

# BATTLE TECH

## 'MECH RECORD SHEET

### MECH DATA

Type: Griffin GRF-3M

Movement Points: Tonnage: 55  
 Walking: 5 Tech Base: Mixed  
 Running: 8 3052  
 Jumping: 5 X/X-X-X

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM-20 (C)	RT	6	1/m	-	7	14	21
1	C3 Computer (Master)	LT	0	[E]	-	-	-	-
1	ER PPC (IS)	RA	15	10 [DE]	-	7	14	23
2	Medium Pulse Laser (IS)	A	4	6 [P]	-	2	4	6

Ammunition Type Rounds  
 LRM-20 12

Cost: 12,750,507 C-Bills

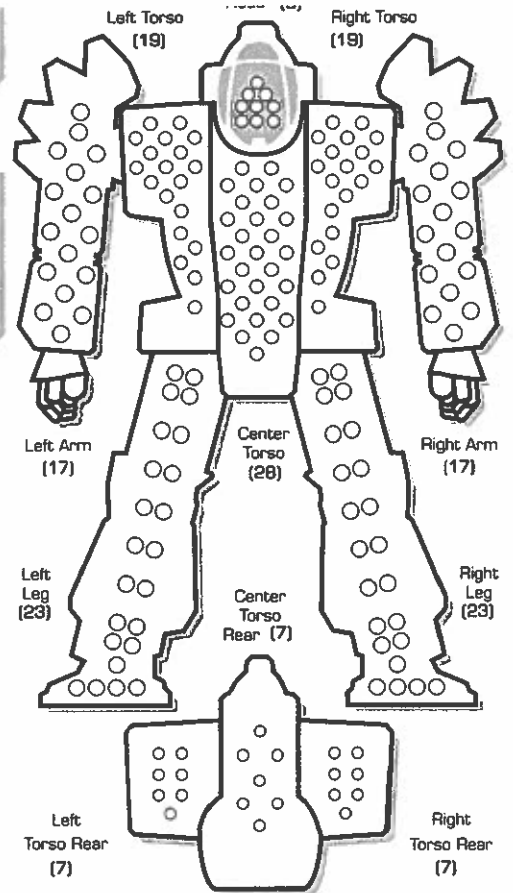
BV: 1,766  
 Weapon Heat (29)  
 Dissipation (22)

### WARRIOR DATA

Name:

Gunnery Skill: Piloting Skill:

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



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser (IS)
- Medium Pulse Laser (IS)

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER PPC (IS)
- ER PPC (IS)

#### Center Torso

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

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM-20 (C)
- LRM-20 (C)
- LRM-20 (C)

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- C3M
- C3M
- C3M

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Endo-Steel

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



Damage Transfer Diagram

#### Left Leg

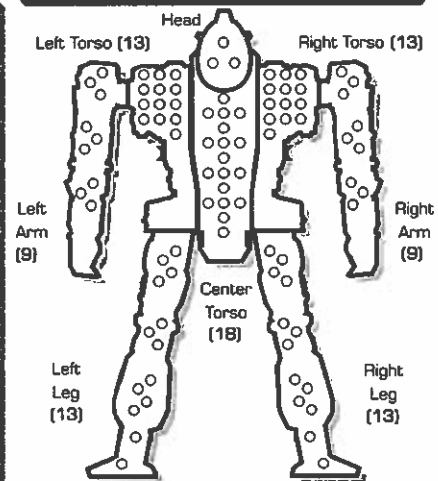
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Right Leg

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

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Whitworth WTH-1

Movement Points: Tonnage: 40  
 Walking: 4 Tech Base: Inner Sphere  
 Running: 6 2689  
 Jumping: 4 E/D-F-D

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	HD	3	5 [DE]	-	3	6	9
1	LRM-10	RT	4	1/m	6	7	14	21
1	LRM-10	LT	4	1/m	6	7	14	21
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
1	Medium Laser	LA	3	5 [DE]	-	3	6	9

