

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: **Dominator**

Movement Points:

Walking: 5
Running: 8 [10]
Jumping: 5

Tonnage: 65
Tech Base: Clan
Rules Level: Experimental

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser(R)	HD	2	5 [DE]	—	2	4	6
1	Targeting Computer RT	—	—	[E]	—	—	—	—
1	ER Large Laser	RT	12	10 [DE]	—	8	15	25
1	Streak SRM 6	LT	4	2/Msl [M,C]	—	4	8	12
1	ER PPC	RA	15	15 [DE]	—	7	14	23

Ammo: (Streak SRM 6) 15

BV: 5,057



WARRIOR DATA

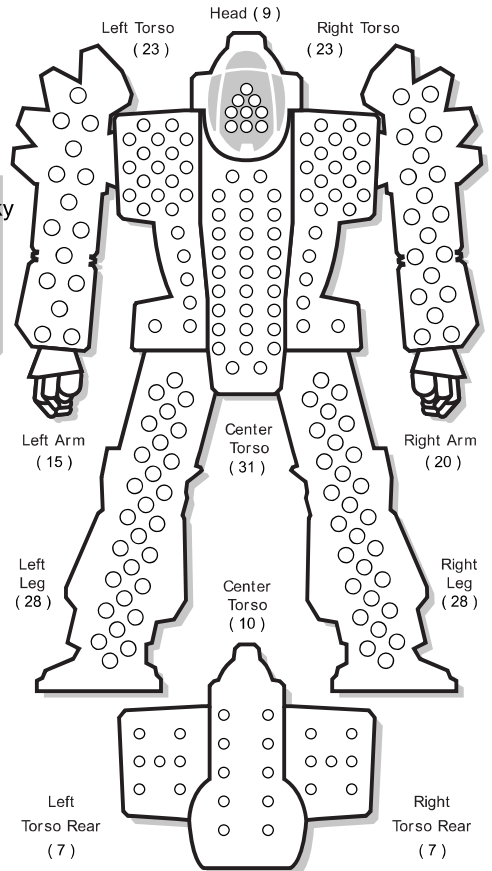
Name: Star Captain Marotta Kerensky

Gunnery Skill: 2 Piloting Skill: 3

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Endo Steel
- Endo Steel
- Ferro-Fibrous

Left Torso (CASE)

- XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Jump Jet
 - Jump Jet
- Streak SRM 6
 - Streak SRM 6
 - Ammo (Streak SRM 6) 15
 - Roll Again
 - Roll Again
 - Roll Again

Left Leg

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

Head

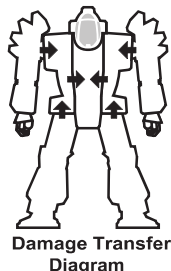
- Life Support
- Sensors
- Cockpit
- ER Small Laser (R)
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Supercharger

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



Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- ER PPC

- ER PPC
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

Right Torso

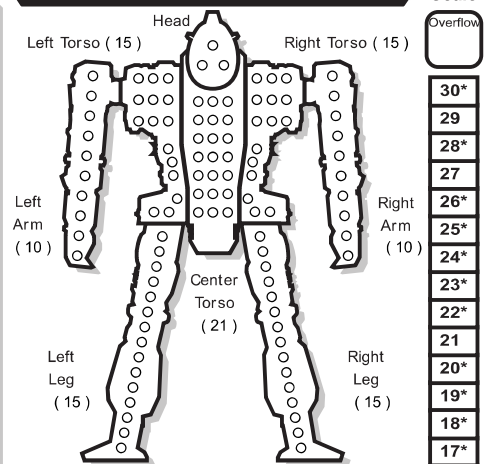
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Jump Jet
- Jump Jet

- ER Large Laser
- Targeting Computer
- Targeting Computer
- Targeting Computer
- Endo Steel
- Ferro-Fibrous

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 18 (36)
30	Shutdown	○○○○
28	Ammo Exp. avoid on 8+	○○○○
26	Shutdown, avoid on 10+	○○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○
23	Ammo Exp. avoid on 6+	○○○○
22	Shutdown, avoid on 8+	○○○○
20	-4 Movement Points	○○○○
19	Ammo Exp. avoid on 4+	○○○○
18	Shutdown, avoid on 6+	○○○○
17	+3 Modifier to Fire	○○○○
15	-3 Movement Points	○○○○
14	Shutdown, avoid on 4+	○○○○
13	+2 Modifier to Fire	○○○○
10	-2 Movement Points	○○○○
8	+1 Modifier to Fire	○○○○
5	-1 Movement Points	○○○○

Heat Scale

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

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: **Blood Reaper (Standard)**

Movement Points: **Tonnage: 70**
 Walking: 4 **Tech Base: Clan**
 Running: 6 **Rules Level: Standard**
 Jumping: 4 **Role: Skirmisher**

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ATM 6	RT	4	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9
1	ATM 6	LT	4	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9
1	Heavy Medium Laser	RA	7	10 [DE]	—	3	6	9
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	Heavy Medium Laser	LA	7	10 [DE]	—	3	6	9
1	ER PPC	LA	15	15 [DE]	—	7	14	23

Ammo: (ATM 6) 60
 Quirks: Hyper-Extending Actuators, Rugged (1 Point)

