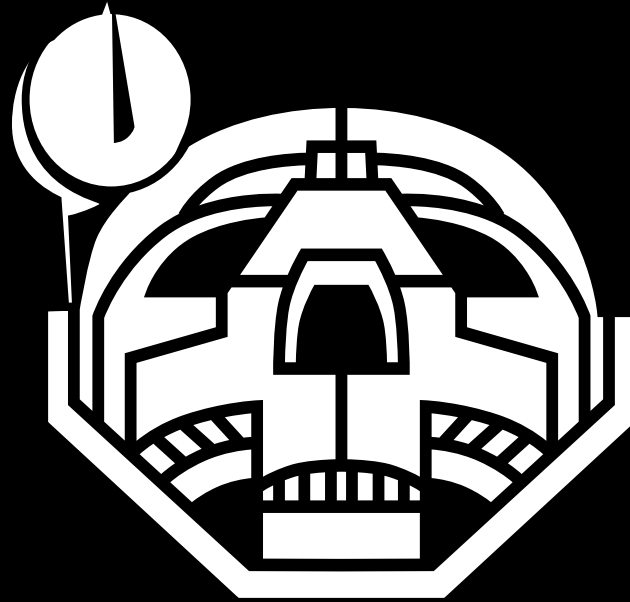


# RECOGNITION GUIDE: ILCLAN

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## VOLUME 14



STAR  
LEAGUE



SUCCESSION  
WARS



CLAN  
INVASION



CIVIL WAR



JIHAD



DARK AGE



ILCLAN

CATALYST GAME LABS

## RECOGNITION GUIDE: ILCLAN VOL. 14

### SAFACTOR,

Words which once seemed impossible now seem inevitable: the ilClan is nigh.

The turbulence of the last two decades has brought several of our fellow Clans to Terra's doorstep, to say nothing of the Inner Sphere powers which gaze upon humanity's birthplace with hungry eyes. But we know our people, we know their aggression. One of them will move to take Terra first and claim the mantle of ilClan, however briefly. If they intend to hold it, however, they will need new hardware—and, as ever, we stand ready to deliver. For a price.

Contained within these volumes is that hardware. It is an intriguing combination of all-new BattleMech designs and retrofits of existing Inner Sphere and Clan designs with weapons and equipment suitable for modern combat. All are in our inventories or otherwise obtainable, and I have instructed all Merchant Caste personnel under my command above the rank of Point Merchant to familiarize themselves with the contents of these reports and be ready to negotiate terms for any merchandise herein. I hope you will assist me, "old friend," with their distribution across all Khanates.

The wheel of power is poised to spin once more, but we must be the axle on which it revolves. Who winds up atop that wheel, and who is crushed beneath it, matters little as long as we profit from each turn.

—Merchant Colonel Reece, aboard CSF *Atlantean*, Skate Khanate, 14 November 3150

Welcome to *Recognition Guide: ilClan*, a supplement offering players exciting new 'Mech variants rooted in the closing days of the Dark Age era and the transition to the ilClan era. Inside, you'll discover a mix of all-new 'Mechs only recently seen on battlefields of the Inner Sphere, alongside modern refits of long-existing and much-loved units.

Each volume of *Recognition Guide: ilClan* includes full, *Technical Readout*-style entries on new 'Mechs or significant rebuilds of existing designs; a selection of brief write-ups on existing variants; notable pilots for each 'Mech, and record sheets for immediate game use.

Special attention has been given to 'Mechs which were redesigned as part of the *BattleTech: Clan Invasion* Kickstarter, to ensure that these brand-new miniatures have a place in games set in the Dark Age. Many of these units have torn apart battlefields of the Inner Sphere for hundreds of years. With these guides, they will continue to do so for hundreds more.

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**Special Thanks:** To the *BattleTech* developers and production staff —to Aaron, whose planning and insight kept me on track; to Anthony, who was so gracious in accommodating this project wherever possible; to Dak, the unsung hero who does so very much more than "Layout;" and to Ray, again, for being there at every step of the way.

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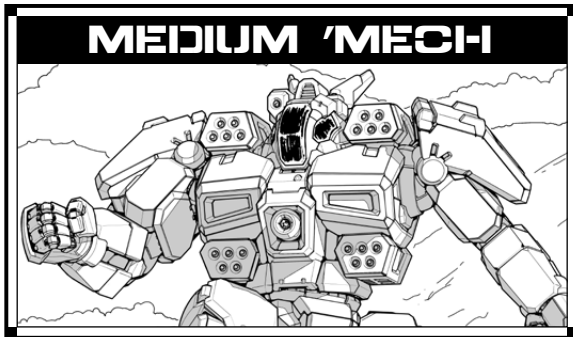
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Published by Catalyst Game Labs,  
an imprint of InMediaRes Productions, LLC.  
7108 S. Pheasant Ridge Dr. • Spokane, WA 99224



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**Mass:** 40 tons

**Chassis:** NCIS Endo-Steel Type M

**Power Plant:** Consolidated Fusion 240 Standard

**Cruising Speed:** 64 kph

**Maximum Speed:** 97 kph

**Jump Jets:** Northrup Starlifters M40s

**Jump Capacity:** 180 meters

**Armor:** Alpha Compound Ferro-Fibrous

**Armament:**

1 Series 7NC Extended-Range Large Laser

4 Type V "Longbow" LRM 5 Launchers

1 Series 1NC Extended-Range Small Laser

**Manufacturer:** Irece Alpha, Trelshire Heavy Industries, Manufacturing Plant SFF-FK2

**Primary Factory:** Irece (IA), Twycross (THI), CSF  
*Kraken* Mobile Production Facility (FK2)

**Communications System:** JNE Integrated

**Targeting and Tracking System:** Build 3 CAT TTS

Conceived late in Khan Philip Drummond's regime, the *Griffin IIC* was a solution to problems caused by Nova Cat warriors increasingly acting in accordance with their allegedly prophetic visions. While the dictates of their oracular quests made the Cats' tactics unpredictable, they often resulted in crippling mismatches between BattleMech capabilities and mission goals. To address this failing, Nova Cat scientists designed the *Griffin IIC* to be mobile, durable, and capable of effectively engaging in a wide variety of mission profiles against a broad array of foes. As the *Griffin IIC* spread to other Clans, its flexibility and ease of use made it the ride of choice for garrison troops, *solahma* warriors, and novices fresh from their sibkos. The Diamond Sharks helped the

abjured Nova Cats establish new production centers in exchange for schematics and licensing dividends, making the *Griffin IIC* one of the most common Clan BattleMechs in the Inner Sphere.

## CAPABILITIES

Developed to enable tactical operations based on unpredictable visions, the *Griffin IIC* met these requirements well, facilitating often quixotic vision quests with a mix of firepower and mobility that far outstripped its SLDF-model namesake. At less than half the cost of an OmniMech of equal mass, it is one of our top sellers for customers seeking affordable ClanTech firepower. The *Griffin IIC* appears as often in front-line Great House formations as in Clan second-line garrisons, offering competitive skirmishing capability and, in most variants, respectable fire support.

## BATTLE HISTORY

The *Griffin IIC's* adaptability was proven during the desperate fighting on Huntress in 3060, when the Thirty-Third Assault Cluster of Clan Smoke Jaguar's Iron Guard Galaxy counterattacked Task Force Serpent. Despite having no experience working alongside the Clan's newly deployed ProtoMechs, the *Griffin IICs* of Trinary Striker were quick to adjust to tactics that complimented the new unit's effectiveness to maximum effect. The mixed Trinary devastated the troops occupying the New Andery Training Facility and impressed upon the Spheroids how vicious even *solahma* Jaguars could be when defending their den.

During the Nova Cat revolt, the bulk of the Irece garrison consisted of various *Griffin IIC* variants, and they put up a fierce defense under the command of Khan Jacali Nostra when *Gunji-no-Kanrei* Matsuhari Toranaga's forces struck in December 3142. Every time the Fourth Sword of Light advanced on Nova Cat positions around the central genetic repository in Cem Passos, the Cats deployed their *Griffin IICs* in an almost prescient manner, countering every stratagem and stopping the Combine troops cold. Ultimately unable to batter their way through the Nova Cat garrison forces, the Fourth pulled back and let their aerowing destroy the repository and its defenders with a nuclear strike.

Tiburon Khanate's Gamma Aimag put its *Griffin IICs* to good use during the fighting on Poznan in

3146, where they shattered Home Guard forces at Fort Dainmar. Aimag forces were taken by surprise when Polish, Spanish, and Portuguese ethnic militias joined the fight, putting aside their long-standing animosity toward the Chinese majority. While the Winged Hussars' unexpected use of weaponized MiningMechs and Corx mobile tunnel miners to flank the attacking Binary saved the Rzeszow supply depot, the adaptable *Griffin IICs* responded ably to the other militias' irregular tactics, swiftly putting the Hermanos del Sol and Guerrilha do Galicia to flight.

## VARIANTS

Fox Khanate performs refits and limited production aboard the ArcShip *Kraken* and is servicing the Draconis Combine with an ironclad contract. This has enabled Luthien Armor Works to reverse engineer the Nova Cat manufacturing processes at its Guthry Island facility on the Combine capital. The resulting *Griffin IIC 9* is a rare example of deploying Inner Sphere lasers and Thunderbolt missiles on a Clan chassis. Tiburon Khanate manufactures several variants on Twycross and also oversees production of the Nova Cats' iconic *IIC 2*, which swaps the LRMs for Streak SRMs, at the Irece Alpha Industriplex.

## NOTABLE 'MECHS AND MECHWARRIORS

**Gamma:** This Jade Falcon freeborn chose the name Gamma upon entry into the warrior caste. He backed the Slip faction during the Rending and enthusiastically answered Malvina's offer of full warrior status when she formed her Golden Ordun. Trained at the Jade Falcon School of Conflict, Gamma found himself piloting a *Griffin IIC* he named *Franklin*, after the Great Dane that had been his childhood companion in the laborer caste. *Franklin's* mobility served Gamma well during the brutal fighting against Clan Wolf amongst the crags and valleys of Hesperus II's Myoo Mountains.

**Felton Kel:** A first-generation product of Clan Sea Fox's Kel bloodhouse (founded in the Great Reaving of 3099), Felton served the Tiburon Khanate's Delta Aimag with distinction before retiring and taking up merchant work. He retained his distinctive purple-hued *Griffin*

# GRIFFIN IIC

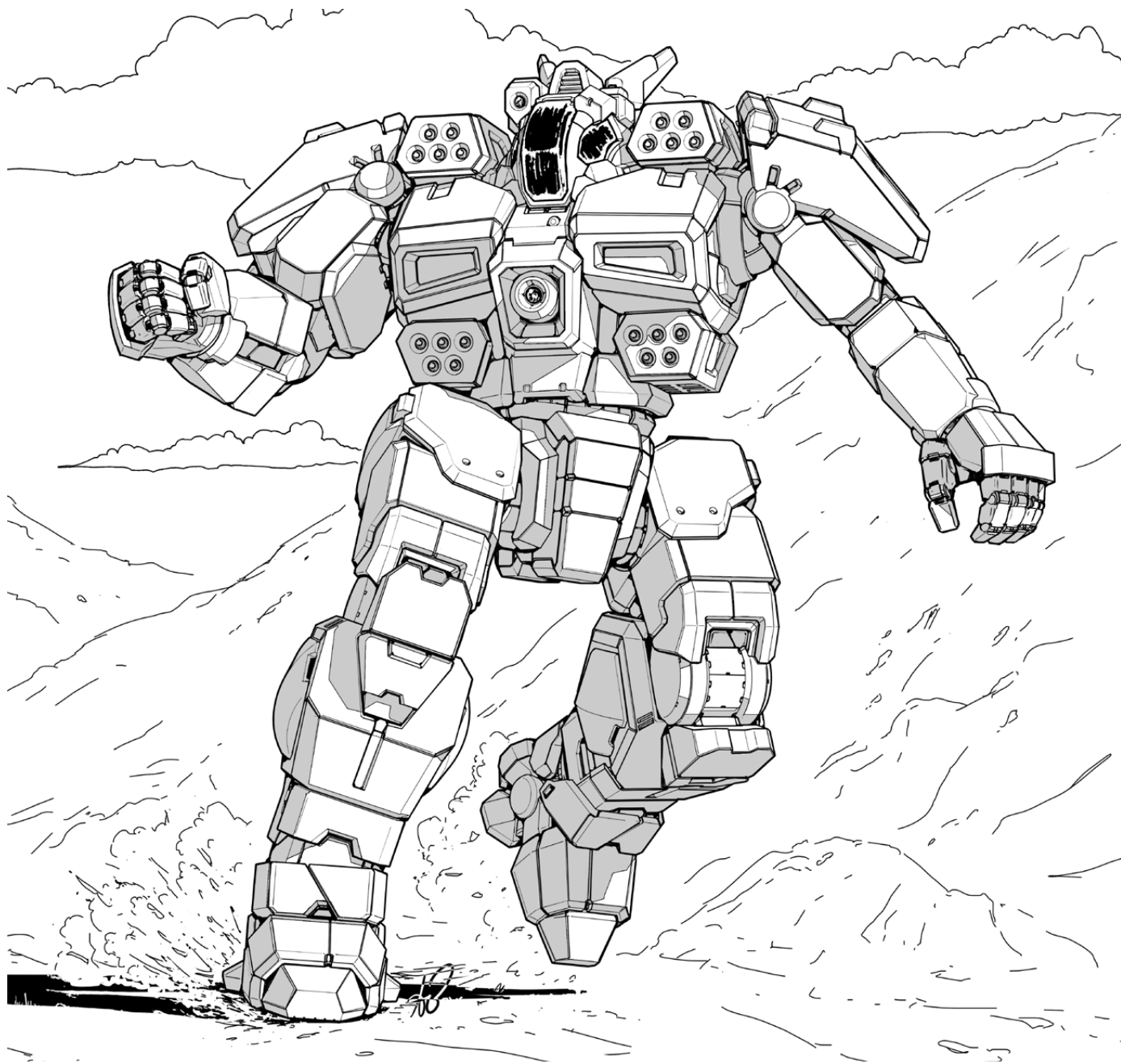
IIC, deploying as needed in trials or against bandits. Operating in Lyran space and across the occupation zones, he viewed everything outside his Clan as a potential profit center, and was renowned as both a shrewd deal maker and a deadly shot. His Bloodname opened many doors in Lyran markets, due to confusion with the venerated Kell surname, much to the displeasure of the Kell Hounds and their Wolf-in-Exile allies.

