

BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: **Cauldron-Born (Ebon Jaguar) B**

Movement Points: **Tonnage: 65**
 Walking: 5 **Tech Base: Clan**
 Running: 8 **Rules Level: Standard**
 Jumping: 0 **Role: Sniper**

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	RT	4	7 [P]	—	4	8	12
1	Active Probe	RT	—	[E]	—	—	—	—
1	TAG	LT	—	[E]	—	5	9	15
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	ER PPC	LA	15	15 [DE]	—	7	14	23
1	Large Pulse Laser	LA	10	10 [P]	—	6	14	20

Quirks: Narrow/Low Profile

BV: 4,259



WARRIOR DATA

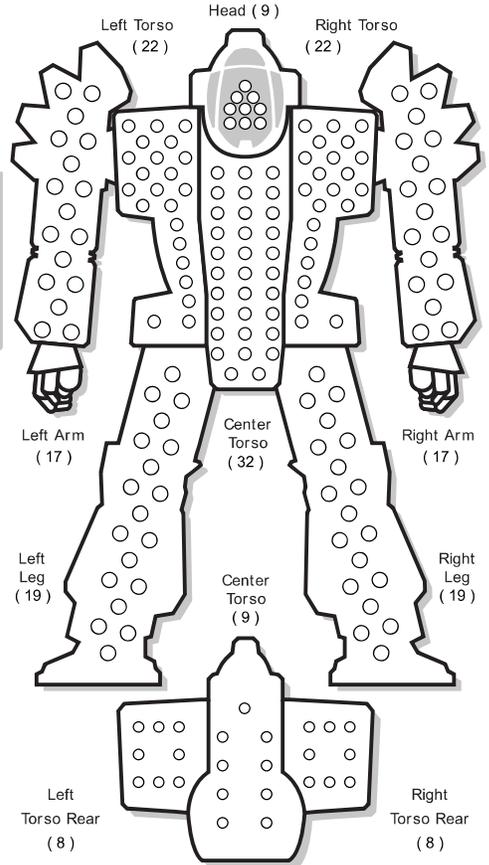
Name: **Captain Nathan Castle**

Gunnery Skill: 2 Piloting Skill: 3

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



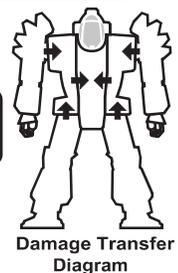
ARMOR DIAGRAM



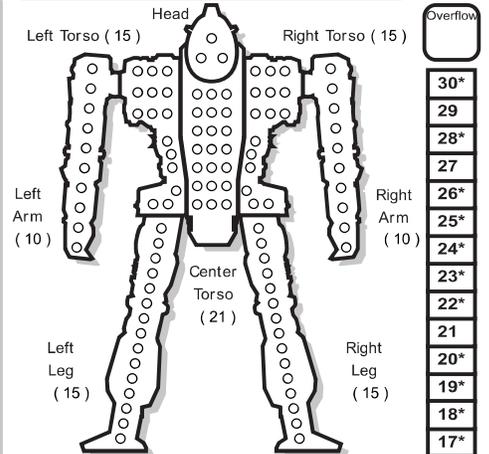
CRITICAL HIT TABLE

Location	1-3	4-6
Left Arm	<ol style="list-style-type: none"> Shoulder Upper Arm Actuator ER PPC ER PPC Large Pulse Laser Large Pulse Laser 	<ol style="list-style-type: none"> Ferro-Fibrous Ferro-Fibrous Roll Again Roll Again Roll Again Roll Again
Right Arm	<ol style="list-style-type: none"> Shoulder Upper Arm Actuator ER PPC ER PPC Large Pulse Laser Large Pulse Laser 	<ol style="list-style-type: none"> Ferro-Fibrous Ferro-Fibrous Roll Again Roll Again Roll Again Roll Again
Left Torso	<ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine Medium Pulse Laser TAG Endo Steel Ferro-Fibrous 	<ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again
Right Torso	<ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine Medium Pulse Laser Active Probe Endo Steel Roll Again 	<ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again
Center Torso	<ol style="list-style-type: none"> Life Support Sensors Cockpit Ferro-Fibrous Sensors Life Support 	<ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine XL Fusion Engine Gyro Gyro Gyro
Left Leg	<ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Endo Steel 	<ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again
Right Leg	<ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Endo Steel Endo Steel 	<ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

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

Heat Scale

Heat Scale
30*
29
28*
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BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: **Thor (Summoner) Prime**

