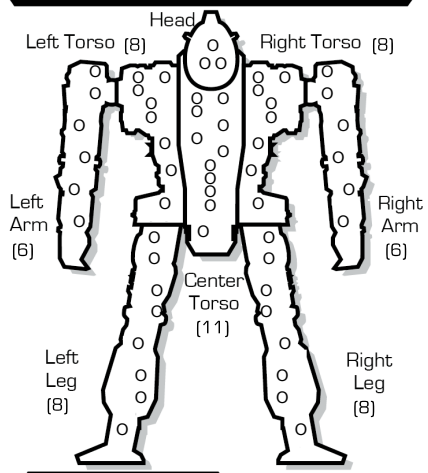
4-6:
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink (1-3)
4. Double Heat Sink (1-3)
5. Double Heat Sink (1-3)
6. Endo Steel

4-6:
1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Endo Steel

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	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Starslayer STY-3C

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 5

Tonnage: 50
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser(R)	HD	1	3 [DE]	—	1	2	3
1	Large Laser	RT	8	8 [DE]	—	5	10	15
2	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	SRM 4	LT	3	2/Msl [M,C]	—	3	6	9
1	Large Laser	RA	8	8 [DE]	—	5	10	15

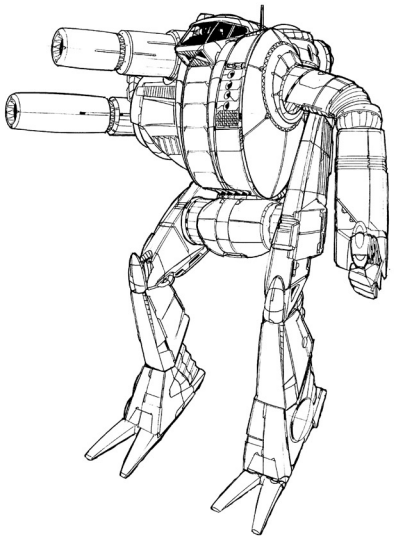
Cost: 4,833,125 C-bills **BV:** 1,508

WARRIOR DATA

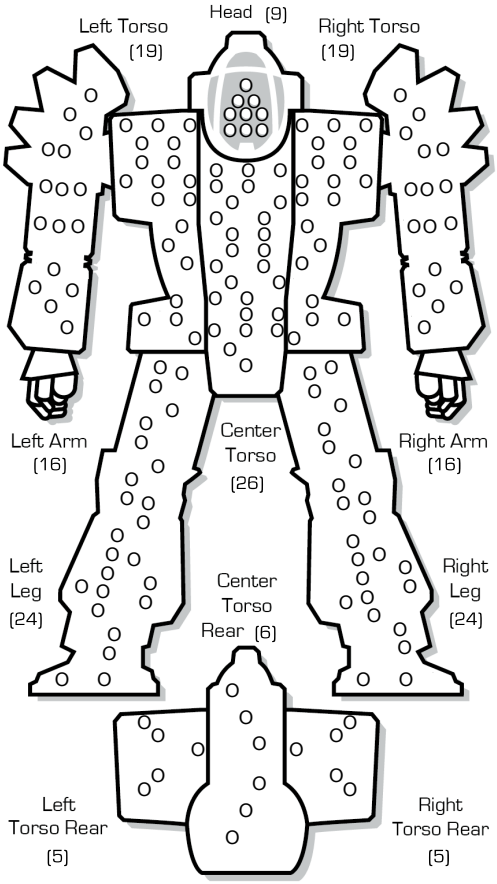
Name: _____

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
4. Hand Actuator
5. Endo Steel
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Left Torso
1. Jump Jet
2. Jump Jet
3. SRM 4
4. Medium Laser
5. Medium Laser
6. Ammo (SRM 4) 25

1-3

1. CASE
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser(R)
5. Sensors
6. Life Support

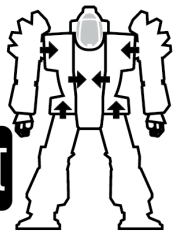
Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Roll Again

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Large Laser
4. Large Laser
5. Endo Steel
6. Endo Steel

1-3

1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6

Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Jump Jet
5. Jump Jet
6. Large Laser

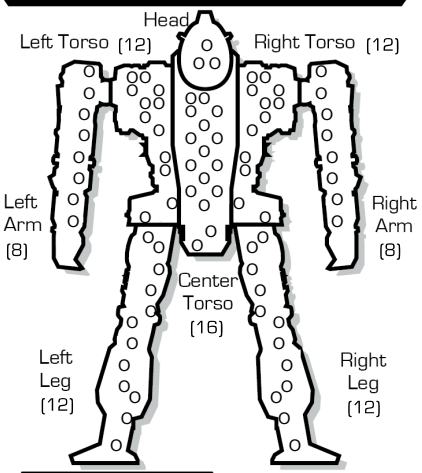
1-3

1. Large Laser
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat 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	Heat Sinks: 11 (22) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Starslayer STY-2C

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 5

Tonnage: 50
Tech Base: Inner Sphere
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser(R)	HD	1	3 [DE]	—	1	2	3
1	Large Laser	RT	8	8 [DE]	—	5	10	15
2	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	SRM 4	LT	3	2/Msl [M,C]	—	3	6	9
1	Large Laser	RA	8	8 [DE]	—	5	10	15

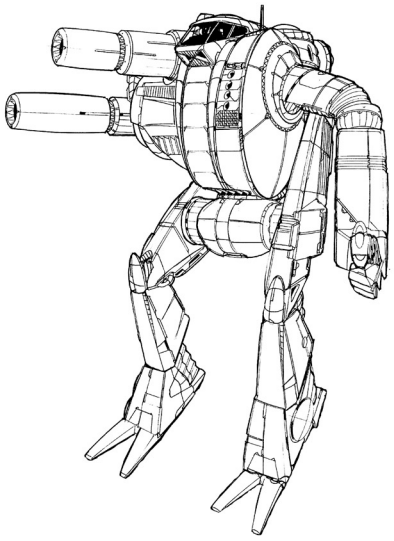
Cost: 4,668,125 C-bills **BV:** 1,365

WARRIOR DATA

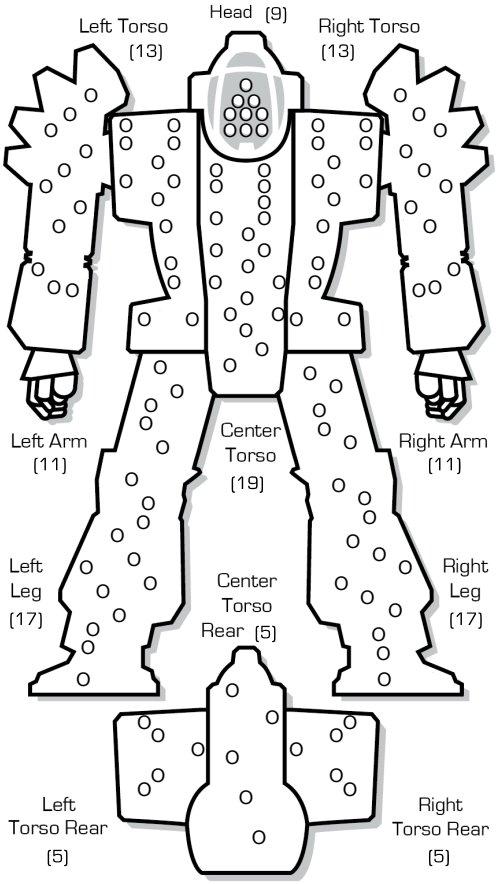
Name: _____

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
4. Hand Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

1-3

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. Jump Jet
2. Jump Jet
3. SRM 4
4. Medium Laser
5. Medium Laser
6. Ammo (SRM 4) 25

1-3

4-6
1. CASE
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser(R)
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Large Laser
4. Large Laser
5. Ferro-Fibrous
6. Ferro-Fibrous

1-3

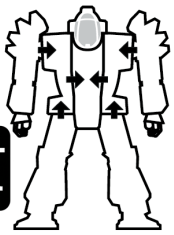
4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Jump Jet
5. Jump Jet
6. Large Laser

1-3

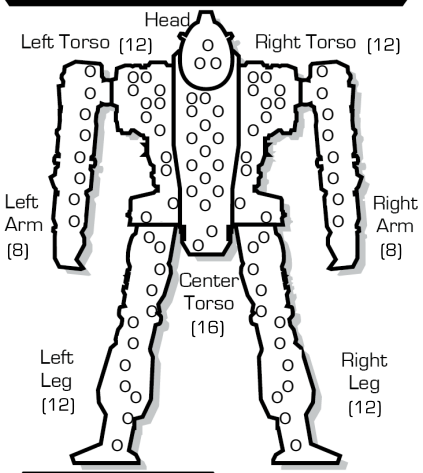
4-6
1. Large Laser
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous



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	Heat Sinks: 11 (22) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Starslayer STY-3D

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 5

Tonnage: 50
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser(R)	HD	3	5 [DE]	—	3	6	9
1	ER PPC	RT	15	10 [DE]	—	7	14	23
2	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Large Laser	RA	8	8 [DE]	—	5	10	15

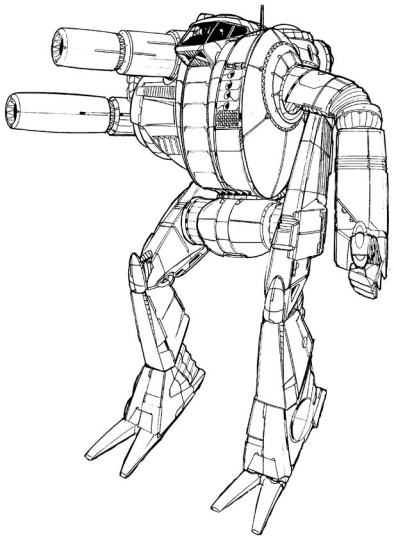
Cost: 5,020,250 C-bills **BV:** 1,593

WARRIOR DATA

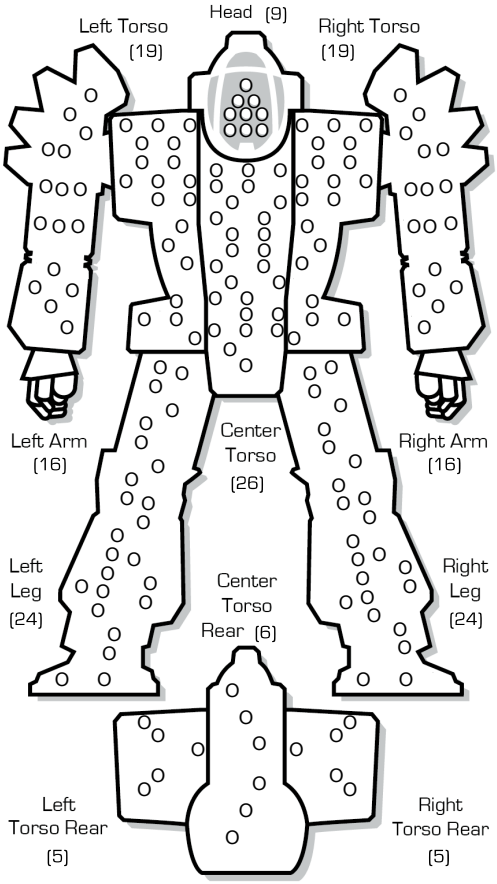
Name: _____

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
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Jump Jet
5. Jump Jet
6. Medium Laser

1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

1. Medium Laser
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

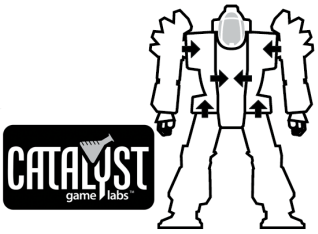
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser(R)
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Large Laser
4. Large Laser
5. Endo Steel
6. Endo Steel

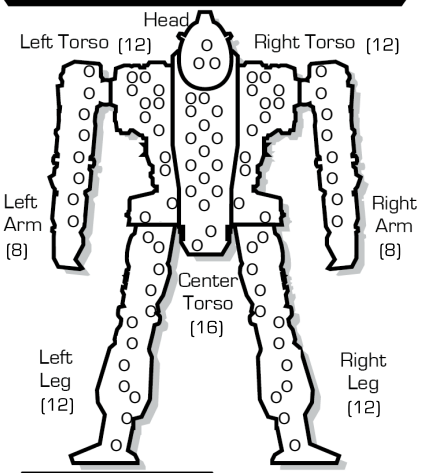
1. Endo Steel
2. Endo Steel
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Jump Jet
5. Jump Jet
6. ER PPC

1. ER PPC
2. ER PPC
3. Endo Steel
4. Endo Steel
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



Heat 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	Heat Sinks: 12 (24) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O
25	–5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	–4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	–3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	–2 Movement Points	
8	+1 Modifier to Fire	
5	–1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Lynx LNX-9Q

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 5

Tonnage: 55
Tech Base: Inner Sphere
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Large Laser	RT	8	8 [DE]	—	5	10	15
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	ER PPC	RA	15	10 [DE]	—	7	14	23
2	Medium Laser	LA	3	5 [DE]	—	3	6	9

Cost: 10,105,741 C-bills **BV:** 1,725

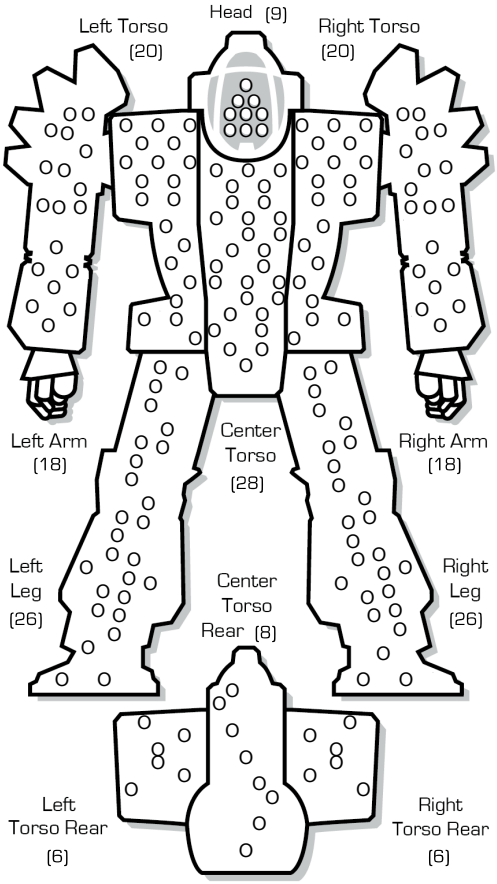
WARRIOR DATA

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. Medium Laser
4. Medium Laser
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Medium Laser
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

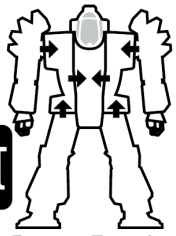
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Medium Laser

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. ER PPC
4. ER PPC
5. ER PPC
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

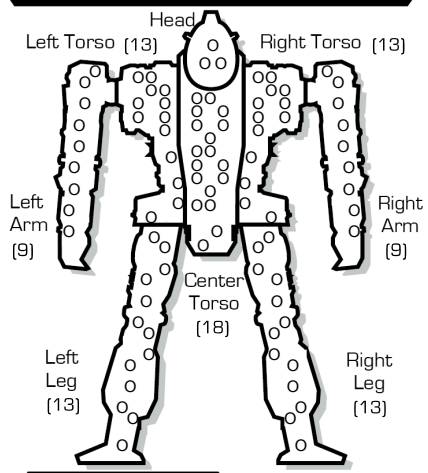
1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Large Laser
5. Large Laser
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 (30) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Lynx LNX-8Q

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 0

Tonnage: 55
Tech Base: Inner Sphere (Intro)
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Laser	RT	8	8 [DE]	—	5	10	15
1	Large Laser	RA	8	8 [DE]	—	5	10	15
2	Medium Laser	LA	3	5 [DE]	—	3	6	9

Cost: 4,417,242 C-bills **BV:** 1,292

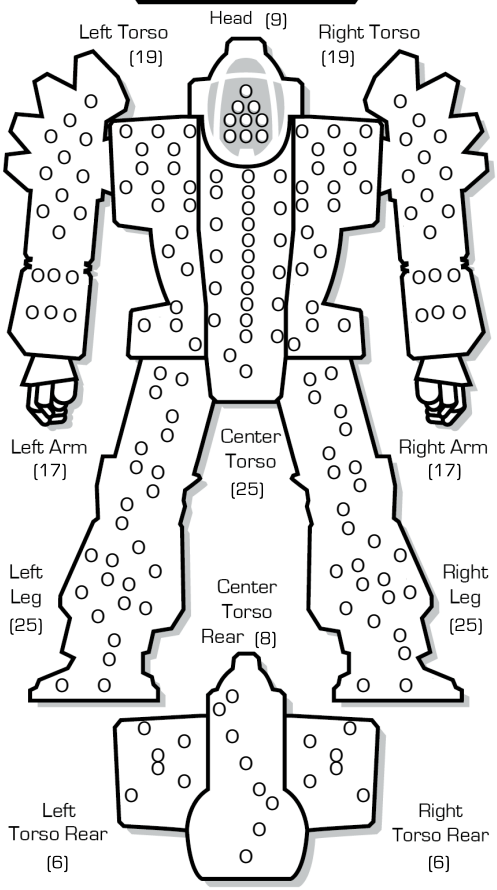
WARRIOR DATA

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. Medium Laser
4. Medium Laser
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. Heat Sink
2. Heat Sink
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

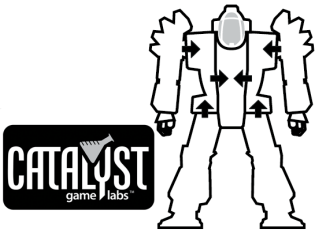
Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Roll Again
6. Roll Again

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Large Laser
4. Large Laser
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso
1. Heat Sink
2. Heat Sink
3. Large Laser
4. Large Laser
5. Roll Again
6. Roll Again

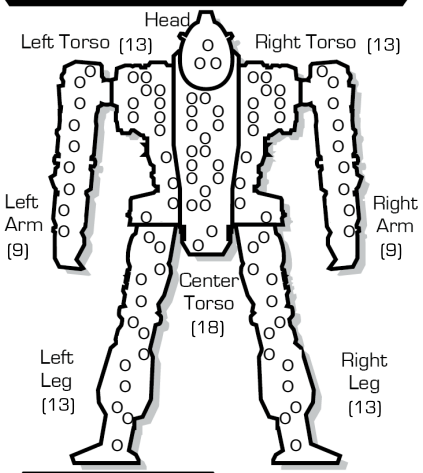
1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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	Heat Sinks: 15 (15) Single
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Lynx LNX-9C

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 5

Tonnage: 55
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM 2	HD	2	2/Msl [M,C]	—	3	6	9
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Streak SRM 2	RT	2	2/Msl [M,C]	—	3	6	9
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	ER PPC	RA	15	10 [DE]	—	7	14	23
2	Medium Laser	LA	3	5 [DE]	—	3	6	9

Cost: 9,997,241 C-bills **BV:** 1,630

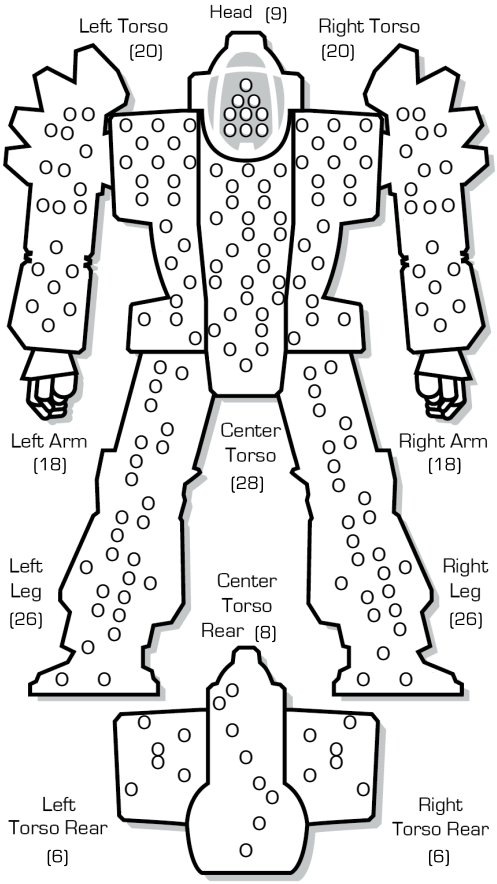
WARRIOR DATA

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. Medium Laser
4. Medium Laser
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Medium Laser
5. Roll Again
6. Roll Again

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Streak SRM 2
5. Sensors
6. Life Support

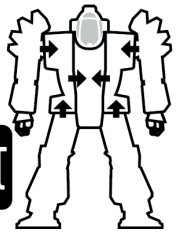
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Medium Laser

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. ER PPC
4. ER PPC
5. ER PPC
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

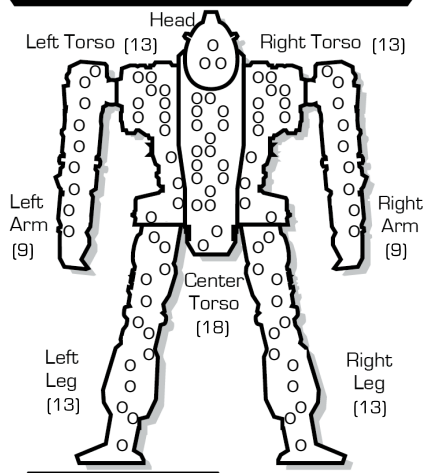
1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Streak SRM 2
5. Ammo (Streak SRM 2) 50
6. Ammo (Streak SRM 2) 50

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

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	Heat Sinks: 15 (30) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Lynx LNX-9R

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 5

Tonnage: 55
Tech Base: Inner Sphere
Era: Clan Invasion

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	LT	3	5 [DE]	—	3	6	9
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19
2	Medium Laser	LA	3	5 [DE]	—	3	6	9

Cost: 10,260,741 C-bills **BV:** 1,755

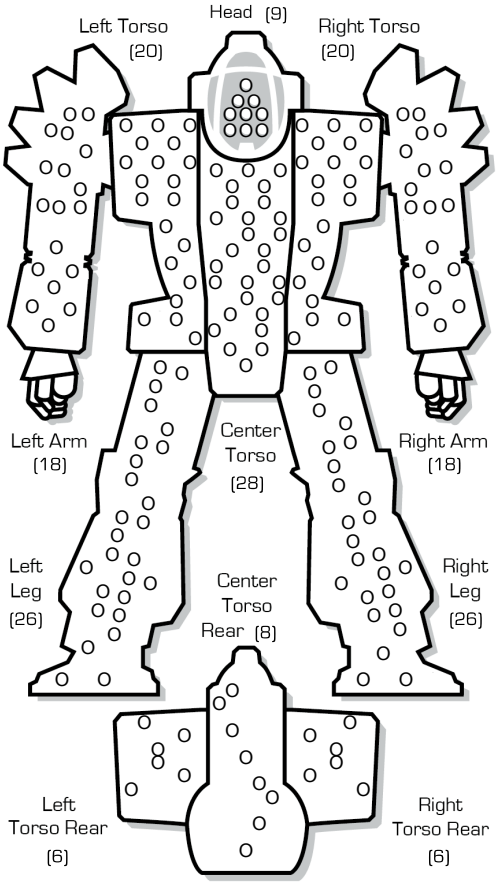
WARRIOR DATA

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. ER Large Laser (1-3)
4. ER Large Laser (1-3)
5. Medium Laser
6. Medium Laser