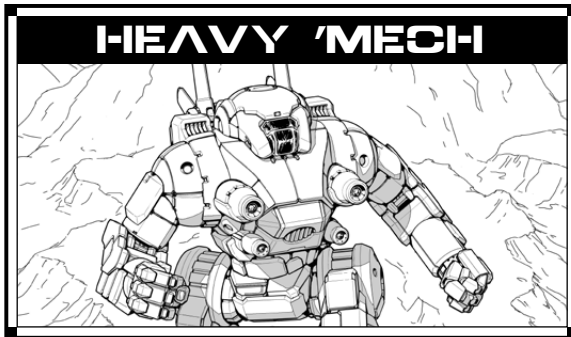
Type: **Griffin IIC**  
 Technology Base: Clan  
 Tonnage: 40  
 Role: Missile Boat  
 Battle Value: 1,608

<b>Equipment</b>		<b>Mass</b>
Internal Structure:	Endo-Steel	2
Engine:	240	11.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	10 [20]	0
Gyro:		3
Cockpit:		3
Armor Factor (Ferro):	134	7
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	12	17
Center Torso (rear)		6
R/L Torso	10	15
R/L Torso (rear)		5
R/L Arm	6	11
R/L Leg	10	20

<b>Weapons and Ammo</b>	<b>Location</b>	<b>Critical</b>	<b>Tonnage</b>
2 LRM 5	RT	2	2
Ammo (LRM) 24	RT	1	1
ER Small Laser	H	1	.5
ER Large Laser	CT	1	4
2 LRM 5	LT	2	2
Ammo (LRM) 24	LT	1	1
3 Jump Jets	RT	3	1.5
3 Jump Jets	LT	3	1.5

**Notes:** Features the following Design Quirk: Battlefists.





Ostmann Industries developed their signature “Walker-Pod” BattleMech aesthetic over the course of two centuries, culminating in 2694’s *Ostsol*. Like many ‘Mechs that survived the fall of the Star League and the brutalities of the Succession Wars, the *Ostsol* persevered not because it was advanced, but because it was simple. Lacking explosive ammunition, using relatively low-tech parts, and featuring wide compatibility with other Ostmann ‘Mechs, legacy *OstsoIs* soldiered on for some 250 years after the company’s last factory was crippled, until new factories resurrected it in the thirty-first century.

## CAPABILITIES

The *Ostsol* originally shined as a cavalry ‘Mech, racing in, striking with its all-energy loadout, and then rapidly withdrawing until its heat dropped and another such opportunity arose. Its high-quality sensor suite is not the equal of an active probe, but nonetheless served to identify targets better than most ‘Mechs’ sensors. Great care was invested to reinstate these electronics in freshly-built *OstsoIs*, as most were replaced by easily maintained models in refits of long-lived *OstsoIs*. The combination of speed, ammunition independence, and high-end sensors frequently led to assignment as a reconnaissance lance commander.

The Draconis Combine’s invasion of the Federated Suns scored a coup when the Dragon overran the freshly upgraded *Ostsol* line on Robinson. So new that the first production run had not yet left the factory grounds, the Kuritans were said to have mixed feelings about their new OTL-8E. Armed primarily with a bevy of X-pulse lasers, it is remarkably accurate, but its once-impressive

speed is now rather average, and the X-pulse’s middling range encourages the ‘Mech to get closer than its armor and XL engine might warrant. This new *Ostsol* must carefully pick its targets before engaging, as a successful high-speed escape is no longer a given.

The *Ostsol* thrived in the Inner Sphere, but was an oddity in the Clans. Largely bypassed in favor of other Star League leftovers and newer Clan second-line ‘Mechs, observers were surprised to see that Clan Sea Fox recently returned to this classic, after acquired plans from Kong Interstellar in exchange for getting Kong’s *Black Knight* and other *Ost*-series lines running. The *Ostsol C* is more well-rounded than the -8E, with both greater range and a more-powerful up-close punch, all mated to a potent targeting computer. We have sold few to Clan buyers despite its clear capabilities, though Inner Sphere customers have been snapping them up as fast as they can be built.

## BATTLE HISTORY

In 3146, the First Oriente Hussars landed on Wallis, part of the FWLM’s counterattack against that year’s Triumvir invasion. Initial skirmishes with the defending Thirty-First Regular Hussars went well, but were far from decisive. Having been told to make sure the Regulans paid for their audacity in invading the Free Worlds League, the First’s commander put together a series of shock lances and sent them on a raid—not at the Regulans, who expected such—but at Wallis’s Ronin Inc. BattleMech facility. These Oriente shock lances featured a full company of *Ostsol Cs*, purchased at great expense from Skate Khanate. The ClanTech ‘Mechs more than proved their worth, in particular using their heavy lasers to terrible effect in the tight factory confines. After routing the defending corporate security force, the Hussars smashed several production lines before withdrawing in good order ahead of Regular rapid-response forces. The *OstsoIs*’ extended-range rear weaponry proved effective at discouraging pursuit.

When the Republic landed on Robinson in 3149, the Combine occupiers mobilized everything available. While the RAF’s First Army Group spent two weeks moving into position for their assault on the city of Tiberias and the Robinson Standard BattleWorks Industriplex within, workers labored twenty-four hours a day with the supplies they had brought in prior to the

encirclement. Freshly-built, unpainted -8E3 variants marched out of the factory directly to the front. The Tenth Principes’s after-action report specifically noted these *OstsoIs* caused significant casualties among those breaking the Eighth Sword of Light.

## VARIANTS

Recovering plans from the original Robinson design team, Combine engineers temporarily retooled their new *Ostsol* line to experiment with a variant focusing more on range than accuracy. The -8F mimics Succession Wars variants by replacing the weapons with a proven mixture of ER PPCs and medium lasers, making it a more capable skirmisher. There was discussion about converting the line entirely over to this variant, but the large stock of X-pulse lasers the original Robinson team had acquired, along with pressure to produce as fast as possible for the war effort, shelved this change. When Robinson was liberated by Republic and Davion forces in 3149, this policy was continued.

Another refit added triple-strength myomer. This variant, badged the -8E3, puts the ‘Mech’s notable heat deficit to good use. Incorporating TSM during production is simpler than reworking weapon housings, and so this variant is more common than the -8F.

In 3050, the war-ravaged Kong Interstellar plant on Connaught was incapable of building new *OstsoIs*, but it could make certain parts and perform overhauls. That year, the OTL-5M debuted as a refit of Star League-era chassis, cycled off the front-lines to the ancient factory and upgraded with newly-recovered SLDF technology. The result was an *Ostsol* more capable than any original variant, trading some long-range punch for greater accuracy and improved heat management. Despite its *ad-hoc* origins, the -5M is a sound variant that continues to serve today, mostly in Free Worlds militia units.

## OTL-8E OSTSOL

**Mass:** 60 tons  
**Chassis:** Kell/H  
**Power Plant:** GM 300 XL  
**Cruising Speed:** 54 kph  
**Maximum Speed:** 86 kph  
**Jump Jets:** None  
**Jump Capacity:** None  
**Armor:** StarGuard Ferro-Fibrous  
**Armament:**  
 2 ExoStar Large X-Pulse Lasers  
 2 ExoStar Medium X-Pulse Lasers  
 2 Diverse Optics Extended-Range Small Lasers  
**Manufacturer:** Robinson Standard BattleWorks  
**Primary Factory:** Robinson  
**Communications System:** Barret 509p  
**Targeting and Tracking System:** TRSS.2L3

Technology Base: Inner Sphere  
 Tonnage: 60  
 Role: Skirmisher  
 Battle Value: 1,552

Equipment		Mass		
Internal Structure:		6		
Engine:	300 XL	9.5		
Walking MP:	5			
Running MP:	8			
Jumping MP:	0			
Heat Sinks:	17 [34]	7		
Gyro (Compact):		1.5		
Cockpit:		3		
Armor Factor (Ferro):	197	11		
		<i>Internal Structure</i>	<i>Armor Value</i>	
Head	3		9	
Center Torso	20		30	
Center Torso (rear)			10	
R/L Torso	14		21	
R/L Torso (rear)			7	
R/L Arm	10		18	
R/L Leg	14		28	

Weapons and Ammo	Location	Critical	Tonnage
Large X-Pulse Laser	RT	2	7
Medium X-Pulse Laser	RT	1	2
2 ER Small Lasers	CT (R)	2	1
Large X-Pulse Laser	LT	2	7
Medium X-Pulse Laser	LT	1	2

**Notes:** Features the following Design Quirks: Improved Sensors, Narrow/Low Profile.

## OSTSOL C

**Mass:** 60 tons  
**Chassis:** Kell/H  
**Power Plant:** Vlar 300  
**Cruising Speed:** 54 kph  
**Maximum Speed:** 86 kph  
**Jump Jets:** None  
**Jump Capacity:** None  
**Armor:** Gamma Special Reflective  
**Armament:**  
 2 Series 7K Extended-Range Large Lasers  
 2 Series X-a Improved Heavy Medium Lasers  
 2 Series 2b Extended-Range Medium Lasers  
**Manufacturer:** Manufacturing Plant SFF-SKK6  
**Primary Factory:** CSF *Kraken* Mobile Production Facility  
**Communications System:** Barret 509p  
**Targeting and Tracking System:** TRSS.2L3 with Targeting Computer

Technology Base: Clan  
 Tonnage: 60  
 Role: Skirmisher  
 Battle Value: 2,277

Equipment		Mass		
Internal Structure:		6		
Engine:	300	19		
Walking MP:	5			
Running MP:	8			
Jumping MP:	0			
Heat Sinks:	15 [30]	5		
Gyro:		3		
Cockpit:		3		
Armor Factor (Reflective):	144	9		
		<i>Internal Structure</i>	<i>Armor Value</i>	
Head	3		8	
Center Torso	20		22	
Center Torso (rear)			6	
R/L Torso	14		22	
R/L Torso (rear)			6	
R/L Arm	10		8	
R/L Leg	14		20	

Weapons and Ammo	Location	Critical	Tonnage
ER Large Laser	RT	1	4
Imp. Heavy Medium Laser	RT	2	1
Targeting Computer	RT	3	3
2 ER Medium Lasers	CT (R)	2	2
ER Large Laser	LT	1	4
Imp. Heavy Medium Laser	LT	2	1

**Notes:** Features the following Design Quirks: Improved Sensors, Narrow/Low Profile.

## NOTABLE 'MECHS AND MECHWARRIORS



**Lieutenant Francis Canny:** If not for an accident of birth, Francis Canny might not be remembered at all. Antecedents in one of the first families of the Principality of Regulus ensured him an almost-pristine *Ostsol*, an officer's commission, and a lance in the Rolling Thunder Company of the First Regular Hussars, none of which he would have earned on merit. Despite his lack of earned distinction, Canny's connections served the Rolling Thunder well, as they received priority for scarce supplies in the twilight years of the Third Succession War. It is notable that—despite his marginal MechWarrior skills—in a long career as a combat leader, Canny never faced a challenge combat, the Regular Hussars's traditional method of removing a disliked or incompetent officer.

**MechWarrior Leslie Gruber:** Leslie was a member of Clan Coyote who volunteered for service with Wolf's Dragoons on their mission to the Inner Sphere in a desperate bid to become a MechWarrior. Disliked by Natasha Kerensky for brazenly taking her Bloodhouse's name despite failing her Trial of Position, Gruber and her *Ostsol* survived both Misery and Glenmora, though due to the chaotic situation, it was believed that she had been killed in action. In fact, it was the similarly-named Leslie *Grubbick* who perished there. Gruber was one of few Clan-born Dragoons who lived to see Operation Revival, bringing down a *Mad Dog* in the fighting on Luthien.

**Captain Nikolas "Redbeard" Samson:** Commanding the second company in the Eighteenth Marik Militia's first battalion, the Crimson Riders, the flamboyantly-bearded Samson possessed a rare PPC-armed *Ostsol*. With it, he consistently beat the track record of the rival third company, the Zodiac Ravens. The nimble *Ostsol* served him well when the Black Widow Battalion smashed the Militia on Hall in 3039. He was able to break contact with Dragoon recon elements, using

his speed and firepower to lead the Crimson Riders in ordered retreat, while the Zodiac Ravens fell to the meat grinder. Samson managed to drag the leg of a Dragoon *Hornet* off-world when the Eighteenth retreated, and it is held by the Fourth Marik Protectors as a trophy to this day.



**Major Tahd Inskepp:** A shadowy "security consultant" loosely associated with the Free Worlds League's Dark Shadows, Tahd Inskepp specialized in reconnaissance both in and out of his *Ostsol*. As proficient with a sniper rifle as he was with a large laser, Inskepp was used by the League to strike at targets unreachable by conventional tactics. From assassinating a key Maskirovka operative in a crowded Sian cafe in 3048, to taking out an entire LIC listening post on the FWL border in 3055, Inskepp is alleged to have handled some of the League's toughest and dirtiest jobs between 3045 and 3060.

**Tai-i Steve Sztuk:** Sztuk rose to command a company in the First Proserpina Hussars due to his skill at piloting his *Ostsol*, *Juzumaru-Tsunetsugu*. Credited with at least eight medium and heavy Clan OmniMech kills throughout his career, he remains best remembered for a bizarre feud. During Operation Bulldog, the Hussars were challenged to a round of miniature golf by the Nova Cats for possession of Mualang. Sztuk's skill at *Patāgorufu* was legendary, and he expected to have the honor of contesting the world. However, it was *Tai-sa* Alexander Minowa who took to the course and won the day. Sztuk became obsessed by the notion that the *tai-sa* was an inferior player who had prioritized *ninjo* over *giri*. Eventually, Sztuk attempted to press charges against his commander. When they were thrown out, his career stalled, and he resigned to write a history of the game, which remains the standard work to this day.



**"Silver Blade":** This self-styled mercenary "Colonel" commanded a unit of one 'Mech: his elderly, battered *Ostsol*. His origins remain obscure, but in 3068, this unlikely hero was in service to a minor League noble on Atreus. When the Word of Blake gassed the Knights of the Inner Sphere, Silver Blade broke his contract to rush to their aid. His 'Mech was more than a match for the *Peacemakers* of the ACPD, and his efforts led to the escape of a full lance of Knight 'Mechs.