BV: 3,518



WARRIOR DATA

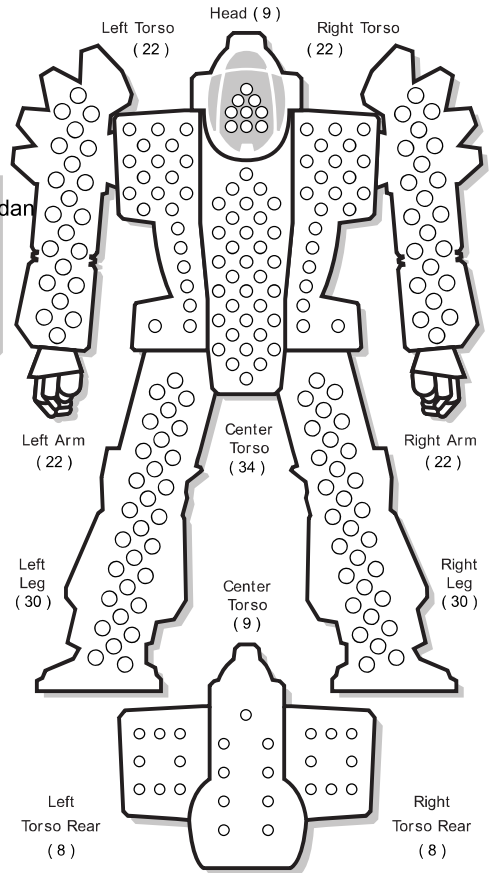
Name: Cpt Deborah "Debacle" Sheridan

Gunnery Skill: 3 Piloting Skill: 4

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



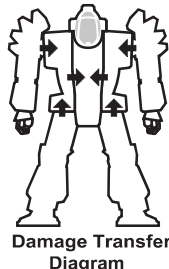
ARMOR DIAGRAM



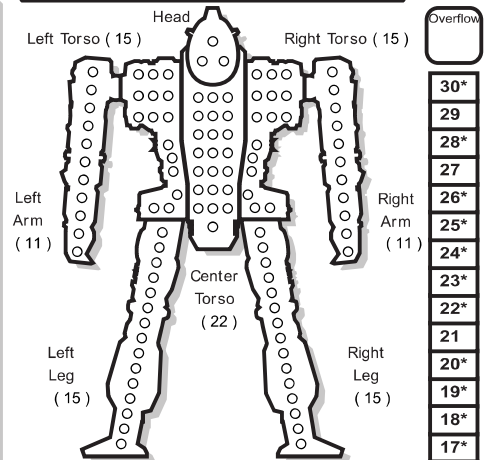
CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. ER PPC
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Double Heat Sink	5. Double Heat Sink	6. ER PPC
Center Torso	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
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
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
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet
Right Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Jump Jet	6. Jump Jet

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	18 (36)
28	Ammo Exp. avoid on 8+	○○
26	Shutdown, avoid on 10+	○○
25	-5 Movement Points	○○
24	+4 Modifier to Fire	○○
23	Ammo Exp. avoid on 6+	○○
22	Shutdown, avoid on 8+	○○
20	-4 Movement Points	○○
19	Ammo Exp. avoid on 4+	○○
18	Shutdown, avoid on 6+	○○
17	+3 Modifier to Fire	○○
15	-3 Movement Points	○○
14	Shutdown, avoid on 4+	○○
13	+2 Modifier to Fire	○○
10	-2 Movement Points	○○
8	+1 Modifier to Fire	○○
5	-1 Movement Points	○○

Heat Scale

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

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: **Warwolf (Prime)**

Movement Points:

Walking: 5
Running: 8
Jumping: 3

Tonnage: 75
Tech Base: Clan
Rules Level: Experimental
Role: Brawler

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Laser AMS	HD	5	[PD]	—	—	—	—
1	TAG	CT	—	[E]	—	5	9	15
1	LRM 10	RT	4	1/Msl	—	7	14	21
[M,C,S]								
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	LRM 10	LT	4	1/Msl	—	7	14	21
[M,C,S]								
1	Gauss Rifle	RA	1	15 [DB,X]	2	7	15	22

Ammo: (Gauss) 16, (LRM 10) 24

BV: 2,696



WARRIOR DATA

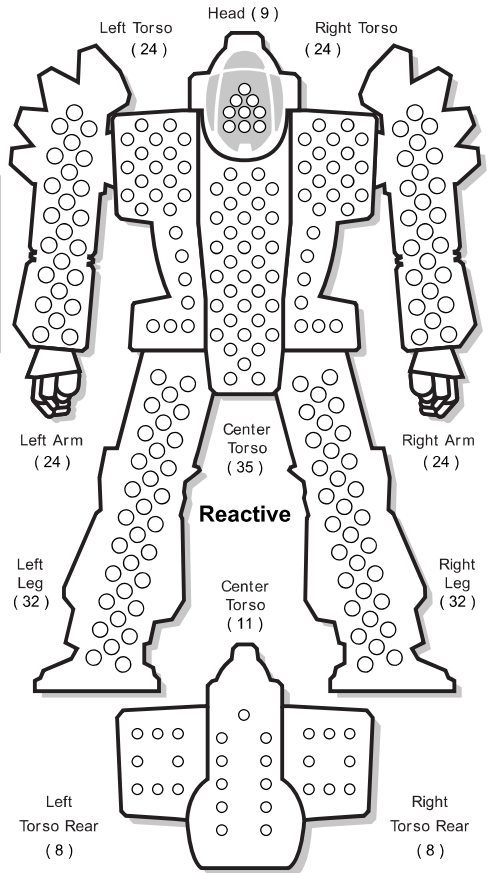
Name: Lt Jazian Weiser

Gunnery Skill: 4 Piloting Skill: 5

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Reactive
- Reactive

- Reactive
- Reactive
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- LRM 10
- Ammo (LRM 10) 12
- CASE II

- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Reactive

Head

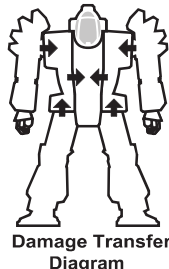
- Life Support
- Sensors
- Cockpit
- Laser AMS
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- TAG

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



Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- Ammo (Gauss) 8
- Ammo (Gauss) 8
- Endo Steel
- Reactive

Right Torso

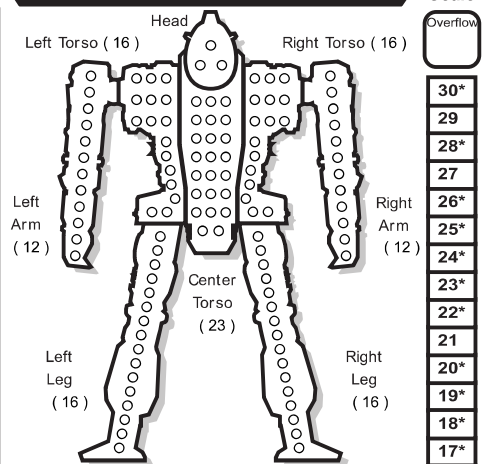
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- LRM 10
- Ammo (LRM 10) 12
- Targeting Computer

- Targeting Computer
- Targeting Computer
- CASE II
- Endo Steel
- Endo Steel
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Reactive

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: **Linebacker D**

Movement Points: **Tonnage: 65**
 Walking: 6 **Tech Base: Clan**
 Running: 9 **Rules Level: Standard**
 Jumping: 0 **Role: Skirmisher**

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	ER Small Laser(R)	LT	2	5 [DE]	—	2	4	6
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
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