Movement Points: **Tonnage: 70**
 Walking: 5 **Tech Base: Clan**
 Running: 8 **Rules Level: Standard**
 Jumping: 5 **Role: Sniper**

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LT	5	1/Msl	—	7	14	21
				[M,C,S]				
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	LB 10-X AC	LA	2	10	—	6	12	18
				[DB,C/F/S]				

Ammo: (LB 10-X) 10, (LRM 15) 16

Quirks: Improved Communications, Ubiquitous (Clans)

BV: 3,015



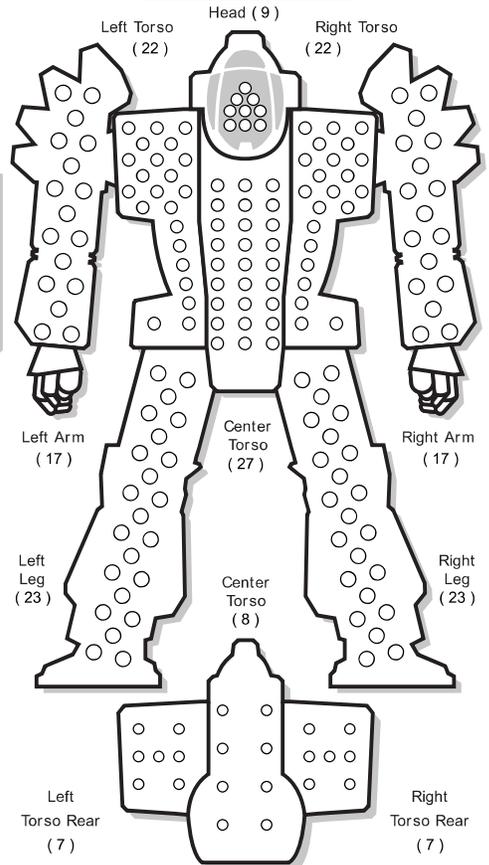
WARRIOR DATA

Name: **Chun**
 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
- 1-3 LB 10-X AC

- 1-3 LB 10-X AC
- 4-6 Ammo (LB 10-X) 10
- 4-6 Ferro-Fibrous
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Left Torso (CASE)

- 1-3 XL Fusion Engine
- 1-3 XL Fusion Engine
- 1-3 LRM 15
- 1-3 LRM 15
- 1-3 Ammo (LRM 15) 8
- 1-3 Ammo (LRM 15) 8

- 4-6 Ferro-Fibrous
- 4-6 Ferro-Fibrous
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

Left Leg

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

Head

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

Center Torso

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

- 4-6 Gyro
- 4-6 XL Fusion Engine
- 4-6 XL Fusion Engine
- 4-6 XL Fusion Engine
- 4-6 Jump Jet
- 4-6 Roll Again

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

Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 ER PPC
- 1-3 ER PPC
- 1-3 Ferro-Fibrous
- 1-3 Roll Again

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

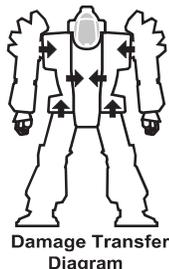
Right Torso

- 1-3 XL Fusion Engine
- 1-3 XL Fusion Engine
- 1-3 Ferro-Fibrous
- 1-3 Ferro-Fibrous
- 1-3 Roll Again
- 1-3 Roll Again

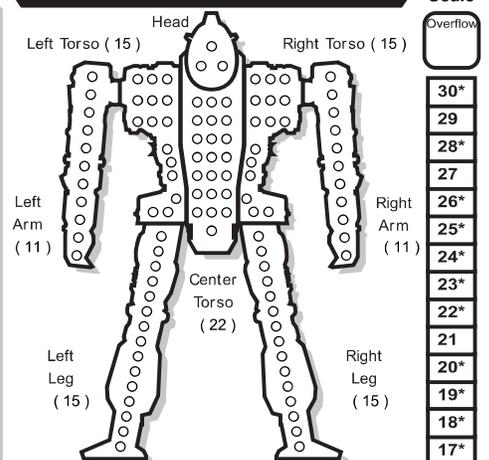
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again
- 4-6 Roll Again

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:
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	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: **Ryoken (Stormcrow) Prime**

Movement Points: Tonnage: 55
 Walking: 6 Tech Base: Clan
 Running: 9 Rules Level: Standard
 Jumping: 0 Role: Striker

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 Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25