Ammunition Type	Rounds
LRM-10	36

Cost: 2,996,933 C-Bills

BV: 1.001  
 Weapon Heat (17)  
 Dissipation (20)

### WARRIOR DATA

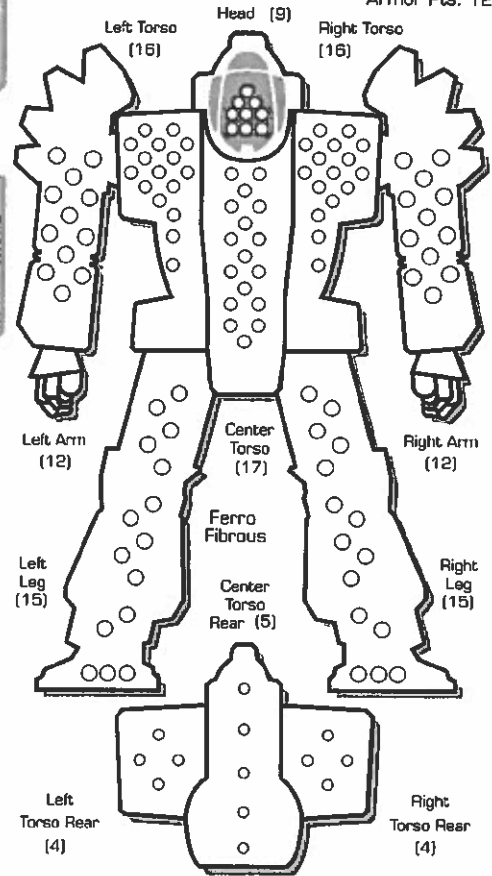
Name:

Gunnery Skill: Piloting Skill:

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

### ARMOR DIAGRAM

Armor Pts: 125



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ferro-Fibrous
- 4-6 Ferro-Fibrous
- Roll Again
- Roll Again

#### Left Torso

- LRM-10
- LRM-10
- 1-3 Ammo [LRM 10] 12
- Ammo [LRM 10] 12
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ferro-Fibrous
- 4-6 Ferro-Fibrous
- Roll Again
- Roll Again

#### Left Leg

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

#### Head

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

#### Center Torso

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

#### 4-6

- Gyro
- Fusion Engine
- Fusion Engine
- 4-6 Fusion Engine
- Ferro-Fibrous
- Ferro-Fibrous

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 Medium Laser
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ferro-Fibrous
- 4-6 Ferro-Fibrous
- Roll Again
- Roll Again

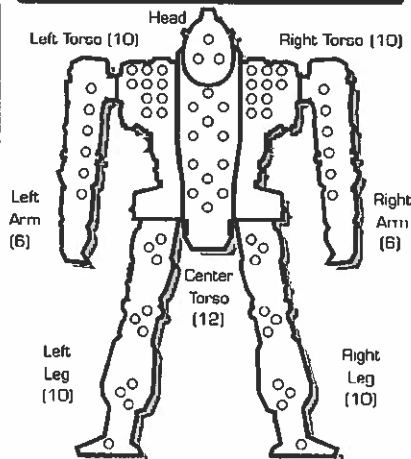
#### Right Torso

- LRM-10
- LRM-10
- 1-3 Ammo [LRM 10] 12
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ferro-Fibrous
- 4-6 Ferro-Fibrous
- Roll Again
- 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	Heat Sinks: 10 (20) 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	○

### Heat Scale

Heat Scale	Overload
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

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Enforcer ENF-5D

Movement Points: Tonnage: 50  
 Walking: 5 Tech Base: Mixed  
 Running: 8 3050  
 Jumping: 5 X/X-X-X

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Drng	Min	Sht	Med	Lng
1	Small Laser	LT	1	3 [DE]	-	1	2	3
1	LB 10-X AC (IS)	RA	2	10	-	6	12	18
1	ER Large Laser (C)	LA	12	10 [DE]	-	8	15	25
Ammunition Type		Rounds						
LB 10-X (Slug)		10						
LB 10-X (Cluster)		10						