Ammo: (Streak SRM 6) 45
 Quirks: Stable, No Torso Twist

BV: 2,021



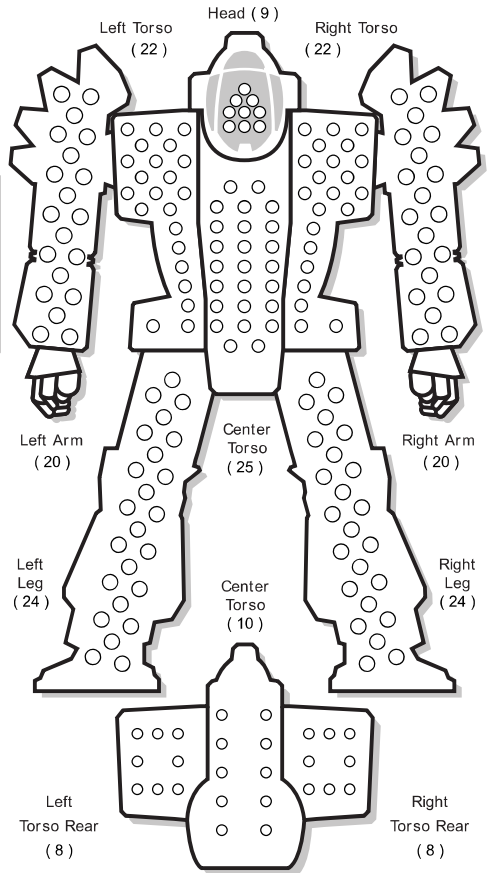
WARRIOR DATA

Name: **Lt Richard Skelton**
 Gunnery Skill: 4 Piloting Skill: 5

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



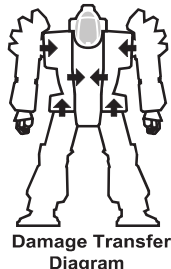
ARMOR DIAGRAM



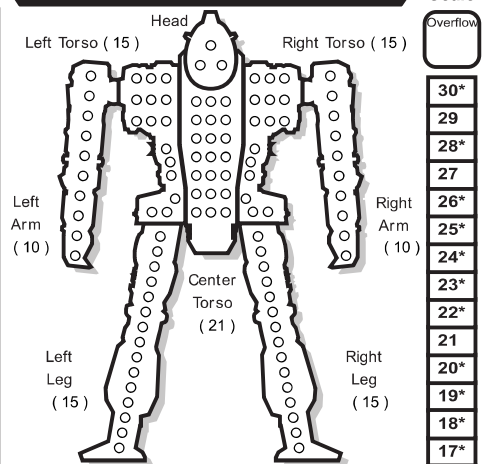
CRITICAL HIT TABLE

Location	1-3	4-6
Left Arm (CASE)	<ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Streak SRM 6 Streak SRM 6 	
Right Arm (CASE)	<ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Streak SRM 6 Streak SRM 6 	
Center Torso	<ol style="list-style-type: none"> Streak SRM 6 Streak SRM 6 Ammo (Streak SRM 6) 15 Ammo (Streak SRM 6) 15 Endo Steel Ferro-Fibrous 	<ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine XL Fusion Engine Gyro Gyro Gyro
Left Torso	<ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine ER Medium Laser ER Small Laser (R) Endo Steel Ferro-Fibrous 	<ol style="list-style-type: none"> Gyro XL Fusion Engine XL Fusion Engine XL Fusion Engine Endo Steel Roll Again
Right Torso	<ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine ER Medium Laser Endo Steel Ferro-Fibrous Roll Again 	<ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again
Left Leg	<ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Ferro-Fibrous 	
Right Leg	<ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Ferro-Fibrous 	

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: **Pack Hunter II (Standard)**

Movement Points: **Tonnage: 30**
 Walking: 7 **Tech Base: Clan**
 Running: 11 **Rules Level: Advanced**
 Jumping: 7 **Role: Striker**

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RT	15	15 [DE]	—	7	14	23
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	Anti-BattleArmor	RL	—	1	—	0	0	-1
	Pods (B-Pods)			[DB,PD,AI,X,OS]				
1	Anti-BattleArmor	LL	—	1	—	0	0	-1
	Pods (B-Pods)			[DB,PD,AI,X,OS]				

BV: 1,797



WARRIOR DATA

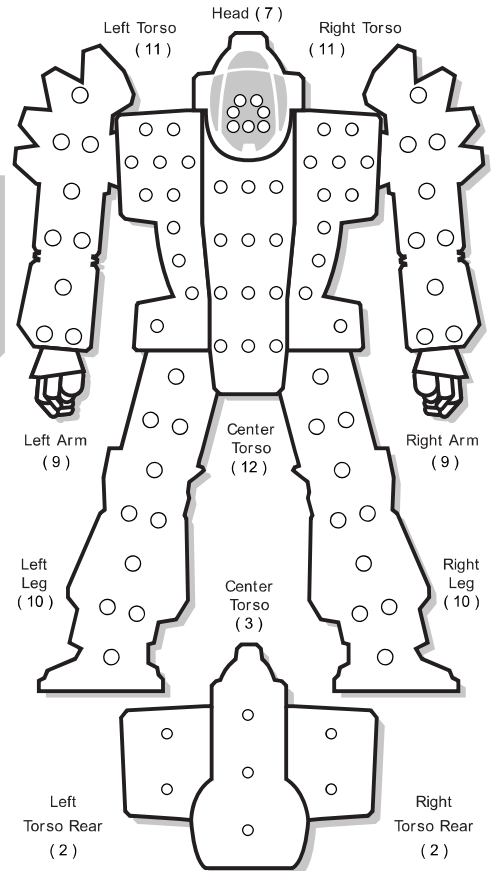
Name: **Lt Andrew "Caveman" Roy**

Gunnery Skill: 4 Piloting Skill: 5

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



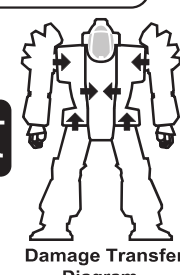
ARMOR DIAGRAM



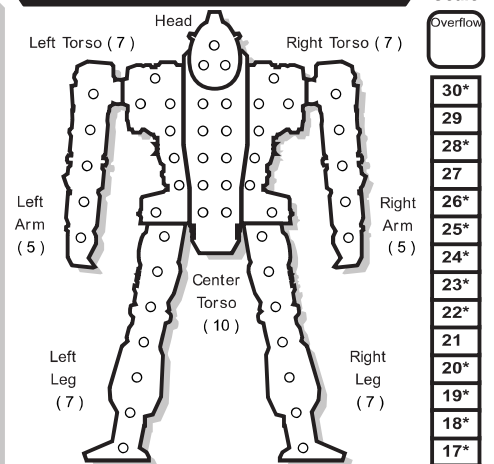
CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Medium Laser	6. Ferro-Fibrous
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Medium Laser	6. Ferro-Fibrous
Center Torso	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. XL Fusion Engine	2. XL Fusion Engine	3. Double Heat Sink	4. Double Heat Sink	5. Jump Jet	6. Jump Jet
Right Torso	1. XL Fusion Engine	2. XL Fusion Engine	3. Double Heat Sink	4. Double Heat Sink	5. Jump Jet	6. Jump Jet
Left Leg (CASE)	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Anti-BattleArmor Pods (B-Pods)	6. Endo Steel
Right Leg (CASE)	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Anti-BattleArmor Pods (B-Pods)	6. Endo Steel