Quirks: Stable

BV: 2,736



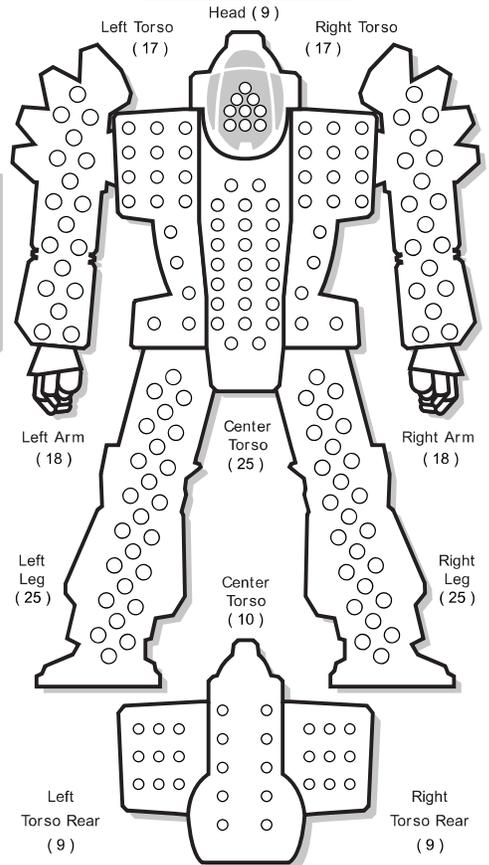
WARRIOR DATA

Name: Wagner
 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

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

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Large Laser
- ER Medium Laser

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

Left Leg

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

Head

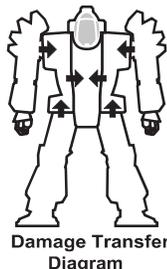
- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Ferro-Fibrous

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



Right Arm

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

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- ER Large Laser
- ER Medium Laser

Right Torso

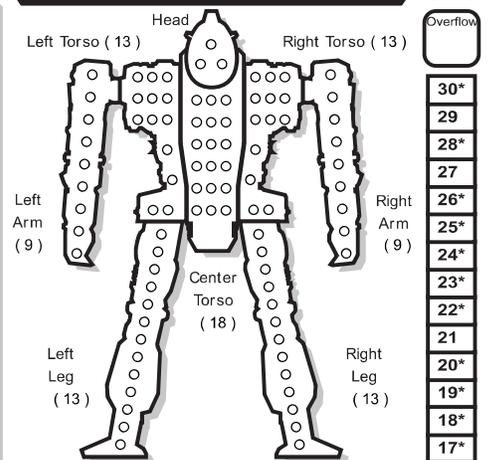
- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

- Double Heat Sink
- Double Heat Sink
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 22 (44)
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
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: **Grendel (Mongrel) Prime**

Movement Points: **Tonnage: 45**
 Walking: 7 Tech Base: Clan
 Running: 11 Rules Level: Standard
 Jumping: 7 Role: Striker

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 Small Laser	RA	2	5 [DE]	—	2	4	6
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
2	ER Medium Laser	LA	5	7 [DE]	—	5	10	15

Ammo: (Streak SRM 6) 15
 Quirks: Rugged (1 Point)