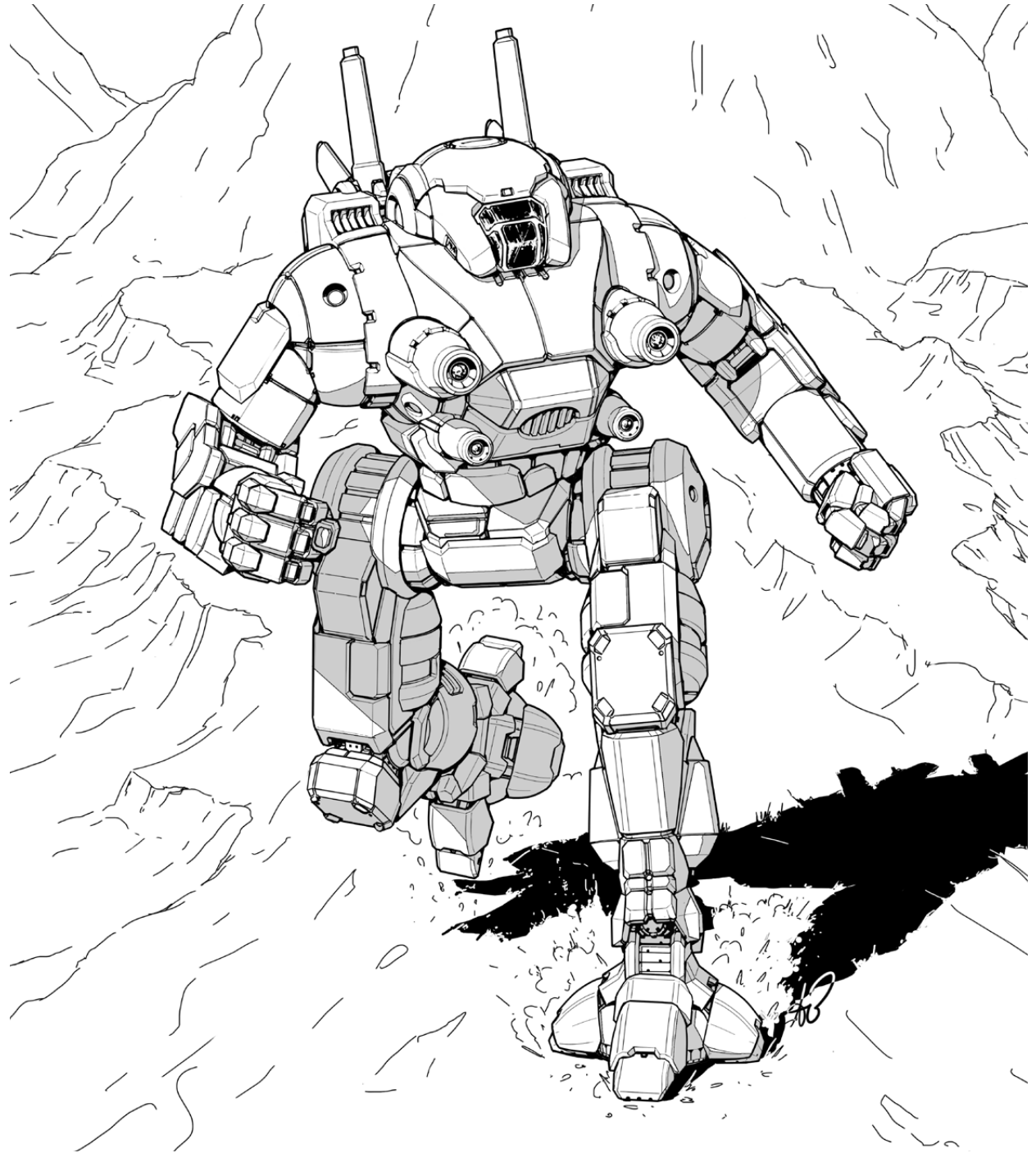
**Leftenant Georgia Johnstone:** Georgia Johnstone is one of the best cavalry commanders in the Seventh Crucis Lancers. She descends from a long line of distinguished MechWarriors. After graduating from the War College of Goshen, she received a posting to the Draconis March Militia. During the brutal fighting against lopsided odds that characterized the AFFS's experience after the disaster at Palmyra, she was credited with destroying no less than six DCMS 'Mechs. She replaced her destroyed *Argus* with a fresh-off-the-line *Ostsol* during the battle for Robinson and doubled her score before the fighting was over.

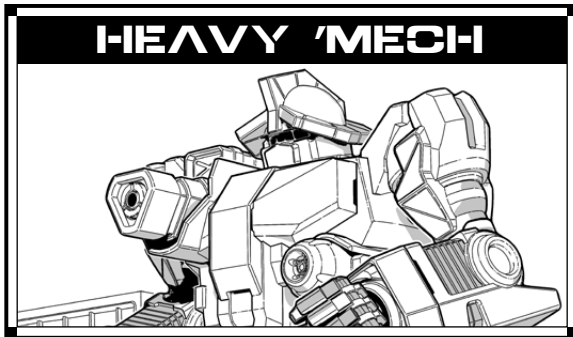


**Chu-i Nico Morrowknight:** The heavily-tattooed and pugnacious Morrowknight would ordinarily never have left the enlisted ranks of the prestigious Eighth Sword of Light, but heavy losses on Robinson left his superiors with little choice. His peers insulted him as a “stray from the Ryuken-ni” and targeted him with derision until he crippled a Republic *Poseidon* while piloting a factory-fresh OTL-8E. The newly-minted *chu-i* has become legendary within the Eighth, where many replacement MechWarriors have begun to emulate his bodily adornments, to the dismay of the regiment’s commanders.

**MechWarrior Douglas Reniker:** Enlisting in the AFFS after the disaster at Palmyra in 3144, Douglas Reniker found himself thrown into combat with little training. Though he saw many of his lancemates perish in futile attempts to stem the Combine tide, it only hardened his resolve to keep fighting until the Federated Suns was safe again. After his *Legionnaire* was destroyed in combat in 3146, he laid claim to a salvaged DCMS *Ostsol*, which he named *The Big Payback*. His ‘Mech is distinguished by a pair of *sashimono* salvaged from a downed *Shiro*, upon which he daubed insulting slogans in both Japanese and English to taunt his enemies.

**Star Commander Tobias:** Tobias is a former Clan Wolf MechWarrior claimed as *isorla* by Skate Khanate. He was initially accorded the mocking sobriquet of “Dog” by the warriors in his Star. After he brought down four bandit ‘Mechs in as many minutes, however, this was changed to the more reverent “Rex.” Tobias’s control of his *Ostsol* C is unmatched, and holo footage of him in combat is frequently used by the merchant caste to sell the ‘Mech throughout the Inner Sphere.





**Mass:** 70 tons

**Chassis:** Hollis Mk III Endo-Steel

**Power Plant:** Magna 350 XL

**Cruising Speed:** 54 kph

**Maximum Speed:** 86 kph

**Jump Jets:** None

**Jump Capacity:** None

**Armor:** Ceres Light Ferro-Fibrous

**Armament:**

1 Defiance Annihilator Improved Heavy Gauss Rifle

1 Ceres Arms Eradicator Heavy Particle Projection Cannon

**Manufacturer:** Ceres Metals Industries

**Primary Factory:** Capella

**Communications System:** Ceres Metals Model 21-Rs

**Targeting and Tracking System:** C-Apple Churchill

Since the Crusades, Chancellor Daoshen Liao eyed the Republic of the Sphere with wariness and desire. The ancient worlds of the Confederation were always tantalizingly close, but Daoshen's fears of Devlin Stone and the Pax Republic stalled his plans for conquest. Instead, he prepared the CCAF for the time when he could act. New weapons like the *Lightning* were built for the day when the Celestial Throne could order the march to war.

## CAPABILITIES

Having firmly embraced augmented armor formations which require two BattleMechs, the CCAF wanted a companion BattleMech to supplement their *Thunder* THR-2L and its massive LB 20-X autocannon. This was a practical decision, because while the *Thunder* was a fine

'Mech in its own right, the short range of its autocannon made it a liability if the 'Mech was unsupported. By creating a *Thunder* derivative, the CCAF would gain an escort for the *Thunder* that also simplified logistics by using many of the same components as the *Thunder*.

The *Lightning* packs a potent punch. A heavy PPC and Defiance-built Annihilator heavy Gauss rifle—available to Ceres Metals since the mid-3090s—make the 'Mech dangerous beyond point-blank range. The lack of short-range firepower is by design, as the Strategists always planned for *Thunders* to handle close combat for their *Lightning* lancemates. The *Lightning* mounts all its weapons in its torso. This curious decision provides maximum protection for the heavy weapons housed within.

## BATTLE HISTORY

After seizing Outreach in early 3149, the Holdfast Guard deployed a handful of BattleMechs—including a lance of *Thunders* and *Lightnings*—to slow the lead elements of a Fourteenth Princes Guards battalion attempting to storm the capital of New Kearny. The Capellans took cover in the demolished outer boroughs of Harlech, using a hastily constructed supply depot. A lone *Catapult's* ELRM fire saturated the hard-baked clay of the former lake in front of the Capellan position, buying a pair of *Lightnings* time to regroup and take down a number of fast moving 'Mechs, including a Princes *Peacekeeper*. Warrior House Imarra then turned the *Lightnings* and *Thunders* of the Guard into an anvil and hammered the Republic flank. Intense PPC and autocannon fire from the Holdfast Guard prevented many Republic units from escaping.

When the Fifth McCarron's Armored Cavalry struck Liberty during Operation Tiamat, they were unprepared to face the full might of Stone's Fury. Although the Fifth MAC took the capital of Dronane easily enough, the appearance of the elite Republic unit was a nasty surprise. The RAF veterans charged quickly into close combat with the Confederation regiment. The Fury soon learned that *Lightnings* made for easy kills once separated from their *Thunder* partners. In melee combat, the *Lightnings* could not bring their devastating weapons to bear.

## NOTABLE 'MECHS AND MECHWARRIORS

**Sang-wei Sebastian Franke:** Sebastian Franke is the child of retired Capellan Confederation MechWarriors, and so was destined to fight for the Capellan people. After graduating near the top of his class at the prestigious Capella War College, Franke proudly displays his *jian* pin at all times. He joined the elite Holdfast Guard and worked his way up to *sang-wei* in 3148.

During the Guard assault on Outreach in 3149, Sebastian's lance of *Thunders* and *Lightnings* was instrumental in preventing the Capellan position from being completely overrun. The Capellan lines were at risk of disintegrating when the *sang-wei* ordered his *Thunders* to remain near the rear while he and another *Lightning* poured heavy Gauss rounds into the advancing RAF troops. After Warrior House Imarra joined the fray, Sebastian ordered his *Thunders* forward where their huge autocannons proved the perfect complement to the *Lightnings'* PPCs. After the battle, Franke was awarded a commendation for his part in repelling the RAF attack.

**Sao-wei Peter Rolf:** Rolf is a loyal son of the Capellan state plagued by an uninspired career. With the right connections to land a cushy garrison billet with the Prefecture Guard, Peter glumly awaits retirement from active duty. Despite nearing seventy, Rolf's fit physique, chiseled chin, and rugged good looks make him a popular addition to the many security details assigned to the never-ending social functions of Sarna's *sheng*. Bored and frustrated by the monotony of his duties, Peter has repeatedly petitioned his every connection for a transfer to an active combat unit, to no avail.

The *sao-wei* spends his free moments polishing his gunnery skills at the training range with his *Lightning*, the *Silver Rickshaw*, and waiting for the call to front-line service that may never come.

# LHN-C5 LIGHTNING

Type: **Lightning**

Technology Base: Inner Sphere

Tonnage: 70

Role: Sniper

Battle Value: 2,024

## Equipment

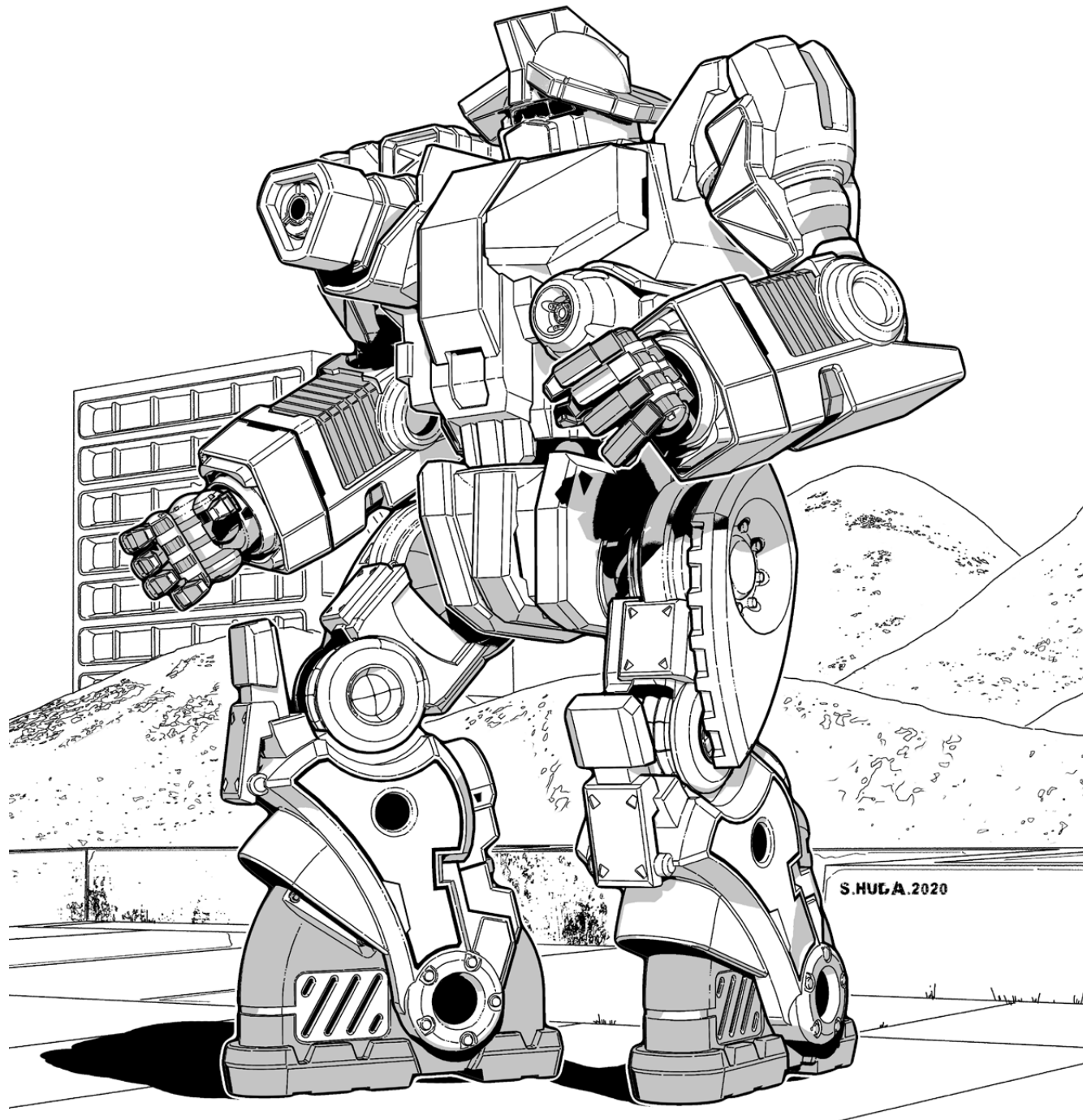
		Mass
Internal Structure:	Endo-Steel	3.5
Engine:	350 XL	15
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro:		4
Cockpit:		3
Armor Factor (Light Ferro):	195	11.5

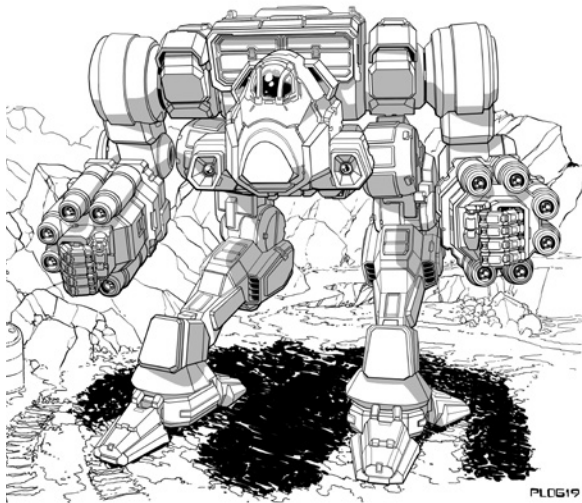
	Internal Structure	Armor Value
Head	3	9
Center Torso	22	30
Center Torso (rear)		10
R/L Torso	15	21
R/L Torso (rear)		7
R/L Arm	11	20
R/L Leg	15	25

## Weapons

Weapons and Ammo	Location	Critical	Tonnage
Imp. Hvy. Gauss Rifle	RT/CT	9/2	20
Ammo			
(iHeavy Gauss) 12	LT	3	3
Heavy PPC	LT	4	10

**Notes:** Features the following Design Quirk: Cowl.





**Mass:** 50 tons  
**Speed:** 54 kph cruising, 86 kph max  
**Jump Capacity:** 150 meters  
**Payload:** 16 tons of pod space  
**Manufacturer:** Olivetti Weaponry (Sudeten)  
**Featured in TRO:** 3050 Upgrade / Clan Invasion

The *Nova*—originally designed by Clan Hell’s Horses—is noteworthy as the first OmniMech to feature apparatuses for transporting Elemental infantry. Manufacturing ceased in the Clan Homeworlds in 2921, but Clan Jade Falcon resurrected the vintage chassis in 3073 as a tribute to noted *Nova* pilot Diana Pryde, who was killed during the Donner Bombing on Arc-Royal earlier that year. In the mid-3140s, numerous *Novas* found their way into the Hell’s Horses *touman* during the Golden Ordun alliance. The *Nova*’s subsequent success in Fire Horse Galaxy inspired many Jade Falcons to declare trials for the right to pilot the ‘Mech, as it offers them new ways to surprise their enemies.