Cost: 8,772,875 C-Bills

BV: 1,457  
 Weapon Heat (15)  
 Dissipation (12)

### WARRIOR DATA

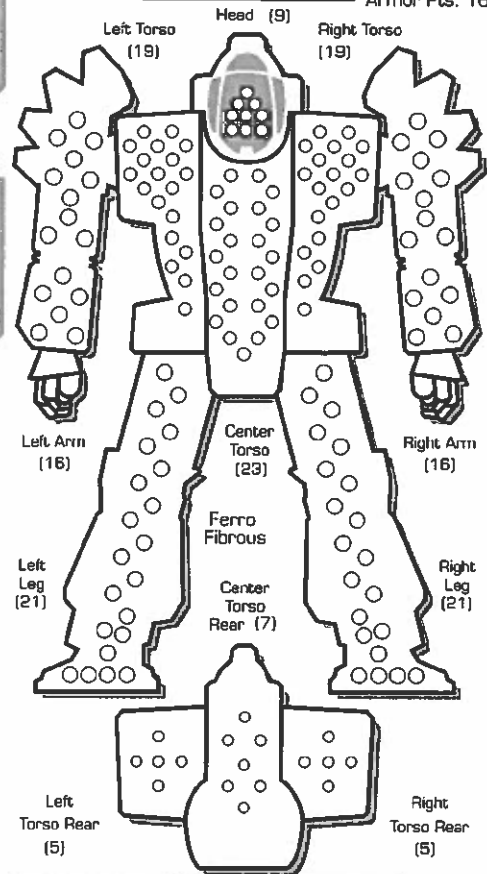
Name:

Gunnery Skill: Piloting Skill:

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

### ARMOR DIAGRAM

Armor Pts: 161



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser (C)
- Ferro-Fibrous
- Ferro-Fibrous

#### Head

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LB 10-X AC (IS)
- LB 10-X AC (IS)
- LB 10-X AC (IS)

#### Center Torso

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

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Ammo (LB 10 X Slug) 10
- Ammo (LB 10 X Cluster) 10
- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Holl Again

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Jump Jet
- Small Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

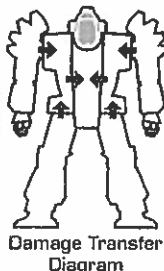
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

#### Left Leg

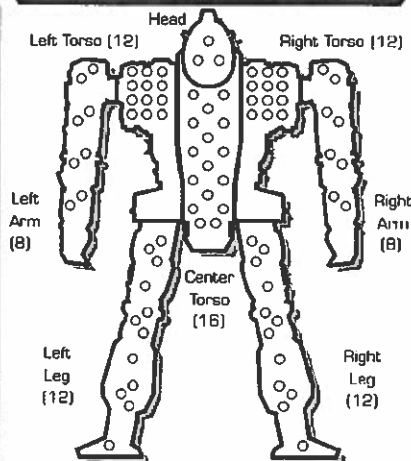
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Ferro-Fibrous

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Heat Sink
- Ferro-Fibrous



### INTERNAL STRUCTURE DIAGRAM



Heat Scale

Overlow

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 Single
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

## 'MECH RECORD SHEET

### MECH DATA

Type: **Huron Warrior HUR-WO-R4L**

Movement Points: **5**      Tonnage: **50**  
 Walking: **5**      Tech Base: **Inner Sphere**  
 Running: **8**      **3055**  
 Jumping: **0**      **E/X-XE**

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Mod	Lng
1	Medium Pulse Laser	LT	4	6 [P]	-	2	4	6
1	Gauss Rifle	RA	1	15 [DB, X]	2	7	15	22
1	ER Large Laser	LA	12	8 [DE]	-	7	14	19
Ammunition Type		Rounds						
Gauss Rifle		16						

Cost: 8,219,000 C-Bills

BV: 1,530  
 Weapon Heat (17)  
 Dissipation (11)