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Mad Cat (Timber Wolf) T

Movement Points:

Walking: 5
Running: 8
Jumping: 0

Tonnage: 75
Tech Base: Clan
Rules Level: Standard

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Small Laser	HD	2	5 [DE]	—	2	4	6
1	ER Small Laser	RT	2	5 [DE]	—	2	4	6
1	LRM 15	RT	5	1/Msl	—	7	14	21
[M,C,S]								
w/Artemis IV								
1	ER Small Laser	LT	2	5 [DE]	—	2	4	6
1	LRM 15	LT	5	1/Msl	—	7	14	21
[M,C,S]								
w/Artemis IV								
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20

Ammo: (LRM 15) 16

Quirks: Improved Targeting (Medium), Weak Head Armor (1)

BV: 2,516



WARRIOR DATA

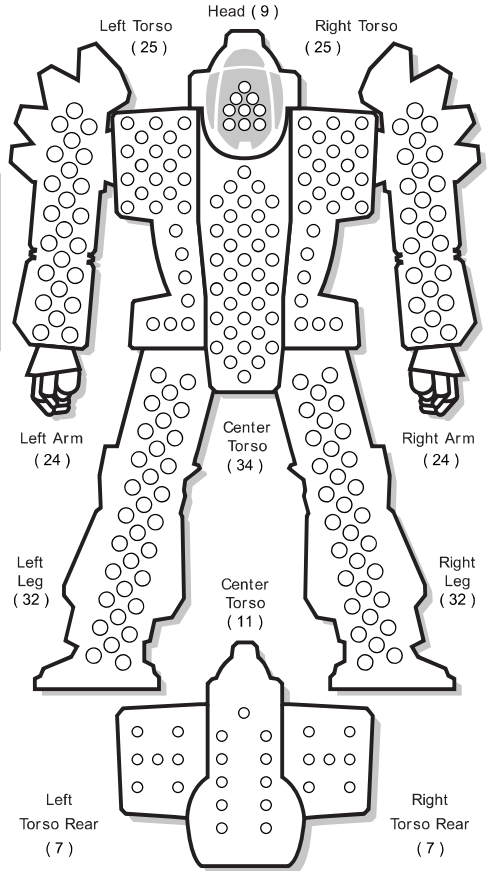
Name: Sg Michael Barber

Gunnery Skill: 4 Piloting Skill: 5

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



ARMOR DIAGRAM



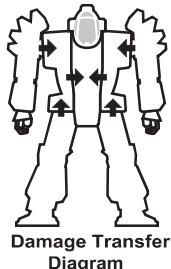
CRITICAL HIT TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Large Pulse Laser
 - Large Pulse Laser
 - Double Heat Sink
- 4-6
- Double Heat Sink
 - Endo Steel
 - Endo Steel
 - Roll Again
 - Roll Again
 - Roll Again
- Left Torso (CASE)**
- XL Fusion Engine
 - XL Fusion Engine
- 1-3
- LRM 15
 - LRM 15
 - Ammo (LRM 15) 8
 - Artemis IV FCS
- 4-6
- ER Small Laser
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous
 - Ferro-Fibrous

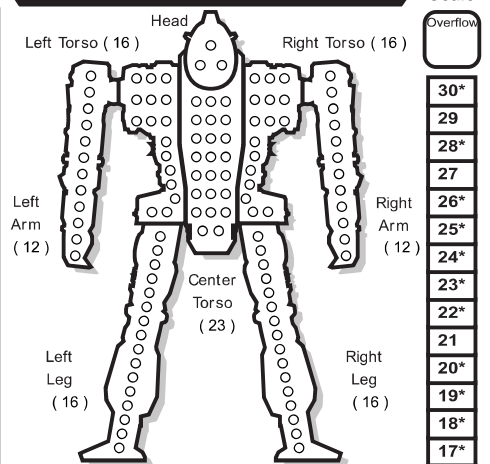
- Head**
- Life Support
 - Sensors
 - Cockpit
 - ER Small Laser
 - Sensors
 - Life Support
- Center Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
- 1-3
- Gyro
 - Gyro
 - Gyro
- 4-6
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Roll Again
 - Roll Again

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Large Pulse Laser
 - Large Pulse Laser
 - Ferro-Fibrous
- 4-6
- Ferro-Fibrous
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - Roll Again
- Right Torso (CASE)**
- XL Fusion Engine
 - XL Fusion Engine
- 1-3
- LRM 15
 - LRM 15
 - Ammo (LRM 15) 8
 - Artemis IV FCS
- 4-6
- ER Small Laser
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel
 - Endo Steel

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	18 (36)
28	Ammo Exp. avoid on 8+	○○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
20	-4 Movement Points	○○○
19	Ammo Exp. avoid on 4+	○○○
18	Shutdown, avoid on 6+	○○○
17	+3 Modifier to Fire	○○○
15	-3 Movement Points	○○○
14	Shutdown, avoid on 4+	○○○
13	+2 Modifier to Fire	○○○
10	-2 Movement Points	○○○
8	+1 Modifier to Fire	○○○
5	-1 Movement Points	○○○

Heat Scale

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

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: **Tundra Wolf 4**

Movement Points:

Walking: 4
Running: 6 [8]
Jumping: 4

Tonnage: 75
Tech Base: Clan
Rules Level: Standard
Role: Brawler

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite	CT	—	[E]	—	—	—	—
1	Large Pulse Laser	RT	10	10 [P]	—	6	14	20
1	Large Pulse Laser	LT	10	10 [P]	—	6	14	20
2	AP Gauss Rifle	RA	1	3 [DB,AI,X]	—	3	6	9
2	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ATM 9	LA	6	[M,C,S]	—	—	—	—
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9

Ammo: (AP Gauss) 40, (ATM 9) 21

Quirks: Easy to Maintain, Weak Head Armor (1)