## CAPABILITIES

The *Nova*’s modest speed, adequate armor, and lack of bulky construction materials, coupled with its early successes in the Homeworlds, earned the ‘Mech a solid reputation as a jack-of-all-trades. The *Nova*’s versatility remains its primary battlefield advantage, as demonstrated by its jump jet maneuverability and

ease of adapting new pod configurations. This flexibility allows it to adopt a plethora of different mission profiles.

## BATTLE HISTORY

Although the Jade Falcons currently manufacture the *Nova*, the Hell’s Horses field a notably large concentration of them. This OmniMech’s capacity for infantry support and battle-armor transport, in addition to its noteworthy place in Hell’s Horses history, makes it popular in the Clan’s combined-arms tactical doctrine. The current generation of Jade Falcon warriors often takes advantage of the *Nova*’s reliability and adaptability to keep foes off-balance, as seen during the Falcon invasion of Arc-Royal in 3146. A Star of *Novas* from the Fifty-Third Falcon Talon intercepted and neutralized elements of the First Wolf Legion Cluster attempting to screen Grand Duke Martin Kell’s evacuation from Old Connaught. The *Novas*’ varied configurations caused confusion among the Exiled Wolf warriors, distracting them long enough for the rest of the Falcon Trinary to move in and eliminate the fleeing duke.

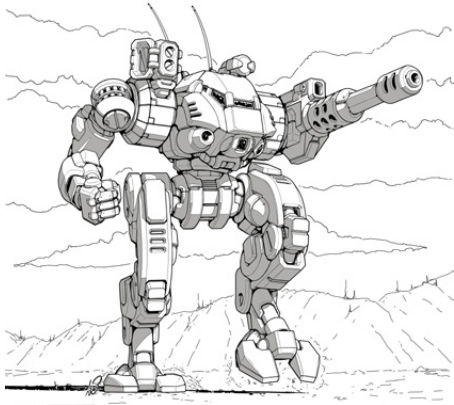
## NOTABLE ‘MECHS AND MECHWARRIORS

**Khan Samantha Clees:** Samantha’s meteoric rise in Clan Jade Falcon reached its pinnacle after her predecessor, Marthe Pryde, was killed in an accident in 3076. Samantha preferred to catch her opponents off guard in different ways. For in-person combat, she used her relaxed features to lull them into a false sense of security. For augmented fights, she often had her technicians remove some of her *Nova* Prime’s medium lasers before the trial rather than bidding them away during combat, because she claimed she did not need them.

**Nova Captain Mackenzie:** Mackenzie, a.k.a. Drifter, is a freeborn Hell’s Horses warrior in the 333rd Mechanized Strike Cluster. He has been reassigned to more commands than anyone else he knows. His commanders claim these transfers are meant to let him pass on his effective combat-drop experience to less-experienced warriors, but he suspects that his off-putting stoicism is the true cause. If not for his battlefield prowess in his *Nova*, Drifter believes he would have been relegated to *sibko* wrangler long ago.

Weapons and Ammo	Location	Critical	Tonnage
<i>Weapons Configuration T</i>			
6 Medium Chemical Lasers	RA	6	6
Ammo (Chemical Laser) 60	RA	2	2
6 Medium Chemical Lasers	LA	6	6
Ammo (Chemical Laser) 60	LA	2	2
Battle Value: 1,579		Role: Skirmisher	
<i>Alternate Configuration G</i>			
ProtoMech AC/8	RA	4	5.5
Ammo (PAC) 20	RA	2	2
Imp. Heavy Medium Laser	RT	2	1
Targeting Computer	RT	3	3
Imp. Heavy Medium Laser	LT	2	1
7 ER Small Lasers	LA	7	3.5
Battle Value: 1,822		Role: Skirmisher	
<i>Alternate Configuration I</i>			
ER PPC	RA	2	6
Double Heat Sink	RA	2	1
2 Double Heat Sinks	RT	4	2
2 Double Heat Sinks	LT	4	2
5 Imp. Heavy Medium Lasers	LA	10	5
Battle Value: 2,224		Role: Skirmisher	
<i>Alternate Configuration J</i>			
Streak LRM 15	RA	3	7
Ammo (Streak) 16	RA	2	2
ER PPC	LA	2	6
PPC Capacitor	LA	1	1
Battle Value: 2,295		Role: Sniper	
<i>Alternate Configuration K</i>			
ER Large Laser	RA	1	4
ER Medium Laser	RT	1	1
ER Medium Laser	LT	1	1
Rotary AC/2	LA	4	8
Ammo (RAC) 90	LA	2	2
Battle Value: 1,932		Role: Brawler	
<i>Alternate Configuration L</i>			
Imp. Heavy Large Laser	RA	3	4
Plasma Cannon	RA	1	3
Ammo (Plasma) 10	RT	1	1
Ammo (Plasma) 10	LT	1	1
Plasma Cannon	LA	1	3
Imp. Heavy Large Laser	LA	3	4
Battle Value: 2,177		Role: Skirmisher	
<i>Alternate Configuration R—Mixed (Advanced)</i>			
4 Medium Re-Eng. Lasers (IS)	RA	8	10
Supercharger	CT	1	1
6 Anti-Personnel Gauss Rifles	LA	6	3
Ammo (AP Gauss) 80	LA	2	2
Battle Value: 1,597		Role: Skirmisher	

# SENTINEL



**Mass:** 40 tons

**Manufacturer:** Defiance Industries (Hesperus II)

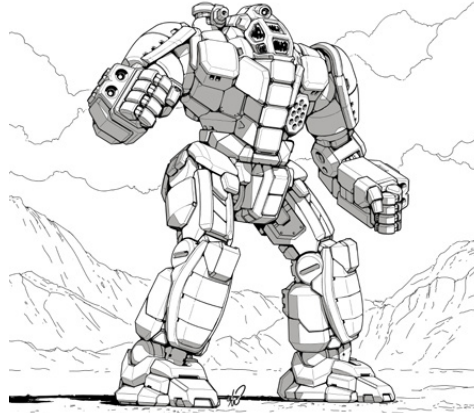
**Featured in TRO:** 3039 and 3050 Upgrade / Succession Wars

The STN-6S is an incremental upgrade of the *Sentinel* -3L and -5WB variants, with only the engine and gyro being truly advanced. The paired Thunderbolt 5 launchers and Clan-spec ER medium laser have proved to be deadly surprises for the unwary. An unfortunate side effect of its construction is that the ClanTech 240 XL engine is highly sought after. Aside from making the -6S a favored target, some buyers have been known to purchase a batch of *Sentinels* and immediately remove the engines. The *Sentinel* can soldier on with an Inner Sphere engine while the ClanTech one is installed in other units such as the *Rifleman* and *Awesome*.

**Leutenant Mackie Ozora:** Mackie Ozora of the Fourth Lyran Regulars was badly wounded during the initial assaults of Operation Hammerfall. He was off-world for specialist treatment when the Wolves turned, annihilating the Fourth and overrunning their base on Ford. After recuperating, he was merged into the Tenth Regulars and fought the Wolves on Tharkad. His *Sentinel* claimed a string of kills and assists, earning a measure of revenge despite his new command's destruction.

Ozora was transferred to the Ninth Lyran Regulars, where he is regarded as a jinx by most of the regiment. His new lancemates, also survivors of destroyed Regulars regiments, instead see him as having fought on against the odds. Ozora is very outspoken regarding the Clans, constantly pushing to raid Clan holdings. With the Ninth posted to Vorzel and Greenlaw on the Lyran/Clan border, his wish for action is likely to come true sooner rather than later.

# EXTERMINATOR



**Mass:** 65 tons

**Manufacturer:** Unknown (Unknown)

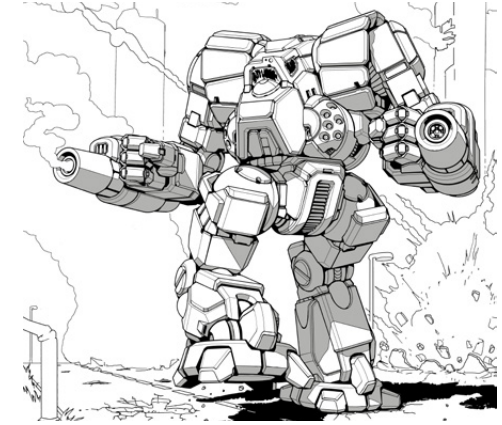
**Featured in TRO:** 3050 Upgrade / Succession Wars

This new variant of the *Exterminator* is perhaps best described as a mystery wrapped in stealth armor. Tentatively designated the EXT-7X, no factories are known to produce it. Successful headhunter attacks have been carried out against Clans Wolf and Jade Falcon, as well as Capellan and Combine commanders. What little is known about the -7X comes from scant battleROM footage. It appears slower than the standard *Exterminator*, but is capable of bursts of speed. The armament consists of four medium variable-speed pulse lasers, backed up with some form of missile launcher, the inaccuracy of which suggests MRMs. A laser AMS has been recorded in action, and analysts believe the 'Mech also has a head-mounted small laser.

The manufacturers are speculated to be the Republic or Federated Suns. ComStar extremists cannot be ruled out, particularly following our acquisition of the organization in the Free Worlds League. Nor can the Confederation, Combine, or League be excluded, due to the varied origins of the technologies employed. Liaos and Kuritans are certainly not above removing their own troublesome officers.

Of more concern to ourselves, infra-red analysis indicates a high probability this variant utilizes an XXL engine. While this technology has been spreading steadily—thanks in no small part to the business acumen of our Khanates—we have been carefully monitoring its proliferation. The -7X's creators may have matured the technology and related manufacturing issues. It should be considered a high priority to capture one of these 'Mechs to discern its origins, given the risk to our control of the market.

# THUG



**Mass:** 80 tons

**Manufacturer:** Maltex Corporation (Errai)

**Featured in TRO:** 3039 and 3050 Upgrade / Succession Wars

The latest *Thug* variant turns the 'Mech into a short to medium range brawler with twin snub-nose PPCs. Quad MML 3s can deliver token damage at long range or prove deadly at short range, depending on the ammo load. It carries all the ballistic-reinforced armor it can, while a supercharger allows it to close into killing range quickly. The variant's final addition is triple-strength myomer. Although triggering the TSM is somewhat inefficient, the -13U is capable of kicks that will rip the legs off most medium 'Mechs and seriously damage anything heavier.

**Tai-i Christian Tessmann:** The Seventeenth Benjamin Regulars were the bodyguard detail for *Tai-shu* Hayashida, a duty likened to that of the Otomo defending the Coordinator. But then *Chu-i* Tessman hungered for real action. With the Rasalhague Dominion border staying relatively quiet, Tessman's wish was granted when the Coordinator ordered the creation of three new Benjamin district regiments. Tessman relished his transfer to the Forty-Fifth Regulars.

The green Regulars performed admirably in the invasion of the Draconis March, taking fewer casualties than the more experienced Second and Sixth Regulars. Although outnumbered and pushed to their breaking point on Clovis, the Forty-Fifth held out against the combined might of the First New Avalon Hussars and First Davion Guards until relief arrived in the form of the Second Legion of Vega. Tessman's valiant actions earned him a promotion to *tai-i*. After withstanding three years of guerrilla attacks, the Forty-Fifth was finally forced off-world when Davion reinforcements arrived in February 3150.

