

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: BattleMaster BLR-4S

Movement Points: 4
Walking: 4
Running: 6
Jumping: 0

Tonnage: 85
Tech Base: Inner Sphere
Rules Level: Standard
Role: Brawler

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Small Pulse Laser	LA	2	3 [P, AI]	—	1	2	3
1	Gauss Rifle	RA	1	15 [DB, X]	2	7	15	22
1	SRM 6	LT	4	2/Msl	—	3	6	9
[M, C, S]								
w/Artemis IV								
2	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
2	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	Medium Laser	RT	3	5 [DE]	—	3	6	9

Ammo: (Gauss) 24, (SRM 6 Artemis-capable) 30

Quirks: Command 'Mech, Weak Head Armor (1)

BV: 3,390

WARRIOR DATA

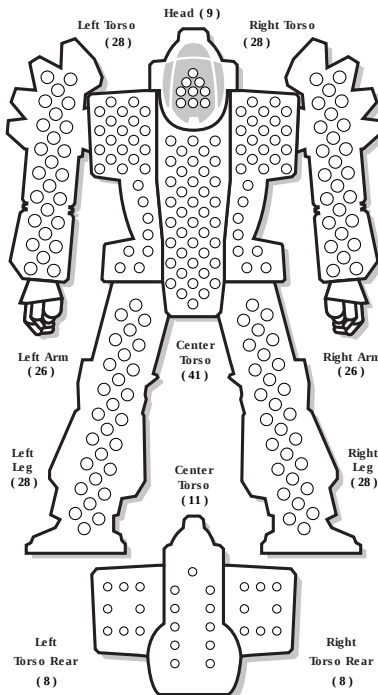
Name: Captain Aidan Hannah

Gunnery Skill: 2 Piloting Skill: 3

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



ARMOR DIAGRAM



HIT LOCATION TABLE

Die Roll (2D6)	LS	F/R	RS
2*	LT(C)	CT(C)	RT(C)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

*A result of 2 may inflict a critical hit.

TO-HIT MODIFIERS

Attacker	
Stationary	+0
Walked	+1
Ran	+2
Prone	+2
Skidding	+1
Terrain	
Light Woods	+1/hex
Heavy Woods	+2/hex
Partial Cover	+1
Target	
Prone (adjacent hex)	-2
Prone (other hex)	+1
Immobile	-4
Skidding	-2
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped	+1
BattleArmor unit	+1
Secondary target (front)	+1
Secondary target (side/rear)	+2
Large support vehicle	-1
or grounded DropShip	
Damage	
Sensor hit	+2
Shoulder hit	+4
Arm Actuator	+1

CRITICAL TABLE

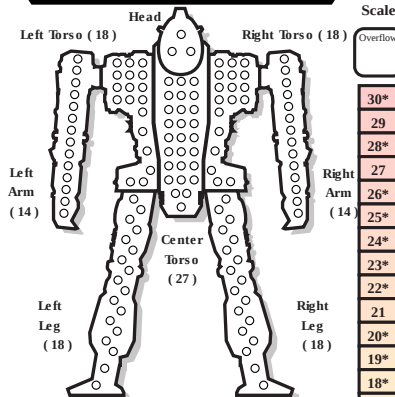
Left Arm		Right Arm	
1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Small Pulse Laser 6. Small Pulse Laser	1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Gauss Rifle 6. Gauss Rifle
Center Torso		Left Torso	
4-6	1. Light Fusion Engine 2. Light Fusion Engine 3. Light Fusion Engine 4. Gyro 5. Gyro 6. Gyro	4-6	1. Light Fusion Engine 2. Light Fusion Engine 3. ER Medium Laser 4. SRM 6 5. Artemis IV FCS 6. ER Medium Laser
Right Torso		Left Leg	
1-3	1. Light Fusion Engine 2. Light Fusion Engine 3. ER Medium Laser 4. SRM 6 5. Artemis IV FCS 6. ER Medium Laser	1-3	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Ferro-Fibrous 6. Ferro-Fibrous
Right Leg		Engine Hits	
4-6	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Ferro-Fibrous 6. Ferro-Fibrous	4-6	1. Light Fusion Engine 2. Light Fusion Engine 3. Light Fusion Engine 4. Gyro 5. Gyro 6. Gyro

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	Effects
Level*	
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:

13 (26)

© 2022 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

MOVEMENT RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Hex/Facing										
Move Mode										