BV: 4,827



WARRIOR DATA

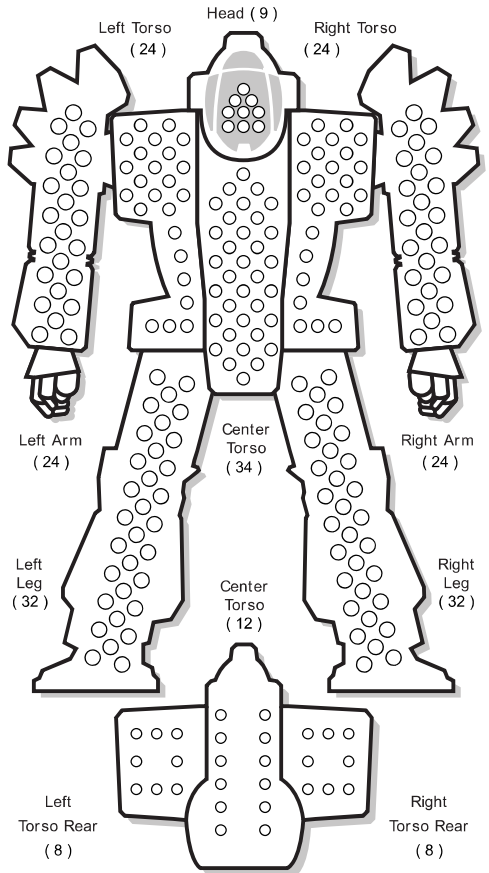
Name: Col Nicholas Crews

Gunnery Skill: 2 Piloting Skill: 3

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ATM 9
- ATM 9
- ATM 9

- ATM 9
- Ammo (ATM 9) 7
- Ammo (ATM 9) 7
- Ammo (ATM 9) 7
- Endo Steel
- Endo Steel

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Large Pulse Laser
- Large Pulse Laser
- MASC
- MASC
- MASC
- Endo Steel

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

Head

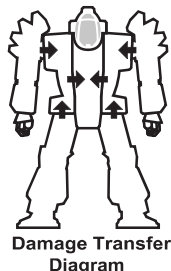
- Life Support
- Sensors
- Cockpit
- Endo Steel
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ECM Suite
- Endo Steel

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



Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Double Heat Sink
- Double Heat Sink
- ER Medium Laser

- ER Medium Laser
- AP Gauss Rifle
- AP Gauss Rifle
- Ammo (AP Gauss) 40
- Endo Steel
- Endo Steel

Right Torso

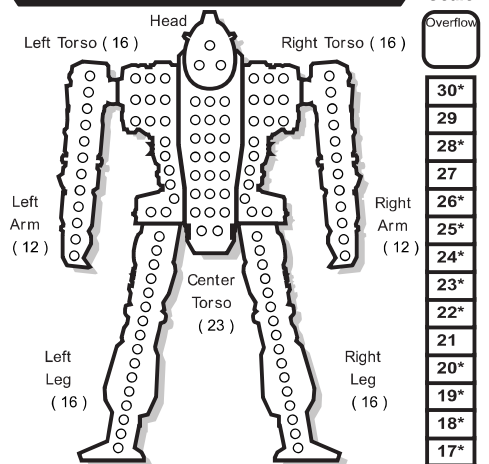
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Large Pulse Laser
- Large Pulse Laser

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 19 (38)
30	Shutdown	○○○○
28	Ammo Exp. avoid on 8+	○○○○
26	Shutdown, avoid on 10+	○○○○
25	-5 Movement Points	○○○○
24	+4 Modifier to Fire	○○○○
23	Ammo Exp. avoid on 6+	○○○○
22	Shutdown, avoid on 8+	○○○○
20	-4 Movement Points	○○○○
19	Ammo Exp. avoid on 4+	○○○○
18	Shutdown, avoid on 6+	○○○○
17	+3 Modifier to Fire	○○○○
15	-3 Movement Points	○○○○
14	Shutdown, avoid on 4+	○○○○
13	+2 Modifier to Fire	○○○○
10	-2 Movement Points	○○○○
8	+1 Modifier to Fire	○○○○
5	-1 Movement Points	○○○○

Heat Scale

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

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: **Wulfen A**

Movement Points:

Walking: 10
Running: 15
Jumping: 0

Tonnage: 30
Tech Base: Mixed
Rules Level: Experimental
Role: Striker

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ECM Suite [Clan]	HD	—	[E]	—	—	—	—
1	ER PPC	LA	15	15 [DE]	—	7	14	23

BV: 1,938



WARRIOR DATA

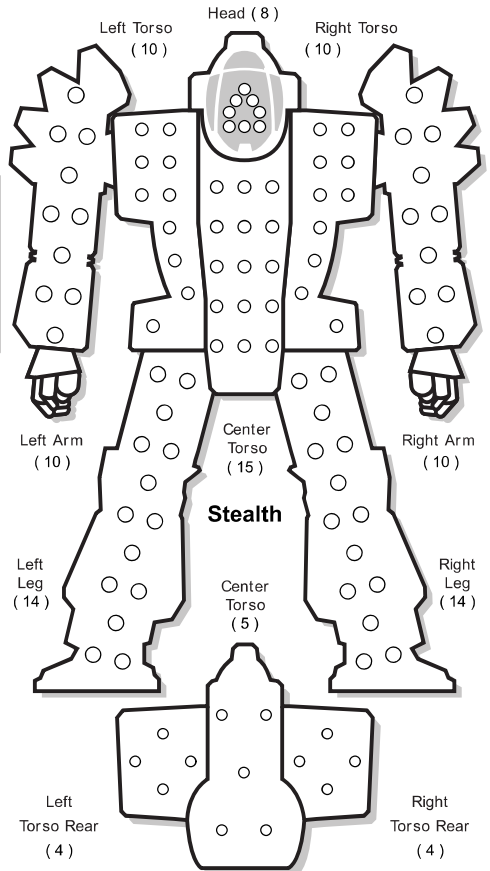
Name: Lt Jurgen Frey

Gunnery Skill: 3 Piloting Skill: 5

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- ER PPC
- ER PPC
- Endo Steel
- Endo Steel

- Stealth [IS]
- Stealth [IS]
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Stealth [IS]
- Stealth [IS]
- Roll Again

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth [IS]
- Stealth [IS]

Head

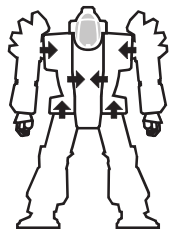
- Life Support
- Sensors
- Cockpit
- ECM Suite [Clan]
- Sensors
- Life Support

Center Torso

- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XL Gyro
- XL Gyro
- XL Gyro

- XL Gyro
- XL Gyro
- XL Gyro
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Endo Steel
- Endo Steel

- Endo Steel
- Stealth [IS]
- Stealth [IS]
- Roll Again
- Roll Again
- Roll Again