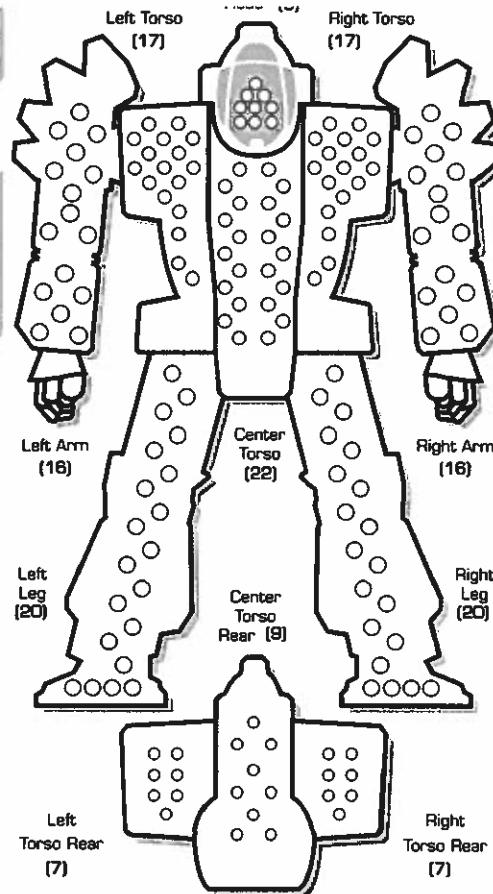
### WARRIOR DATA

Name:

Gunnery Skill:

Piloting Skill:

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



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER Large Laser
- ER Large Laser
- Endo-Steel

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

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Heat Sink
- Medium Pulse Laser
- Endo-Steel

- 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
- Endo-Steel

#### Head

- Life Support
- Sensors
- Cockpit
- Roll Again
- 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
- Endo-Steel

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Gauss Rifle
- Gauss Rifle

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Endo-Steel

#### Right Torso

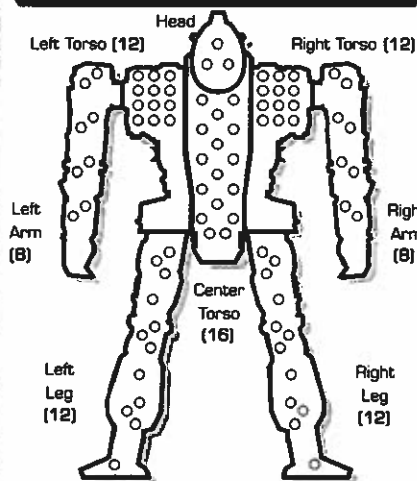
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gauss Rifle (8)
- Gauss Rifle (8)
- Endo-Steel

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

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 Single
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	○



# BATTLE TECH

## 'MECH RECORD SHEET

### MECH DATA

Type: Griffin GRF-1N

Movement Points:      Tonnage: 55  
 Walking: 5              Tech Base: Mixed  
 Running: 8              3070  
 Jumping: 5              X/X-X-X

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Anti-Missile System	CT	1	[PD]	-	-	-	-
1	LRM-15 (C)	RT	5	1/m	-	7	14	21
1	LRM-15 (C)	LT	5	1/m	-	7	14	21
1	ER PPC (IS)	RA	15	10 [DE]	-	7	14	23