Turn #	11	12	13	14	15	16	17	18	19	20
Hex/Facing										
Move Mode										

PHYSICAL ATTACKS

Attack	To-Hit	Damage
Punch	+0	8
Kick	-2	17
Push	-1	8ε"
Club	-1	17
Charge	+0*	8/Hex

*Modified by target piloting skill

PUNCH LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

KICK LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1-3	LL	RL	RL
4-6	LL	LL	RL

FACING AFTER FALL

Die Roll (1D6)	New Facing	Hit Location
1	Same Direction	Front
2	1 Hexside Right	Right Side
3	2 Hexsides Right	Right Side
4	Opposite Direction	Rear
5	2 Hexsides Left	Left Side
6	1 Hexside Left	Left Side

CLUSTER HITS TABLE

Die Roll (2D6)	
2	6
3	2
4	3
5	3
6	4
7	4
8	4
9	5
10	5
11	6
12	6

Artemis IV FCS: +2

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Thunderbolt TDR-10SE

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

Tonnage: 65
Tech Base: Inner Sphere
Rules Level: Standard
Role: Missile Boat

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	LRM 10	LT	4	1/MsL	6	7	14	21
[M,C,S]								
3	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Targeting Computer	RT	—	[E]	—	—	—	—
1	ECM Suite (Guardian)	CT	—	[E]	—	—	—	6

Ammo: (LRM 10) 12

Quirks: Multi-Trac, Rugged (2 Point), Ubiquitous (Inner Sphere)

BV: 2,410

WARRIOR DATA

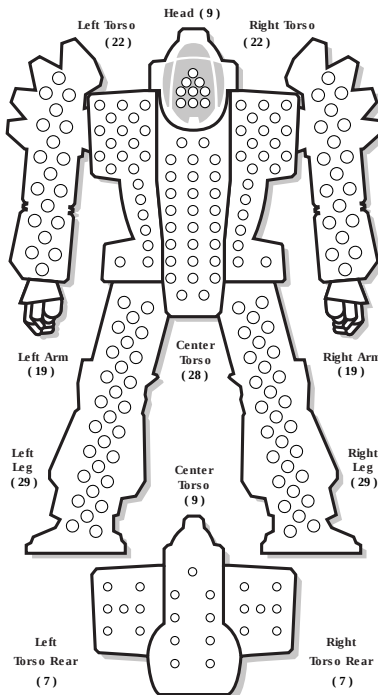
Name: Hege Schjonberg

Gunnery Skill: 3 Piloting Skill: 5

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



ARMOR DIAGRAM



HIT LOCATION TABLE

Die Roll (2D6)	LS	F/R	RS
2*	LT(C)	CT(C)	RT(C)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

*A result of 2 may inflict a critical hit.

TO-HIT MODIFIERS

Attacker	
Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Prone	+2
Skidding	+1
Terrain	
Light Woods	+1/hex
Heavy Woods	+2/hex
Partial Cover	+1
Target	
Prone (adjacent hex)	-2
Prone (other hex)	+1
Immobile	-4
Skidding	-2
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped	+1
BattleArmor unit	+1
Secondary target (front)	+1
Secondary target (side/rear)	+2
Large support vehicle or grounded DropShip	-1
Damage	
Sensor hit	+2
Shoulder hit	+4
Arm Actuator	+1

CRITICAL TABLE

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

- Center Torso**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro

- Left Torso**
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - LRM 10
 - LRM 10
 - ER Medium Laser

- Right Torso**
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - LRM 10
 - LRM 10
 - ER Medium Laser

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

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - ER PPC
 - ER PPC

- Center Torso**
- Fusion Engine
 - Fusion Engine
 - Fusion Engine
 - Gyro
 - Gyro
 - Gyro

- Right Torso**
- Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink
 - LRM 10
 - LRM 10
 - ER Medium Laser

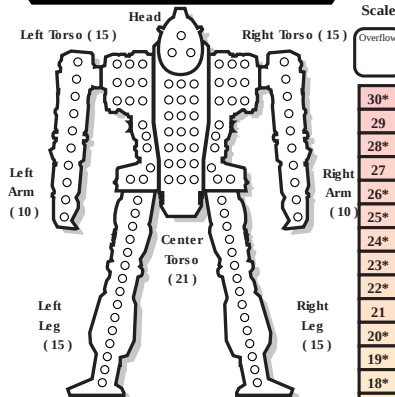
- Right Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Jump Jet
 - Jump Jet