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Griffin IIC

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 40

Tech Base: Clan

Rules Level: Standard

Role: Missile Boat

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	LRM 5	LT	2	1/Msl [M,C,S]	—	7	14	21
2	LRM 5	RT	2	1/Msl [M,C,S]	—	7	14	21
1	ER Large Laser	CT	12	10 [DE]	—	8	15	25
1	ER Small Laser	HD	2	5 [DE]	—	2	4	6

Ammo: [LRM 5] 48

BV: 1,608

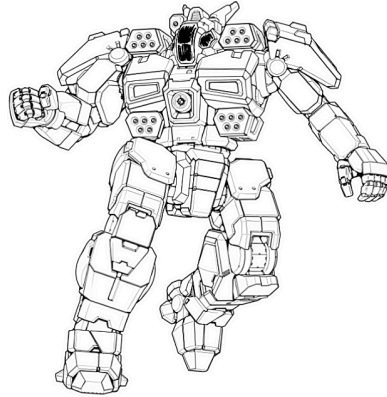


### WARRIOR DATA

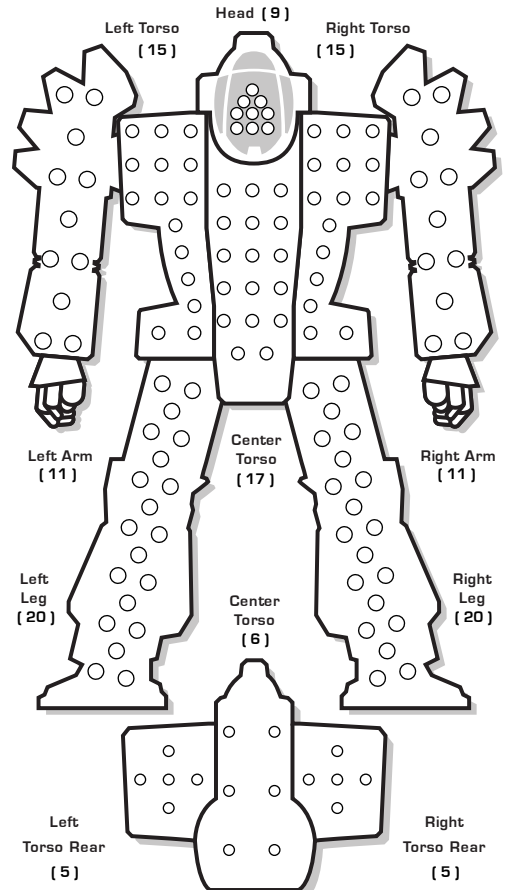
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL TABLE

#### Left Arm

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

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso (CASE)

- Jump Jet
- Jump Jet
- Jump Jet
- LRM 5
- LRM 5
- Ammo [LRM 5] 24

1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser
- Sensors
- Life Support

1-3

#### Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- ER Large Laser
- Roll Again

#### Right Arm

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

1-3

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

4-6

#### Right Torso (CASE)

- Jump Jet
- Jump Jet
- Jump Jet
- LRM 5
- LRM 5
- Ammo [LRM 5] 24

1-3

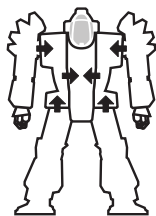
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Right Leg

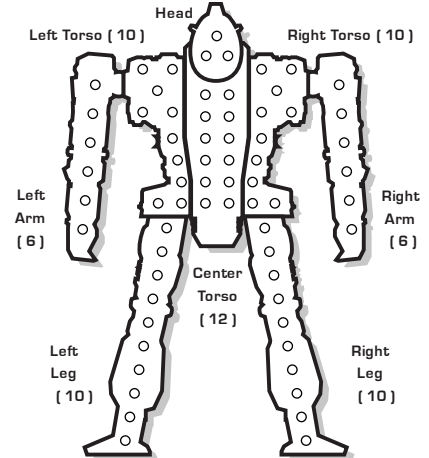
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

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



Damage Transfer Diagram

### 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	○

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: Griffin IIC 2

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 40

Tech Base: Clan

Rules Level: Standard

Role: Striker

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Streak SRM 2	LT	2	2/Msl [M,C]	-	4	8	12
2	Streak SRM 2	RT	2	2/Msl [M,C]	-	4	8	12
1	ER Large Laser	CT	12	10 [DE]	-	8	15	25
1	ER Small Laser	HD	2	5 [DE]	-	2	4	6

Ammo: [Streak SRM 2] 100

BV: 1,516

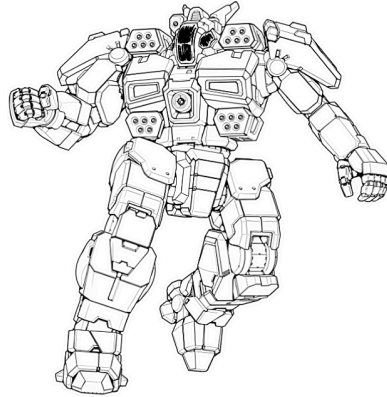


### WARRIOR DATA

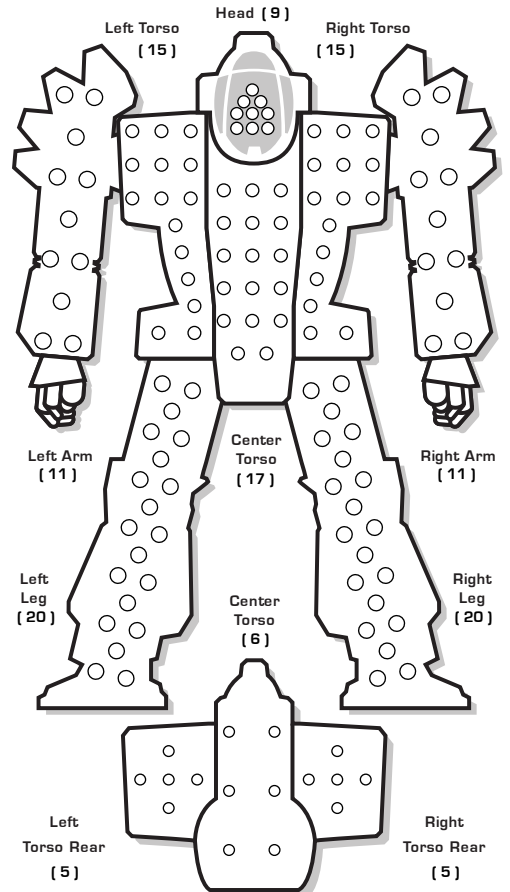
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL TABLE

#### Left Arm

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

1-3

- Ferro-Fibrous
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso (CASE)

- Jump Jet
- Jump Jet
- Jump Jet
- Streak SRM 2
- Streak SRM 2
- Ammo [Streak SRM 2] 50

1-3

- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser
- Sensors
- Life Support

#### Center Torso

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

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- ER Large Laser
- Roll Again

#### Right Arm

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

1-3

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

4-6

#### Right Torso (CASE)

- Jump Jet
- Jump Jet
- Jump Jet
- Streak SRM 2
- Streak SRM 2
- Ammo [Streak SRM 2] 50

1-3

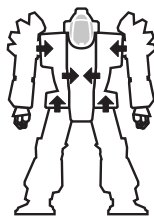
- Endo Steel
- Endo Steel
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

4-6

#### Right Leg

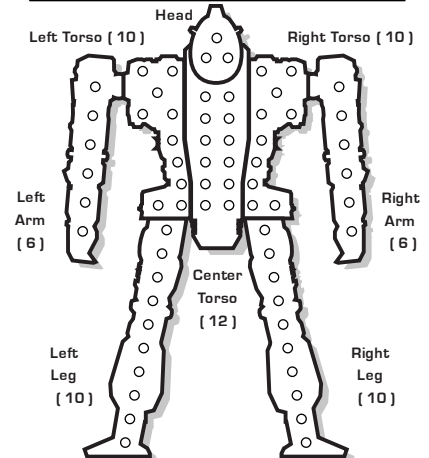
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Double Heat Sinks: 10 (20)



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: Griffin IIC 9

Movement Points:

Walking: 6

Running: 9

Jumping: 6

Tonnage: 40

Tech Base: Mixed

Rules Level: Standard

Role: Striker

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Thunderbolt 5	LT	3	5[M]	5	6	12	18
1	Thunderbolt 5	RT	3	5[M]	5	6	12	18
1	Medium X-Pulse Laser	CT	6	6 [P]	—	3	6	9
1	ER Small Laser [IS]	HD	2	3 [DE]	—	2	4	5

Ammo: [Thunderbolt 5] 24

BV: 1,106

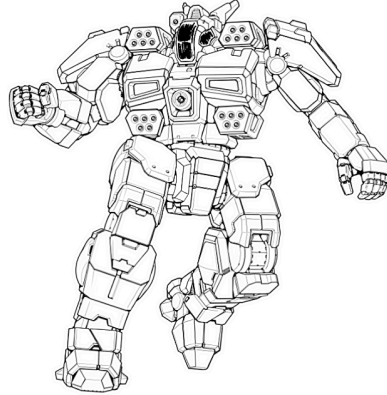


### WARRIOR DATA

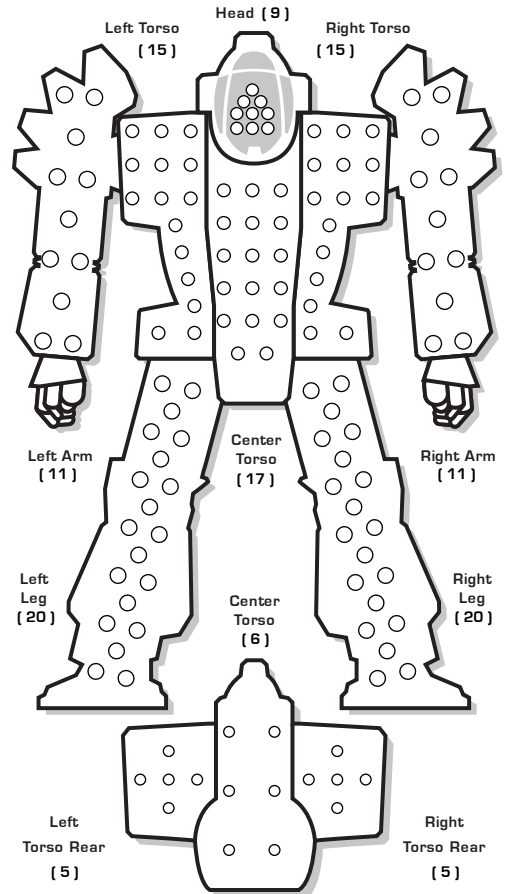
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - Double Heat Sink
  - Double Heat Sink

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

#### Left Torso (CASE)

- Jump Jet
  - Jump Jet
  - Jump Jet
- 1-3
- Thunderbolt 5 [IS]
  - Ammo [Thunderbolt 5] 12
  - Endo Steel

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

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- ER Small Laser [IS]
- Sensors
- Life Support

#### Center Torso

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

- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Medium X-Pulse Laser [IS]
  - Roll Again
- 4-6

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

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - Ferro-Fibrous
  - Roll Again

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

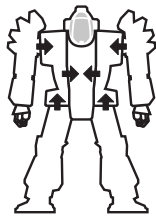
#### Right Torso (CASE)

- Jump Jet
  - Jump Jet
  - Jump Jet
- 1-3
- Thunderbolt 5 [IS]
  - Ammo [Thunderbolt 5] 12
  - Endo Steel

- Endo Steel
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6

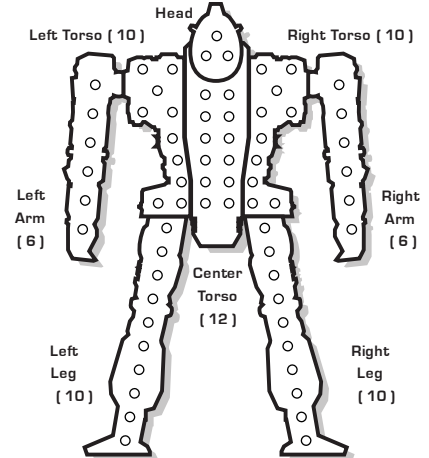
#### Right Leg

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

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

Double Heat Sinks: 10 (20)



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: Sentinel STN-6S

Movement Points:

Walking: 6

Running: 9

Jumping: 0

Tonnage: 40

Tech Base: Mixed

Rules Level: Standard

Role: Sniper

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/5 [IS]	LA	1	5/Sht	2	6	13	20
				[DB,R/C]				
1	ER Medium Laser [Clan]	RT	5	7 [DE]	—	5	10	15
2	Thunderbolt 5	RT	3	5[M]	5	6	12	18

Ammo: [Thunderbolt 5] 24, [Ultra AC/5] 20

BV: 1,089

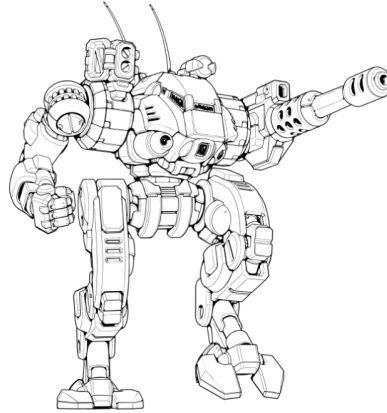


### WARRIOR DATA

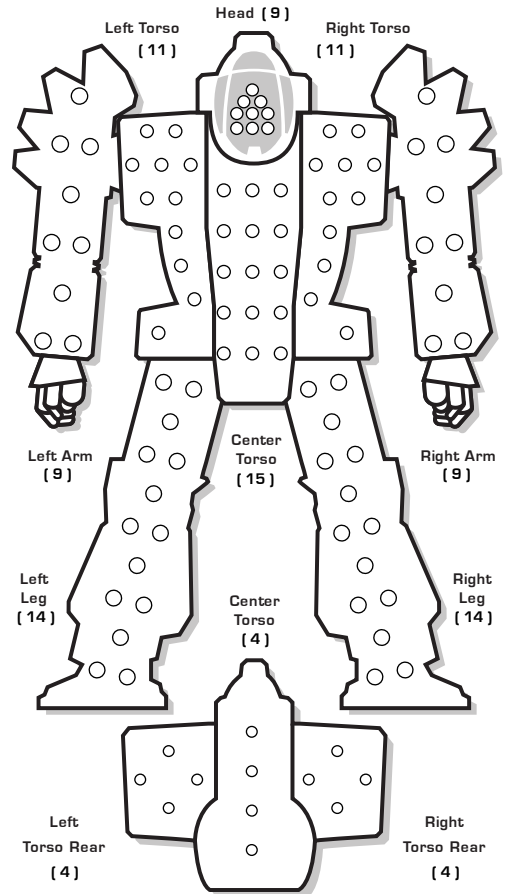
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5
- Ultra AC/5

1-3

#### Center Torso

- Ultra AC/5
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ammo [Ultra AC/5] 20

1-3

- CASE II
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

#### Left Leg

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

#### Head

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

1-3

#### Right Torso

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

4-6

#### Right Arm

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

1-3

#### Center Torso

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

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser [Clan]
- Thunderbolt 5
- Thunderbolt 5
- Ammo [Thunderbolt 5] 12

1-3

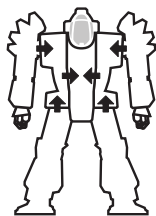
- Ammo [Thunderbolt 5] 12
- CASE II
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

4-6

#### Right Leg

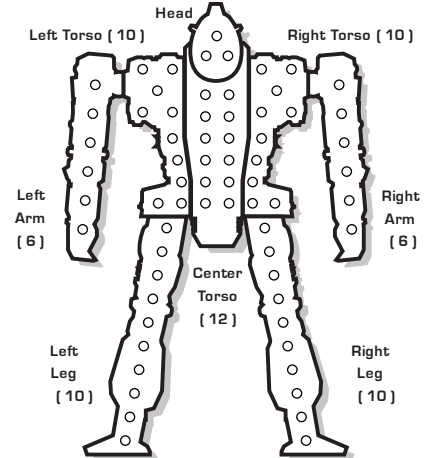
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Roll Again

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



Damage Transfer Diagram

### 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	○

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: Exterminator EXT-7X

Movement Points: **Tonnage:** 65  
 Walking: 5 **Tech Base:** Inner Sphere  
 Running: 8 [10] **Rules Level:** Advanced  
 Jumping: 5 **Role:** Skirmisher

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Medium VSP Laser	LA	7	9/7/5 [P,V]	-	2	5	9
2	Medium VSP Laser	RA	7	9/7/5 [P,V]	-	2	5	9
1	ECM Suite (Guardian)	RA	-	[E]	-	-	-	6
1	MRM 10	LT	4	1/Msl [M,C]	-	3	8	15
1	Laser AMS	RT	7	[PD]	-	1	-	-
1	ER Small Laser	HD	2	3 [DE]	-	2	4	5