4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Double Heat Sink (1-3)
5. Double Heat Sink (1-3)
6. Double Heat Sink (1-3)

4-6:
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Medium Laser
5. Roll Again
6. Roll Again

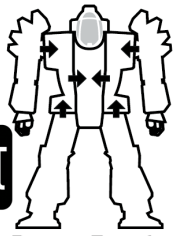
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Gyro (1-3)
5. Gyro (1-3)
6. Gyro (1-3)

4-6:
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Medium Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. ER PPC (1-3)
4. ER PPC (1-3)
5. ER PPC (1-3)
6. Roll Again

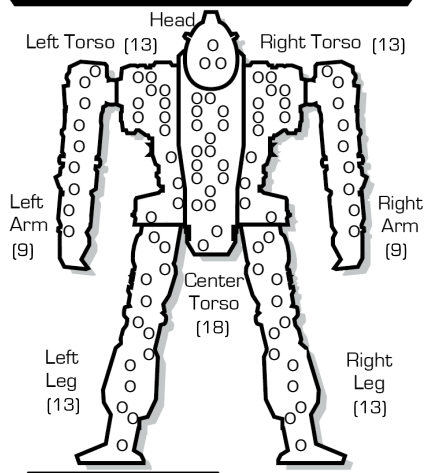
4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine (1-3)
4. Double Heat Sink (1-3)
5. Double Heat Sink (1-3)
6. Double Heat Sink (1-3)

4-6:
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

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	Heat Sinks: 15 (30) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Cestus CTS-6Y

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 0

Tonnage: 65
Tech Base: Inner Sphere
Era: Star League

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
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

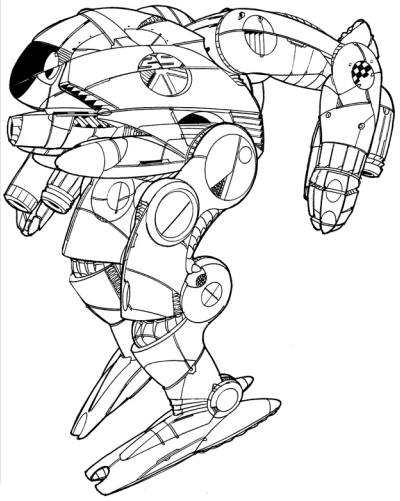
Cost: 11,228,360 C-bills **BV:** 1,701

WARRIOR DATA

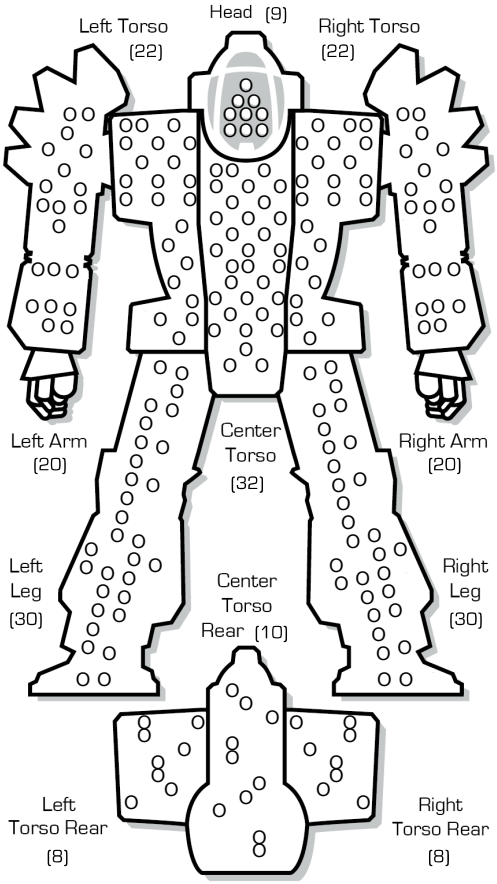
Name: _____

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. Large Laser
6. Large Laser

1. Medium Laser
2. Roll Again

4-6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink

4-6
3. Double Heat Sink
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

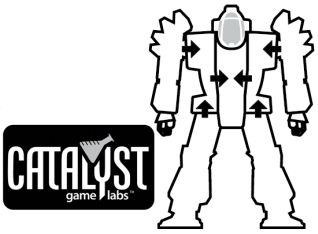
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine

4-6
3. XL Fusion Engine
4. XL Fusion Engine
5. Ammo (Gauss) 8
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. Large Laser
6. Large Laser

1. Medium Laser
2. Roll Again

4-6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

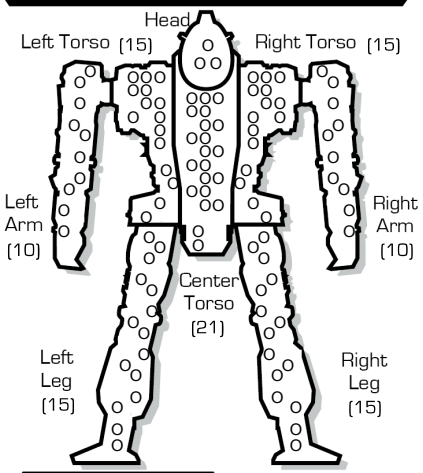
1-3
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle

4-6
3. Gauss Rifle
4. Gauss Rifle
5. Ammo (Gauss) 8
6. Ammo (Gauss) 8

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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	Heat Sinks: 12 (24) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Cestus CTS-6X

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 0

Tonnage: 65
Tech Base: Inner Sphere
Era: Star League

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 Pulse Laser	RA	4	6 [P]	—	2	4	6
1	PPC	RA	10	10 [DE]	3	6	12	18
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6
1	PPC	LA	10	10 [DE]	3	6	12	18

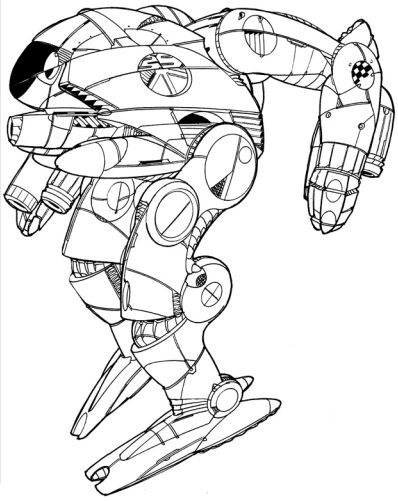
Cost: 11,353,760 C-bills **BV:** 1,424

WARRIOR DATA

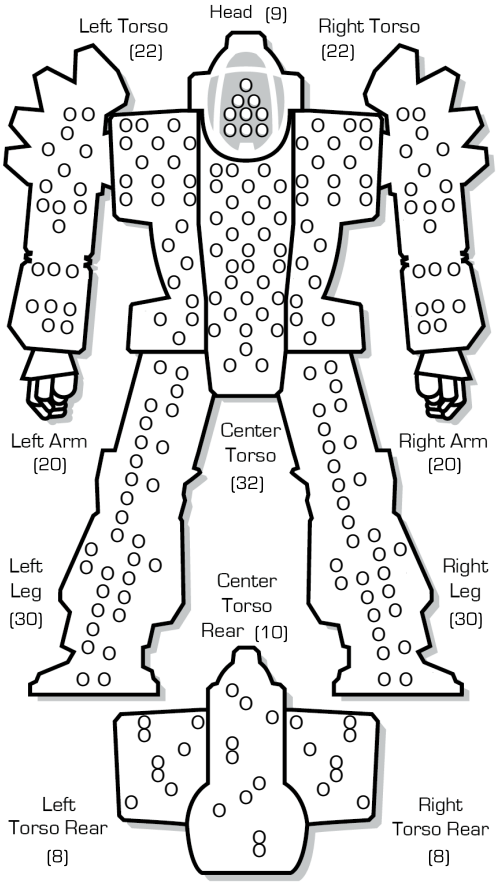
Name: _____

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. PPC
6. PPC

1. PPC
2. Large Laser
3. Large Laser

4-6 4. Medium Pulse Laser
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3 3. XL Fusion Engine
4. Heat Sink
5. Heat Sink
6. Roll Again

1. Roll Again
2. Roll Again

4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

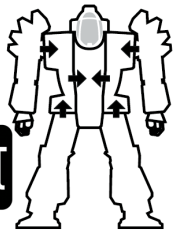
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine

1-3 3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine

4-6 3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3 4. Hand Actuator
5. PPC
6. PPC

1. PPC
2. Large Laser
3. Large Laser

4-6 4. Medium Pulse Laser
5. Roll Again
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine

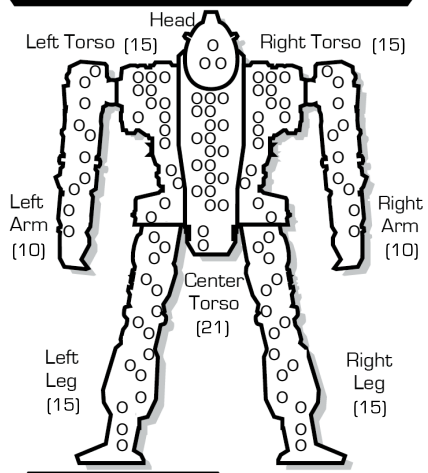
1-3 3. XL Fusion Engine
4. Heat Sink
5. Heat Sink
6. Roll Again

1. Roll Again
2. Roll Again

4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. 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	Heat Sinks: 14 (14) Single
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Cestus CTS-6Z

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 0

Tonnage: 65
Tech Base: Inner Sphere
Era: Clan Invasion

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	PPC	RA	10	10 [DE]	3	6	12	18
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	PPC	LA	10	10 [DE]	3	6	12	18

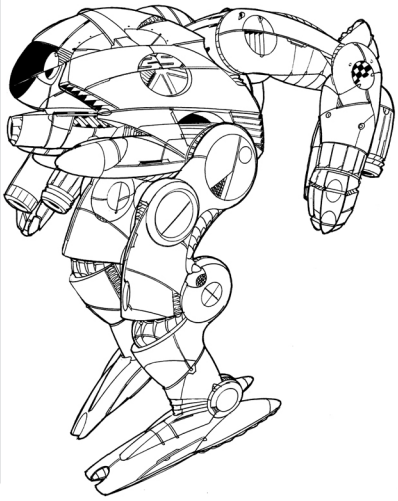
Cost: 11,432,960 C-bills **BV:** 1,560

WARRIOR DATA

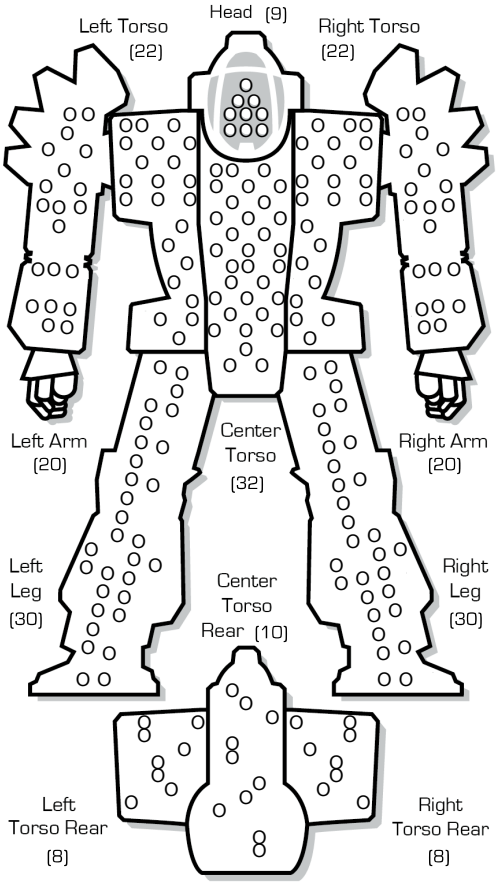
Name: _____

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
4. Hand Actuator
5. PPC
6. PPC

1-3

1. PPC
2. Large Laser
3. Large Laser
4. Medium Laser
5. Roll Again
6. Roll Again

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

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

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

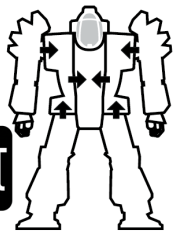
1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
6. Roll Again

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. PPC
6. PPC

1-3

1. PPC
2. Large Laser
3. Large Laser
4. Medium Laser
5. Roll Again
6. Roll Again

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

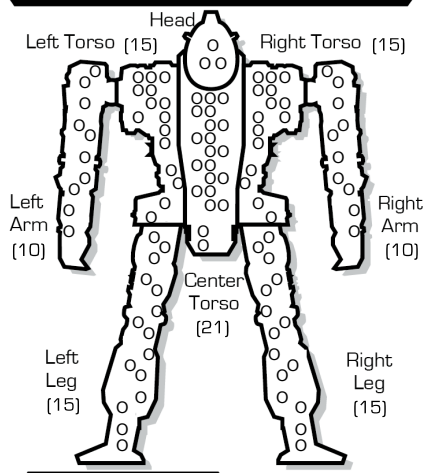
1-3

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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	Heat Sinks: 16 (32) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Cestus CTS-7A

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 0

Tonnage: 65
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LB 20-X AC	CT/RT	6	20 [DB,C/F/S]	—	4	8	12
2	Streak SRM 4	LT	3	2/Msl [M,C]	—	3	6	9
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

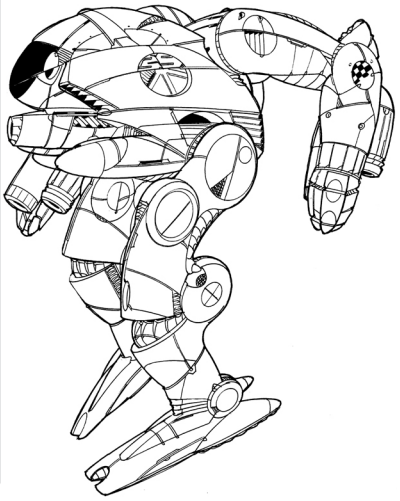
Cost: 12,020,360 C-bills **BV:** 1,519

WARRIOR DATA

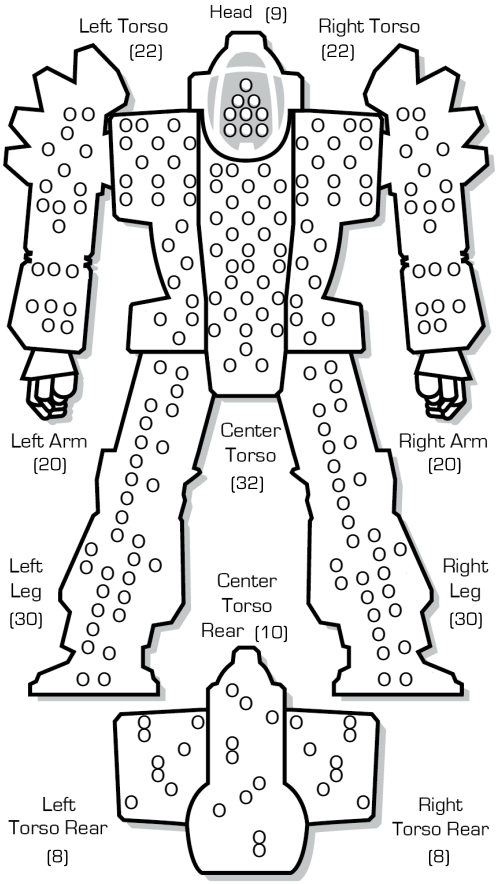
Name: _____

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. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Medium Pulse Laser

4-6
3. ER Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Streak SRM 4
5. Streak SRM 4
6. Ammo (Streak SRM 4) 25

1. Ammo (LB 20-X) 5
2. Ammo (LB 20-X Cluster) 5

4-6
3. Ammo (LB 20-X Cluster) 5
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine

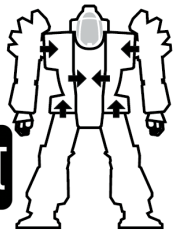
1-3
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine

4-6
3. XL Fusion Engine
4. XL Fusion Engine
5. LB 20-X AC
6. LB 20-X AC

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Medium Pulse Laser

4-6
3. ER Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

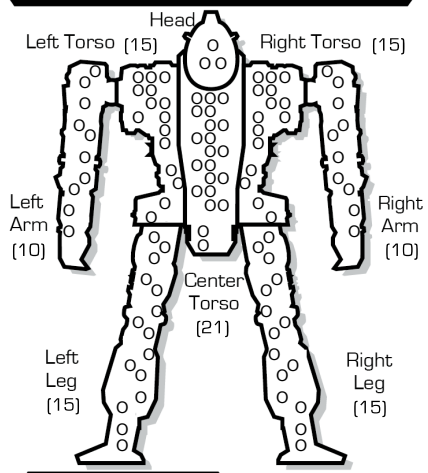
1-3
4. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

1. LB 20-X AC
2. LB 20-X AC

4-6
3. LB 20-X AC
4. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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	Heat Sinks: 12 (24) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Excalibur EXC-B2

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 0

Tonnage: 70
Tech Base: Inner Sphere
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AMS	CT	1	1 [DB,PD]	—	0	0	0
1	LRM 20 w/Artemis IV FCS	LT	6	1/Msl [M,C,S]	6	7	14	21
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22

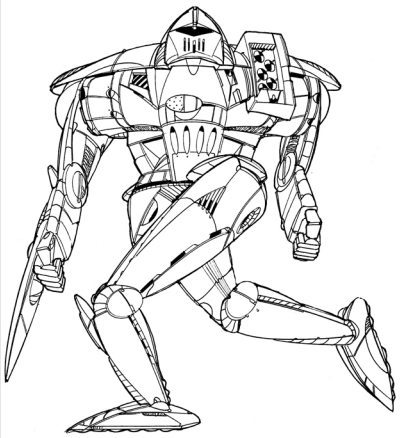
Cost: 15,799,687 C-bills **BV:** 1,533

WARRIOR DATA

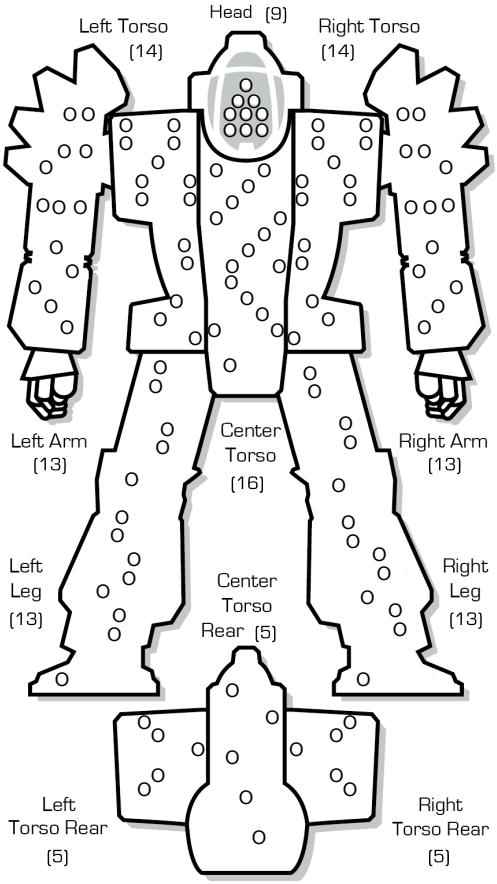
Name: _____

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 Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. LRM 20
5. LRM 20
6. LRM 20

1-3

1. LRM 20
2. LRM 20
3. Artemis IV FCS
4. Ammo (LRM 20 Artemis) 6
5. Ammo (LRM 20 Artemis) 6
6. CASE

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

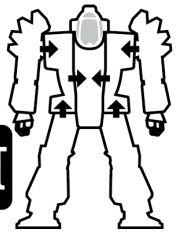
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. AMS
6. Ammo (AMS) 12

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1-3

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Roll Again
6. Roll Again

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Ammo (Gauss) 8
5. Ammo (Gauss) 8
6. CASE

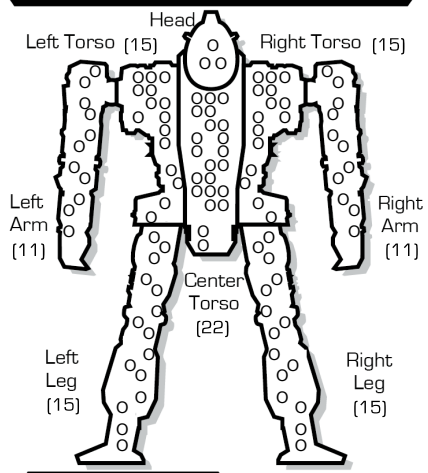
1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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	Heat Sinks: 11 (11) Single
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Excalibur EXC-B1

Movement Points:
Walking: 5
Running: 8
Jumping: 0

Tonnage: 70
Tech Base: Inner Sphere
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	AMS	LT	1	1 [DB,PD]	—	0	0	0
1	LRM 20 w/Artemis IV FCS	LT	6	1/Msl [M,C,S]	6	7	14	21
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Small Pulse Laser	LA	2	3 [P]	—	1	2	3

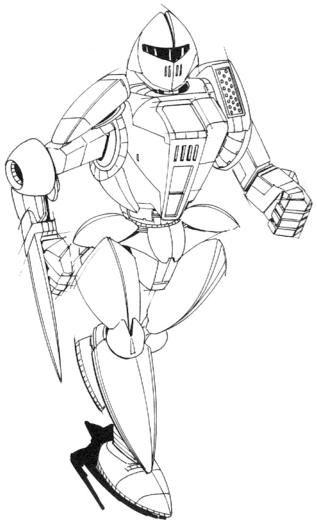
Cost: 15,656,887 C-bills **BV:** 1,549

WARRIOR DATA

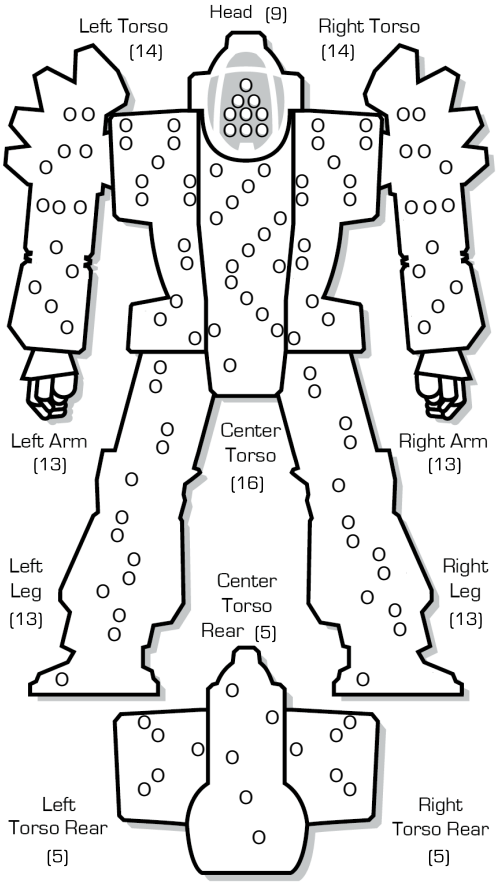
Name: _____

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
4. Hand Actuator
5. Small Pulse Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. LRM 20
5. LRM 20
6. LRM 20