Ammunition Type	Rounds
LRM-15	24
Anti-Missile System	24

Cost: 10,386,757 C-Bills

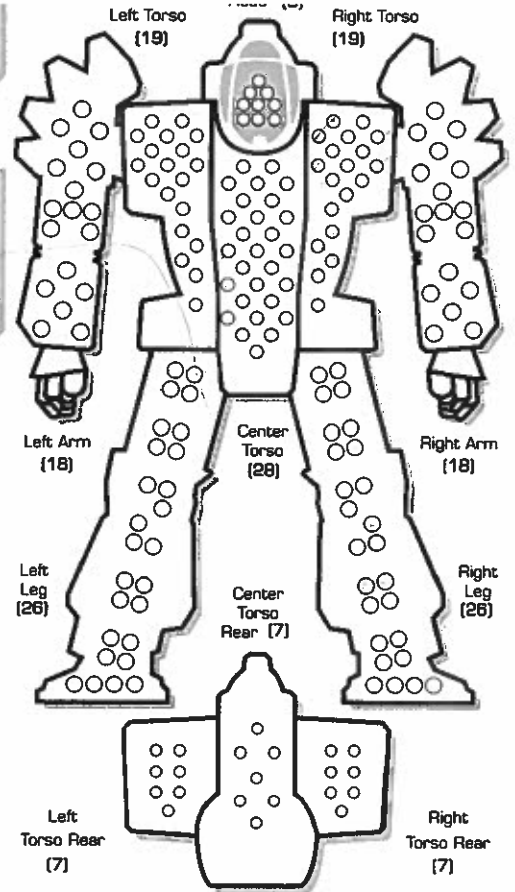
BV: 1,883  
 Weapon Heat (26)  
 Dissipation (24)

### WARRIOR DATA

Name:

Gunnery Skill:              Piloting Skill:

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



### CRITICAL HIT TABLE

#### Left Arm

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

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

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM-15 (C)
- LRM-15 (C)
- LRM 15 (B)

- Anti Missile System (12)
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Left Leg

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

#### Head

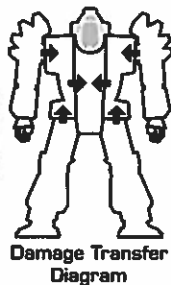
- Life Support
- Sensors
- Cockpit
- Roll Again
- Sensors
- Life Support

#### 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
- Anti-Missile System

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



#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER PPC (IS)
- ER PPC (IS)

- ER PPC (IS)
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Roll Again
- Roll Again

#### Right Torso

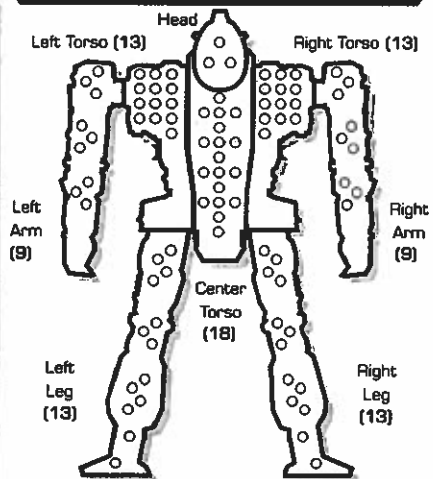
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM-15 (C)
- LRM-15 (C)
- LRM 15 (B)

- LRM 15 (B)
- Anti Missile System (12)
- Roll Again
- Roll Again
- Roll Again
- 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	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	○

### 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	

# BATTLE TECH

## 'MECH RECORD SHEET

### MECH DATA

**Type: Bushwacker BSW-S2**

**Movement Points:** Walking: 5, Running: 8, Jumping: 0

**Tonnage:** 55

**Tech Base:** Inner Sphere 3056 E/X-X-E

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### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	CT	12	8 [DE]	-	7	14	19
1	SRM-4	LT	3	2/m	-	3	6	9
1	Anti-Missile System	LT	1	[PD]	-	-	-	-
1	LB 10-X AC	RA	2	10	-	6	12	18
1	SRM-4	LA	3	2/m	-	3	6	9

Ammunition Type	Rounds
Anti-Missile System	12
LB 10-X (Slug)	10
LB 10-X (Cluster)	10
SRM-4	25

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**Cost:** 10,308,637 C-Bills    **BV:** 1,293