Right Torso

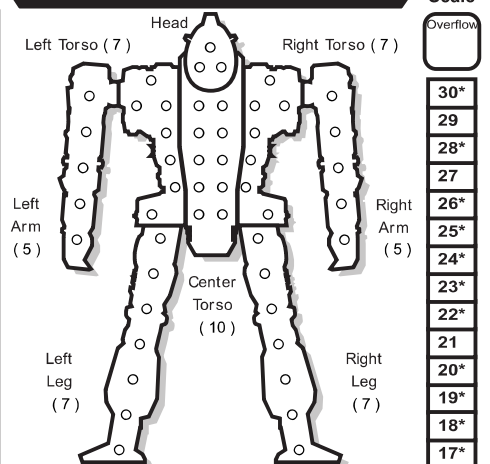
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- XXL Fusion Engine
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Stealth [IS]
- Stealth [IS]
- Roll Again

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Stealth [IS]
- Stealth [IS]

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

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

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: **Linebacker E**

Movement Points:

Walking: 6
Running: 9
Jumping: 0

Tonnage: 65
Tech Base: Clan
Rules Level: Standard
Role: Skirmisher

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Light Active Probe	CT	—	[E]	—	—	—	—
1	ER Large Laser	RT	12	10 [DE]	—	8	15	25
1	ATM 6	RA	4	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9
1	ATM 6	LA	4	[M,C,S]				
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9

Ammo: (ATM 6) 60

Quirks: Stable, No Torso Twist

BV: 2,437

WARRIOR DATA

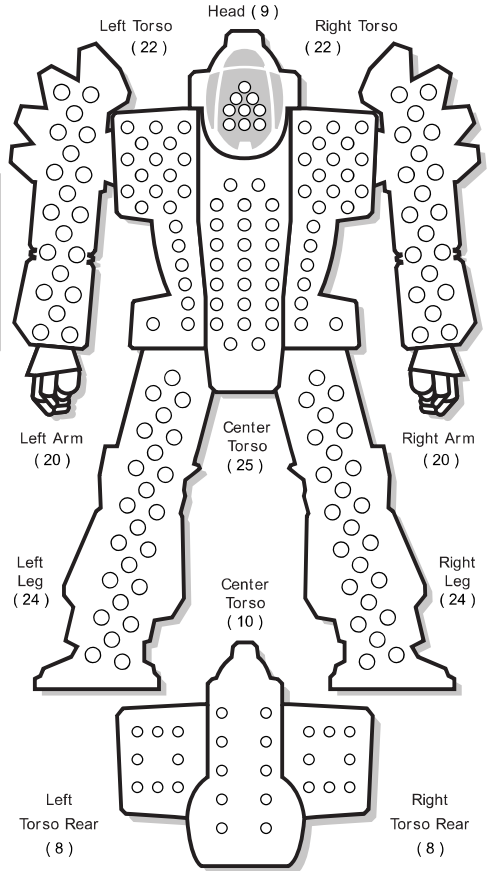
Name: Doc Crouch

Gunnery Skill: 3 Piloting Skill: 4

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



ARMOR DIAGRAM



CRITICAL HIT TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- ATM 6
- ATM 6
- ATM 6
- Ammo (ATM 6) 10

- Ammo (ATM 6) 10
- Ammo (ATM 6) 10
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

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

Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

Head

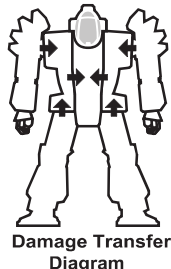
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Light Active Probe
- Endo Steel

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



Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- ATM 6
- ATM 6
- ATM 6
- Ammo (ATM 6) 10

- Ammo (ATM 6) 10
- Ammo (ATM 6) 10
- Endo Steel
- Ferro-Fibrous
- Roll Again
- Roll Again

Right Torso

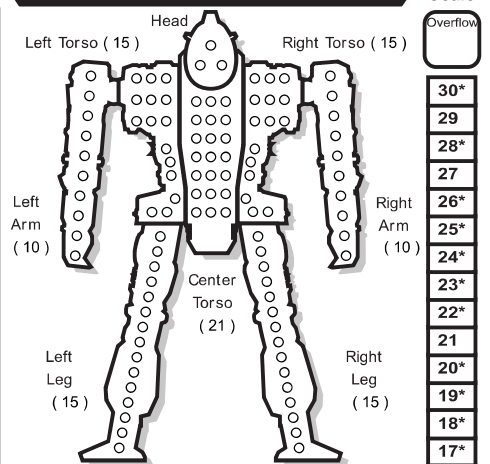
- XL Fusion Engine
- XL Fusion Engine
- ER Large Laser
- Endo Steel
- Ferro-Fibrous
- Roll Again

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

Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Ferro-Fibrous

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

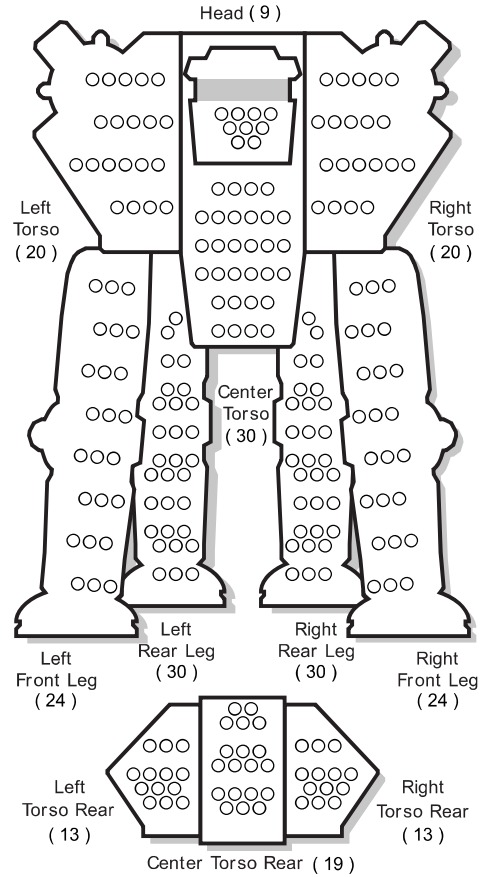
Heat Scale

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

BATTLETECH™

FOUR-LEGGED BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



MECH DATA

Type: **Goliath C**

Movement Points:

Walking: 3
Running: 5
Jumping: 0

Tonnage: 80
Tech Base: Mixed
Rules Level: Experimental

WARRIOR DATA

Name: Lt Silvia Schroder

Gunnery Skill: 4 Piloting Skill: 5

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

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser (Clan)	HD	5	7 [DE]	—	5	10	15
1	Targeting Computer [Clan]	CT	—	[E]	—	—	—	—
1	ATM 9 (Clan)	RT	6	[M,C,S]	—	—	—	—
	Standard			2/Msl	4	5	10	15
	Extended Range			1/Msl	4	9	18	27
	High Explosive			3/Msl	—	3	6	9
1	Gauss Rifle (Clan) (T)	LT	1	15 [DB,X]	2	7	15	22
1	Quad Turret	LT	—	[E]	—	—	—	—
1	ER Large Laser (Clan) (T)	LT	12	10 [DE]	—	8	15	25
1	Micro Pulse Laser (Clan) (T)	LT	1	3 [P,AI]	—	1	2	3
1	Anti-BattleArmor Pods (B-Pods) (FRL)	—	1	[DB,PD,AI,X,OS]	—	0	0	-1
1	Anti-BattleArmor Pods (B-Pods) (FLL)	—	1	[DB,PD,AI,X,OS]	—	0	0	-1
1	Anti-BattleArmor Pods (B-Pods) (RLL)	—	1	[DB,PD,AI,X,OS]	—	0	0	-1
1	Anti-BattleArmor Pods (B-Pods) (RTR)	—	1	[DB,PD,AI,X,OS]	—	0	0	-1
1	Quirk: No Trac, Exposed Actuators	—	—	[DB,PD,AI,X,OS]	—	—	—	—
1	Anti-BattleArmor Pods (B-Pods) (RLL)	—	1	[DB,PD,AI,X,OS]	—	0	0	-1

BV: 2,231



CRITICAL HIT TABLE

Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser [Clan]
- Sensors
- Life Support

Front Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-BattleArmor Pods (B-Pods)
- Roll Again

Center Torso

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

1-3

Left Torso

- Gauss Rifle [Clan] (T)
- Gauss Rifle [Clan] (T)
- Gauss Rifle [Clan] (T)
- Gauss Rifle [Clan] (T)
- Gauss Rifle [Clan] (T)
- Gauss Rifle [Clan] (T)

1-3

- Ammo (Gauss) 8
- ER Large Laser [Clan] (T)
- Micro Pulse Laser [Clan] (T)
- Ammo (ATM 9) 7
- Quad Turret
- CASE II [Clan]

4-6

Rear Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-BattleArmor Pods (B-Pods)
- Ammo (Gauss) 8

Front Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-BattleArmor Pods (B-Pods)
- Roll Again

- Fusion Engine
- Fusion Engine
- Targeting Computer [Clan]
- Targeting Computer [Clan]
- Targeting Computer [Clan]
- Targeting Computer [Clan]

4-6

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

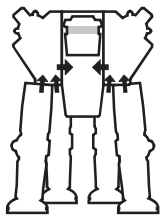
- ATM 9 [Clan]
- ATM 9 [Clan]
- ATM 9 [Clan]
- LATM 9 [Clan]
- Ammo (Gauss) 8
- CASE II [Clan]

4-6

Rear Right Leg

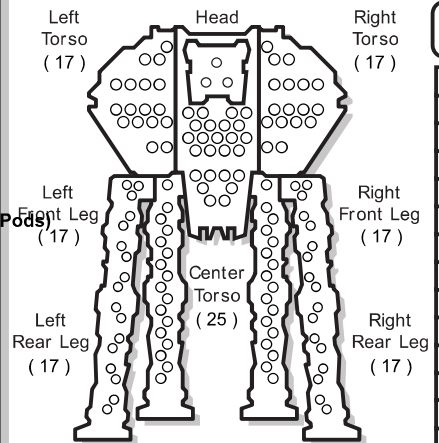
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Anti-BattleArmor Pods (B-Pods)
- Roll Again

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overflow

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

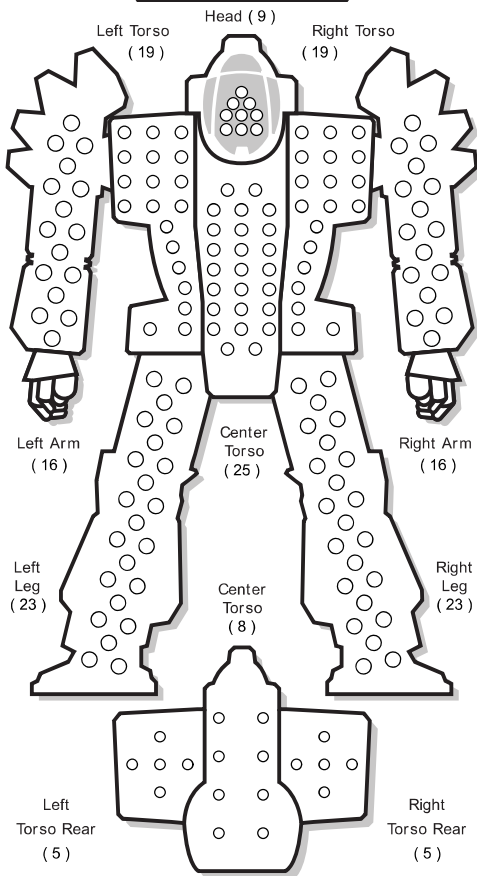
HEAT DATA

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

BATTLETECH™

BATTLEMECH RECORD SHEET

ARMOR DIAGRAM



MECH DATA

Type: **Griffin C**

Movement Points:

Walking: 6
 Running: 9
 Jumping: 9

Tonnage: 55
 Tech Base: Mixed
 Rules Level: Experimental

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak LRM 10 (Clan)	RT	4	1/Msl [M,C]	—	7	14	21
1	ER PPC (Clan)	RA	15	15 [DE]	—	7	14	23

Ammo: (Streak LRM 10) 12

BV: 2,131

WARRIOR DATA

Name: SgMg Garry "Gear" Jackson

Gunnery Skill: 4 Piloting Skill: 5

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



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. Endo Steel
- 5. Roll Again
- 6. Roll Again

Left Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4. Endo Steel
- 5. Improved Jump Jet
- 6. Improved Jump Jet

- 1. Improved Jump Jet
- 2. Improved Jump Jet
- 3. Improved Jump Jet
- 4. Improved Jump Jet
- 5. Endo Steel
- 6. Endo Steel

Left Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Improved Jump Jet
- 6. Improved 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. Improved Jump Jet
- 6. Improved Jump Jet

Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 4. ER PPC [Clan]
- 5. ER PPC [Clan]
- 6. Endo Steel

- 1. Endo Steel
- 2. Endo Steel
- 3. Endo Steel
- 4. Endo Steel
- 5. Roll Again
- 6. Roll Again

Right Torso

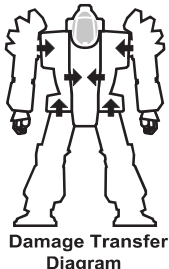
- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 4. Improved Jump Jet
- 5. Improved Jump Jet
- 6. Improved Jump Jet