BV: 3,011



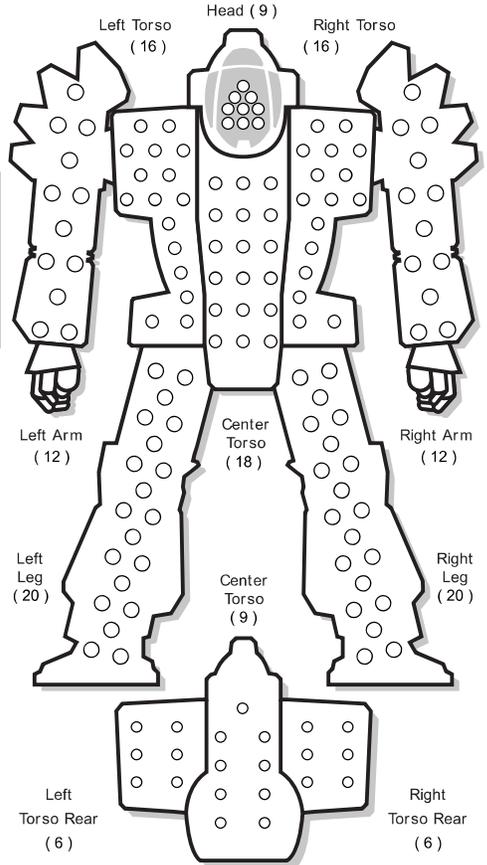
WARRIOR DATA

Name: Fraser
 Gunnery Skill: 3 Piloting Skill: 4

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



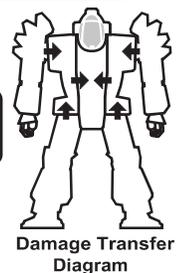
ARMOR DIAGRAM



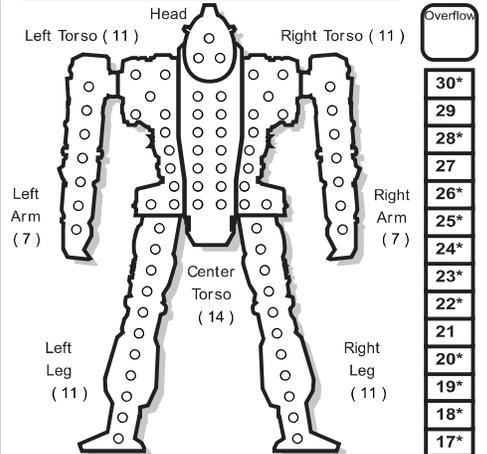
CRITICAL HIT TABLE

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. Hand Actuator	5. ER Medium Laser	6. ER Medium Laser
Right Arm	1. Shoulder	2. Upper Arm Actuator	3. ER Large Laser	4. ER Small Laser	5. Endo Steel	6. Ferro-Fibrous
Center Torso	1. Ferro-Fibrous	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. XL Fusion Engine	4. XL Fusion Engine	5. Jump Jet	6. Roll Again
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
Left Leg	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

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 12 (24)
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
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BATTLETECH™

OMNIMECH RECORD SHEET

MECH DATA

Type: Mad Cat (Timber Wolf) Prime

Movement Points: **Tonnage: 75**
 Walking: 5 **Tech Base: Clan**
 Running: 8 **Rules Level: Standard**
 Jumping: 0 **Role: Brawler**

Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Machine Gun	CT	—	2 [DB,AI]	—	1	2	3
1	Machine Gun	RT	—	2 [DB,AI]	—	1	2	3
1	LRM 20	RT	6	1/Msl	—	7	14	21
[M,C,S]								
1	LRM 20	LT	6	1/Msl	—	7	14	21
[M,C,S]								
1	Medium Pulse Laser	LT	4	7 [P]	—	4	8	12
1	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	RA	5	7 [DE]	—	5	10	15
1	ER Medium Laser	LA	5	7 [DE]	—	5	10	15
1	ER Large Laser	LA	12	10 [DE]	—	8	15	25

Ammo: (LRM 20) 12, (Machine Gun) 200

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

BV: 3,598



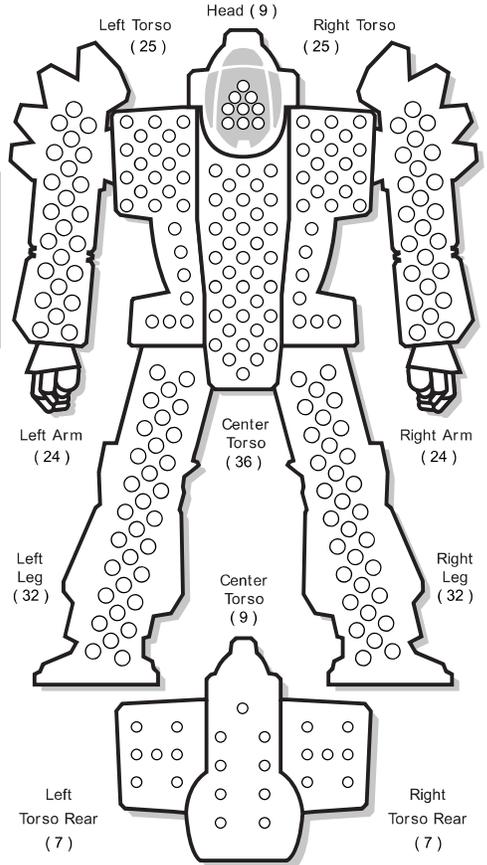
WARRIOR DATA

Name: Garcia
 Gunnery Skill: 3 Piloting Skill: 4

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



ARMOR DIAGRAM



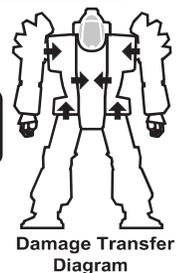
CRITICAL HIT TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - ER Large Laser
- Center Torso**
- ER Medium Laser
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6
- Left Torso (CASE)**
- XL Fusion Engine
 - XL Fusion Engine
 - Medium Pulse Laser
- 1-3
- LRM 20
 - LRM 20
 - LRM 20
- Right Torso (CASE)**
- XL Fusion Engine
 - XL Fusion Engine
 - Machine Gun
- 1-3
- LRM 20
 - LRM 20
 - LRM 20
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Endo Steel
- 4-6