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat	Effects
Level*	
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: 12 (24)

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

© 2022 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

MOVEMENT RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Hex/Facing										
Move Mode										

Turn #	11	12	13	14	15	16	17	18	19	20
Hex/Facing										
Move Mode										

PHYSICAL ATTACKS

Attack	To-Hit	Damage
Punch	+0	6
Kick	-2	13
Push	-1	â€”
Club	-1	13
Charge	+0*	6/Hex
DFA	+0*	18

*Modified by target piloting skill

PUNCH LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

KICK LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1-3	LL	RL	RL
4-6	LL	LL	RL

FACING AFTER FALL

Die Roll (1D6)	New Facing	Hit Location
1	Same Direction	Front
2	1 Hexside Right	Right Side
3	2 Hexsides Right	Right Side
4	Opposite Direction	Rear
5	2 Hexsides Left	Left Side
6	1 Hexside Left	Left Side

CLUSTER HITS TABLE

Die Roll (2D6)	
2	10
3	3
4	3
5	4
6	6
7	6
8	6
9	8
10	8
11	10
12	10

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Catapult CPLT-C5A

Movement Points: 65
Walking: 4
Running: 6
Jumping: 4

Tonnage: 65
Tech Base: Inner Sphere
Rules Level: Standard
Role: Missile Boat

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15	LA	5	1/Msl	6	7	14	21
[M,C,S]								
w/Artemis IV								
1	LRM 15	RA	5	1/Msl	6	7	14	21
[M,C,S]								
w/Artemis IV								
1	ER Medium Laser	LT	5	5[DE]	—	4	8	12
1	ER Medium Laser	RT	5	5[DE]	—	4	8	12
2	ER Medium Laser	CT	5	5[DE]	—	4	8	12

Ammo: (LRM 15 Artemis-capable) 24

Quirks: No/Minimal Arms, Weak Head Armor (1)

BV: 1,772



WARRIOR DATA

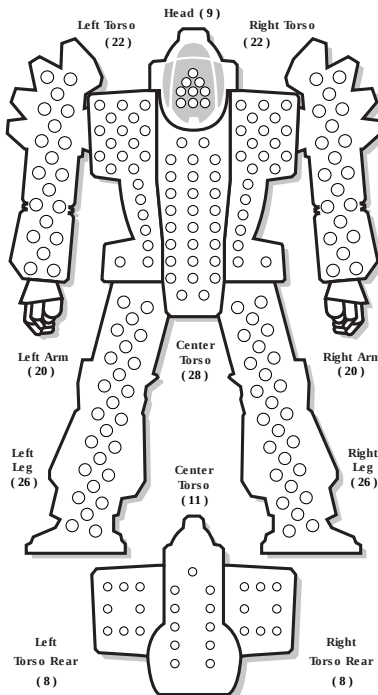
Name: Riyadh bin Izz al Din

Gunnery Skill: 4 Piloting Skill: 5

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



ARMOR DIAGRAM



HIT LOCATION TABLE

Die Roll (2D6)	LS	F/R	RS
2*	LT(C)	CT(C)	RT(C)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

*A result of 2 may inflict a critical hit.

TO-HIT MODIFIERS

Attacker	
Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Prone	+2
Skidding	+1
Terrain	
Light Woods	+1/hex
Heavy Woods	+2/hex
Partial Cover	+1
Target	
Prone (adjacent hex)	-2
Prone (other hex)	+1
Immobile	-4
Skidding	-2
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped	+1
BattleArmor unit	+1
Secondary target (front)	+1
Secondary target (side/rear)	+2
Large support vehicle or grounded DropShip	-1
Damage	
Sensor hit	+2
Shoulder hit	+4
Arm Actuator	+1