1. LRM 20
2. LRM 20
3. Artemis IV FCS
4. AMS
5. Ammo (LRM 20 Artemis) 6
6. Ammo (LRM 20 Artemis) 6

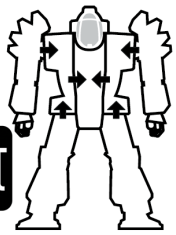
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ammo (AMS) 12
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

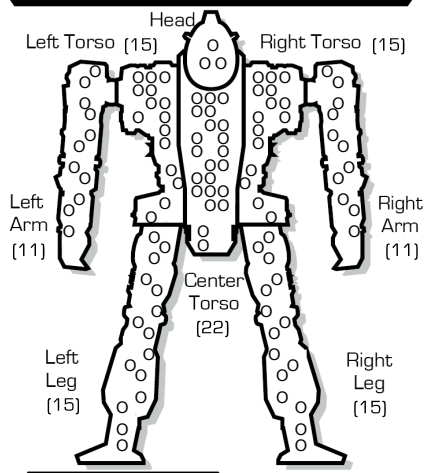
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Roll Again
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Ammo (Gauss) 8
5. Ammo (Gauss) 8
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. 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	Heat Sinks: 11 (11) Single
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Excalibur EXC-C1

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 0

Tonnage: 70
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 20 w/Artemis IV FCS	LT	6	1/Msl [M,C,S]	6	7	14	21
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

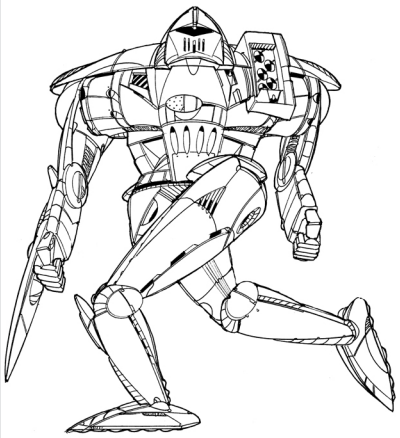
Cost: 15,821,787 C-bills **BV:** 1,637

WARRIOR DATA

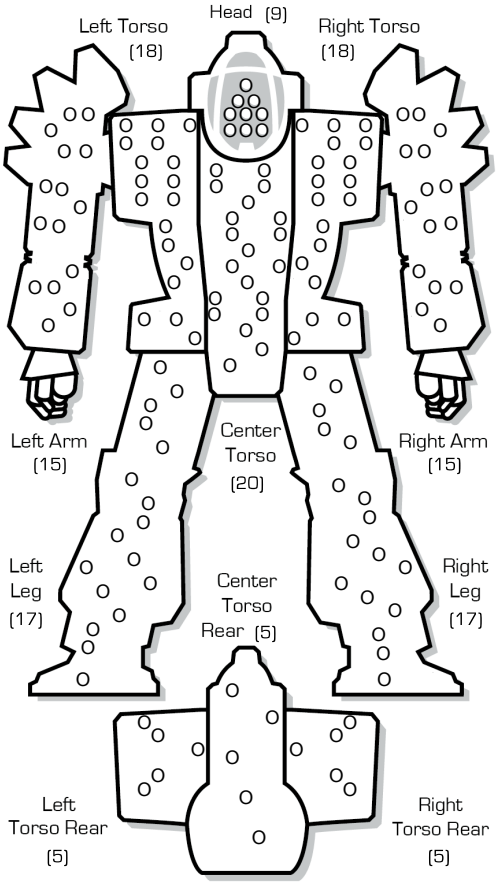
Name: _____

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
4. Hand Actuator
5. Medium Laser
6. Roll Again

1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. LRM 20
5. LRM 20
6. LRM 20

1-3

1. LRM 20
2. LRM 20
3. Artemis IV FCS
4. Ammo (LRM 20 Artemis) 6
5. Ammo (LRM 20 Artemis) 6
6. CASE

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

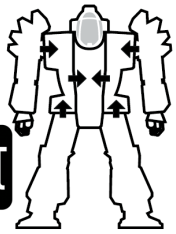
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
6. Roll Again

4-6

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1-3

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Roll Again
6. Roll Again

4-6

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Ammo (Gauss) 8
5. Ammo (Gauss) 8
6. CASE

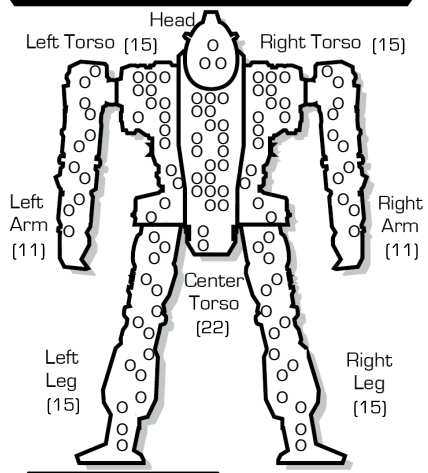
1-3

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Excalibur EXC-CS

Movement Points:
- Walking: 5 [6]
- Running: 8 [9]
- Jumping: 0

Tonnage: 70
Tech Base: Inner Sphere
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	3 [DE]	—	2	4	5
4	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	LRM 20 w/Artemis IV FCS	LT	6	1/Msl [M,C,S]	6	7	14	21
1	Targeting Computer	LT	—	[E]	—	—	—	—
1	ER PPC	RA	15	10 [DE]	—	7	14	23

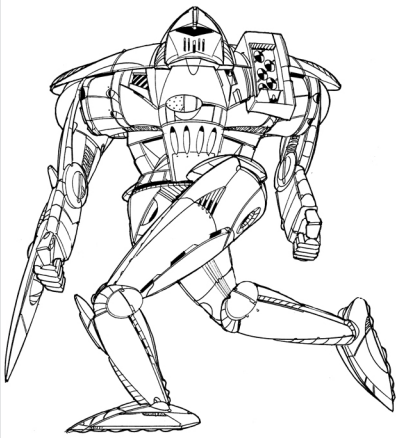
Cost: 18,188,612 C-bills **BV:** 2,174

WARRIOR DATA

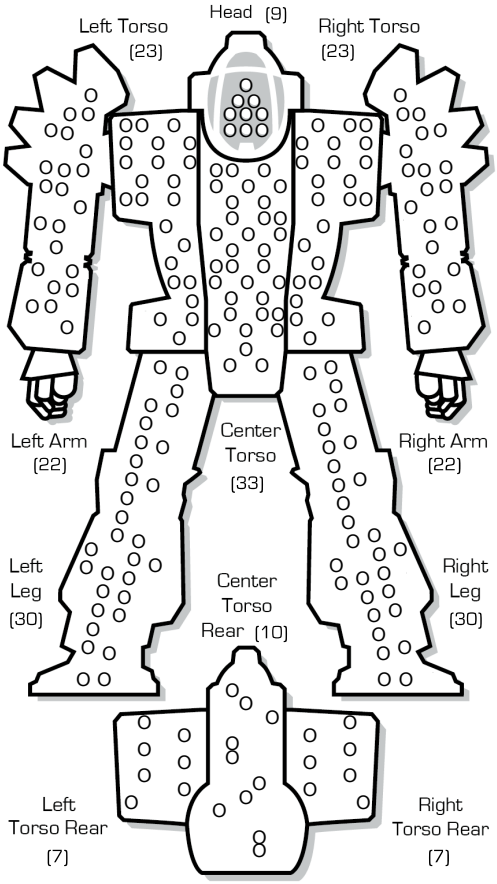
Name: _____

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
4. Hand Actuator
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. LRM 20
5. LRM 20
6. LRM 20

1. LRM 20
2. LRM 20
3. Artemis IV FCS
4. Targeting Computer
5. Targeting Computer
6. Targeting Computer

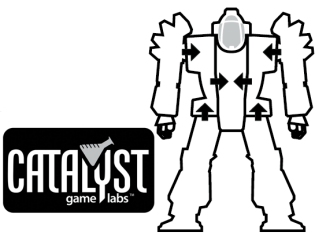
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Triple-Strength Myomer

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Small Laser
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Endo Steel
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. ER PPC
5. ER PPC
6. ER PPC

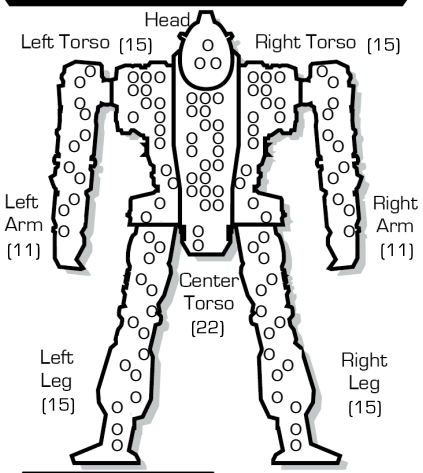
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Triple-Strength Myomer
6. Triple-Strength Myomer

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. ER Medium Laser
5. ER Medium Laser
6. ER Medium Laser

1. ER Medium Laser
2. Ammo (LRM 20 Artemis) 6
3. Ammo (LRM 20 Artemis) 6
4. Ammo (LRM 20 Artemis) 6
5. CASE
6. Endo Steel

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel
6. Triple-Strength Myomer

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	Heat Sinks: 12 (24) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Excalibur EXC-D1

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 5

Tonnage: 70
Tech Base: Inner Sphere
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	Improved C^3CPU	LT	—	[E]	—	—	—	—
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	3	6	9
1	Rotary AC/5	RA	1	5/Sht [DB,R,C]	—	5	10	15
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

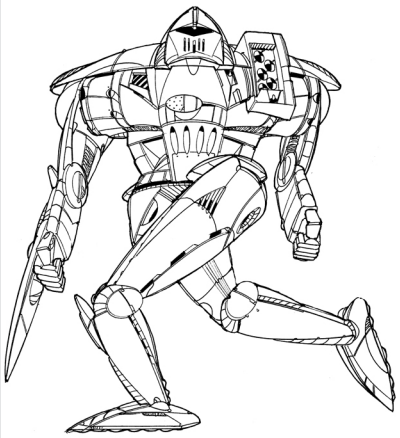
Cost: 17,708,787 C-bills **BV:** 1,949

WARRIOR DATA

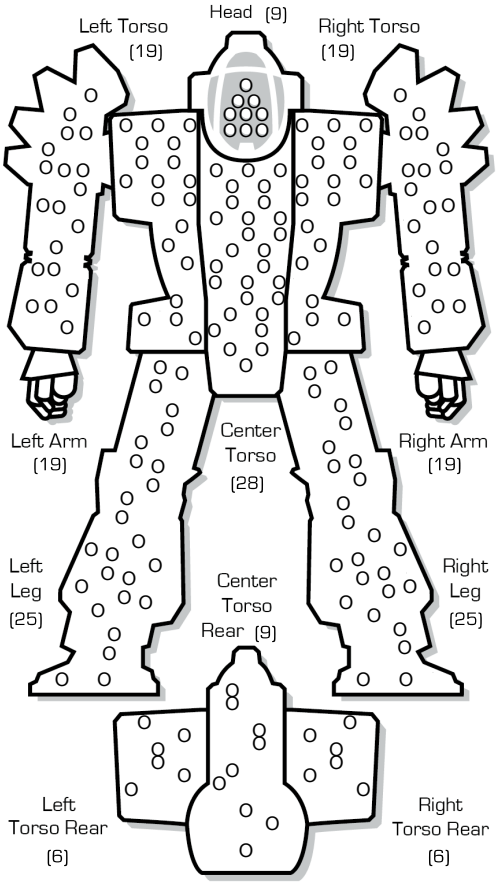
Name: _____

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
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

1-3
4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Streak SRM 6
5. Streak SRM 6
6. Ammo (Streak SRM 6) 15

1-3
4-6
1. Improved C^3CPU
2. Improved C^3CPU
3. CASE
4. Endo Steel
5. Endo Steel
6. Endo Steel

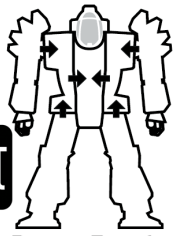
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3
4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Endo Steel

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Rotary AC/5
5. Rotary AC/5
6. Rotary AC/5

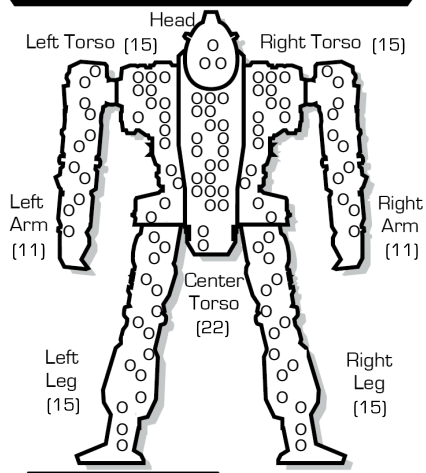
1-3
4-6
1. Rotary AC/5
2. Rotary AC/5
3. Rotary AC/5
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Ammo (RAC/5) 20
5. Ammo (RAC/5) 20
6. Ammo (RAC/5) 20

1-3
4-6
1. Targeting Computer
2. Targeting Computer
3. Targeting Computer
4. CASE
5. Endo Steel
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

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	Heat Sinks: 11 (22) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Shootist ST-8A

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tonnage: 70
Tech Base: Inner Sphere
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	Medium Pulse Laser	CT	4	6 [P]	—	2	4	6
1	ER Large Laser	RT	12	8 [DE]	—	7	14	19
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	Autocannon/20	LA	7	20 [DB,S]	—	3	6	9

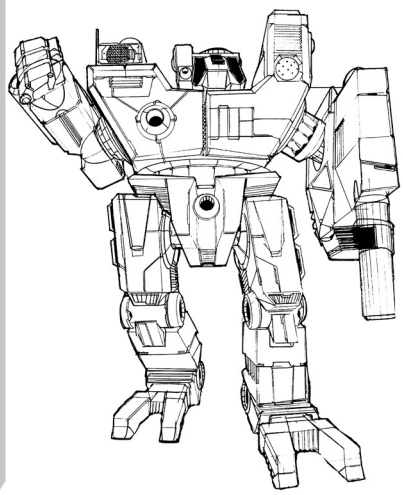
Cost: 6,521,229 C-bills **BV:** 1,507

WARRIOR DATA

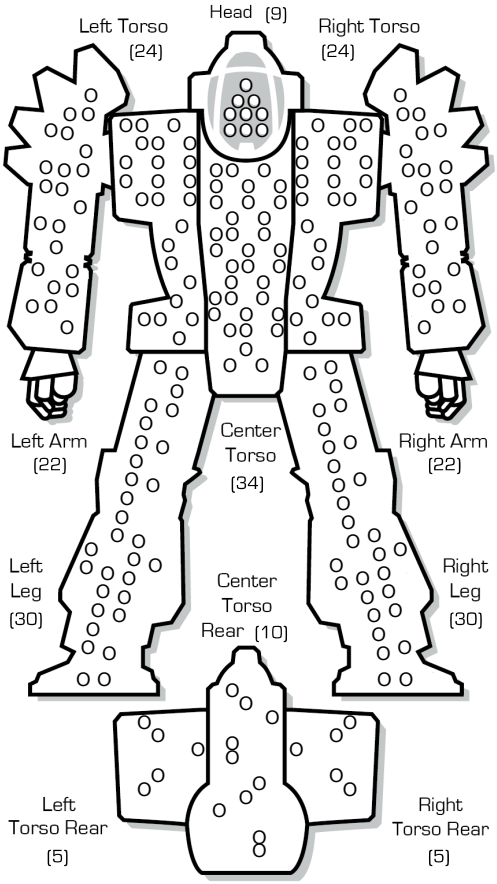
Name: _____

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

1-3:
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

4-6:
1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

Left Torso
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

1-3:
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6:
1. Ammo (AC/20) 5
2. Ammo (AC/20) 5
3. CASE
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

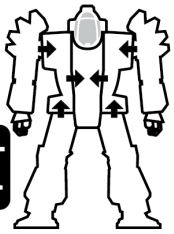
Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine

1-3:
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Pulse Laser
6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3:
4. Hand Actuator
5. Medium Pulse Laser
6. Ferro-Fibrous

4-6:
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

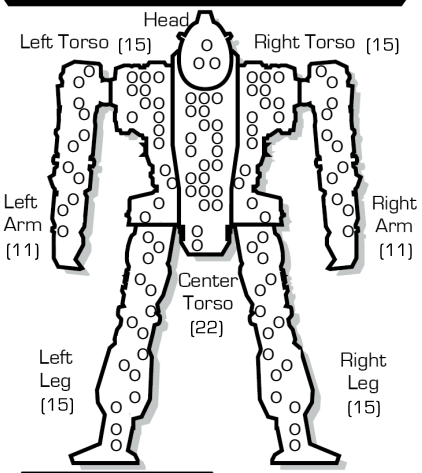
Right Torso
1. ER Large Laser
2. ER Large Laser
3. Ferro-Fibrous

1-3:
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

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	Heat Sinks: 13 (26) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Shootist ST-8C

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tonnage: 70
Tech Base: Inner Sphere
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	Improved C^3CPU	RT	—	[E]	—	—	—	—
1	ER Large Laser	RT	12	8 [DE]	—	7	14	19
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Autocannon/20	LA	7	20 [DB,S]	—	3	6	9

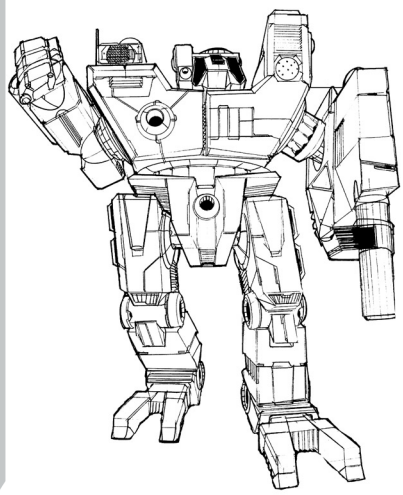
Cost: 7,845,104 C-bills **BV:** 1,528

WARRIOR DATA

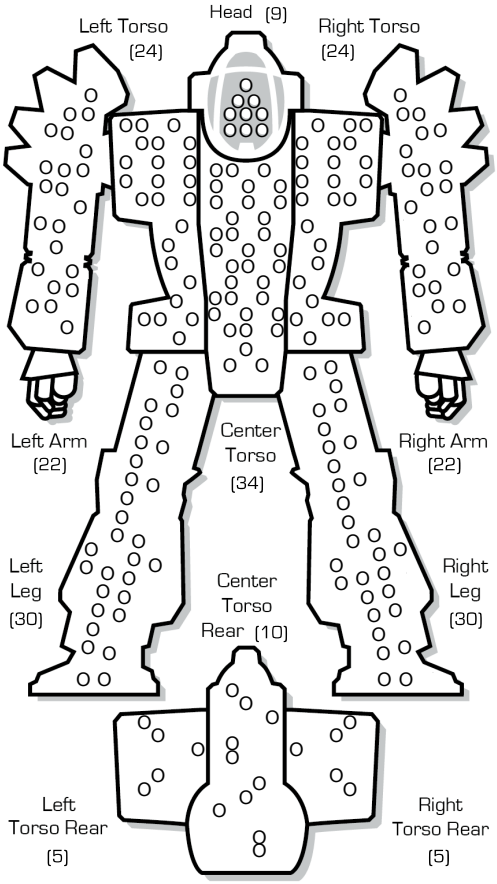
Name: _____

Gunnery Skill: ___ **Piloting Skill:** ___

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator

1-3:
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

4-6:
1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

Left Torso
1-3:
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Ammo (AC/20) 5
5. Ammo (AC/20) 5
6. CASE

4-6:
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

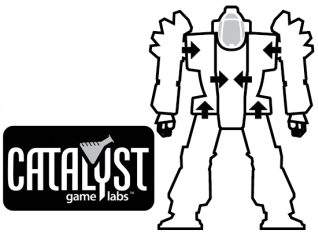
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3:
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. ER Medium Laser
6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. Ferro-Fibrous

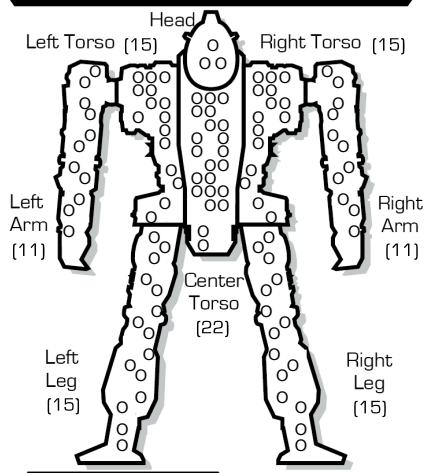
4-6:
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3:
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. ER Large Laser
5. ER Large Laser
6. Improved C^3CPU

4-6:
1. Improved C^3CPU
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

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	Heat Sinks: 13 (26) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Shootist ST-9C

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tonnage: 70
Tech Base: Inner Sphere
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	Improved C^3CPU	RT	—	[E]	—	—	—	—
1	ER Large Laser	RT	12	8 [DE]	—	7	14	19
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22