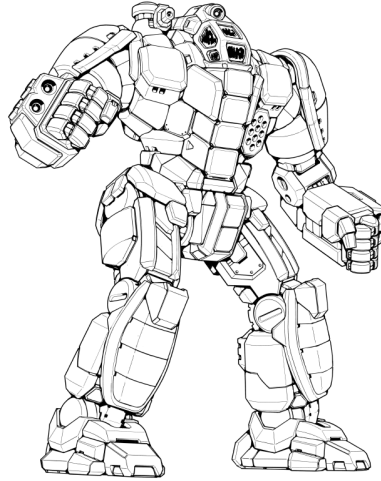
Ammo: [MRM 10] 24

BV: 1,674

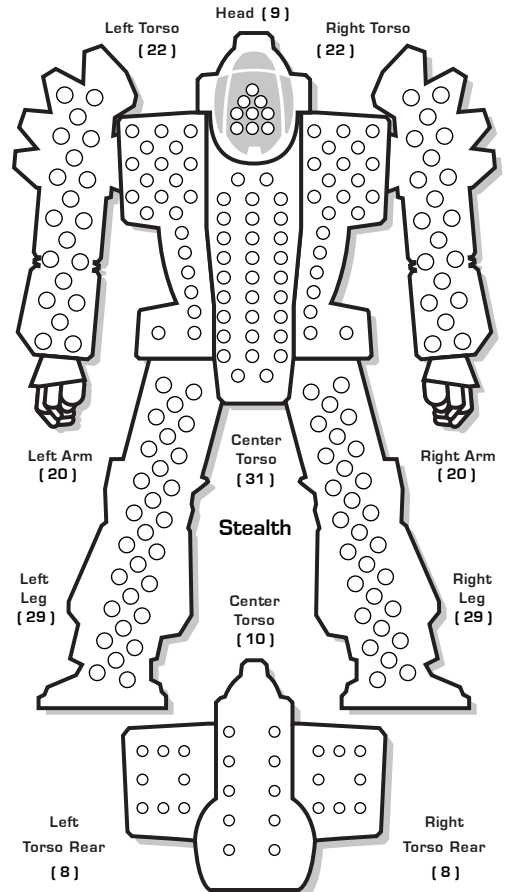


### WARRIOR DATA

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



### ARMOR DIAGRAM



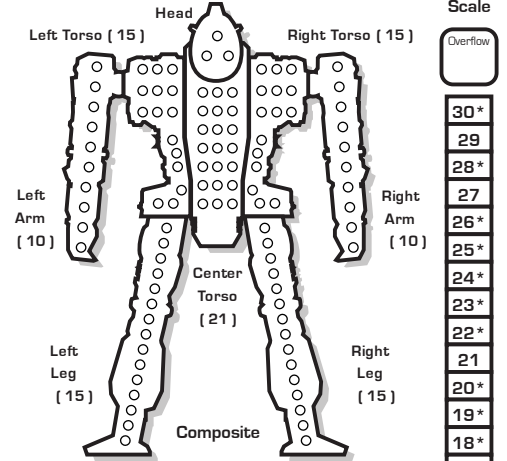
### CRITICAL TABLE

Location	1-3	4-6
<b>Left Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. [Medium VSP Laser 6. [Medium VSP Laser	1. [Medium VSP Laser 2. [Medium VSP Laser 3. Ammo (MRM 10) 24 4. Coolant Pod 5. Stealth 6. Stealth
<b>Right Arm</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. [Medium VSP Laser 6. [Medium VSP Laser	1. [Medium VSP Laser 2. [Medium VSP Laser 3. [ECM Suite (Guardian) 4. [ECM Suite (Guardian) 5. Stealth 6. Stealth
<b>Center Torso</b>	1. Life Support 2. Sensors 3. Cockpit 4. ER Small Laser 5. Sensors 6. Life Support	1. XXL Fusion Engine 2. XXL Fusion Engine 3. XXL Fusion Engine 4. Gyro 5. Gyro 6. Gyro
<b>Left Torso</b>	1. XXL Fusion Engine 2. XXL Fusion Engine 3. XXL Fusion Engine 4. XXL Fusion Engine 5. XXL Fusion Engine 6. XXL Fusion Engine	1. Gyro 2. XXL Fusion Engine 3. XXL Fusion Engine 4. XXL Fusion Engine 5. Jump Jet 6. Supercharger
<b>Right Torso</b>	1. XXL Fusion Engine 2. XXL Fusion Engine 3. XXL Fusion Engine 4. XXL Fusion Engine 5. XXL Fusion Engine 6. XXL Fusion Engine	1. Jump Jet 2. Jump Jet 3. [Laser AMS 4. [Laser AMS 5. Stealth 6. Stealth
<b>Left Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Stealth 6. Stealth	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Stealth 6. Stealth
<b>Right Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Stealth 6. Stealth	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Stealth 6. Stealth



Damage Transfer Diagram

### 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
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: Ostsol OTL-5M

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	LT	10	9 [P]	—	3	7	10
1	Medium Pulse Laser	LT	4	6 [P]	—	2	4	6
1	Large Pulse Laser	RT	10	9 [P]	—	3	7	10
1	Medium Pulse Laser	RT	4	6 [P]	—	2	4	6
1	Anti-Missile System	RT	1	[PD]	—	1	—	—
2	Medium Pulse Laser	CT	4	6 [P]	—	2	4	6

Ammo: [AMS] 12

BV: 1,245

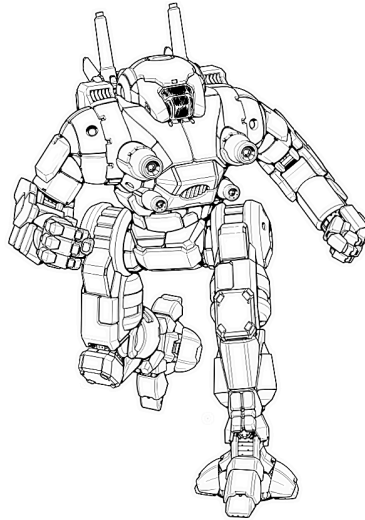


### WARRIOR DATA

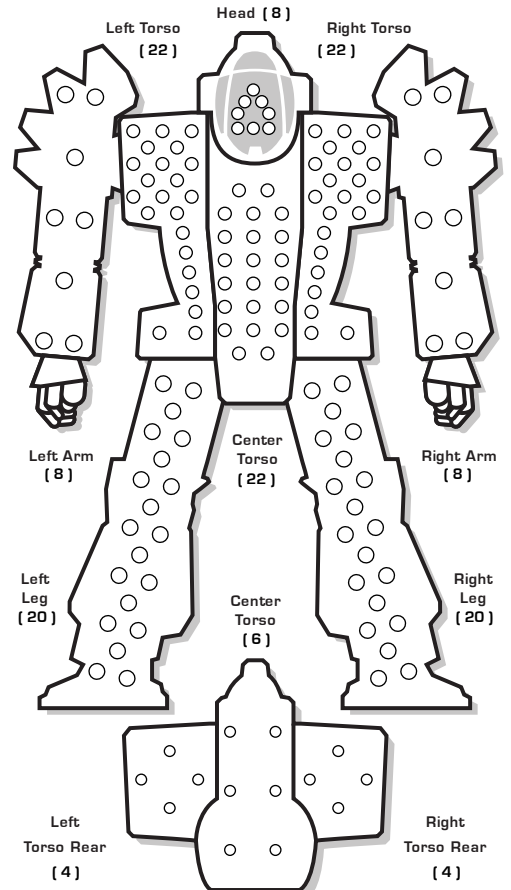
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Double Heat Sink
  - Double Heat Sink
- 1-3**
- Double Heat Sink
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
- 4-6**
- Left Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Double Heat Sink
  - Double Heat Sink
- 1-3**
- Large Pulse Laser
  - Large Pulse Laser
  - Medium Pulse Laser
  - Ammo [AMS] 12
  - Roll Again
  - Roll Again

#### Head

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

#### Center Torso

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

**4-6**

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Medium Pulse Laser (R)
- Medium Pulse Laser (R)

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
- 1-3**

**4-6**

- Double Heat Sink
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

#### Right Torso

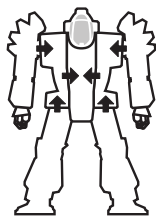
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
- 1-3**

**4-6**

- Large Pulse Laser
- Large Pulse Laser
- Medium Pulse Laser
- Anti-Missile System
- Roll Again
- Roll Again

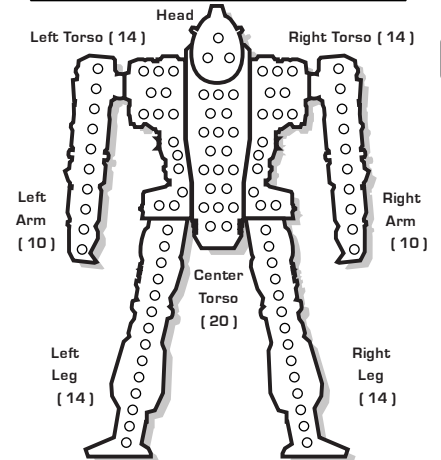
#### Right Leg

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks: 16 [32]
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: Ostsol OTL-8E

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

### Weapons & Equipment Inventory

(hexes)

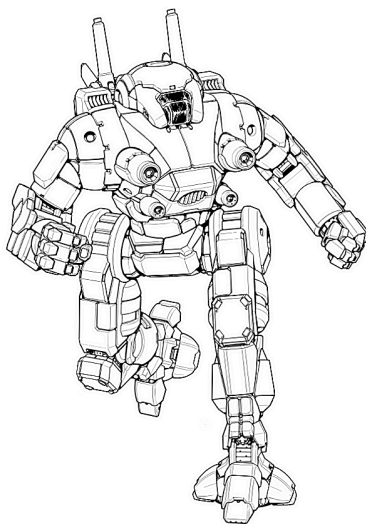
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large X-Pulse Laser	LT	14	9 [P]	—	5	10	15
1	Medium X-Pulse Laser	LT	6	6 [P]	—	3	6	9
1	Large X-Pulse Laser	RT	14	9 [P]	—	5	10	15
1	Medium X-Pulse Laser	RT	6	6 [P]	—	3	6	9
2	ER Small Laser (R)	CT	2	3 [DE]	—	2	4	5

### WARRIOR DATA

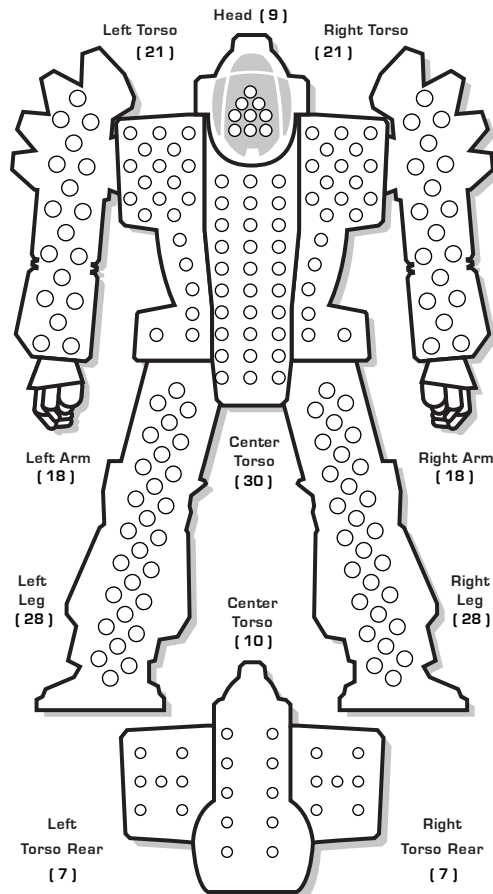
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



BV: 1,552



### CRITICAL TABLE

#### Left Arm

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

1-3

- Double Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

#### Left Torso

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

1-3

- Large X-Pulse Laser
- Large X-Pulse Laser
- Medium X-Pulse Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Leg

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

#### Head

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

1-3

- #### Center Torso
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Compact Gyro
  - Compact Gyro
  - XL Fusion Engine

4-6

- XL Fusion Engine
- XL Fusion Engine
- ER Small Laser (R)
- ER Small Laser (R)
- Ferro-Fibrous
- Ferro-Fibrous

#### Right Arm

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

1-3

- Double Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

4-6

#### Right Torso

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

1-3

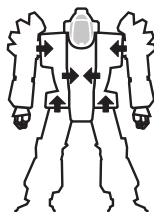
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Large X-Pulse Laser
- Large X-Pulse Laser
- Medium X-Pulse Laser

4-6

#### Right Leg

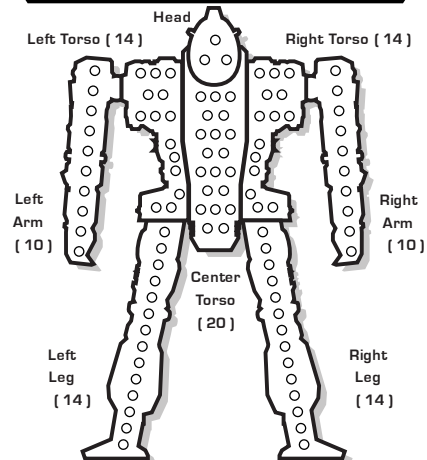
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- Roll Again

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: 17 [34]
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

### 'MECH DATA

Type: Ostsol OTL-8E3

Movement Points:

Walking: 5 [6]

Running: 8 [9]

Jumping: 0

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

### Weapons & Equipment Inventory

(hexes)

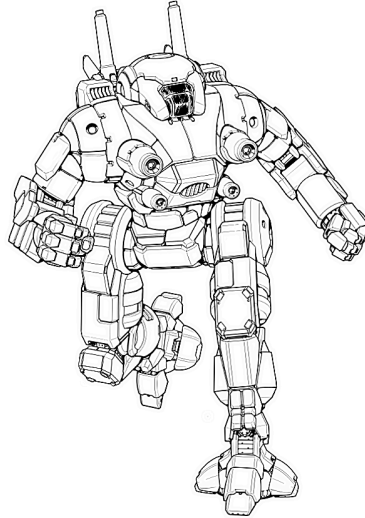
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large X-Pulse Laser	LT	14	9 [P]	—	5	10	15
1	Medium X-Pulse Laser	LT	6	6 [P]	—	3	6	9
1	Large X-Pulse Laser	RT	14	9 [P]	—	5	10	15
1	Medium X-Pulse Laser	RT	6	6 [P]	—	3	6	9
2	ER Small Laser (R)	CT	2	3 [DE]	—	2	4	5