CRITICAL TABLE

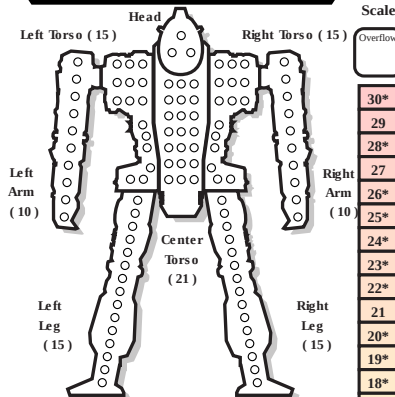
Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. LRM 15	3. Cockpit	3. LRM 15
4. LRM 15	4. Endo Steel	4. LRM 15
5. LRM 15	5. Sensors	5. LRM 15
6. Artemis IV FCS	6. Life Support	6. Artemis IV FCS
Center Torso	Left Torso (CASE)	Right Torso
1. Fusion Engine	1. Double Heat Sink	1. Double Heat Sink
2. Fusion Engine	2. Double Heat Sink	2. Double Heat Sink
3. Fusion Engine	3. Double Heat Sink	3. Double Heat Sink
4. Gyro	4. Jump Jet	4. Jump Jet
5. Gyro	5. Jump Jet	5. Jump Jet
6. Gyro	6. ER Medium Laser	6. ER Medium Laser
Left Leg	Right Leg	Engine Hits
1. Hip	1. Hip	1. Gyro
2. Upper Leg Actuator	2. Upper Leg Actuator	2. Fusion Engine
3. Lower Leg Actuator	3. Lower Leg Actuator	3. Fusion Engine
4. Foot Actuator	4. Foot Actuator	4. Fusion Engine
5. Endo Steel	5. Endo Steel	5. ER Medium Laser
6. Endo Steel	6. Endo Steel	6. ER Medium Laser

Engine Hits
Gyro Hits
Sensor Hits
Life Support



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat	Effects
Level*	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

PHYSICAL ATTACKS

Attack	To-Hit	Damage
Punch	+2	3
Kick	-2	13
Push	-1	æ€”
Charge	+0*	6/Hex
DFA	+0*	18

*Modified by target piloting skill

PUNCH LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

KICK LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1-3	LL	RL	RL
4-6	LL	LL	RL

FACING AFTER FALL

Die Roll (1D6)	New Facing	Hit Location
1	Same Direction	Front
2	1 Hexside Right	Right Side
3	2 Hexsides Right	Right Side
4	Opposite Direction	Rear
5	2 Hexsides Left	Left Side
6	1 Hexside Left	Left Side

CLUSTER HITS TABLE

Die Roll (2D6)	
2	5
3	5
4	6
5	9
6	9
7	9
8	9
9	12
10	12
11	15
12	15

Artemis IV FCS: +2

MOVEMENT RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Hex/Facing										
Move Mode										

Turn #	11	12	13	14	15	16	17	18	19	20
Hex/Facing										
Move Mode										

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Wolverine WVR-11M

Movement Points: 55
Walking: 5
Running: 8 [10]
Jumping: 5

Tonnage: 55
Tech Base: Inner Sphere
Rules Level: Standard
Role: Skirmisher

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy PPC	RA	15	15 [DE]	3	6	12	18
1	SRM 6	LT	4	2/Msl	—	3	6	9
[M,C,S]								
1	Medium X-Pulse Laser	HD	6	6[P]	—	3	6	9

Ammo: (SRM 6) 15

BV: 1,778



WARRIOR DATA

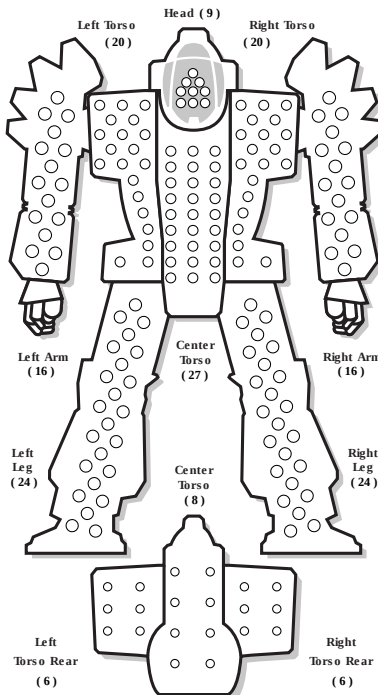
Name: Suk Suzuki

Gunnery Skill: 4 Piloting Skill: 5

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



ARMOR DIAGRAM



HIT LOCATION TABLE

Die Roll (2D6)	LS	F/R	RS
2*	LT(C)	CT(C)	RT(C)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

*A result of 2 may inflict a critical hit.