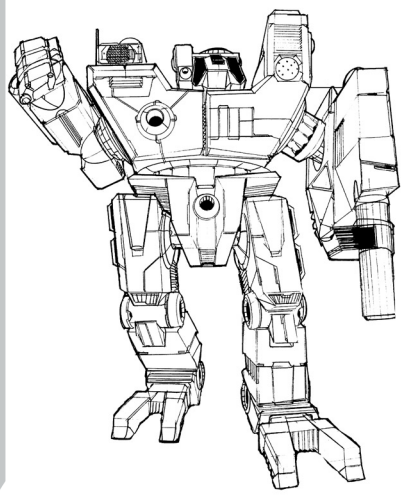
Cost: 7,834,904 C-bills **BV:** 1,727

WARRIOR DATA

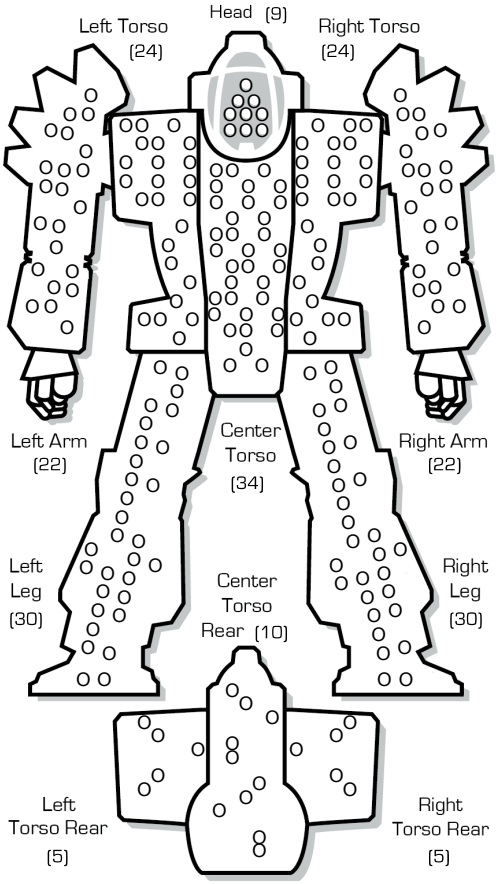
Name: _____

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
1-3: 3. Gauss Rifle, 4. Gauss Rifle, 5. Gauss Rifle, 6. Gauss Rifle
4-6: 1. Gauss Rifle, 2. Gauss Rifle, 3. Gauss Rifle, 4. Roll Again, 5. Roll Again, 6. Roll Again

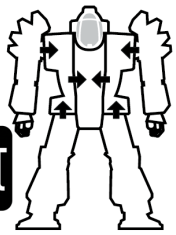
Left Torso
1. Ammo (Gauss) 8
2. Ammo (Gauss) 8
1-3: 3. CASE, 4. Ferro-Fibrous, 5. Ferro-Fibrous, 6. Roll Again
4-6: 1. Roll Again, 2. Roll Again, 3. Roll Again, 4. Roll Again, 5. Roll Again, 6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
1-3: 4. Gyro, 5. Gyro, 6. Gyro
4-6: 1. Gyro, 2. Fusion Engine, 3. Fusion Engine, 4. Fusion Engine, 5. ER Medium Laser, 6. Ferro-Fibrous

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



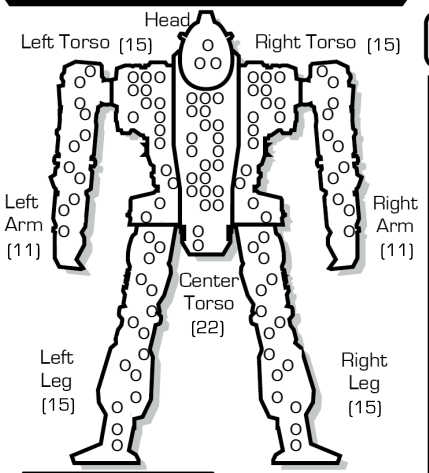
Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. Ferro-Fibrous
1-3: 1. Ferro-Fibrous, 2. Ferro-Fibrous, 3. Roll Again, 4. Roll Again, 5. Roll Again, 6. Roll Again
4-6: 1. Double Heat Sink, 2. Double Heat Sink, 3. Double Heat Sink, 4. ER Large Laser, 5. ER Large Laser, 6. Improved C^3CPU

Right Torso
1. Improved C^3CPU
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Roll Again
1-3: 1. Ferro-Fibrous, 2. Ferro-Fibrous, 3. Ferro-Fibrous, 4. Ferro-Fibrous, 5. Ferro-Fibrous, 6. Roll Again
4-6: 1. Roll Again, 2. Roll Again, 3. Roll Again, 4. Roll Again, 5. Roll Again, 6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

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	Heat Sinks: 12 (24) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Spartan SPT-N2

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 0

Tonnage: 80
Tech Base: Inner Sphere
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Streak SRM 2	CT	2	2/Msl [M,C]	—	3	6	9
1	AMS	RT	1	1 [DB,PD]	—	0	0	0
1	ER PPC	LT	15	10 [DE]	—	7	14	23
1	TAG	LT	0	0 [S]	—	5	10	15
3	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6

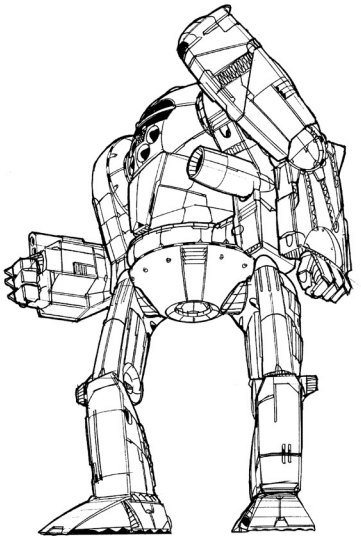
Cost: 20,351,039 C-bills **BV:** 1,605

WARRIOR DATA

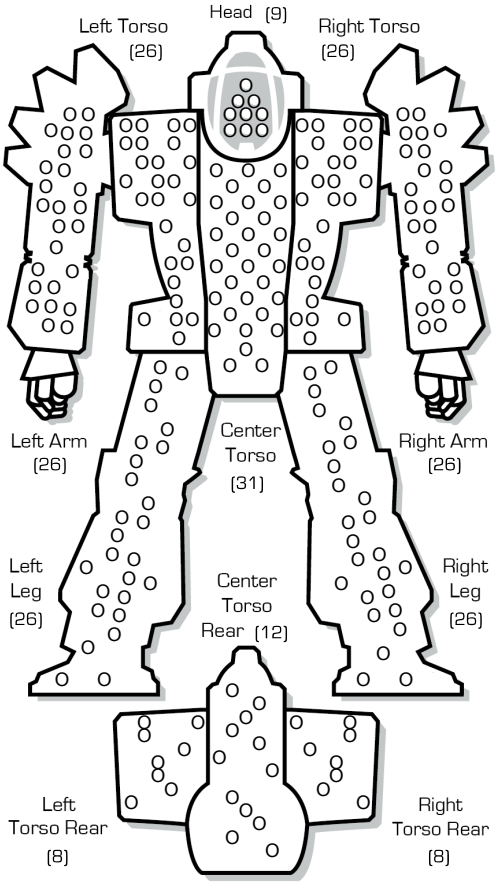
Name: _____

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

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. ER PPC
5. ER PPC
6. ER PPC

1. Ammo (Streak SRM 2) 50
2. Ammo (Streak SRM 2) 50
3. TAG

4-6
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

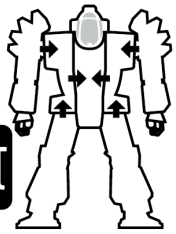
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine

4-6
4. XL Fusion Engine
5. Streak SRM 2
6. Streak SRM 2

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. Medium Pulse Laser
6. Medium Pulse Laser

1. Medium Pulse Laser
2. Roll Again
3. Roll Again

4-6
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

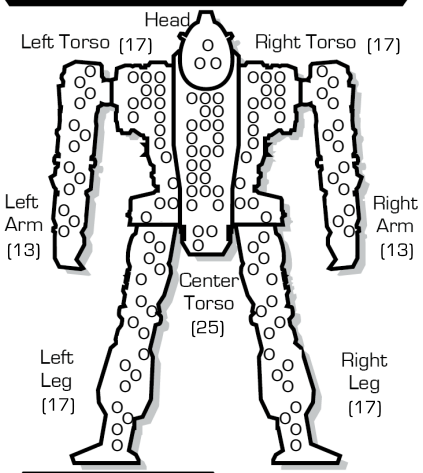
1-3
4. AMS
5. Ammo (AMS) 12
6. Ammo (AMS) 12

1. Roll Again
2. Roll Again
3. Roll Again

4-6
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. 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	Heat Sinks: 13 (26) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Spartan SPT-N1

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 0

Tonnage: 80
Tech Base: Inner Sphere
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Streak SRM 2	CT	2	2/Msl [M,C]	—	3	6	9
1	AMS	RT	1	1 [DB,PD]	—	0	0	0
1	ER PPC	LT	15	10 [DE]	—	7	14	23
1	TAG	LT	0	0 [S]	—	5	10	15
3	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6

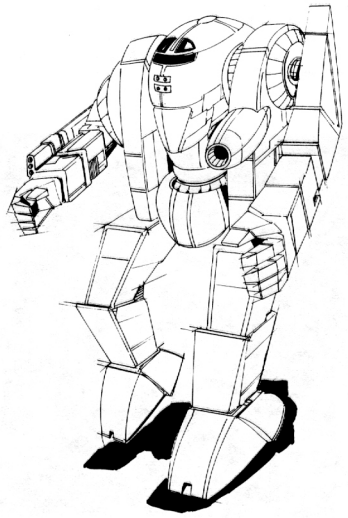
Cost: 20,221,439 C-bills **BV:** 1,498

WARRIOR DATA

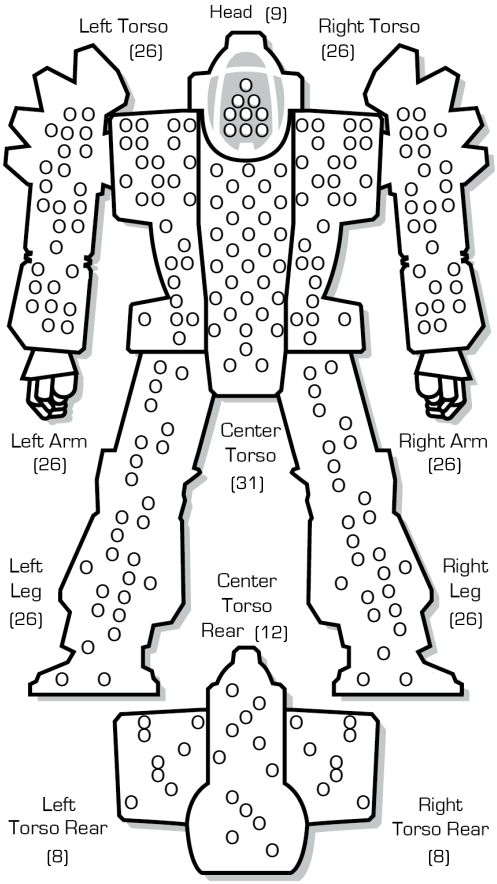
Name: _____

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
1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. ER PPC
5. ER PPC
6. ER PPC

4-6:
1. TAG
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

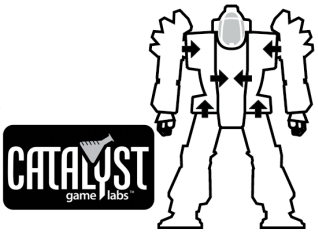
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Streak SRM 2
6. Streak SRM 2

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1-3:
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. Medium Pulse Laser

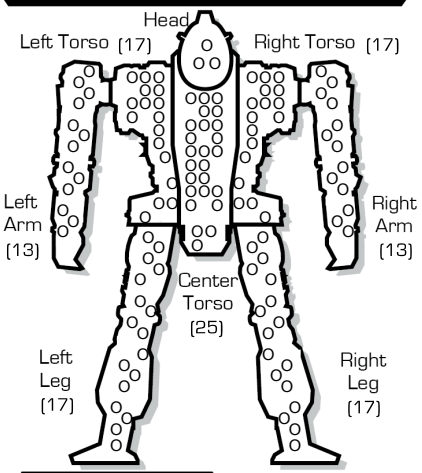
4-6:
1. Medium Pulse Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1-3:
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. AMS
5. Ammo (AMS) 12
6. Ammo (AMS) 12

4-6:
1. Ammo (Streak SRM 2) 50
2. Ammo (Streak SRM 2) 50
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. 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	Heat Sinks: 13 (13) Single
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Spartan SPT-N3

Movement Points:
- Walking: 5
- Running: 8
- Jumping: 0

Tonnage: 80
Tech Base: Inner Sphere
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Streak SRM 2	CT	2	2/Msl [M,C]	—	3	6	9
1	Improved C³CPU	RT	—	[E]	—	—	—	—
1	ER PPC	LT	15	10 [DE]	—	7	14	23
1	TAG	LT	0	0 [S]	—	5	10	15
3	ER Medium Laser	RA	5	5 [DE]	—	4	8	12

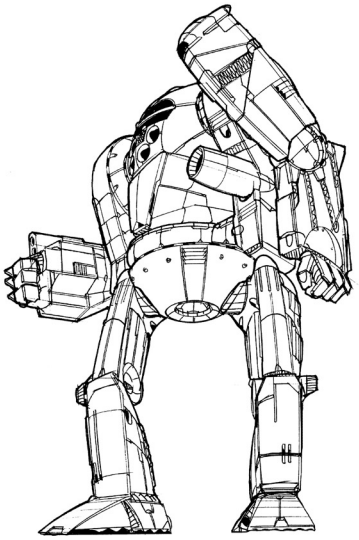
Cost: 21,661,439 C-bills **BV:** 1,631

WARRIOR DATA

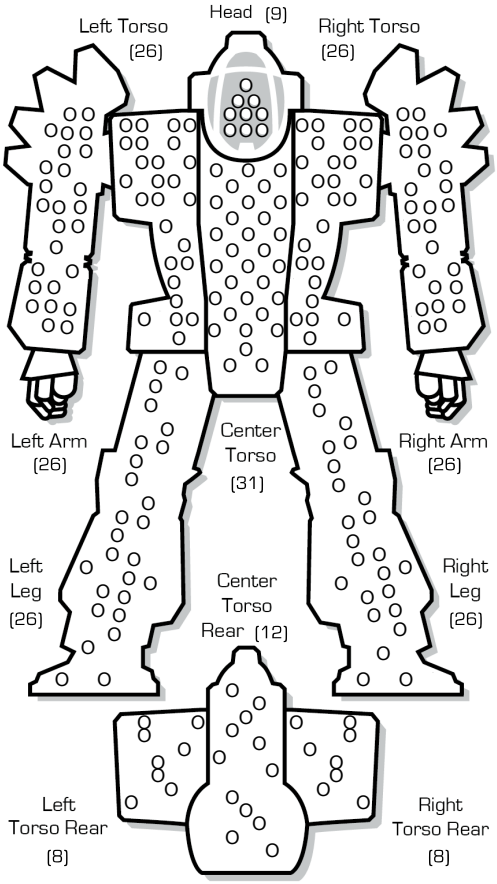
Name: _____

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

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. ER PPC
5. ER PPC
6. ER PPC

1. Ammo (Streak SRM 2) 50
2. Ammo (Streak SRM 2) 50
3. TAG

4-6
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

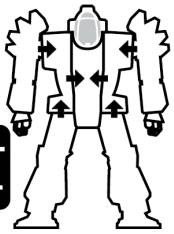
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine

4-6
4. XL Fusion Engine
5. Streak SRM 2
6. Streak SRM 2

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

1. ER Medium Laser
2. Roll Again
3. Roll Again

4-6
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

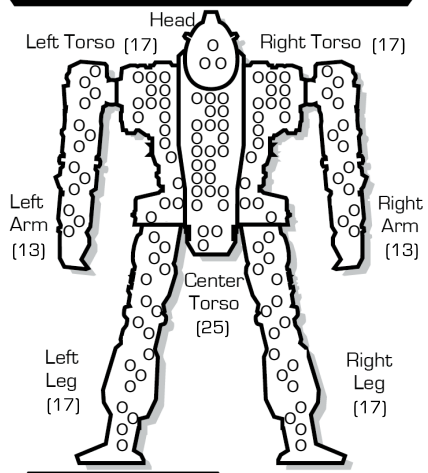
1-3
4. Improved C³CPU
5. Improved C³CPU
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again

4-6
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. 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	Heat Sinks: 16 (32) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Spartan SPT-NF

Movement Points:
Walking: 5
Running: 8
Jumping: 0

Tonnage: 80
Tech Base: Inner Sphere
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Streak SRM 2	CT	2	2/Msl [M,C]	—	3	6	9
1	AMS	RT	1	1 [DB,PD]	—	0	0	0
1	ER PPC	LT	15	10 [DE]	—	7	14	23
3	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6

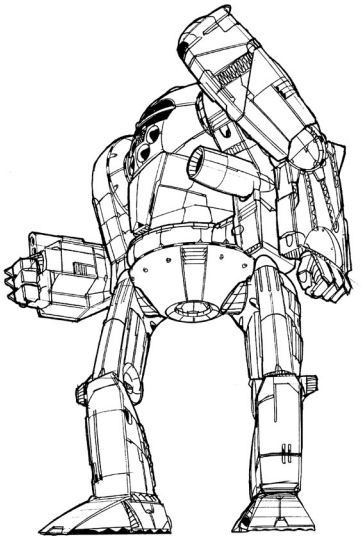
Cost: 20,441,039 C-bills **BV:** 1,605

WARRIOR DATA

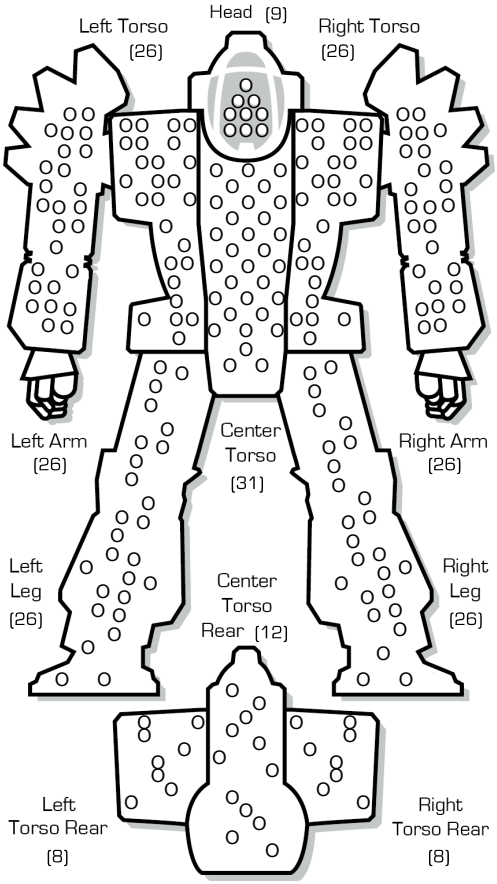
Name: _____

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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. ER PPC
5. ER PPC
6. ER PPC

4-6
1. Ammo (Streak SRM 2) 50
2. Ammo (Streak SRM 2) 50
3. CASE
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

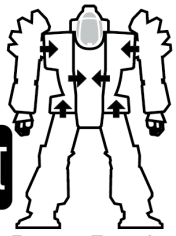
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Streak SRM 2
6. Streak SRM 2

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Pulse Laser
6. Medium Pulse Laser

4-6
1. Medium Pulse Laser
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

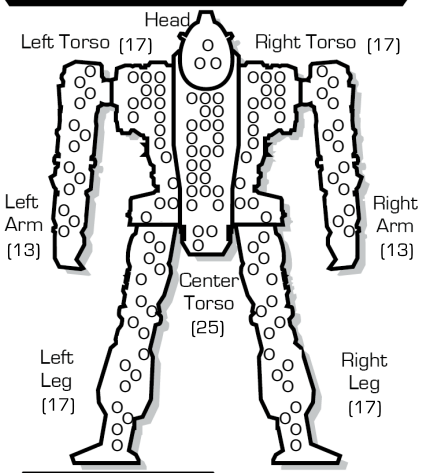
1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. AMS
5. Ammo (AMS) 12
6. Ammo (AMS) 12

4-6
1. CASE
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. 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	Heat Sinks: 13 (26) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Striker STC-2C

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 0

Tonnage: 80
Tech Base: Inner Sphere (Intro)
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
2	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	PPC	RT	10	10 [DE]	3	6	12	18
1	Large Laser	LT	8	8 [DE]	—	5	10	15
1	Autocannon/5	LA	1	5 [DB,S]	3	6	12	18

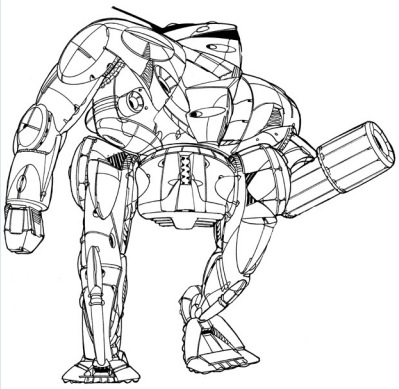
Cost: 7,713,120 C-bills **BV:** 1,488

WARRIOR DATA

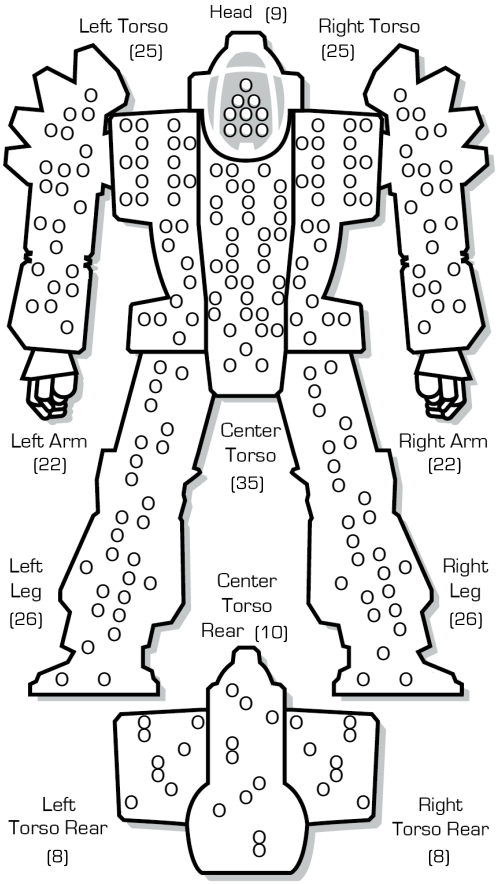
Name: _____

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. Autocannon/5
5. Autocannon/5
6. Autocannon/5

4-6:
1. Autocannon/5
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. Heat Sink
2. Heat Sink

1-3:
3. Large Laser
4. Large Laser
5. Ammo (AC/5) 20
6. Roll Again

4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

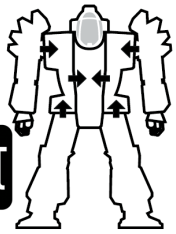
Center Torso

1-3:
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Medium Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3:
4. Hand Actuator
5. Roll Again
6. Roll Again