### WARRIOR DATA

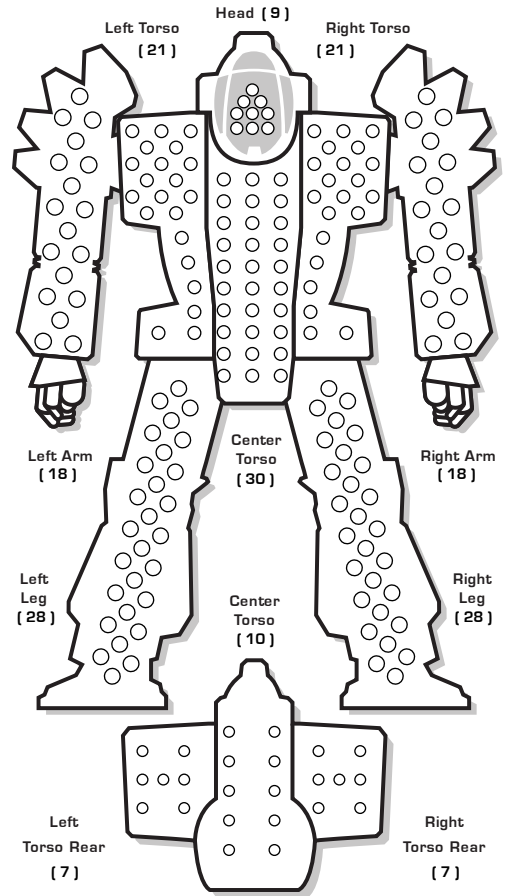
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



BV: 1,671



### CRITICAL TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Double Heat Sink	6. Double Heat Sink
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. Double Heat Sink	6. Double Heat Sink
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Compact Gyro	5. Compact Gyro	6. XL Fusion Engine
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Triple-Strength Myomer	6. Triple-Strength Myomer
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Triple-Strength Myomer	6. Triple-Strength Myomer

Head

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

Engine Hits ○○○○

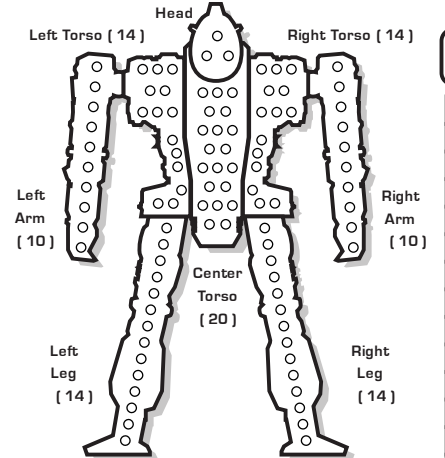
Gyro Hits ○○○

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:
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	○○○○○○○○○○○○○○○○○

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Ostsol OTL-8F

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

### Weapons & Equipment Inventory

(hexes)

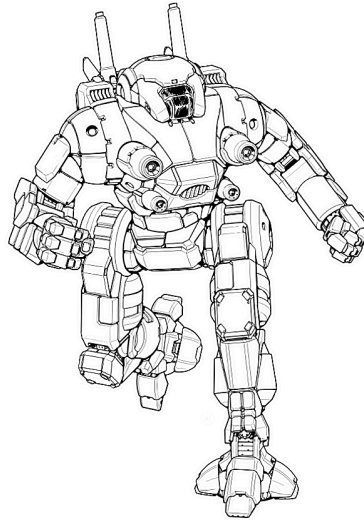
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	LT	15	10 [DE]	—	7	14	23
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	ER PPC	RT	15	10 [DE]	—	7	14	23
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
2	ER Medium Laser (R)	CT	5	5 [DE]	—	4	8	12

### WARRIOR DATA

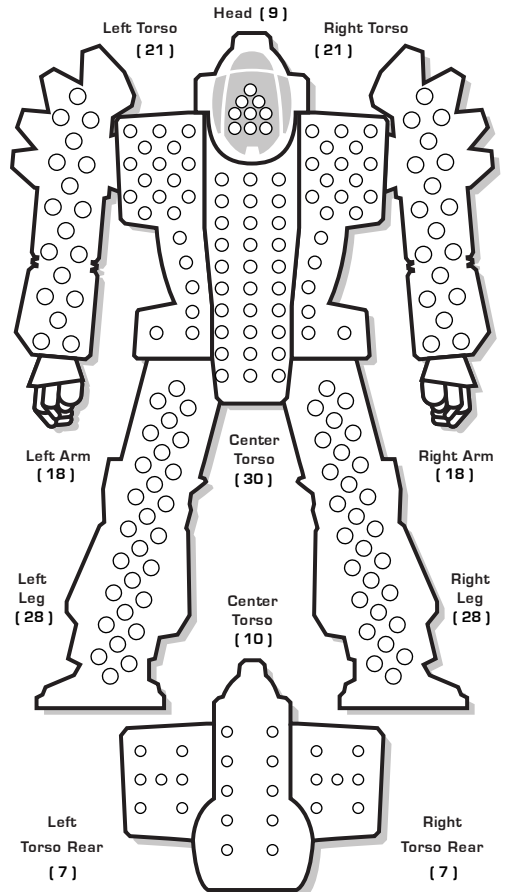
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



BV: 1,698



### CRITICAL TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Hand Actuator
- Double Heat Sink
- Double Heat Sink

4-6

#### Left Torso

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

1-3

- Double Heat Sink
- Double Heat Sink
- ER PPC
- ER Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Ferro-Fibrous
- Roll Again

#### Head

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

1-3

#### Center Torso

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

4-6

- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser (R)
- ER Medium Laser (R)
- Ferro-Fibrous
- 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

1-3

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Ferro-Fibrous
- Ferro-Fibrous

4-6

#### Right Torso

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

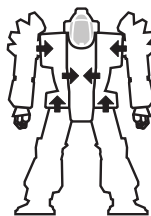
1-3

- ER PPC
- ER PPC
- ER PPC
- ER Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous

4-6

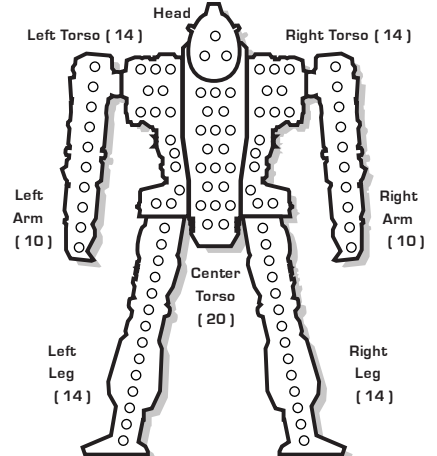
#### Right Leg

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



Damage Transfer Diagram

### 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

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: Ostsol C

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 60

Tech Base: Clan

Rules Level: Advanced

Role: Skirmisher

### Weapons & Equipment Inventory

(hexes)

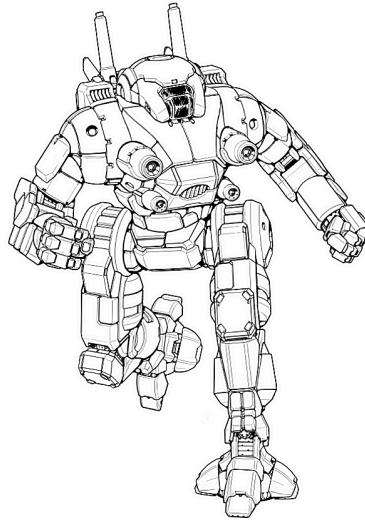
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	LT	12	10 [DE]	—	8	15	25
1	Imp. Heavy Medium Laser	LT	7	10 [DE,X]	—	3	6	9
1	ER Large Laser	RT	12	10 [DE]	—	8	15	25
1	Imp. Heavy Medium Laser	RT	7	10 [DE,X]	—	3	6	9
1	Targeting Computer	RT	—	[E]	—	—	—	—
2	ER Medium Laser (R)	CT	5	7 [DE]	—	5	10	15

### WARRIOR DATA

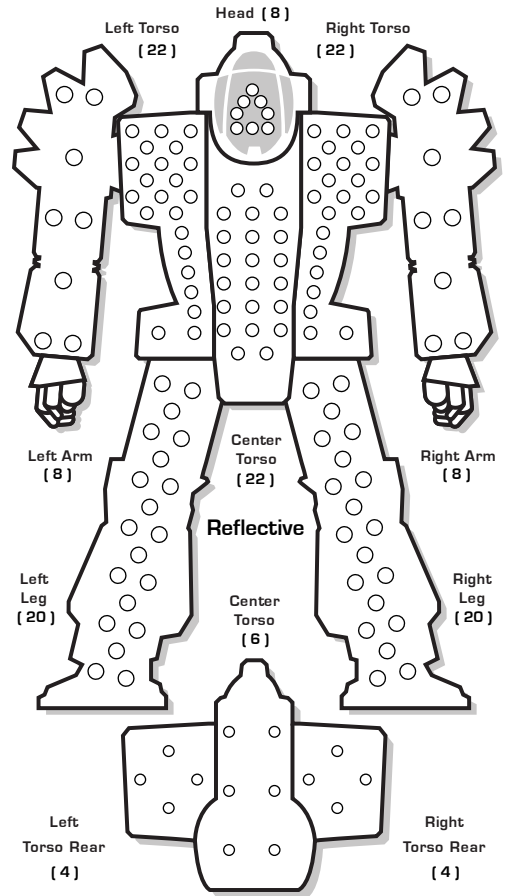
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



BV: 2,277



### CRITICAL TABLE

#### Left Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - Reflective
  - Roll Again

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

#### Left Torso (CASE)

- Double Heat Sink
  - Double Heat Sink
  - ER Large Laser
  - Imp. Heavy Medium Laser
  - Imp. Heavy Medium Laser
  - Reflective
- 1-3

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

#### Left Leg

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

#### Head

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

#### Center Torso

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

- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - ER Medium Laser (R)
  - ER Medium Laser (R)
- 4-6

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

#### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Hand Actuator
  - Reflective
  - Roll Again
- 1-3

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

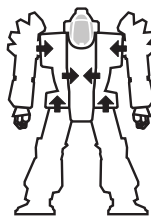
#### Right Torso (CASE)

- ER Large Laser
  - Imp. Heavy Medium Laser
  - Imp. Heavy Medium Laser
  - Targeting Computer
  - Targeting Computer
  - Targeting Computer
- 1-3

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

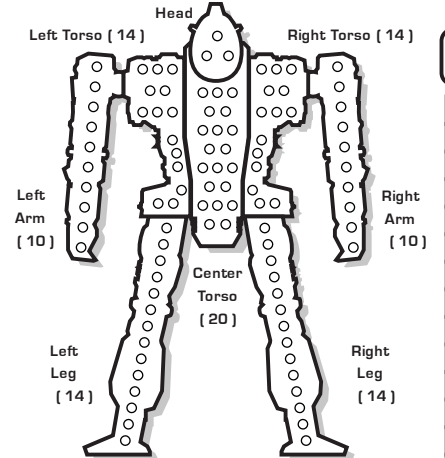
#### Right Leg

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	15 (30)
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™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Nova (Black Hawk) T

Movement Points: **Tonnage:** 50  
**Walking:** 5 **Tech Base:** Clan  
**Running:** 8 **Rules Level:** Standard  
**Jumping:** 5 **Role:** Skirmisher

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	[hexes]			
					Min	Sht	Med	Lng
6	Medium Chem Laser	LA	2	5 [DE]	-	3	6	9
6	Medium Chem Laser	RA	2	5 [DE]	-	3	6	9

Ammo: [Medium Chemical Laser] 120

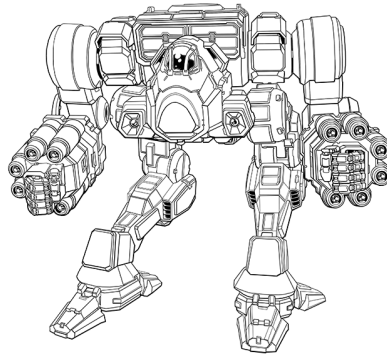
BV: 1,579



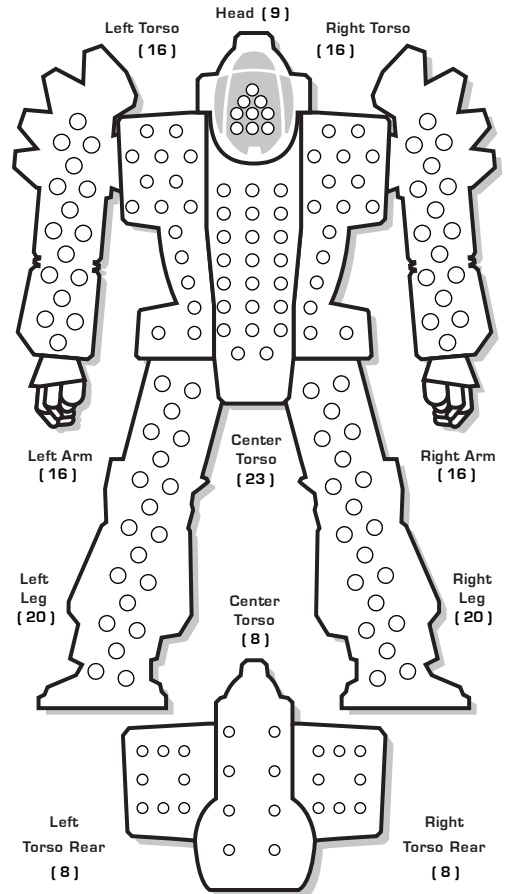
### WARRIOR DATA

Name: \_\_\_\_\_  
**Gunnery Skill:** \_\_\_\_\_ **Piloting Skill:** \_\_\_\_\_  
 Hits Taken  
 Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead



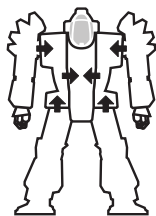
### ARMOR DIAGRAM



### CRITICAL TABLE

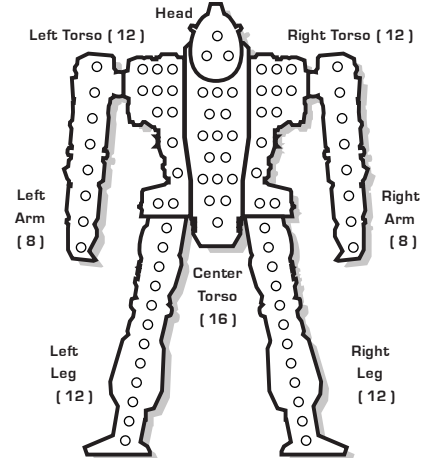
Location	1-3	4-6
<b>Left Arm (CASE)</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Chem Laser 6. Medium Chem Laser	1. Medium Chem Laser 2. Medium Chem Laser 3. Medium Chem Laser 4. Medium Chem Laser 5. Ammo [Medium Chemical Laser] 30 6. Ammo [Medium Chemical Laser] 30
<b>Right Arm (CASE)</b>	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Chem Laser 6. Medium Chem Laser	1. Medium Chem Laser 2. Medium Chem Laser 3. Medium Chem Laser 4. Medium Chem Laser 5. Ammo [Medium Chemical Laser] 30 6. Ammo [Medium Chemical Laser] 30
<b>Center Torso</b>	1. XL Fusion Engine 2. XL Fusion Engine 3. XL Fusion Engine 4. Gyro 5. Gyro 6. Gyro	1. Gyro 2. XL Fusion Engine 3. XL Fusion Engine 4. XL Fusion Engine 5. Jump Jet 6. Roll Again
<b>Left Torso</b>	1. XL Fusion Engine 2. XL Fusion Engine 3. [Double Heat Sink 4. [Double Heat Sink 5. [Double Heat Sink 6. [Double Heat Sink	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
<b>Right Torso</b>	1. XL Fusion Engine 2. XL Fusion Engine 3. [Double Heat Sink 4. [Double Heat Sink 5. [Double Heat Sink 6. [Double Heat Sink	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
<b>Left Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet
<b>Right Leg</b>	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Jump Jet 6. Jump Jet	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 ○