TO-HIT MODIFIERS

Attacker	
Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Prone	+2
Skidding	+1
Terrain	
Light Woods	+1/hex
Heavy Woods	+2/hex
Partial Cover	+1
Target	
Prone (adjacent hex)	-2
Prone (other hex)	+1
Immobile	-4
Skidding	-2
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped	+1
BattleArmor unit	+1
Secondary target (front)	+1
Secondary target (side/rear)	+2
Large support vehicle or grounded DropShip	-1
Damage	
Sensor hit	+2
Shoulder hit	+4
Arm Actuator	+1

CRITICAL TABLE

- Left Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Roll Again
 - Roll Again

- Center Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Roll Again
 - Roll Again

- Left Torso (CASE II)**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Double Heat Sink
 - Double Heat Sink
 - Double Heat Sink

- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Roll Again
 - Roll Again

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

- Head**
- Life Support
 - Sensors
 - Cockpit
 - Medium X-Pulse Laser
 - Sensors
 - Life Support

- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Heavy PPC
 - Heavy PPC

- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Roll Again
 - Roll Again

- Engine Hits** ○○○○
Gyro Hits ○○○○
Sensor Hits ○○○○
Life Support ○



Damage Transfer Diagram

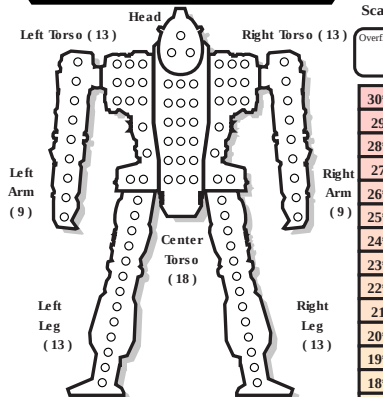
- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Hand Actuator
 - Heavy PPC
 - Heavy PPC

- Center Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Roll Again
 - Roll Again

- Right Torso**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Jump Jet
 - Roll Again
 - Roll Again

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

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat	Effects
Level*	
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

© 2022 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

MOVEMENT RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Hex/Facing										
Move Mode										

Turn #	11	12	13	14	15	16	17	18	19	20
Hex/Facing										
Move Mode										

PHYSICAL ATTACKS

Attack	To-Hit	Damage
Punch	+0	5
Kick	-2	11
Push	-1	æ€"
Club	-1	11
Charge	+0*	5/Hex
DFA	+0*	15

*Modified by target piloting skill

PUNCH LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

KICK LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1-3	LL	RL	RL
4-6	LL	LL	RL

FACING AFTER FALL

Die Roll (1D6)	New Facing	Hit Location
1	Same Direction	Front
2	1 Hexside Right	Right Side
3	2 Hexsides Right	Right Side
4	Opposite Direction	Rear
5	2 Hexsides Left	Left Side
6	1 Hexside Left	Left Side

CLUSTER HITS TABLE

Die Roll (2D6)	
6	6
2	2
3	2
4	3
5	3
6	4
7	4
8	4
9	5
10	5
11	6
12	6

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Shadow Hawk SHD-7M

Movement Points:	Tonnage: 55
Walking: 5	Tech Base: Inner Sphere
Running: 8	Rules Level: Standard
Jumping: 5	Role: Missile Boat

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	Light Gauss Rifle	LT	1	8 [DB,X]	3	8	17	25
1	LRM 15	RT	5	1/Msl	6	7	14	21
				[M,C,S]				
1	Streak SRM 2	HD	2	2/Msl [M,C]	—	3	6	9

Ammo: (LRM 15) 8, (Light Gauss) 16, (Streak SRM 2) 50
 Quirks: Battle Fists (LA), Battle Fists (RA), Improved Life Support, Rugged (1 Point), Ubiquitous (Inner Sphere), Ubiquitous (Clans)

BV: 1,447

WARRIOR DATA

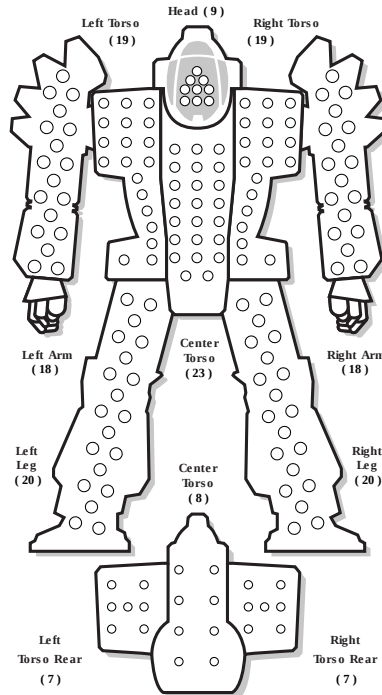
Name: Baskoro Djajadiningrat

Gunnery Skill: 4 Piloting Skill: 5

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



ARMOR DIAGRAM



HIT LOCATION TABLE

Die Roll (2D6)	LS	F/R	RS
2*	LT(C)	CT(C)	RT(C)
3	LL	RA	RL
4	LA	RA	RA
5	LA	RL	RA
6	LL	RT	RL
7	LT	CT	RT
8	CT	LT	CT
9	RT	LL	LT
10	RA	LA	LA
11	RL	LA	LL
12	HD	HD	HD

*A result of 2 may inflict a critical hit.