4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

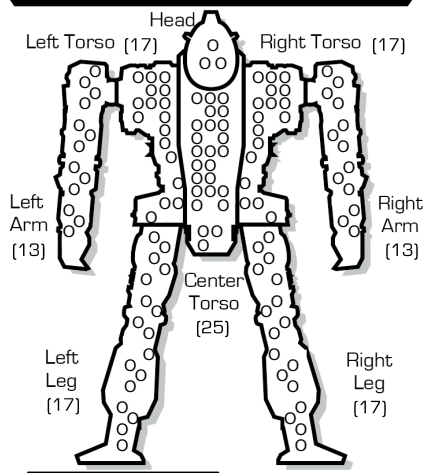
Right Torso
1. Heat Sink

1-3:
2. PPC
3. PPC
4. PPC
5. Roll Again
6. Roll Again

4-6:
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. 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	Heat Sinks: 15 (15) Single
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Striker STC-2D

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 0

Tonnage: 80
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	CT	4	6 [P]	—	2	4	6
1	ER PPC	RT	15	10 [DE]	—	7	14	23
1	Large Laser	LT	8	8 [DE]	—	5	10	15
1	Autocannon/5	LA	1	5 [DB,S]	3	6	12	18

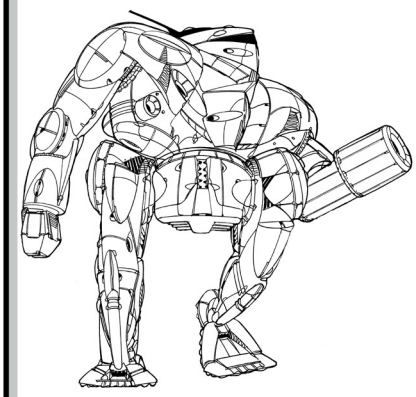
Cost: 8,040,720 C-bills **BV:** 1,644

WARRIOR DATA

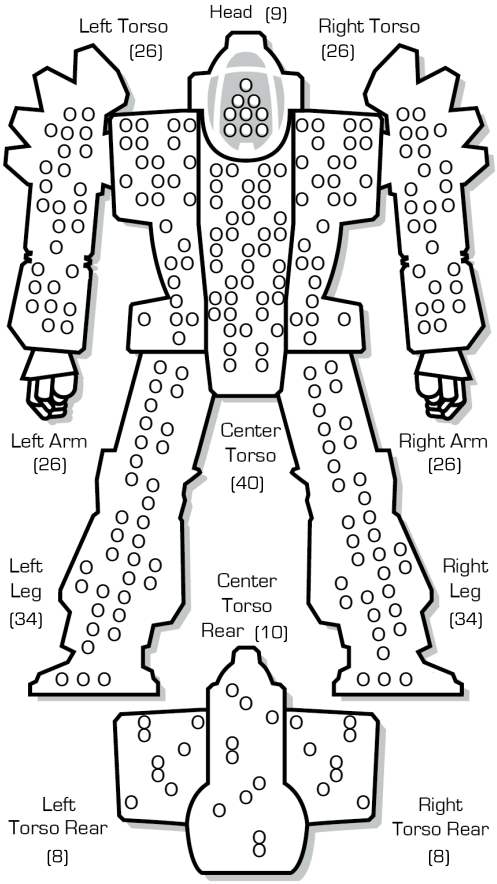
Name: _____

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. Autocannon/5
5. Autocannon/5
6. Autocannon/5

1. Autocannon/5
2. Roll Again

4-6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. Large Laser
2. Large Laser
3. Ammo (AC/5) 20

1-3
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again

4-6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

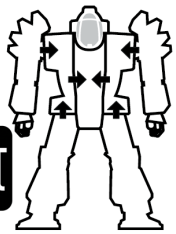
Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine

1-3
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. Medium Pulse Laser
6. Medium Pulse Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right 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

4-6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. ER PPC
2. ER PPC
3. ER PPC

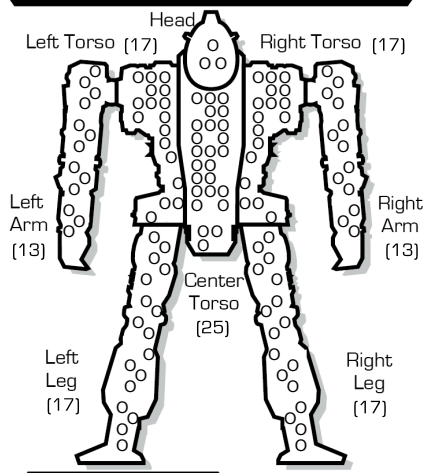
1-3
4. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again

4-6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. 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	Heat Sinks: 12 (24) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Striker STC-2S

Movement Points:
- Walking: 4
- Running: 6
- Jumping: 0

Tonnage: 80
Tech Base: Inner Sphere (Intro)
Era: Succession Wars

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
2	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	PPC	RT	10	10 [DE]	3	6	12	18
1	Autocannon/10	LT	3	10 [DB,S]	—	5	10	15

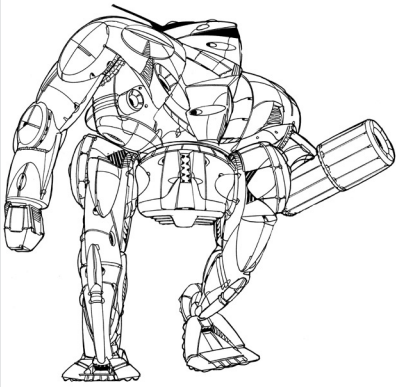
Cost: 7,668,120 C-bills **BV:** 1,466

WARRIOR DATA

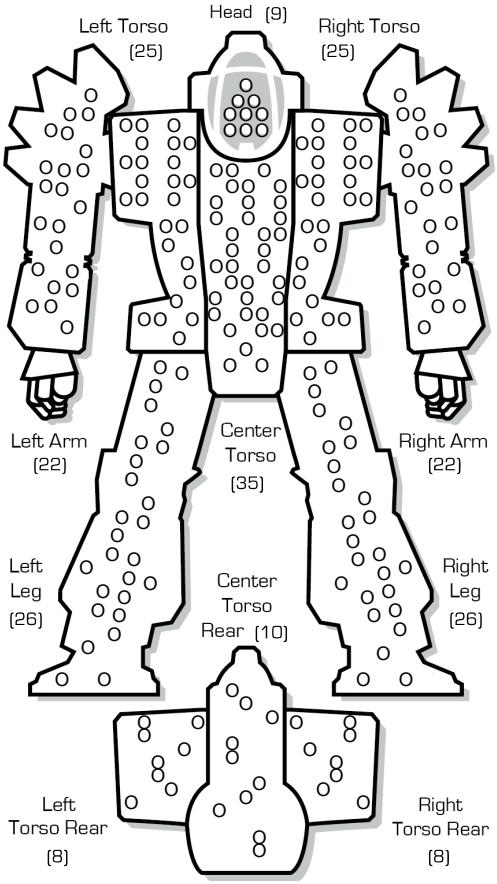
Name: _____

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. Roll Again
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again

4-6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. Heat Sink
2. Heat Sink

1-3
3. Autocannon/10
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

1. Autocannon/10
2. Autocannon/10

4-6
3. Autocannon/10
4. Ammo (AC/10) 10
5. Ammo (AC/10) 10
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

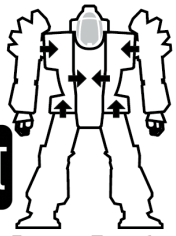
Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine

4-6
3. Fusion Engine
4. Fusion Engine
5. Medium Laser
6. Medium Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right 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

4-6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. Heat Sink

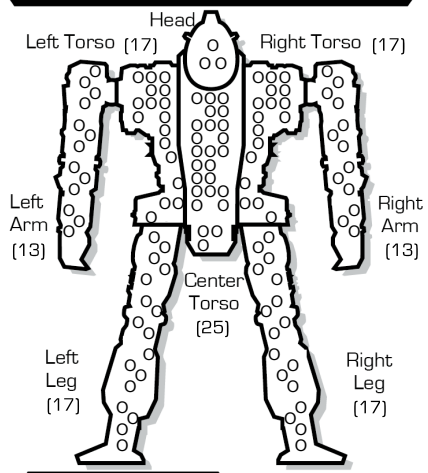
1-3
2. PPC
3. PPC
4. PPC
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again

4-6
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 (15) Single
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Emperor EMP-6A

Movement Points:
Walking: 3
Running: 5
Jumping: 3

Tonnage: 90
Tech Base: Inner Sphere
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	LB 10-X AC	RA	2	10 [DB,C/F/S]	—	6	12	18
1	Large Laser	LA	8	8 [DE]	—	5	10	15
1	LB 10-X AC	LA	2	10 [DB,C/F/S]	—	6	12	18

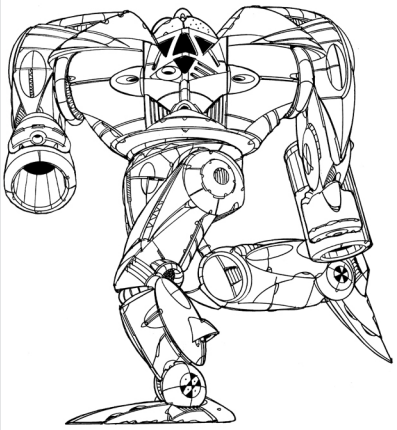
Cost: 18,591,500 C-bills **BV:** 1,969

WARRIOR DATA

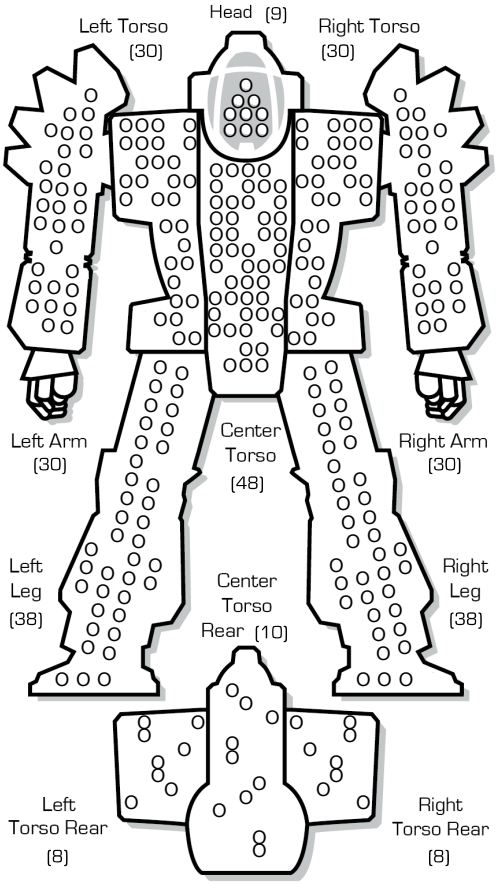
Name: _____

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. LB 10-X AC, 5. LB 10-X AC, 6. LB 10-X AC

1. LB 10-X AC
2. LB 10-X AC

4-6: 3. LB 10-X AC, 4. Large Laser, 5. Large Laser
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3: 4. Double Heat Sink, 5. Double Heat Sink, 6. Double Heat Sink

1. Medium Pulse Laser
2. Ammo (LB 10-X) 10

4-6: 3. Ammo (LB 10-X Cluster) 10, 4. CASE
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

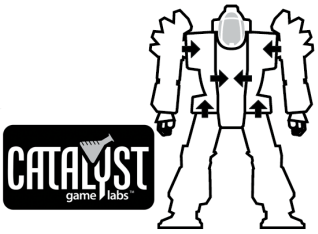
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3: 4. Gyro, 5. Gyro, 6. Gyro

1. Gyro
2. XL Fusion Engine

4-6: 3. XL Fusion Engine, 4. XL Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3: 4. LB 10-X AC, 5. LB 10-X AC, 6. LB 10-X AC

1. LB 10-X AC
2. LB 10-X AC

4-6: 3. LB 10-X AC, 4. Large Laser, 5. Large Laser
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

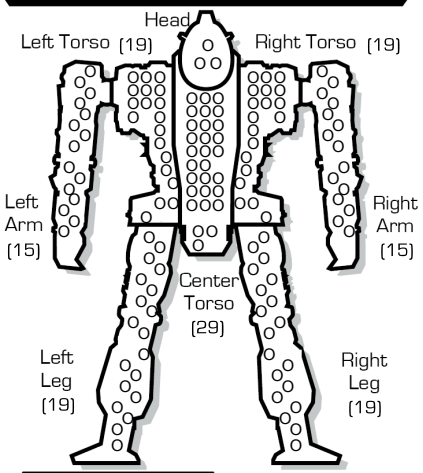
1-3: 4. Double Heat Sink, 5. Double Heat Sink, 6. Double Heat Sink

1. Medium Pulse Laser
2. Ammo (LB 10-X) 10

4-6: 3. Ammo (LB 10-X Cluster) 10, 4. CASE
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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	Heat Sinks: 12 (24) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Emperor EMP-5A

Movement Points:
- Walking: 3
- Running: 5
- Jumping: 3

Tonnage: 90
Tech Base: Inner Sphere (Intro)
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	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	Autocannon/5	RA	1	5 [DB,S]	3	6	12	18
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Autocannon/5	LA	1	5 [DB,S]	3	6	12	18
1	Large Laser	LA	8	8 [DE]	—	5	10	15

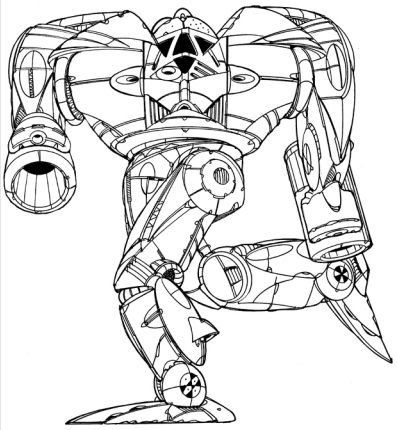
Cost: 7,932,500 C-bills **BV:** 1,830

WARRIOR DATA

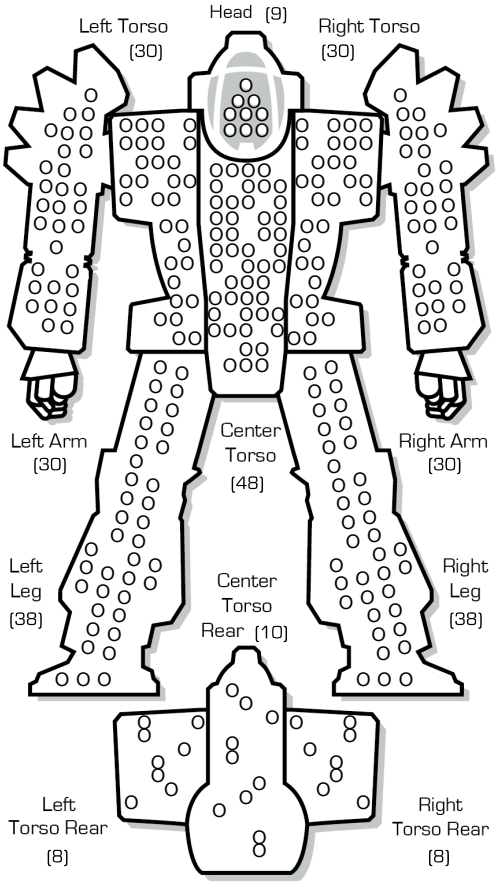
Name: _____

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. Large Laser
5. Large Laser
6. Autocannon/5

1. Autocannon/5
2. Autocannon/5
3. Autocannon/5

4-6
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. Heat Sink
2. Heat Sink
3. Heat Sink

1-3
4. Medium Laser
5. Ammo (AC/5) 20
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again

4-6
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

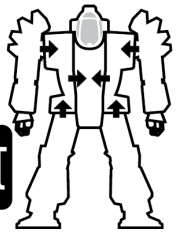
Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine

1-3
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine

4-6
4. Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Large Laser
5. Large Laser
6. Autocannon/5

1. Autocannon/5
2. Autocannon/5
3. Autocannon/5

4-6
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. Heat Sink
2. Heat Sink
3. Heat Sink

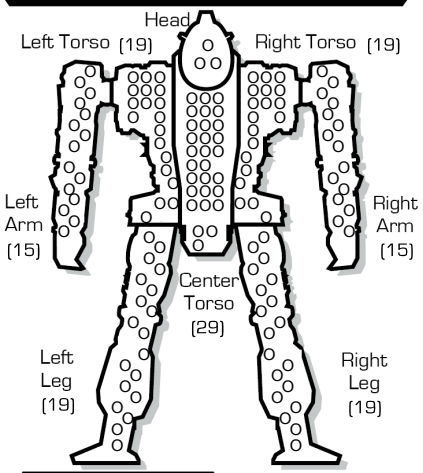
1-3
4. Medium Laser
5. Ammo (AC/5) 20
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again

4-6
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 (16) Single
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Emperor EMP-6D

Movement Points:
- Walking: 3
- Running: 5
- Jumping: 3

Tonnage: 90
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	ER Large Laser	RT	12	8 [DE]	—	7	14	19
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	ER Large Laser	LT	12	8 [DE]	—	7	14	19
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Rotary AC/5	RA	1	5/Sht [DB,R,C]	—	5	10	15
1	Rotary AC/5	LA	1	5/Sht [DB,R,C]	—	5	10	15

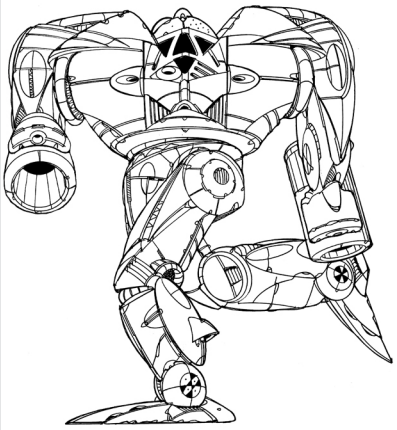
Cost: 18,671,300 C-bills **BV:** 2,382

WARRIOR DATA

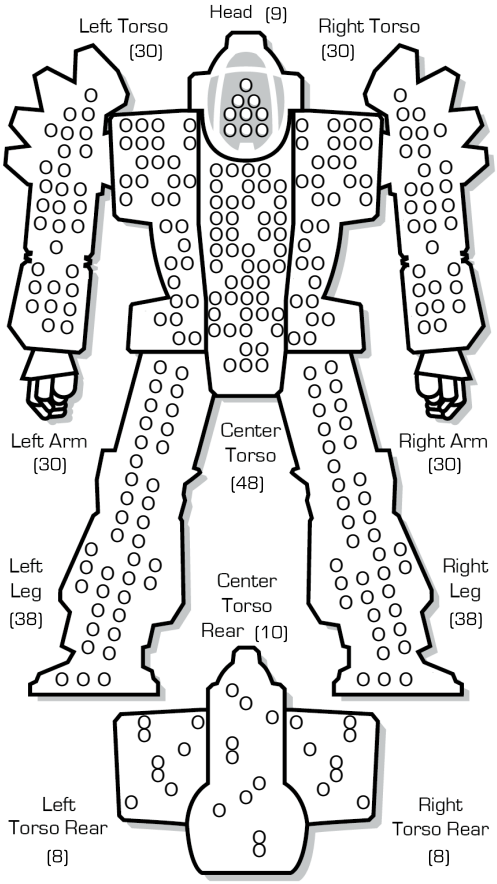
Name: _____

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. Double Heat Sink; 5. Double Heat Sink; 6. Double Heat Sink

1. Rotary AC/5
2. Rotary AC/5
3. Rotary AC/5

4-6: 4. Rotary AC/5; 5. Rotary AC/5; 6. Rotary AC/5

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3: 4. Double Heat Sink; 5. Double Heat Sink; 6. Double Heat Sink

1. ER Large Laser
2. ER Large Laser
3. ER Medium Laser

4-6: 4. Ammo (RAC/5) 20; 5. Ammo (RAC/5) 20; 6. CASE

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Ammo (RAC/5) 20

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

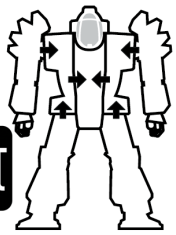
1-3: 4. Gyro; 5. Gyro; 6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine

4-6: 4. XL Fusion Engine; 5. Jump Jet; 6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3: 4. Double Heat Sink; 5. Double Heat Sink; 6. Double Heat Sink

1. Rotary AC/5
2. Rotary AC/5
3. Rotary AC/5

4-6: 4. Rotary AC/5; 5. Rotary AC/5; 6. Rotary AC/5

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

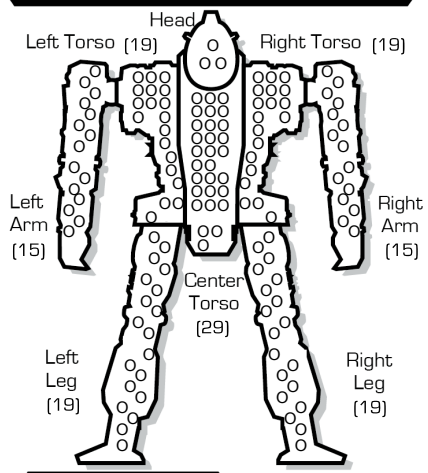
1-3: 4. Double Heat Sink; 5. Double Heat Sink; 6. Double Heat Sink

1. ER Large Laser
2. ER Large Laser
3. ER Medium Laser

4-6: 4. Ammo (RAC/5) 20; 5. Ammo (RAC/5) 20; 6. CASE

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Ammo (RAC/5) 20

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	Heat Sinks: 14 (28) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Emperor EMP-6L

Movement Points:
- Walking: 3 [4]
- Running: 5 [6]
- Jumping: 3

Tonnage: 90
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
2	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	ER PPC	LA	15	10 [DE]	—	7	14	23
1	Guardian ECM Suite	LA	—	[E]	—	—	—	6

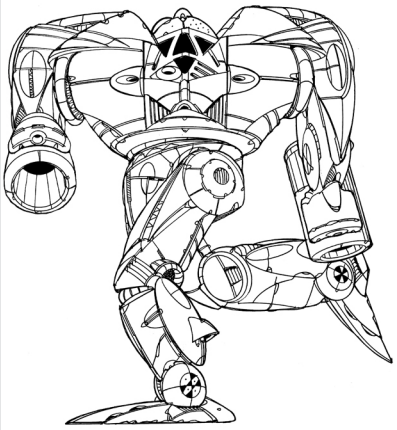
Cost: 12,758,500 C-bills **BV:** 2,746

WARRIOR DATA

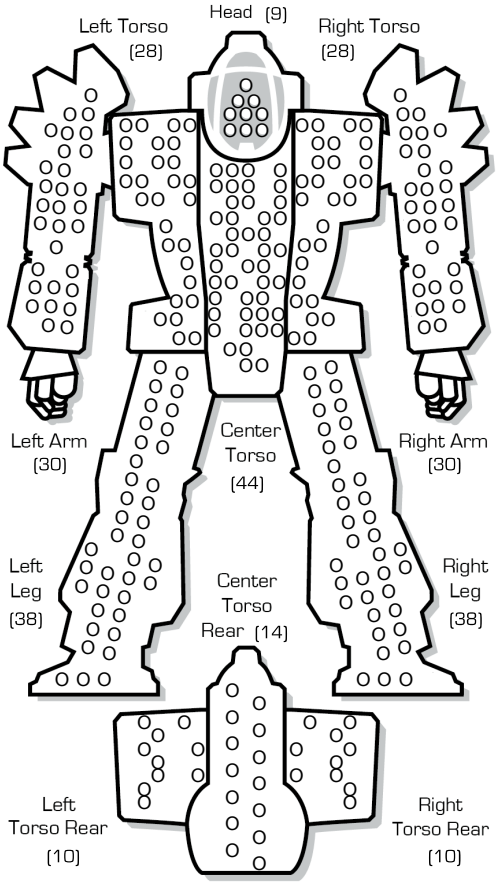
Name: _____

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. ER PPC
5. ER PPC
6. ER PPC