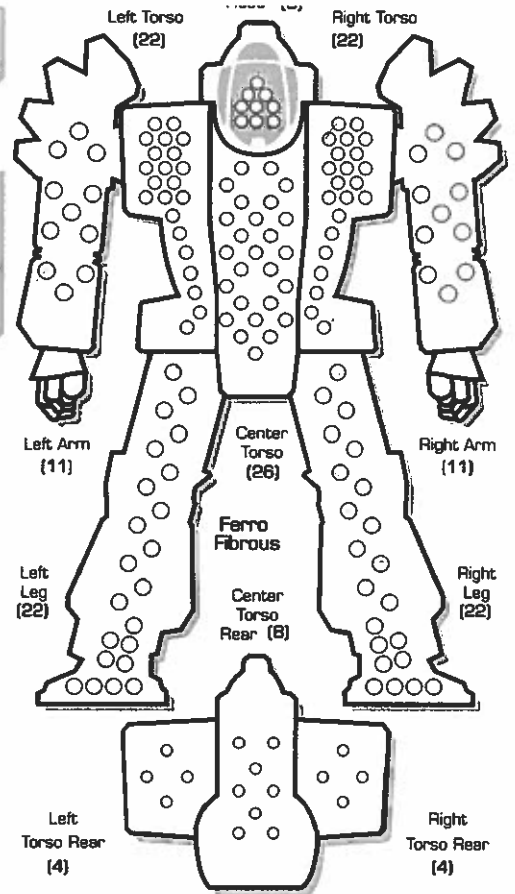
**Weapon Heat (21)**  
**Dissipation (22)**

### WARRIOR DATA

**Name:**

**Gunnery Skill:**      **Piloting Skill:**

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



### CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p>1-3 SRM-4</p> <ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Roll Again</li> </ol> <ol style="list-style-type: none"> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <h4>Left Torso (CASE)</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> </ol> <p>1-3 SRM-4</p> <ol style="list-style-type: none"> <li>Anti-Missile System</li> <li>SRM 4 (25)</li> </ol> <ol style="list-style-type: none"> <li>CASE</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol> <h4>Left Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> </ol>	<h4>Head</h4> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Roll Again</li> <li>Sensors</li> <li>Life Support</li> </ol> <h4>Center Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> </ol> <p>1-3 Gyro</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>ER Large Laser</li> <li>ER Large Laser</li> </ol> <div style="border: 1px solid black; padding: 5px; text-align: center;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p style="text-align: center;">Damage Transfer Diagram</p>	<h4>Right Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p>1-3 Hand Actuator</p> <ol style="list-style-type: none"> <li>LB 10-X AC</li> <li>LB 10-X AC</li> </ol> <ol style="list-style-type: none"> <li>LB 10-X AC</li> <li>LB 10-X AC</li> <li>LB 10-X AC</li> <li>LB 10-X AC</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> </ol> <h4>Right Torso (CASE)</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> </ol> <p>1-3 Anti-Missile System (12)</p> <ol style="list-style-type: none"> <li>LB 10 X Slug (10)</li> <li>LB 10 X Cluster (10)</li> </ol> <ol style="list-style-type: none"> <li>CASE</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol> <h4>Right Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Ferro-Fibrous</li> <li>Roll Again</li> </ol>
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### 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	○○
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

## 'MECH RECORD SHEET

### ARMOR DIAGRAM

Armor Pts: 184

### 'MECH DATA

Type: Shadow Hawk SHD-5M

Movement Points: Tonnage: 55  
 Walking: 5 Tech Base: Mixed  
 Running: 8 3048  
 Jumping: 5 X/XX-X