TO-HIT MODIFIERS

Attacker	
Stationary	+0
Walked	+1
Ran	+2
Jumped	+3
Prone	+2
Skidding	+1
Terrain	
Light Woods	+1/hex
Heavy Woods	+2/hex
Partial Cover	+1
Target	
Prone (adjacent hex)	-2
Prone (other hex)	+1
Immobile	-4
Skidding	-2
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped	+1
BattleArmor unit	+1
Secondary target (front)	+1
Secondary target (side/rear)	+2
Large support vehicle or grounded DropShip	-1
Damage	
Sensor hit	+2
Shoulder hit	+4
Arm Actuator	+1

CRITICAL TABLE

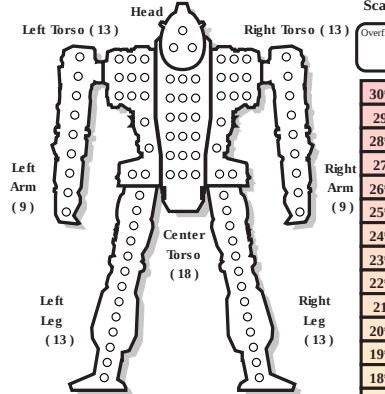
Left Arm	Head	Right Arm
1. Shoulder	1. Life Support	1. Shoulder
2. Upper Arm Actuator	2. Sensors	2. Upper Arm Actuator
3. Lower Arm Actuator	3. Cockpit	3. Lower Arm Actuator
4. Hand Actuator	4. Streak SRM 2	4. Hand Actuator
5. Endo Steel	5. Sensors	5. Medium Laser
6. Endo Steel	6. Life Support	6. Endo Steel
Center Torso	Left Torso (CASE)	Right Torso
1. XL Fusion Engine	1. XL Fusion Engine	1. XL Fusion Engine
2. XL Fusion Engine	2. XL Fusion Engine	2. XL Fusion Engine
3. XL Fusion Engine	3. XL Fusion Engine	3. XL Fusion Engine
4. Endo Steel	4. Jump Jet	4. Jump Jet
5. Endo Steel	5. Jump Jet	5. Jump Jet
6. Roll Again	6. Ammo (Streak SRM 2) 50	6. LRM 15
Left Leg	Right Leg	
1. Hip	1. Hip	
2. Upper Leg Actuator	2. Upper Leg Actuator	
3. Lower Leg Actuator	3. Lower Leg Actuator	
4. Foot Actuator	4. Foot Actuator	
5. Roll Again	5. Roll Again	
6. Roll Again	6. Roll Again	

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



Damage Transfer Diagram

INTERNAL STRUCTURE DIAGRAM



HEAT DATA

Heat	Effects
Level*	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

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

© 2022 The Topps Company, Inc. Classic BattleTech, BattleTech, 'Mech and BattleMech are trademarks of The Topps Company, Inc. All rights reserved. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Production, LLC. Permission to photocopy for personal use.

MOVEMENT RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Hex/Facing										
Move Mode										

Turn #	11	12	13	14	15	16	17	18	19	20
Hex/Facing										
Move Mode										

PHYSICAL ATTACKS

Attack	To-Hit	Damage
Punch	+0	5
Kick	-2	11
Push	-1	æ€
Club	-1	11
Charge	+0*	5/Hex
DFA	+0*	15