1. Guardian ECM Suite
2. Guardian ECM Suite
3. Stealth

4-6
4. Stealth
5. Triple-Strength Myomer
6. Triple-Strength Myomer

Left Torso

1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Jump Jet
5. Medium Pulse Laser
6. Medium Pulse Laser

4-6
1. Stealth
2. Stealth
3. Triple-Strength Myomer
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Triple-Strength Myomer

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

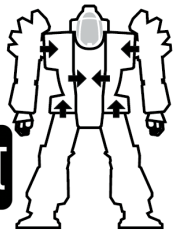
Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



CATALYST game labs

Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

4-6
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Stealth
6. Stealth

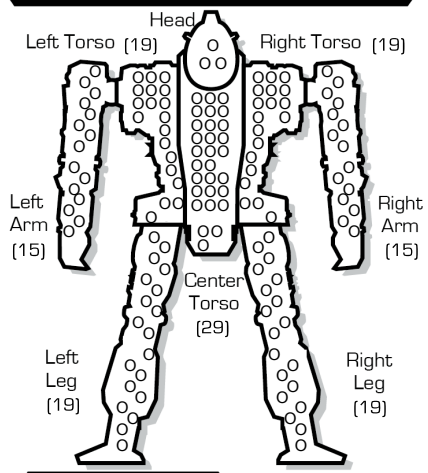
Right Torso

1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Jump Jet
5. Medium Pulse Laser
6. Medium Pulse Laser

4-6
1. Ammo (Gauss) 8
2. Ammo (Gauss) 8
3. Ammo (Gauss) 8
4. CASE
5. Stealth
6. Stealth

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

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	Heat Sinks: 12 (24) Double
30	Shutdown	
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Emperor EMP-6M

Movement Points:
- Walking: 3 [4]
- Running: 5 [6]
- Jumping: 3

Tonnage: 90
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	Medium Pulse Laser	CT	4	6 [P]	—	2	4	6
1	Improved C³CPU	RT	—	[E]	—	—	—	—
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	Light Gauss Rifle	RA	1	8 [DB,X]	3	8	17	25
1	ER Large Laser	LA	12	8 [DE]	—	7	14	19
1	Light Gauss Rifle	LA	1	8 [DB,X]	3	8	17	25

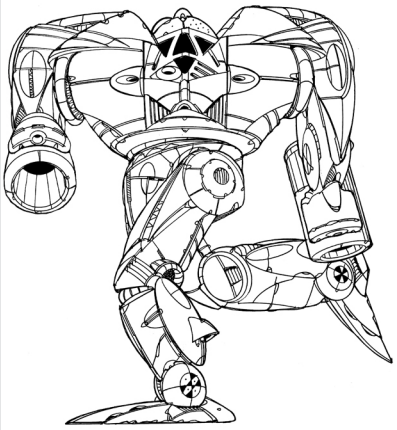
Cost: 19,410,400 C-bills **BV:** 2,090

WARRIOR DATA

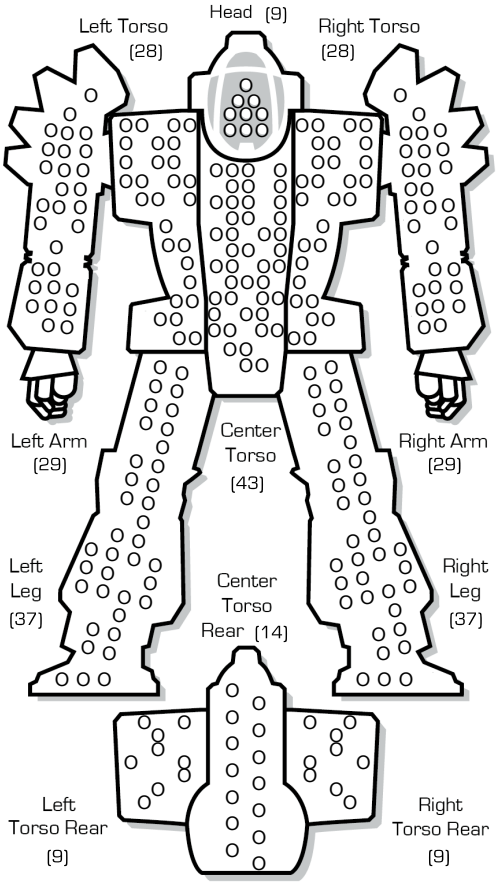
Name: _____

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. Light Gauss Rifle
5. Light Gauss Rifle
6. Light Gauss Rifle

1. Light Gauss Rifle
2. Light Gauss Rifle

4-6:
3. ER Large Laser
4. ER Large Laser
5. Ammo (Light Gauss) 16
6. Triple-Strength Myomer

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Medium Pulse Laser

1-3:
4. Endo Steel
5. Endo Steel
6. Endo Steel

1. Endo Steel
2. Endo Steel

4-6:
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Triple-Strength Myomer

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Triple-Strength Myomer

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser
5. Sensors
6. Life Support

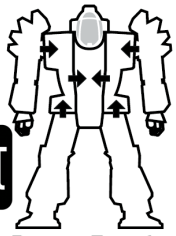
Center Torso
1. Light Fusion Engine
2. Light Fusion Engine

1-3:
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Light Fusion Engine

4-6:
3. Light Fusion Engine
4. Light Fusion Engine
5. Jump Jet
6. Medium Pulse Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3:
4. Light Gauss Rifle
5. Light Gauss Rifle
6. Light Gauss Rifle

1. Light Gauss Rifle
2. Light Gauss Rifle

4-6:
3. ER Large Laser
4. ER Large Laser
5. Ammo (Light Gauss) 16
6. Triple-Strength Myomer

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Medium Pulse Laser

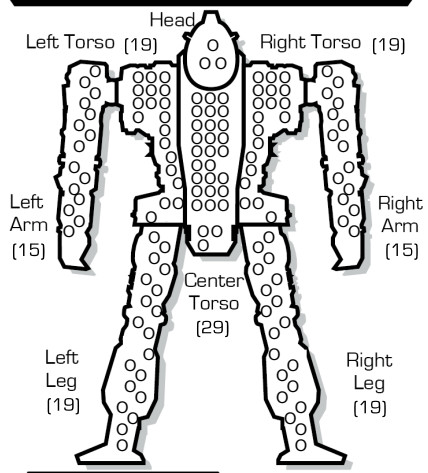
1-3:
4. Improved C³CPU
5. Improved C³CPU
6. Endo Steel

1. Endo Steel
2. Endo Steel

4-6:
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Triple-Strength Myomer

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Triple-Strength Myomer

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Emperor EMP-6S

Movement Points:
Walking: 3
Running: 5
Jumping: 3

Tonnage: 90
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
1	Medium Pulse Laser	CT	4	6 [P]	—	2	4	6
1	LB 20-X AC	RT/RA	6	20 [DB,C/F/S]	—	4	8	12
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	LB 20-X AC	LT/LA	6	20 [DB,C/F/S]	—	4	8	12
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6

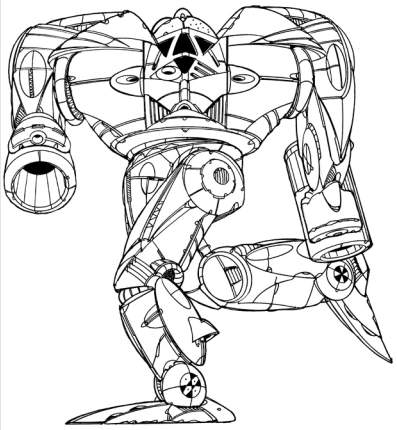
Cost: 19,068,400 C-bills **BV:** 2,065

WARRIOR DATA

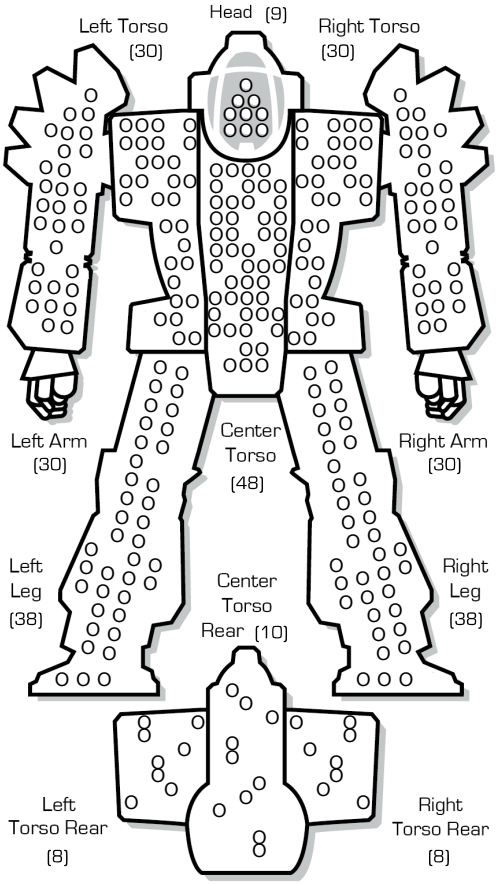
Name: _____

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
1-3: 3. LB 20-X AC, 4. LB 20-X AC, 5. LB 20-X AC, 6. LB 20-X AC
4-6: 1. LB 20-X AC, 2. LB 20-X AC, 3. LB 20-X AC, 4. LB 20-X AC, 5. LB 20-X AC, 6. LB 20-X AC

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3: 3. XL Fusion Engine, 4. Double Heat Sink, 5. Double Heat Sink, 6. Double Heat Sink
4-6: 1. LB 20-X AC, 2. Medium Pulse Laser, 3. Ammo (LB 20-X) 5, 4. Ammo (LB 20-X) 5, 5. Ammo (LB 20-X Cluster) 5, 6. CASE

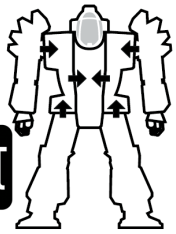
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

Center Torso
1-3: 1. XL Fusion Engine, 2. XL Fusion Engine, 3. XL Fusion Engine, 4. Gyro, 5. Gyro, 6. Gyro
4-6: 1. Gyro, 2. XL Fusion Engine, 3. XL Fusion Engine, 4. XL Fusion Engine, 5. Jump Jet, 6. Medium Pulse Laser

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○

CATALYST game labs



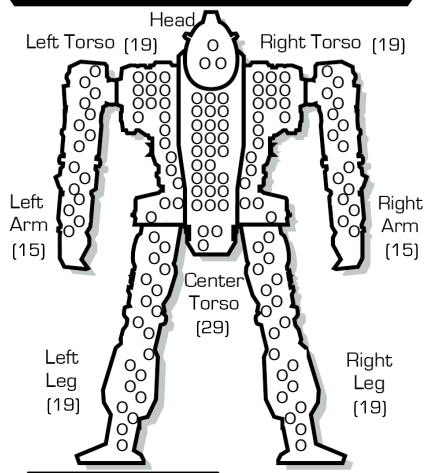
Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
1-3: 3. LB 20-X AC, 4. LB 20-X AC, 5. LB 20-X AC, 6. LB 20-X AC
4-6: 1. LB 20-X AC, 2. LB 20-X AC, 3. LB 20-X AC, 4. LB 20-X AC, 5. LB 20-X AC, 6. LB 20-X AC

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3: 3. XL Fusion Engine, 4. Double Heat Sink, 5. Double Heat Sink, 6. Double Heat Sink
4-6: 1. LB 20-X AC, 2. Medium Pulse Laser, 3. Ammo (LB 20-X) 5, 4. Ammo (LB 20-X Cluster) 5, 5. Ammo (LB 20-X Cluster) 5, 6. CASE

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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	Heat Sinks: 12 (24) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Emperor EMP-7L

Movement Points:
- Walking: 3 [4]
- Running: 5 [6]
- Jumping: 0

Tonnage: 90
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LT	12	8 [DE]	—	7	14	19
1	Guardian ECM Suite	LT	—	[E]	—	—	—	6
2	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	Autocannon/10	RA	3	10 [DB,S]	—	5	10	15
1	Autocannon/10	LA	3	10 [DB,S]	—	5	10	15

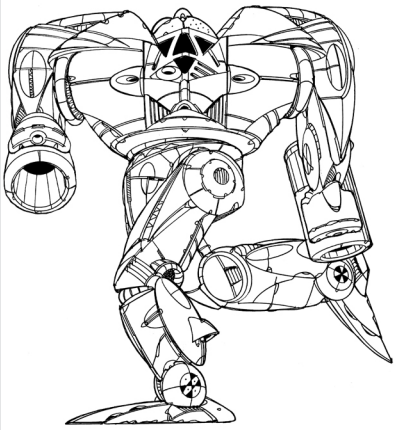
Cost: 12,205,600 C-bills **BV:** 2,232

WARRIOR DATA

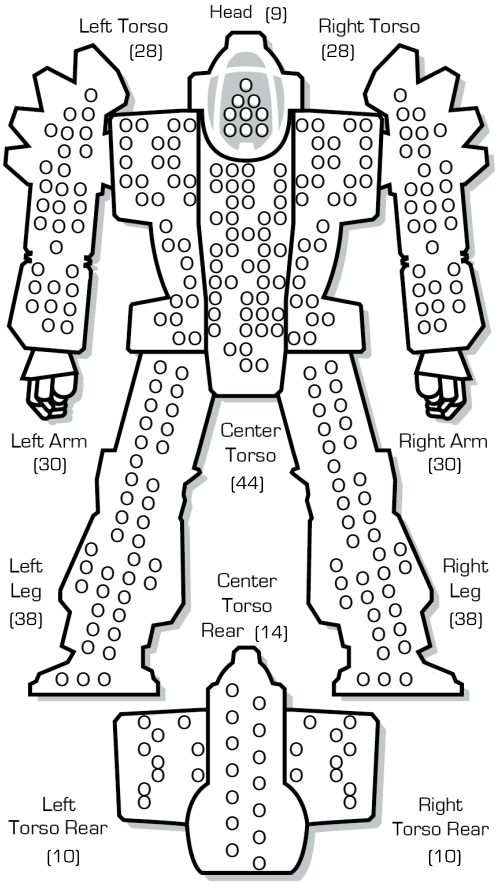
Name: _____

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

1-3:
3. Autocannon/10
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

4-6:
1. Autocannon/10
2. Autocannon/10
3. Autocannon/10
4. Stealth
5. Stealth
6. Triple-Strength Myomer

Left Torso

1-3:
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. ER Large Laser
5. ER Large Laser
6. Medium Pulse Laser

4-6:
1. Medium Pulse Laser
2. Guardian ECM Suite
3. Guardian ECM Suite
4. Stealth
5. Stealth
6. Triple-Strength Myomer

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

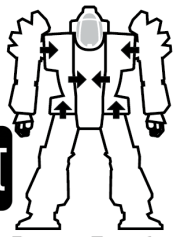
Head
1. Life Support
2. Sensors
3. Cockpit
4. Triple-Strength Myomer
5. Sensors
6. Life Support

Center Torso

1-3:
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Triple-Strength Myomer
6. Triple-Strength Myomer

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator

1-3:
3. Autocannon/10
4. Autocannon/10
5. Autocannon/10
6. Autocannon/10

4-6:
1. Autocannon/10
2. Autocannon/10
3. Autocannon/10
4. Stealth
5. Stealth
6. Triple-Strength Myomer

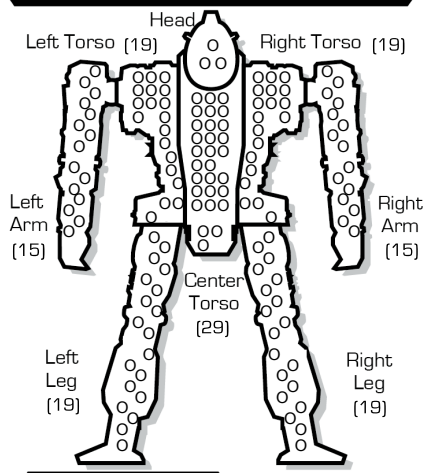
Right Torso

1-3:
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Ammo (AC/10) 10
5. Ammo (AC/10) 10
6. Ammo (AC/10) 10

4-6:
1. Ammo (AC/10) 10
2. Ammo (AC/10) 10
3. Ammo (AC/10) 10
4. CASE
5. Stealth
6. Stealth

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

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 Sinks: 12 (24) Double

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

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Nightstar NSR-9J

Movement Points:
Walking: 3
Running: 5
Jumping: 0

Tonnage: 95
Tech Base: Inner Sphere
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	ER PPC	RT	15	10 [DE]	—	7	14	23
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	Gauss Rifle	LA	1	15 [DB,X]	2	7	15	22
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

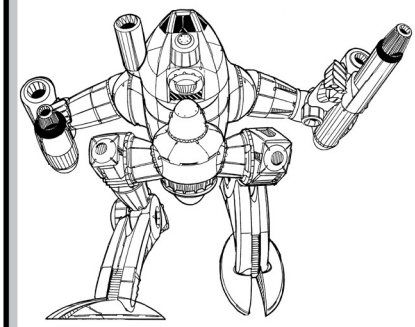
Cost: 19,886,979 C-bills **BV:** 2,399

WARRIOR DATA

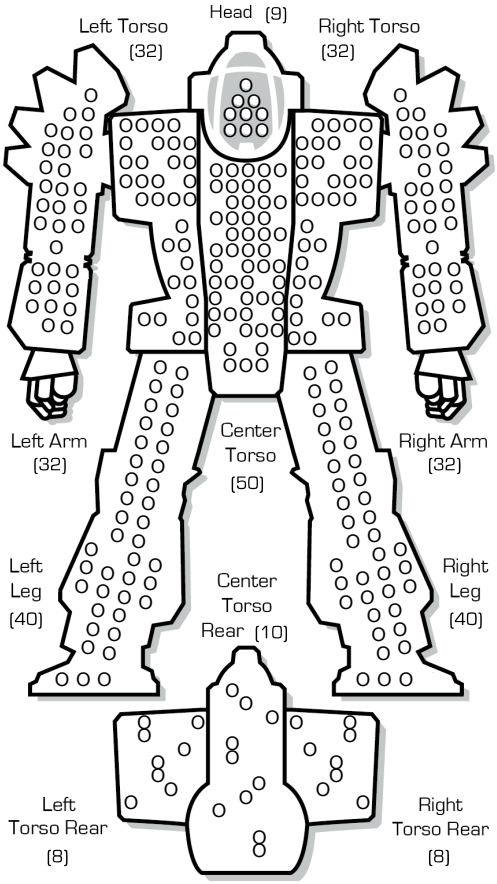
Name: _____

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. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle
4-6 3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Medium Pulse Laser

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
4-6 3. Double Heat Sink
4. Ammo (Gauss) 8
5. Ammo (Gauss) 8
6. Ammo (Gauss) 8

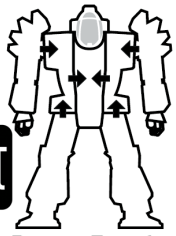
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
4-6 3. XL Fusion Engine
4. XL Fusion Engine
5. Ammo (Gauss) 8
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Hand Actuator
5. Gauss Rifle
6. Gauss Rifle

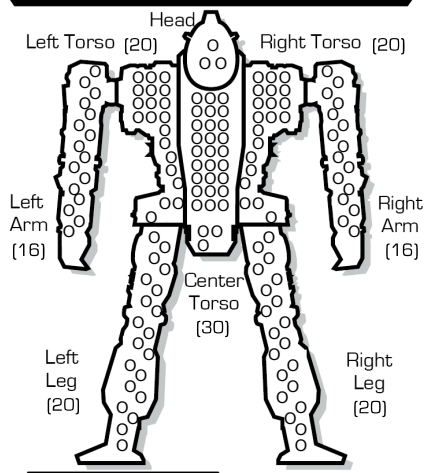
1. Gauss Rifle
2. Gauss Rifle
4-6 3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Medium Pulse Laser

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
1-3 3. XL Fusion Engine
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

1. ER PPC
2. ER PPC
4-6 3. ER PPC
4. Ammo (Gauss) 8
5. Ammo (Gauss) 8
6. Ammo (Gauss) 8

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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	Heat Sinks: 14 (28) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Nightstar NSR-9FC

Movement Points:
Walking: 4
Running: 6
Jumping: 0

Tonnage: 95
Tech Base: Inner Sphere
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
1	ER PPC	RT	15	10 [DE]	—	7	14	23
1	LB 10-X AC	RA	2	10 [DB,C/F/S]	—	6	12	18
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	LB 10-X AC	LA	2	10 [DB,C/F/S]	—	6	12	18
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

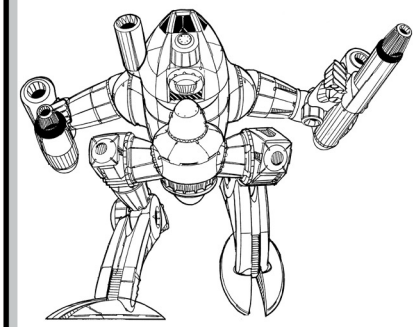
Cost: 25,618,841 C-bills **BV:** 1,929

WARRIOR DATA

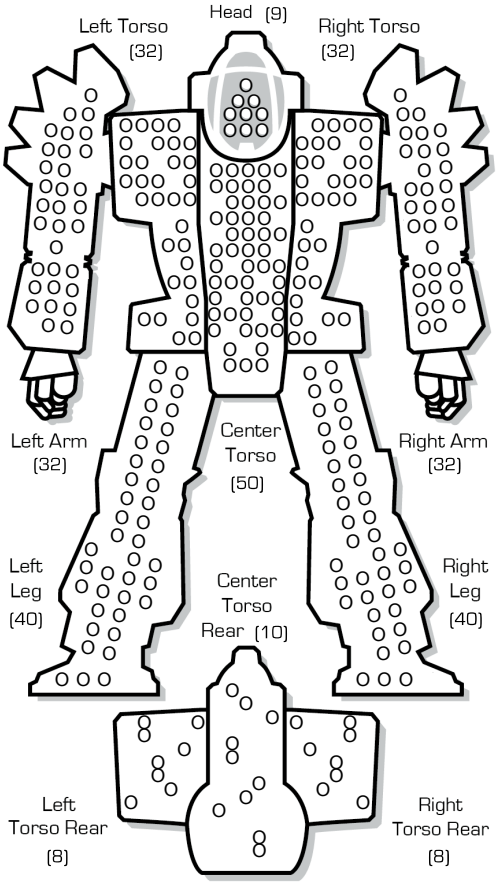
Name: _____

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. LB 10-X AC
6. LB 10-X AC

1. LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC
4-6 4. LB 10-X AC
5. Medium Laser
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
1-3 4. Ammo (LB 10-X) 10
5. Ammo (LB 10-X) 10
6. Ammo (LB 10-X Cluster) 10