### WARRIOR DATA

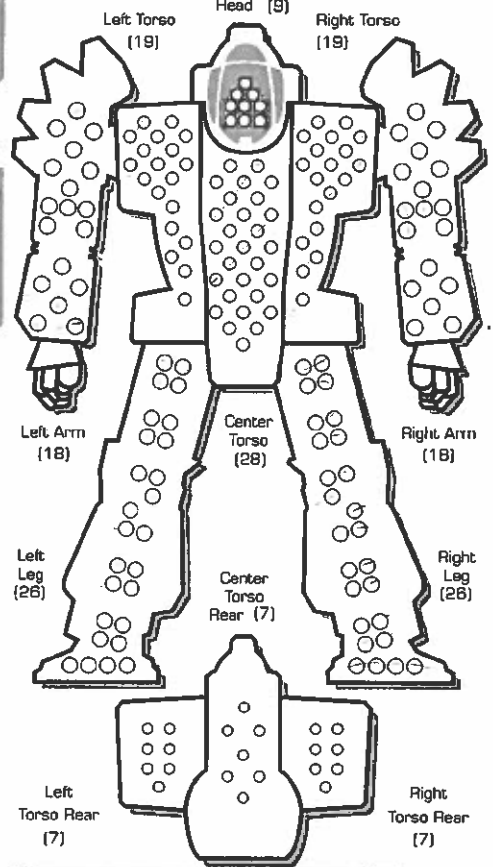
Name:  
 Gunnery Skill: 2 Piloting Skill: 3  
 Hits Taken: 1 2 3 4 5 6  
 Consciousness#: 3 5 7 10 11 Dead

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Streak SRM-2 (IS)	HD	2	2/m [M, C/C2/2]	-	3	6	9
1	LRM-20 (C)	RT	6	1/m	-	7	14	21
1	Guardian ECM Suite	RT	0	[E]	-	-	-	6
1	Ultra AC/5 (IS)	LT	1/s	5 [DB, R/C/R2]	2	6	13	20
1	Medium Laser	RA	3	5 [DE]	-	3	6	9
Ammunition Type		Rounds						
Ultra AC/5		40						
Streak SRM-2		50						
LRM-20		12						

Cost: 10,555,707 C-Bills

BV: 1,671  
 Weapon Heat (13)  
 Dissipation (20)



### CRITICAL HIT TABLE

#### Left Arm

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

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

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ultra AC/5 (IS)
- Ultra AC/5 (IS)
- Ultra AC/5 (IS)

- Ultra AC/5 (IS)
- Ultra AC/5 (IS)
- Ammo (Ultra AC/5) 20
- Ammo (Ultra AC/5) 20
- Roll Again
- CASE

#### Left Leg

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

#### Head

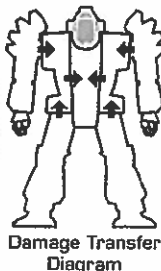
- Life Support
- Sensors
- Cockpit
- Streak SRM-2 (IS)
- Sensors
- Life Support

#### 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
- Ammo (Streak SRM 2) 50

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



#### Right Arm

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

- Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel
- Endo-Steel

#### Right Torso (CASE)

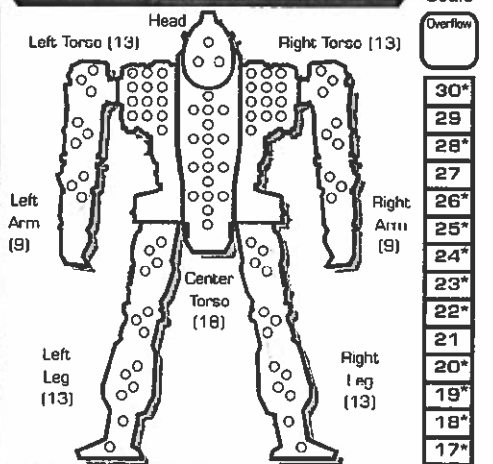
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM-20 (C)
- LRM-20 (C)
- LRM-20 (C)

- LRM-20 (C)
- Ammo (LRM 20) 8
- Ammo (LRM 20) 8
- Guardian ECM Suite
- Guardian ECM Suite
- CASE

#### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) 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	○

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: **Clint CLNT-2-3U**

**Movement Points:**      **Tonnage:** 40  
**Walking:** 6 (7)      **Tech Base:** Inner Sphere  
**Running:** 9 (11)      3050  
**Jumping:** 6      E/X-X-E

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	CT	4	6 [P]	-	2	4	6
1	Medium Pulse Laser	LT	4	6 [P]	-	2	4	6
1	ER PPC	RA	15	10 [DE]	-	7	14	23
1	Hatchet	LA	0	8 [PA]	-	1	0	0