*Modified by target piloting skill

PUNCH LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

KICK LOCATION TABLE

Die Roll (1D6)	LS	F/R	RS
1-3	LL	RL	RL
4-6	LL	LL	RL

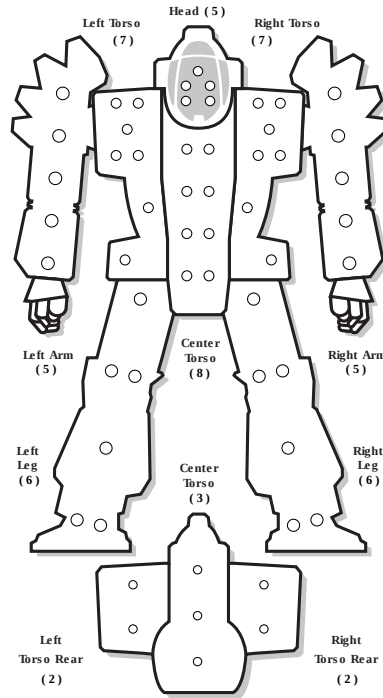
FACING AFTER FALL

Die Roll (1D6)	New Facing	Hit Location
1	Same Direction	Front
2	1 Hexside Right	Right Side
3	2 Hexsides Right	Right Side
4	Opposite Direction	Rear
5	2 Hexsides Left	Left Side
6	1 Hexside Left	Left Side

CLUSTER HITS TABLE

Die Roll (2D6)	
2	5
3	5
4	6
5	9
6	9
7	9
8	9
9	12
10	12
11	15
12	15

BATTLEMECH RECORD SHEET



*A result of 2 may inflict a critical hit.

Attacker	
Stationary	+0
Walked	+1
Ran	+2
Prone	+2
Skidding	+1
Terrain	
Light Woods	+1/hex
Heavy Woods	+2/hex
Partial Cover	+1
Target	
Prone (adjacent hex)	-2
Prone (other hex)	+1
Immobile	-4
Skidding	-2
Moved 0-2 hexes	+0
Moved 3-4 hexes	+1
Moved 5-6 hexes	+2
Moved 7-9 hexes	+3
Moved 10-17 hexes	+4
Moved 18-24 hexes	+5
Moved 25+ hexes	+6
Jumped	+1
BattleArmor unit	+1
Secondary target (front)	+1
Secondary target (side/rear)	+2
Large support vehicle or grounded DropShip	-1
Damage	
Sensor hit	+2
Shoulder hit	+4
Arm Actuator	+1

Attack	To-Hit	Damage
Punch	+0	2
Kick	-2	5
Push	-1	â€™
Club	-1	5
Charge	+0*	2/Hex

Die Roll (1D6)	LS	F/R	RS
1	LT	LA	RT
2	LT	LT	RT
3	CT	CT	CT
4	LA	RT	RA
5	LA	RA	RA
6	HD	HD	HD

Die Roll (1D6)	LS	F/R	RS
1-3	LL	RL	RL
4-6	LL	LL	RL

Die Roll (1D6)	New Facing	Hit Location
1	Same Direction	Front
2	1 Hexside Right	Right Side
3	2 Hexsides Right	Right Side
4	Opposite Direction	Rear
5	2 Hexsides Left	Left Side
6	1 Hexside Left	Left Side

Die Roll (2D6)	
2	1
3	2
4	2
5	2
6	2
7	3
8	3
9	3
10	3
11	4
12	4

Artemis IV FCS: +2

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
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.	ER Medium Laser
6.	ER Medium Laser

Left Torso

1-3

1. Light Fusion Engine
2. Light Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Endo Steel

4-6

1. Endo Steel
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. Roll Again
6. Roll Again

1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

1-3 3. Light Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6

1. Gyro
2. Light Fusion Engine
3. Light Fusion Engine
4. Light Fusion Engine
5. SRM 4
6. Artemis IV FCS

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



Damage Transfer Diagram

1-3 3. Lower Arm Actuator
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

4-6

1. Double Heat Sink
2. Streak SRM 2
3. Streak SRM 2
4. Roll Again
5. Roll Again
6. Roll Again

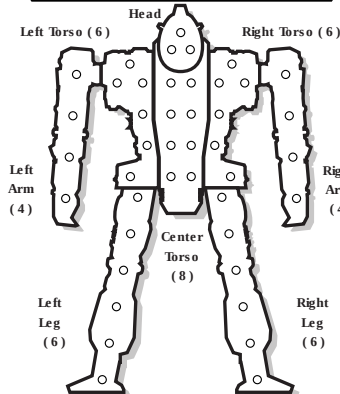
1-3

1. Light Fusion Engine
2. Light Fusion Engine
3. Ammo (SRM 4 Artemis-capable) 25
4. Ammo (Streak SRM 2) 50
5. CASE
6. Endo Steel

4-6

1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again



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	

Heat Scale	Overflow
t	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	

[illegible][illegible]