1. Ammo (LB 10-X Cluster) 10
2. CASE
4-6 3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

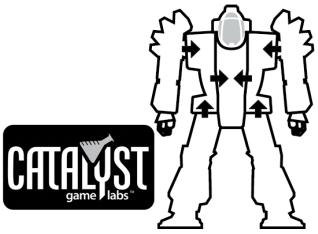
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
1-3 4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
4-6 3. XL Fusion Engine
4. XL Fusion Engine
5. Roll Again
6. Roll Again

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Hand Actuator
5. LB 10-X AC
6. LB 10-X AC

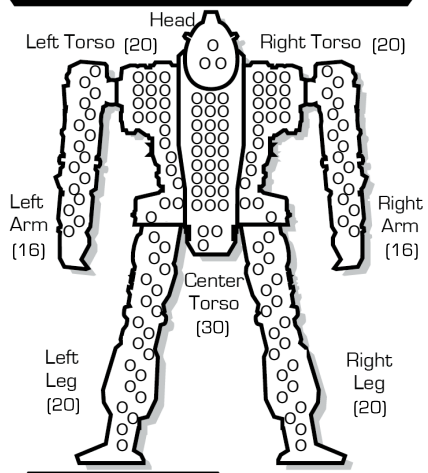
1. LB 10-X AC
2. LB 10-X AC
3. LB 10-X AC
4-6 4. LB 10-X AC
5. Medium Laser
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
1-3 4. ER PPC
5. ER PPC
6. ER PPC

1. Roll Again
2. Roll Again
3. Roll Again
4-6 4. Roll Again
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. 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 Sinks: 13 (26) Double

Heat Level*	Effects	
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved.
Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Nightstar NSR-9SS

Movement Points:
- Walking: 3
- Running: 5
- Jumping: 3

Tonnage: 95
Tech Base: Inner Sphere
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Laser	HD	1	3 [DE]	—	1	2	3
1	Medium Pulse Laser	CT	4	6 [P]	—	2	4	6
1	LB 20-X AC	RT/RA	6	20 [DB,C/F/S]	—	4	8	12
1	Ultra AC/20	LA	8	20/Sht [DB,R,C]	—	3	7	10
1	Medium Pulse Laser	RL	4	6 [P]	—	2	4	6
1	Medium Pulse Laser	LL	4	6 [P]	—	2	4	6

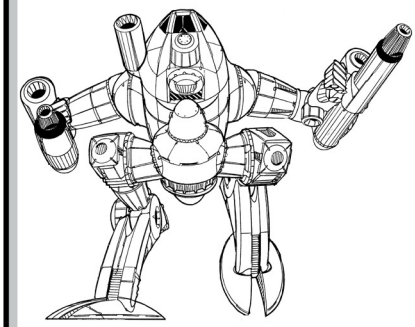
Cost: 20,835,264 C-bills **BV:** 2,145

WARRIOR DATA

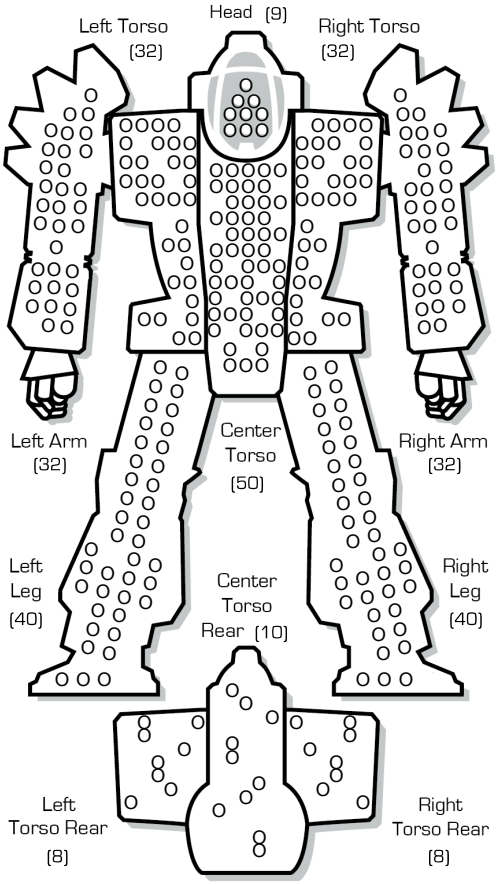
Name: _____

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

1-3:
3. Ultra AC/20
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

4-6:
1. Ultra AC/20
2. Ultra AC/20
3. Ultra AC/20
4. Ultra AC/20
5. Ultra AC/20
6. Ultra AC/20

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3:
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6:
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Ammo (Ultra AC/20) 5
5. Ammo (Ultra AC/20) 5
6. CASE

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Medium Pulse Laser

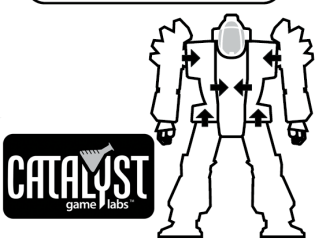
Head
1. Life Support
2. Sensors
3. Cockpit
4. Small Laser
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3:
4. Gyro
5. Gyro
6. Gyro

4-6:
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Medium Pulse Laser

Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator

1-3:
3. LB 20-X AC
4. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

4-6:
1. LB 20-X AC
2. LB 20-X AC
3. LB 20-X AC
4. LB 20-X AC
5. LB 20-X AC
6. LB 20-X AC

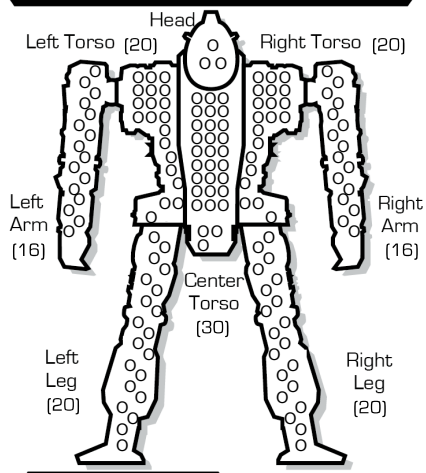
Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3:
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6:
1. LB 20-X AC
2. Ammo (Ultra AC/20) 5
3. Ammo (LB 20-X) 5
4. Ammo (LB 20-X Cluster) 5
5. Ammo (LB 20-X Cluster) 5
6. CASE

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Medium Pulse Laser

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	Heat Sinks: 14 (28) Double
30	Shutdown	○ ○
28	Ammo Exp. avoid on 8+	○ ○
26	Shutdown, avoid on 10+	○ ○
25	-5 Movement Points	○ ○
24	+4 Modifier to Fire	
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Pillager PLG-3Z

Movement Points:
Walking: 3
Running: 5
Jumping: 3

Tonnage: 100
Tech Base: Inner Sphere
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
1	Medium Laser	CT	3	5 [DE]	—	3	6	9
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	LT	1	15 [DB,X]	2	7	15	22
1	Large Laser	RA	8	8 [DE]	—	5	10	15
2	Medium Laser	LA	3	5 [DE]	—	3	6	9

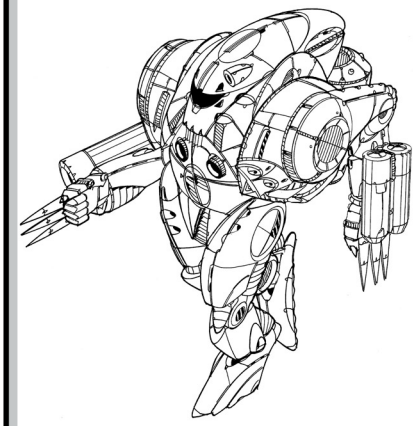
Cost: 22,050,000 C-bills **BV:** 2,697

WARRIOR DATA

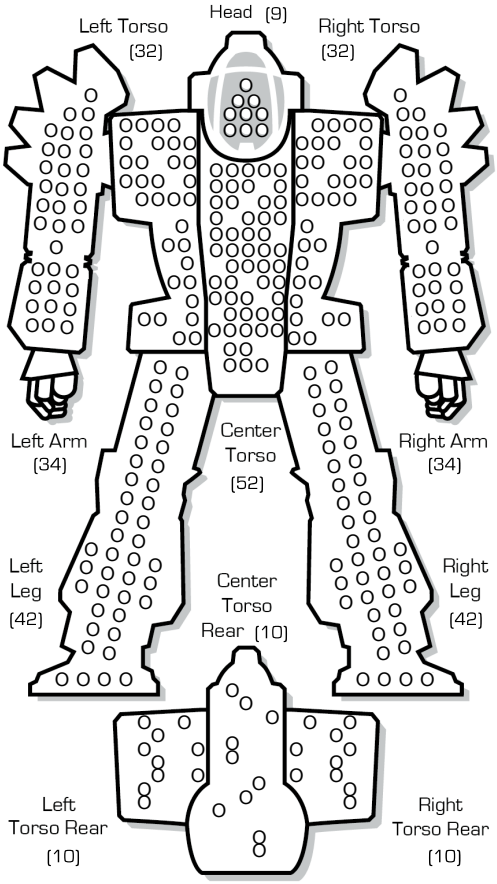
Name: _____

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. Double Heat Sink
6. Double Heat Sink
1. Double Heat Sink
2. Medium Laser
4-6 3. Medium Laser
4. Roll Again
5. Roll Again
6. Roll Again

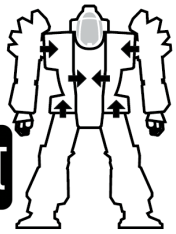
Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
1-3 4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle
1. Gauss Rifle
2. Gauss Rifle
4-6 3. Gauss Rifle
4. Gauss Rifle
5. Ammo (Gauss) 8
6. Ammo (Gauss) 8

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Ammo (Gauss) 8

Head
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
1-3 4. Gyro
5. Gyro
6. Gyro
1. Gyro
2. XL Fusion Engine
4-6 3. XL Fusion Engine
4. XL Fusion Engine
5. Jump Jet
6. Medium Laser

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



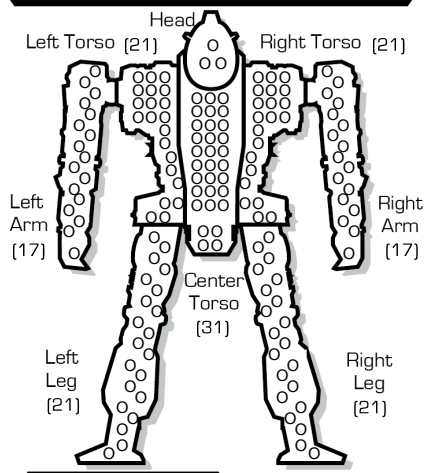
Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
1-3 4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink
1. Double Heat Sink
2. Large Laser
4-6 3. Large Laser
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
1-3 4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle
1. Gauss Rifle
2. Gauss Rifle
4-6 3. Gauss Rifle
4. Gauss Rifle
5. Ammo (Gauss) 8
6. Ammo (Gauss) 8

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Ammo (Gauss) 8

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	Heat Sinks: 14 (28) Double
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Pillager PLG-1N

Movement Points:
Walking: 3
Running: 5
Jumping: 2

Tonnage: 100
Tech Base: Inner Sphere (Intro)
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser(R)	HD	3	5 [DE]	—	3	6	9
1	SRM 4	CT	3	2/Msl [M,C]	—	3	6	9
1	Autocannon/20	RT	7	20 [DB,S]	—	3	6	9
1	Autocannon/20	LT	7	20 [DB,S]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Medium Laser	LA	3	5 [DE]	—	3	6	9

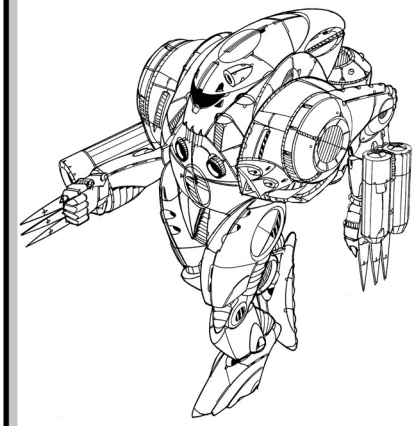
Cost: 9,496,000 C-bills **BV:** 1,812

WARRIOR DATA

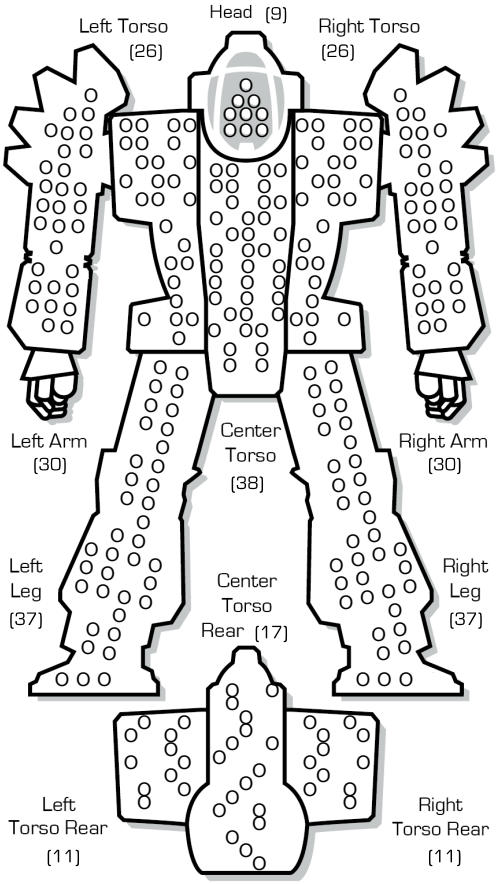
Name: _____

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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heat Sink
6. Medium Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

4-6
1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
5. Ammo (AC/20) 5
6. Ammo (AC/20) 5

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Jump Jet

Head

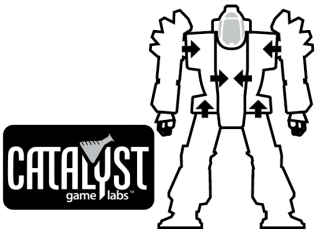
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser(R)
5. Sensors
6. Life Support

Center Torso

1-3
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. SRM 4
6. Ammo (SRM 4) 25

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Heat Sink
6. Medium Laser

4-6
1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

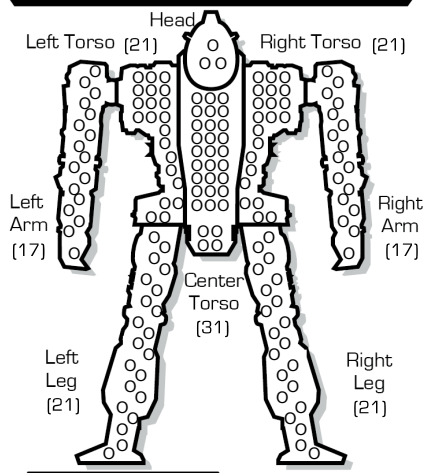
1-3
1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
5. Autocannon/20
6. Autocannon/20

4-6
1. Autocannon/20
2. Autocannon/20
3. Autocannon/20
4. Autocannon/20
5. Ammo (AC/20) 5
6. Ammo (AC/20) 5

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heat Sink
6. Jump Jet

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	Heat Sinks: 16 (16) Single
30	Shutdown	O O
28	Ammo Exp. avoid on 8+	O O
26	Shutdown, avoid on 10+	O O
25	-5 Movement Points	O O
24	+4 Modifier to Fire	O O
23	Ammo Exp. avoid on 6+	O O
22	Shutdown, avoid on 8+	O O
20	-4 Movement Points	O O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Pillager PLG-4Z

Movement Points:
Walking: 3
Running: 5
Jumping: 3

Tonnage: 100
Tech Base: Inner Sphere
Era: Civil War

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	ER Medium Laser	CT	5	5 [DE]	—	4	8	12
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	LT	1	15 [DB,X]	2	7	15	22
1	Guardian ECM Suite	LA	—	[E]	—	—	—	6

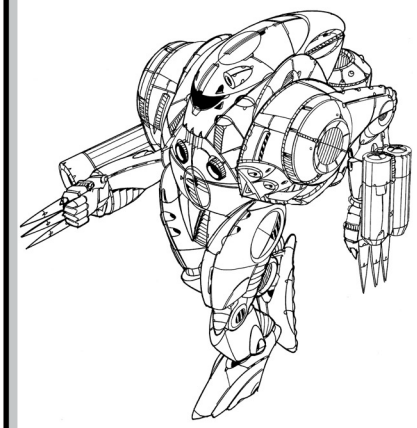
Cost: 11,962,000 C-bills **BV:** 2,868

WARRIOR DATA

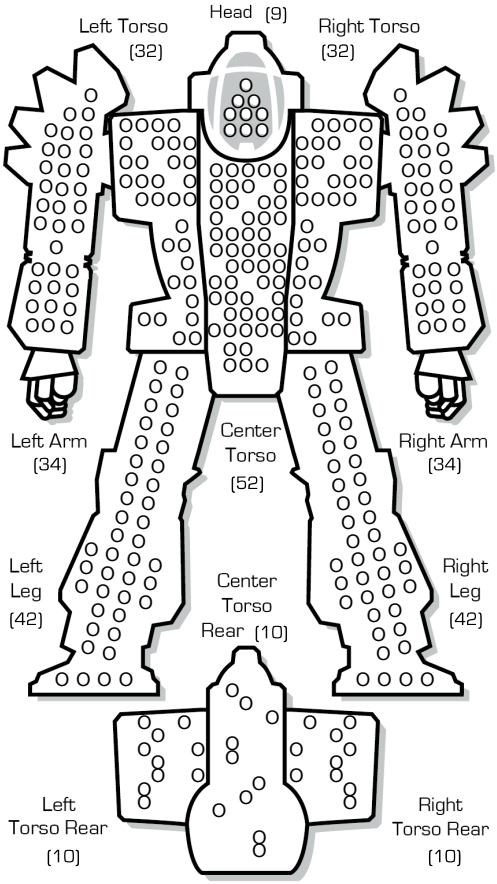
Name: _____

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
4. Hand Actuator
5. Guardian ECM Suite
6. Guardian ECM Suite

1-3

1. Stealth
2. Stealth
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Left Torso
1. Jump Jet
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1-3

1. Gauss Rifle
2. Gauss Rifle
3. Ammo (Gauss) 8
4. CASE
5. Stealth
6. Stealth

4-6

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser
5. Sensors
6. Life Support

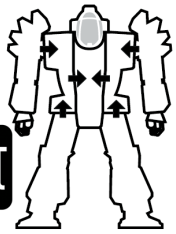
Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Jump Jet
6. ER Medium Laser

4-6

Engine Hits OOO
Gyro Hits OO
Sensor Hits OO
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Ammo (Gauss) 8
6. Ammo (Gauss) 8

1-3

1. Ammo (Gauss) 8
2. Stealth
3. Stealth
4. Roll Again
5. Roll Again
6. Roll Again

4-6

Right Torso
1. Jump Jet
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

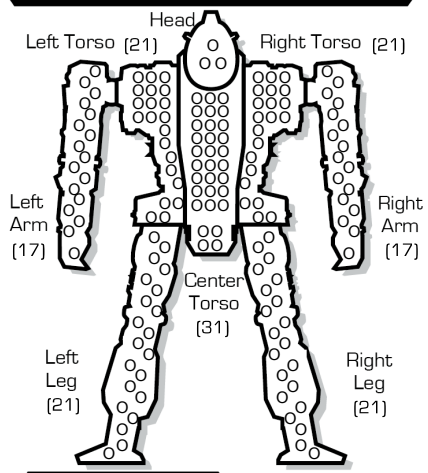
1-3

1. Gauss Rifle
2. Gauss Rifle
3. Ammo (Gauss) 8
4. CASE
5. Stealth
6. Stealth

4-6

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

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	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Pillager PLG-5L

Movement Points:
- Walking: 3
- Running: 5
- Jumping: 3

Tonnage: 100
Tech Base: Inner Sphere (Advanced)
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	Arrow IV	LT/LA	10	20 [AE,S,F]	—	1	2	8
1	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	Guardian ECM Suite	RA	—	[E]	—	—	—	6
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

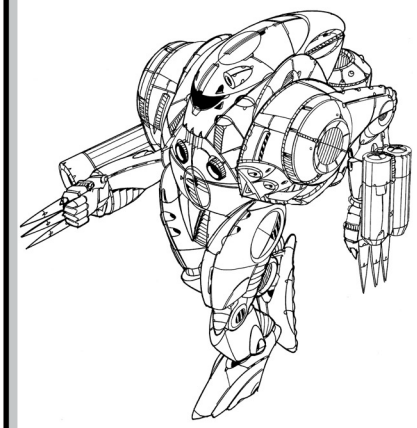
Cost: 23,362,000 C-bills **BV:** 2,656

WARRIOR DATA

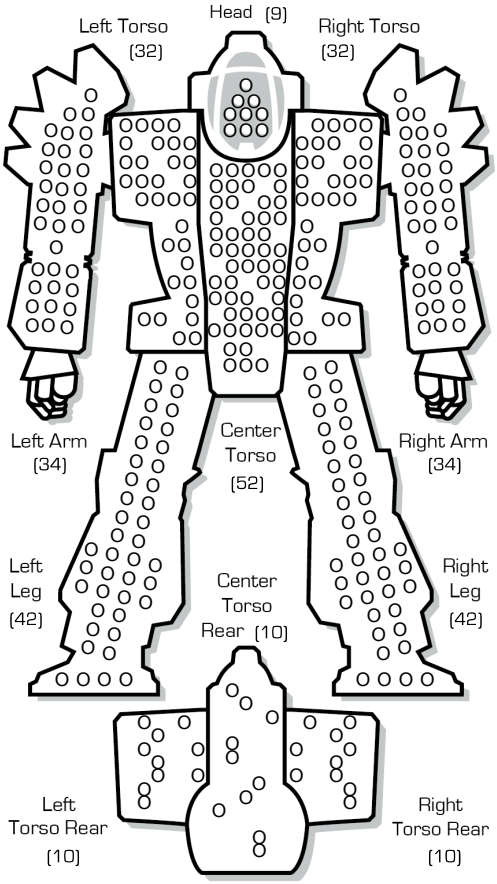
Name: _____

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. Arrow IV
6. Arrow IV

1. Arrow IV
2. Arrow IV
3. Arrow IV

4-6
4. Arrow IV
5. Arrow IV
6. ER Medium Laser

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Jump Jet
5. Arrow IV
6. Arrow IV