Cost: 7,577,080 C-Bills

BV: 1,393  
 Weapon Heat (23)  
 Dissipation (20)

### WARRIOR DATA

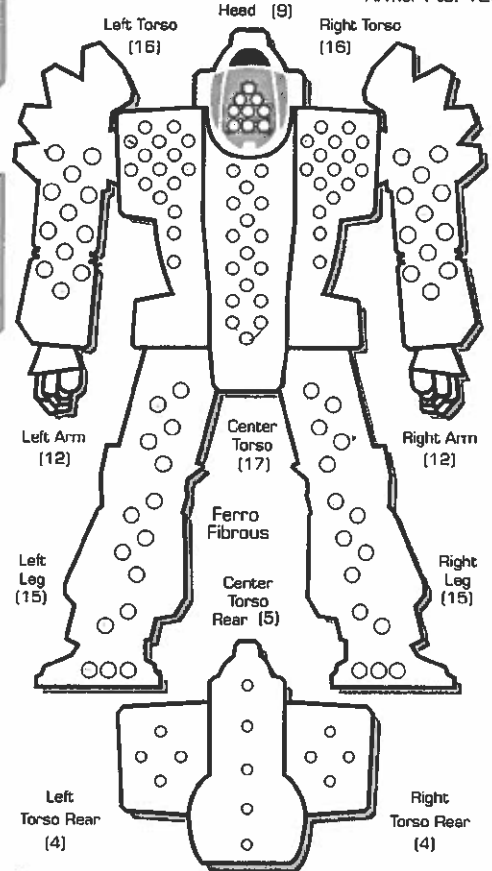
Name:

Gunnery Skill:      Piloting Skill:

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

### ARMOR DIAGRAM

Armor Pts: 125



### CRITICAL HIT TABLE

#### Left Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. Hand Actuator
- 5. Hatchet
- 6. Hatchet
- 1. Hatchet
- 2. TSM
- 3. TSM
- 4-6 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Roll Again

#### Left Torso

- 1. XL Fusion Engine
- 2. XL Fusion Engine
- 3. XL Fusion Engine
- 1-3 4. Jump Jet
- 5. Medium Pulse Laser
- 6. TSM
- 1. TSM
- 2. Ferro-Fibrous
- 3. Ferro-Fibrous
- 4-6 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. 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. Medium Pulse Laser
- 6. Ferro-Fibrous

#### Right Arm

- 1. Shoulder
- 2. Upper Arm Actuator
- 3. Lower Arm Actuator
- 1-3 4. ER PPC
- 5. ER PPC
- 6. ER PPC
- 1. TSM
- 2. Ferro-Fibrous
- 3. Ferro-Fibrous
- 4-6 4. Ferro-Fibrous
- 5. Ferro-Fibrous
- 6. Roll Again

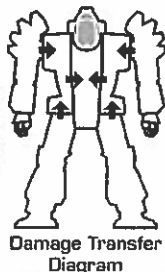
#### Right Torso

- 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. Jump Jet
- 2. TSM
- 3. Ferro-Fibrous
- 4. Ferro-Fibrous
- 4-6 5. Ferro-Fibrous
- 6. Roll Again

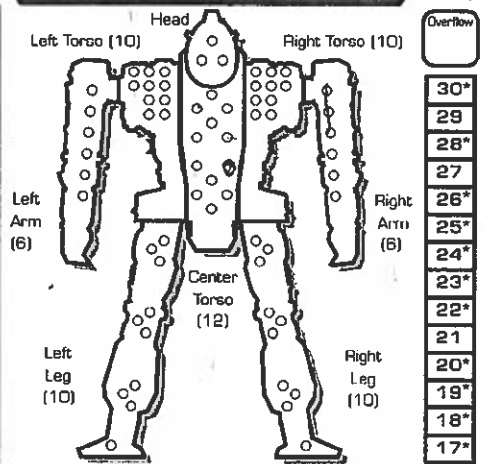
#### Right Leg

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

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 10 (20) 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	○

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	○