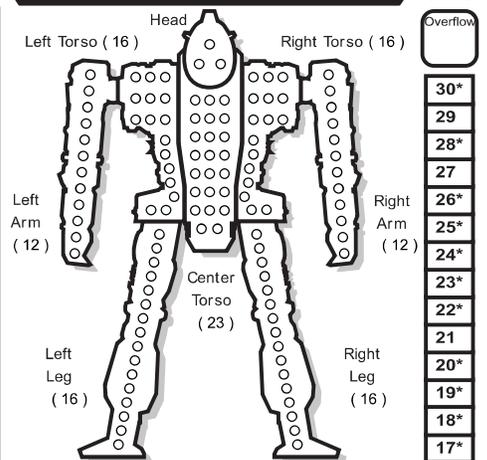
- Head**
- Life Support
 - Sensors
 - Cockpit
 - Ferro-Fibrous
 - Sensors
 - Life Support
- Center Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Gyro
 - Gyro
 - Gyro
- 1-3
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Machine Gun
 - Endo Steel
- 4-6

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- Double Heat Sink
 - Double Heat Sink
 - ER Large Laser
- Center Torso**
- ER Medium Laser
 - Ferro-Fibrous
 - Roll Again
 - Roll Again
 - Roll Again
 - Roll Again
- 4-6
- Right Torso (CASE)**
- XL Fusion Engine
 - XL Fusion Engine
 - Machine Gun
- 1-3
- LRM 20
 - LRM 20
 - LRM 20
- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Endo Steel
 - Endo Steel
- 4-6

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



INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	17 (34)
28	Ammo Exp. avoid on 8+	○○○
26	Shutdown, avoid on 10+	○○○
25	-5 Movement Points	○○○
24	+4 Modifier to Fire	○○○
23	Ammo Exp. avoid on 6+	○○○
22	Shutdown, avoid on 8+	○○○
20	-4 Movement Points	○○○
19	Ammo Exp. avoid on 4+	○○○
18	Shutdown, avoid on 6+	○○○
17	+3 Modifier to Fire	○○○
15	-3 Movement Points	○○○
14	Shutdown, avoid on 4+	○○○
13	+2 Modifier to Fire	○○○
10	-2 Movement Points	○○○
8	+1 Modifier to Fire	○○○
5	-1 Movement Points	○○○

Heat Scale

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

BATTLETECH™



BATTLE ARMOR RECORD SHEET

BATTLE ARMOR: SQUAD 1

Type: Elemental Battle Armor [Laser] Era: TRO 3058U - Succession Wars

Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 1 Jump: 3

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

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○○○

2 ○○○○○○○○○○○○

3 ○○○○○○○○○○○○

4 ○○○○○○○○○○○○

5 ○○○○○○○○○○○○

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BATTLE ARMOR: SQUAD 2

Type: Elemental Battle Armor [Laser] Era: TRO 3058U - Succession Wars

Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 1 Jump: 3

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

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○○○

2 ○○○○○○○○○○○○

3 ○○○○○○○○○○○○

4 ○○○○○○○○○○○○

5 ○○○○○○○○○○○○

BV: 447/64

BATTLE ARMOR: SQUAD 3

Type: Elemental Battle Armor [Laser] Era: TRO 3058U - Succession Wars

Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 1 Jump: 3

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

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○○○

2 ○○○○○○○○○○○○

3 ○○○○○○○○○○○○

4 ○○○○○○○○○○○○

5 ○○○○○○○○○○○○

BV: 447/64

BATTLE ARMOR: SQUAD 4

Type: Elemental Battle Armor [Laser] Era: TRO 3058U - Succession Wars

Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 1 Jump: 3

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

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○○○

2 ○○○○○○○○○○○○

3 ○○○○○○○○○○○○

4 ○○○○○○○○○○○○

5 ○○○○○○○○○○○○

BV: 447/64

BATTLE ARMOR: SQUAD 5

Type: Elemental Battle Armor [Laser] Era: TRO 3058U - Succession Wars

Gunnery Skill: _____ Anti-Mech Skill: _____

Ground MP: 1 Jump: 3

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

Mechanized: Swarm: Leg: AP:

1 ○○○○○○○○○○○○

2 ○○○○○○○○○○○○

3 ○○○○○○○○○○○○

4 ○○○○○○○○○○○○

5 ○○○○○○○○○○○○

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