1. Arrow IV
2. Arrow IV
3. Arrow IV

4-6
4. Arrow IV
5. Arrow IV
6. Arrow IV

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (Arrow IV) 5
6. Ammo (Arrow IV) 5

Head
1. Life Support
2. Sensors
3. Cockpit
4. ER Medium Laser
5. Sensors
6. Life Support

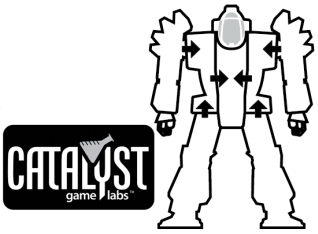
Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

1-3
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine

4-6
4. XL Fusion Engine
5. Jump Jet
6. Ammo (Arrow IV) 5

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. ER PPC
6. ER PPC

1. ER PPC
2. ER Medium Laser
3. Ammo (Gauss) 8

4-6
4. Ammo (Gauss) 8
5. Guardian ECM Suite
6. Guardian ECM Suite

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine

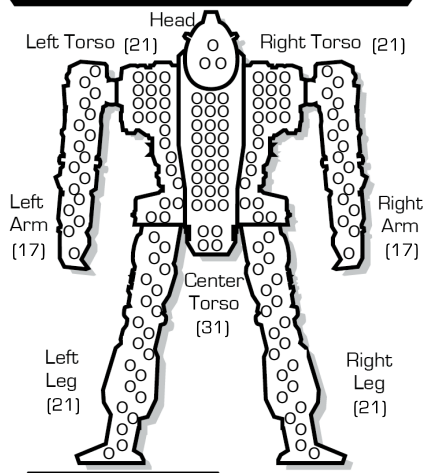
1-3
4. Jump Jet
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle

4-6
4. Gauss Rifle
5. Gauss Rifle
6. CASE

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (Gauss) 8
6. Ammo (Gauss) 8

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	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Pillager PLG-5Z

Movement Points:
- Walking: 3 [4]
- Running: 5 [6]
- Jumping: 0

Tonnage: 100
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Guardian ECM Suite	CT	—	[E]	—	—	—	6
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	LT	1	15 [DB,X]	2	7	15	22
1	ER PPC	RA	15	10 [DE]	—	7	14	23
2	ER Medium Laser	LA	5	5 [DE]	—	4	8	12

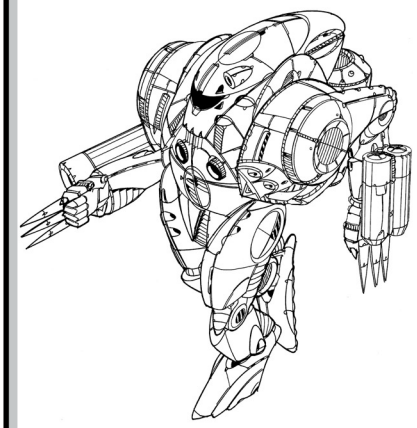
Cost: 15,002,000 C-bills **BV:** 3,008

WARRIOR DATA

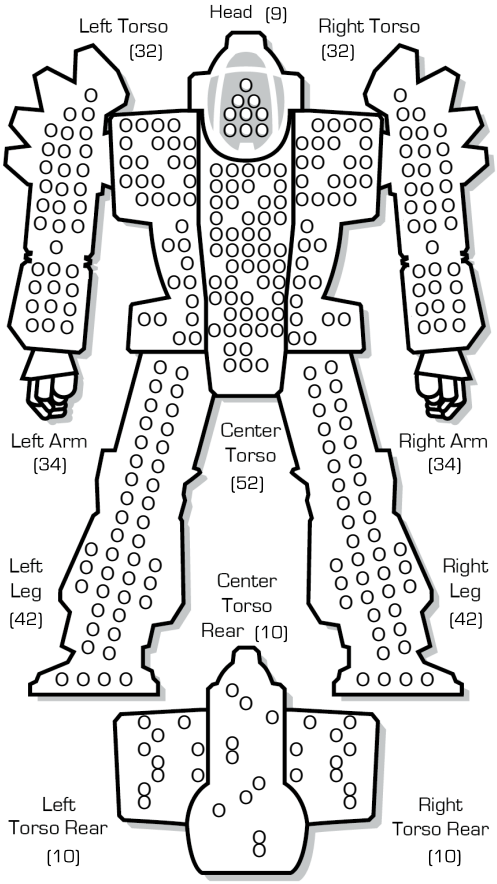
Name: _____

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
4. Hand Actuator
5. ER Medium Laser
6. ER Medium Laser

1. Stealth
2. Stealth
3. Triple-Strength Myomer
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Roll Again

Left Torso
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Ammo (Gauss) 8
3. Ammo (Gauss) 8
4. CASE
5. Stealth
6. Stealth

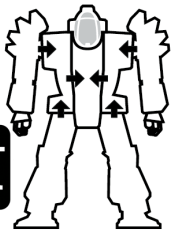
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Guardian ECM Suite
6. Guardian ECM Suite

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER PPC
6. ER PPC

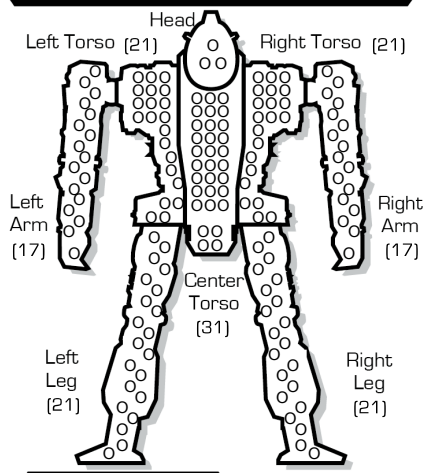
1. ER PPC
2. Stealth
3. Stealth
4. Triple-Strength Myomer
5. Triple-Strength Myomer
6. Triple-Strength Myomer

Right Torso
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Ammo (Gauss) 8
3. Ammo (Gauss) 8
4. CASE
5. Stealth
6. Stealth

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

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	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Thunder Hawk TDK-7X

Movement Points:
- Walking: 3
- Running: 5
- Jumping: 0

Tonnage: 100
Tech Base: Inner Sphere
Era: Star League

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	LT	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
2	Medium Laser	LA	3	5 [DE]	—	3	6	9

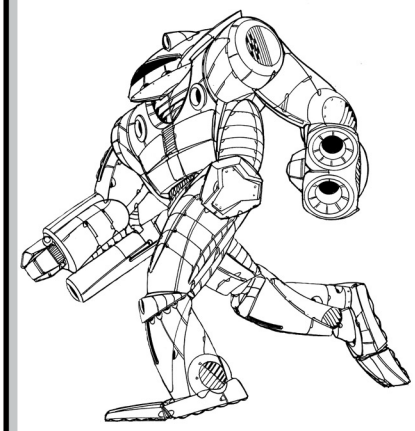
Cost: 21,922,000 C-bills **BV:** 2,577

WARRIOR DATA

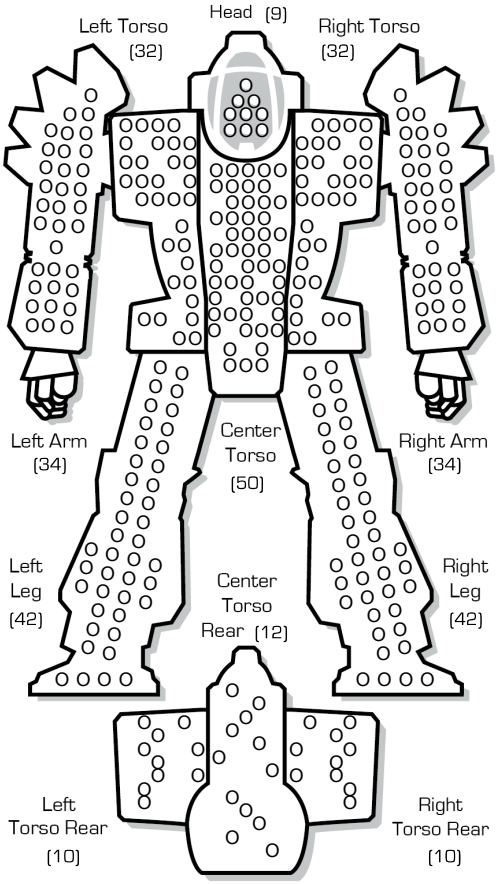
Name: _____

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
4. Hand Actuator
5. Medium Laser
6. Medium Laser

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Ammo (Gauss) 8
6. Ammo (Gauss) 8

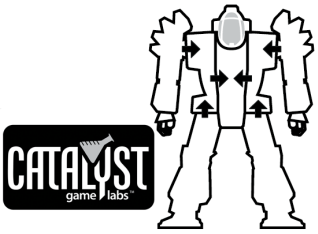
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ammo (Gauss) 8
6. Ammo (Gauss) 8

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Gauss Rifle
6. Gauss Rifle

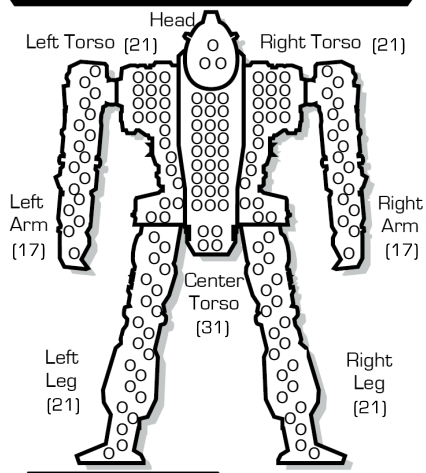
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Medium Laser

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Ammo (Gauss) 8
6. Ammo (Gauss) 8

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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	Heat Sinks: 10 (10) Single
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Thunder Hawk TDK-7KMA

Movement Points:
- Walking: 3
- Running: 5
- Jumping: 0

Tonnage: 100
Tech Base: Inner Sphere (Advanced)
Era: Clan Invasion

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	Arrow IV	LT/LA	10	20 [AE,S,F]	—	1	2	8
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
2	Medium Laser	LA	3	5 [DE]	—	3	6	9

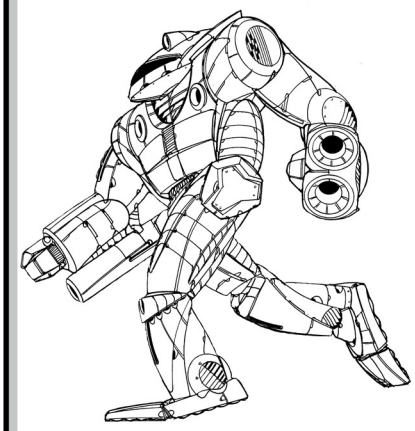
Cost: 22,342,000 C-bills **BV:** 2,449

WARRIOR DATA

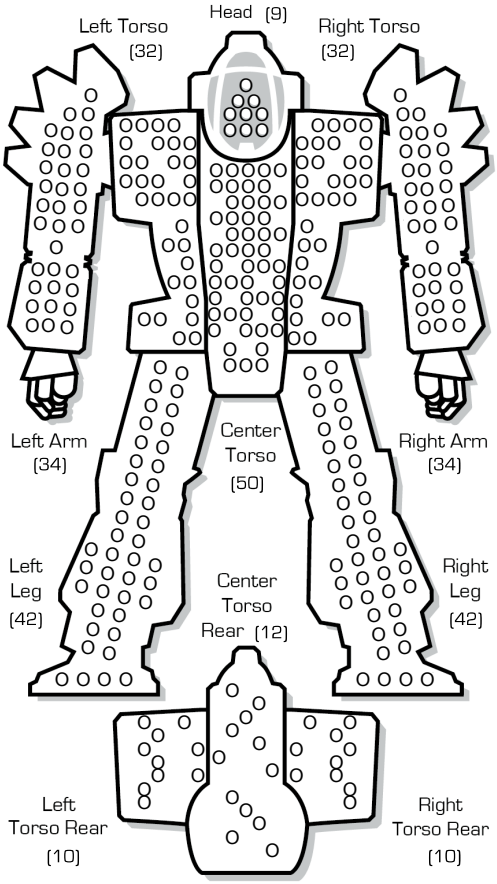
Name: _____

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
4. Hand Actuator
5. Medium Laser
6. Medium Laser

1-3: 1. Arrow IV, 2. Arrow IV, 3. Arrow IV
4-6: 4. Arrow IV, 5. Arrow IV, 6. Arrow IV

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Arrow IV
5. Arrow IV
6. Arrow IV

1-3: 1. Arrow IV, 2. Arrow IV, 3. Arrow IV
4-6: 4. Arrow IV, 5. Arrow IV, 6. Arrow IV

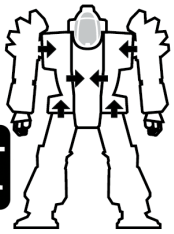
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ammo (Arrow IV) 5
6. Ammo (Arrow IV) 5

Head
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1-3: 1. Gyro, 2. XL Fusion Engine, 3. XL Fusion Engine
4-6: 4. XL Fusion Engine, 5. Ammo (Gauss) 8, 6. Ammo (Gauss) 8

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Gauss Rifle
6. Gauss Rifle

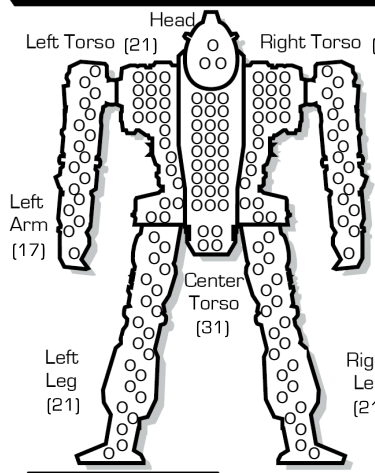
1-3: 1. Gauss Rifle, 2. Gauss Rifle, 3. Gauss Rifle
4-6: 4. Gauss Rifle, 5. Gauss Rifle, 6. Medium Laser

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1-3: 1. Gauss Rifle, 2. Gauss Rifle, 3. Gauss Rifle
4-6: 4. Gauss Rifle, 5. Ammo (Gauss) 8, 6. Ammo (Gauss) 8

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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	Heat Sinks: 10 (20) Double
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Thunder Hawk TDK-7S

Movement Points:
- Walking: 3
- Running: 5
- Jumping: 0

Tonnage: 100
Tech Base: Inner Sphere
Era: Jihad

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	—	3	6	9
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	LT	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Medium Laser	RA	3	5 [DE]	—	3	6	9

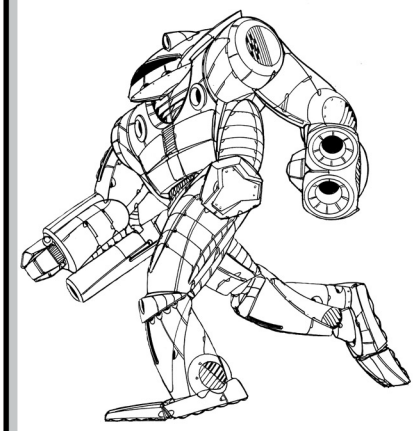
Cost: 17,742,000 C-bills **BV:** 2,440

WARRIOR DATA

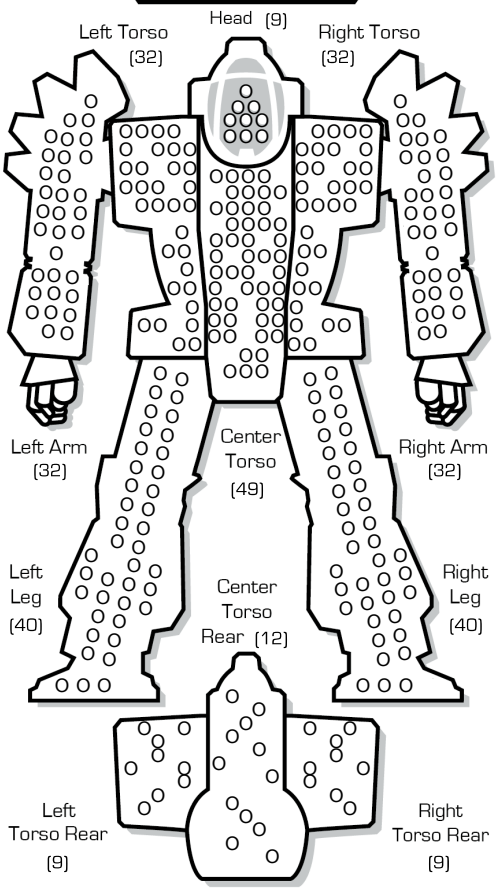
Name: _____

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
4. Hand Actuator
5. Roll Again
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Ammo (Gauss) 8
5. Roll Again
6. Roll Again

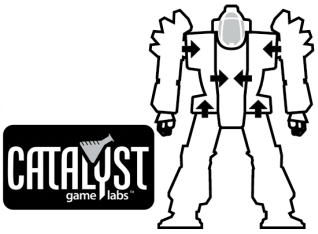
Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head
1. Life Support
2. Sensors
3. Cockpit
4. Medium Laser
5. Sensors
6. Life Support

Center Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. Ammo (Gauss) 8
6. Ammo (Gauss) 8

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Gauss Rifle
6. Gauss Rifle

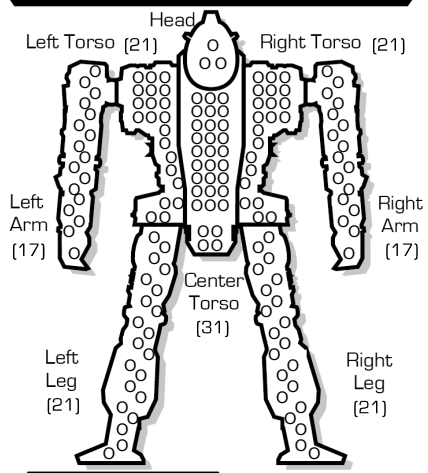
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Medium Laser

Right Torso
1. Light Fusion Engine
2. Light Fusion Engine
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Ammo (Gauss) 8
5. Roll Again
6. Roll Again

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

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	Heat Sinks: 10 (10) Single
30	Shutdown	O
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.

BATTLETECH™

'MECH RECORD SHEET

'MECH DATA

Type: Thunder Hawk TDK-7Y

Movement Points:
Walking: 3
Running: 5
Jumping: 0

Tonnage: 100
Tech Base: Inner Sphere
Era: Clan Invasion

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
1	Gauss Rifle	LT	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22
1	Medium Pulse Laser	RA	4	6 [P]	—	2	4	6
1	Medium Pulse Laser	LA	4	6 [P]	—	2	4	6

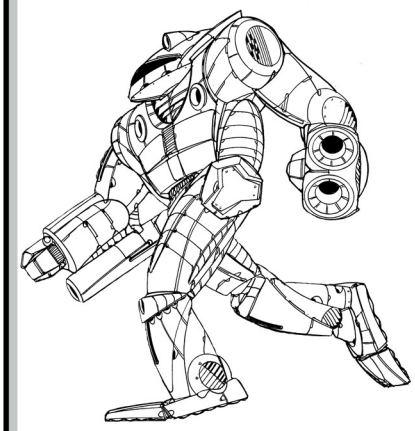
Cost: 21,842,000 C-bills **BV:** 2,489

WARRIOR DATA

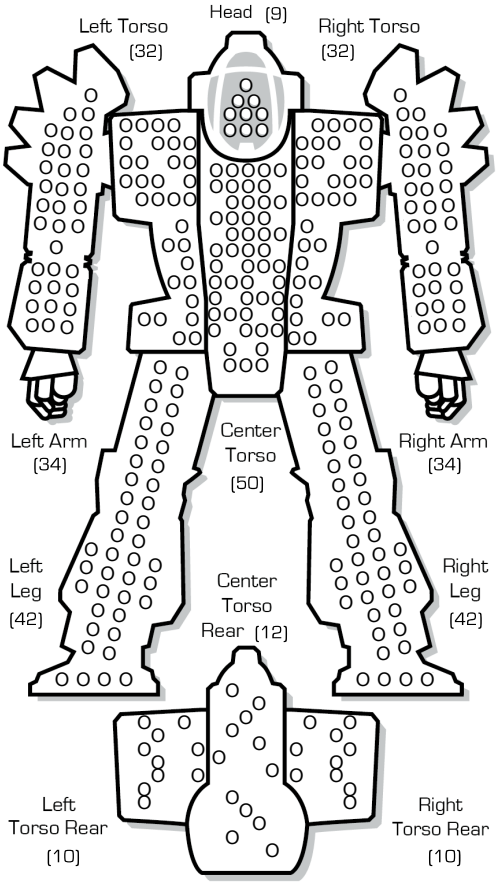
Name: _____

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
4. Hand Actuator
5. Medium Pulse Laser
6. Roll Again

1. Roll Again
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Ammo (Gauss) 8
6. Ammo (Gauss) 8

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

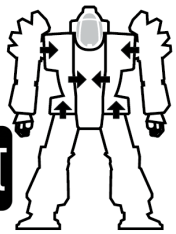
Head
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Ammo (Gauss) 8
6. Ammo (Gauss) 8

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Gauss Rifle
6. Gauss Rifle

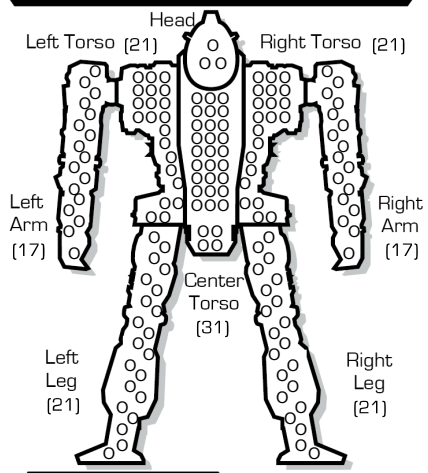
1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Medium Pulse Laser

Right Torso
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gauss Rifle
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Ammo (Gauss) 8
6. Ammo (Gauss) 8

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

INTERNAL STRUCTURE DIAGRAM



Heat Scale

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	Heat Sinks: 10 (10) Single
30	Shutdown	
28	Ammo Exp. avoid on 8+	O
26	Shutdown, avoid on 10+	O
25	-5 Movement Points	O
24	+4 Modifier to Fire	O
23	Ammo Exp. avoid on 6+	O
22	Shutdown, avoid on 8+	O
20	-4 Movement Points	O
19	Ammo Exp. avoid on 4+	O
18	Shutdown, avoid on 6+	O
17	+3 Modifier to Fire	O
15	-3 Movement Points	O
14	Shutdown, avoid on 4+	O
13	+2 Modifier to Fire	
10	-2 Movement Points	
8	+1 Modifier to Fire	
5	-1 Movement Points	

© 2010 The Topps Company, Inc. Classic BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Permission to photocopy for personal use.