- 1. Improved Jump Jet
- 2. Improved Jump Jet
- 3. Improved Jump Jet
- 4. Streak LRM 10 [Clan]
- 5. Streak LRM 10 [Clan]
- 6. Ammo (Streak LRM 10) 12

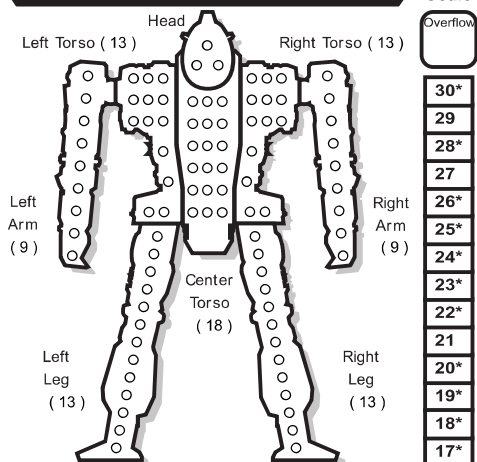
Right Leg

- 1. Hip
- 2. Upper Leg Actuator
- 3. Lower Leg Actuator
- 4. Foot Actuator
- 5. Improved Jump Jet
- 6. Improved Jump Jet

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



INTERNAL STRUCTURE DIAGRAM



Heat Scale

Heat Level*	Effects
30*	Shutdown
29	Ammo Exp. avoid on 8+
28*	Shutdown, avoid on 10+
27	-5 Movement Points
26*	+4 Modifier to Fire
25*	Ammo Exp. avoid on 6+
24*	Shutdown, avoid on 8+
23*	-4 Movement Points
22*	Ammo Exp. avoid on 4+
21	Shutdown, avoid on 6+
20*	+3 Modifier to Fire
19*	-3 Movement Points
18*	Shutdown, avoid on 4+
17*	+2 Modifier to Fire
16	-2 Movement Points
15*	+1 Modifier to Fire
14*	-1 Movement Points
13*	
12	
11	
10*	
9	
8*	
7	
6	
5*	
4	
3	
2	
1	
0	

HEAT DATA

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

Double Heat Sinks: 11 (22)

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: **Orion C**

Movement Points:

Walking: 4
Running: 6
Jumping: 0

Tonnage: 75
Tech Base: Mixed
Rules Level: Experimental

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Gauss Rifle (Clan)	RT	1	15 [DB,X]	2	7	15	22
1	Streak LRM 15 (Clan)	LT	5	1/Msl [M,C]	—	7	14	21
1	ER Medium Pulse Laser (Clan)	LT	6	7 [P]	—	5	9	14
1	ER Medium Pulse Laser (Clan)	RA	6	7 [P]	—	5	9	14
1	ER Medium Pulse Laser (Clan)	LA	6	7 [P]	—	5	9	14

Ammo: (Improved Gauss) 16, (Streak LRM 15) 16
Quirks: Anti-Aircraft Targeting, Easy to Maintain, Rugged (1 Point)

BV: 2,153



WARRIOR DATA

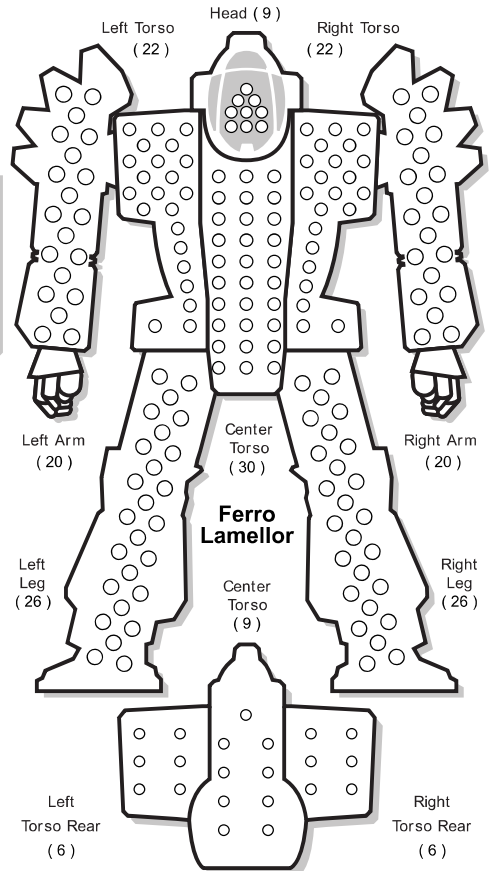
Name: Sg Patrick Saul

Gunnery Skill: 4 Piloting Skill: 5

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



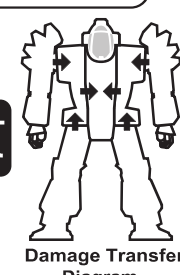
ARMOR DIAGRAM



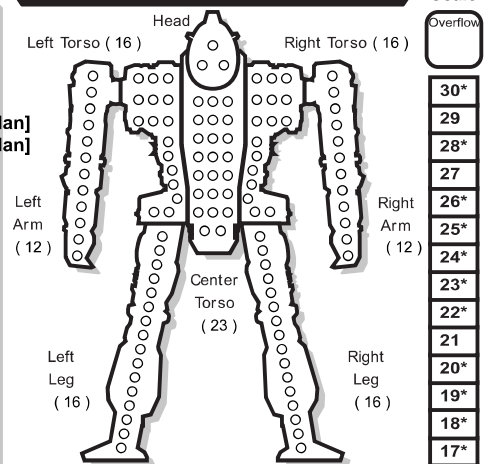
CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
Head	1. Life Support	2. Sensors	3. Cockpit	4. Endo Steel	5. Sensors	6. Life Support
Left Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. ER Medium Pulse Laser [Clan]	5. ER Medium Pulse Laser [Clan]	6. Ferro-Lamellor [Clan]
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. ER Medium Pulse Laser [Clan]	5. ER Medium Pulse Laser [Clan]	6. Ferro-Lamellor [Clan]
Center Torso	1. Fusion Engine	2. Fusion Engine	3. Fusion Engine	4. Gyro	5. Gyro	6. Gyro
Left Torso	1. ER Medium Pulse Laser [Clan]	2. ER Medium Pulse Laser [Clan]	3. Streak LRM 15 [Clan]	4. Streak LRM 15 [Clan]	5. Streak LRM 15 [Clan]	6. Ammo (Streak LRM 15) 8
Right Torso	1. Gauss Rifle [Clan]	2. Gauss Rifle [Clan]	3. Gauss Rifle [Clan]	4. Gauss Rifle [Clan]	5. Gauss Rifle [Clan]	6. Gauss Rifle [Clan]
Left Leg	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	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. Roll Again

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale
30*
29
28*
27
26*
25*
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