Damage Transfer Diagram

### 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

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: Nova [Black Hawk] G

Movement Points: **Tonnage:** 50  
 Walking: 5 **Tech Base:** Clan  
 Running: 8 **Rules Level:** Standard  
 Jumping: 5 **Role:** Skirmisher

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	[hexes]			
					Min	Sht	Med	Lng
7	ER Small Laser	LA	2	5 [DE]	-	2	4	6
1	ProtoMech AC/8	RA	2	8 [DB,S]	-	3	7	10
1	Imp. Heavy Medium Laser	LT	7	10 [DE,X]	-	3	6	9
1	Imp. Heavy Medium Laser	RT	7	10 [DE,X]	-	3	6	9
1	Targeting Computer	RT	-	[E]	-	-	-	-

Ammo: [Proto AC/8] 20

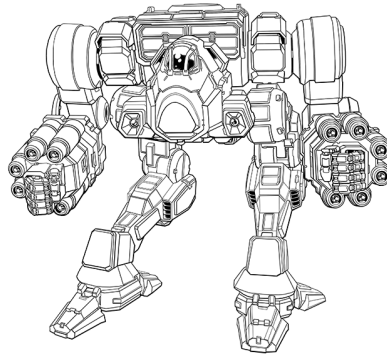
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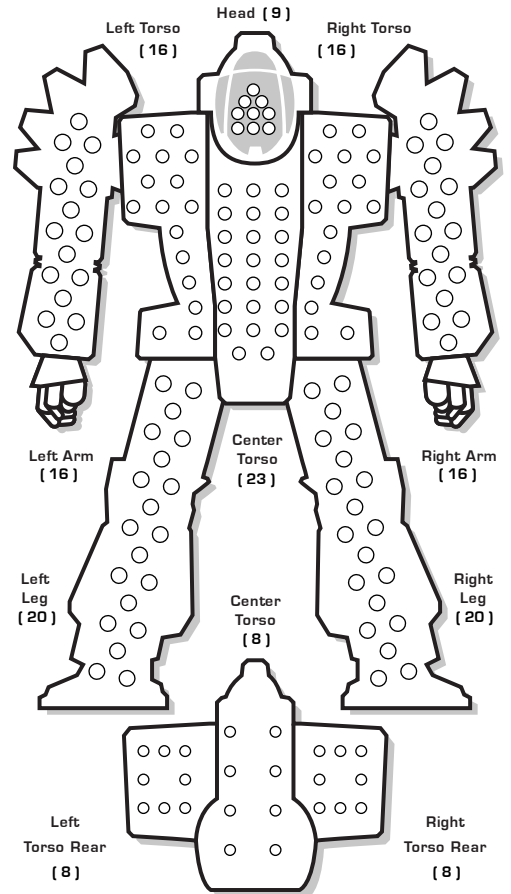
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



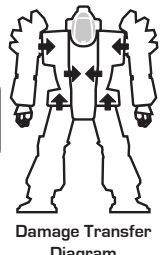
### ARMOR DIAGRAM



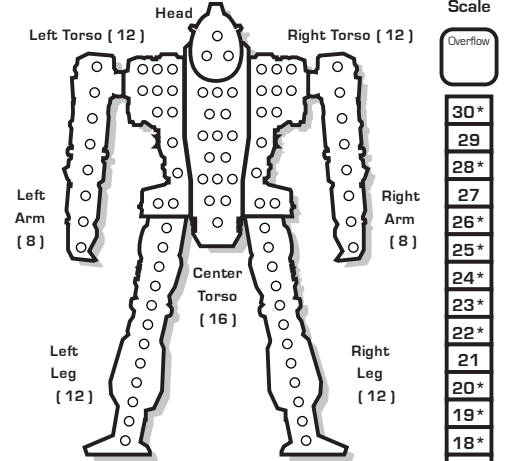
### CRITICAL TABLE

Location	1	2	3	4	5	6
<b>Left Arm</b>	Shoulder	Upper Arm Actuator	Lower Arm Actuator	Hand Actuator	ER Small Laser	ER Small Laser
<b>Right Arm (CASE)</b>	Shoulder	Upper Arm Actuator	ProtoMech AC/8	ProtoMech AC/8	ProtoMech AC/8	ProtoMech AC/8
<b>Center Torso</b>	XL Fusion Engine	XL Fusion Engine	XL Fusion Engine	Gyro	Gyro	Gyro
<b>Right Torso (CASE)</b>	XL Fusion Engine	XL Fusion Engine	XL Fusion Engine	Jump Jet	Roll Again	
<b>Left Torso (CASE)</b>	XL Fusion Engine	XL Fusion Engine	Double Heat Sink	Double Heat Sink	Double Heat Sink	Double Heat Sink
<b>Right Torso (CASE)</b>	XL Fusion Engine	XL Fusion Engine	Double Heat Sink	Double Heat Sink	Double Heat Sink	Double Heat Sink
<b>Left Leg</b>	Hip	Upper Leg Actuator	Lower Leg Actuator	Foot Actuator	Jump Jet	Jump Jet
<b>Right Leg</b>	Hip	Upper Leg Actuator	Lower Leg Actuator	Foot Actuator	Jump Jet	Jump Jet

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

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: Nova (Black Hawk) I

Movement Points: **Tonnage:** 50  
 Walking: 5 **Tech Base:** Clan  
 Running: 8 **Rules Level:** Standard  
 Jumping: 5 **Role:** Skirmisher

### Weapons & Equipment Inventory

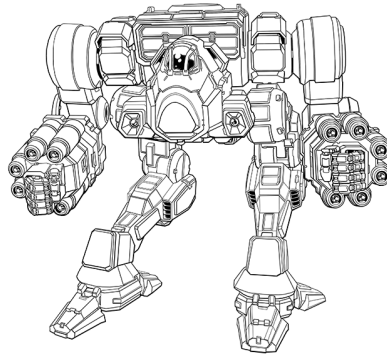
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
5	Imp. Heavy Medium Laser	LA	7	10 [DE,X]	-	3	6	9
1	ER PPC	RA	15	15 [DE]	-	7	14	23

(hexes)

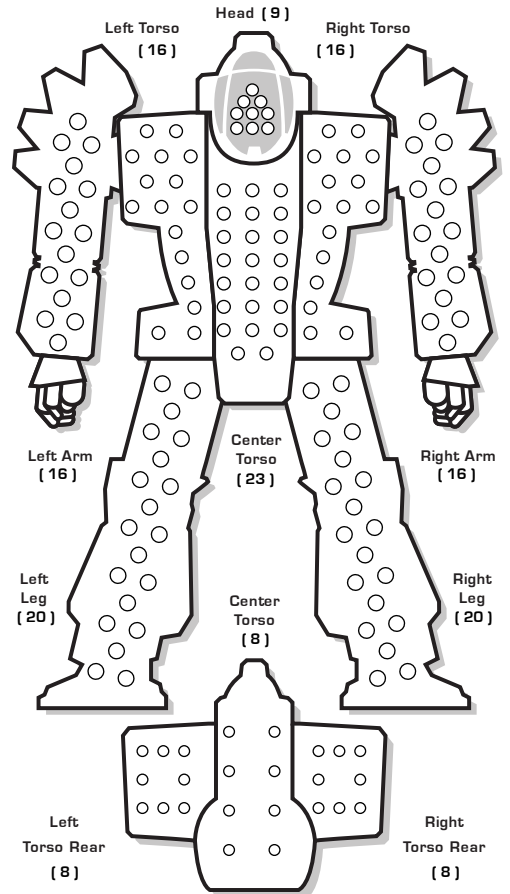
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness #

1	2	3	4	5	6
3	5	7	10	11	Dead



### ARMOR DIAGRAM



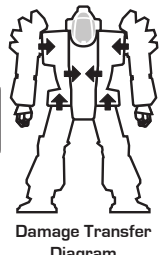
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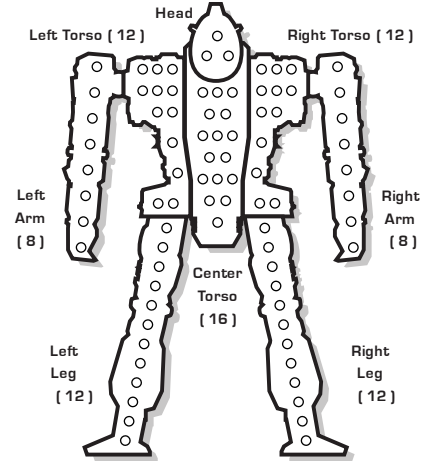
### CRITICAL TABLE

Part	1	2	3	4	5	6
<b>Left Arm (CASE)</b>	Shoulder	Upper Arm Actuator	Imp. Heavy Medium Laser	Imp. Heavy Medium Laser	Imp. Heavy Medium Laser	Imp. Heavy Medium Laser
<b>Right Arm</b>	Shoulder	Upper Arm Actuator	Double Heat Sink	Double Heat Sink	ER PPC	ER PPC
<b>Center Torso</b>	XL Fusion Engine	XL Fusion Engine	XL Fusion Engine	Gyro	Gyro	Gyro
<b>Left Torso</b>	XL Fusion Engine	XL Fusion Engine	Double Heat Sink	Double Heat Sink	Double Heat Sink	Double Heat Sink
<b>Right Torso</b>	XL Fusion Engine	XL Fusion Engine	Double Heat Sink	Double Heat Sink	Double Heat Sink	Double Heat Sink
<b>Left Leg</b>	Hip	Upper Leg Actuator	Lower Leg Actuator	Foot Actuator	Jump Jet	Jump Jet
<b>Right Leg</b>	Hip	Upper Leg Actuator	Lower Leg Actuator	Foot Actuator	Jump Jet	Jump Jet

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	19 (38)
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™

## OMNIMECH RECORD SHEET

### 'MECH DATA

Type: Nova (Black Hawk) L

Movement Points: **Tonnage:** 50  
**Walking:** 5 **Tech Base:** Clan  
**Running:** 8 **Rules Level:** Standard  
**Jumping:** 5 **Role:** Skirmisher

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Imp. Heavy Large Laser	LA	18	16 [DE,X]	—	5	10	15
1	Plasma Cannon	LA	7	[DE,H,A]	—	6	12	18
1	Imp. Heavy Large Laser	RA	18	16 [DE,X]	—	5	10	15
1	Plasma Cannon	RA	7	[DE,H,A]	—	6	12	18

(hexes)

Ammo: (Plasma Cannon) 20

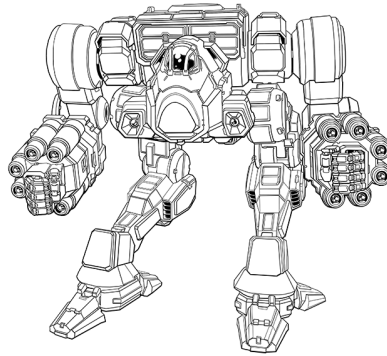
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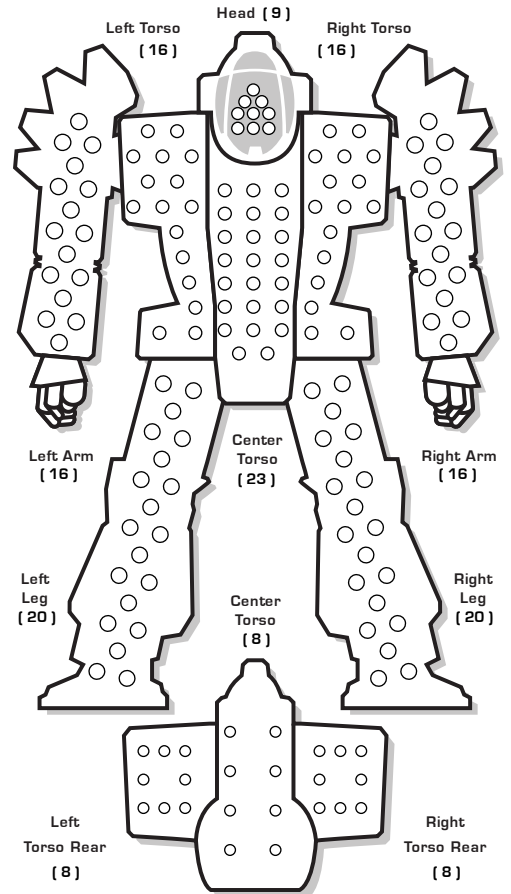
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL TABLE

- Left Arm (CASE)**
- 1. Shoulder
  - 2. Upper Arm Actuator
  - 3. Lower Arm Actuator
- 1-3
- 4. Imp. Heavy Large Laser
  - 5. Imp. Heavy Large Laser
  - 6. Imp. Heavy Large Laser
- 4-6
- 1. Plasma Cannon
  - 2. Roll Again
  - 3. Roll Again
  - 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again
- Left Torso**
- 1. XL Fusion Engine
  - 2. XL Fusion Engine
- 1-3
- 3. Double Heat Sink
  - 4. Double Heat Sink
  - 5. Double Heat Sink
  - 6. Double Heat Sink
- 4-6
- 1. Ammo (Plasma Cannon) 10
  - 2. Roll Again
  - 3. Roll Again
  - 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again

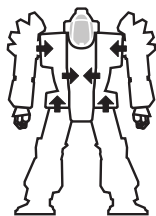
- Head**
- 1. Life Support
  - 2. Sensors
  - 3. Cockpit
  - 4. Roll Again
  - 5. Sensors
  - 6. Life Support

- Center Torso**
- 1. XL Fusion Engine
  - 2. XL Fusion Engine
  - 3. XL Fusion Engine
  - 4. Gyro
  - 5. Gyro
  - 6. Gyro
- 1-3
- 1. Gyro
  - 2. XL Fusion Engine
  - 3. XL Fusion Engine
  - 4. XL Fusion Engine
  - 5. Jump Jet
  - 6. Roll Again

- 4-6
- 1. Gyro
  - 2. XL Fusion Engine
  - 3. XL Fusion Engine
  - 4. XL Fusion Engine
  - 5. Jump Jet
  - 6. Roll Again

- Right Arm (CASE)**
- 1. Shoulder
  - 2. Upper Arm Actuator
  - 3. Lower Arm Actuator
- 1-3
- 4. Imp. Heavy Large Laser
  - 5. Imp. Heavy Large Laser
  - 6. Imp. Heavy Large Laser
- 4-6
- 1. Plasma Cannon
  - 2. Roll Again
  - 3. Roll Again
  - 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again
- Right Torso**
- 1. XL Fusion Engine
  - 2. XL Fusion Engine
- 1-3
- 3. Double Heat Sink
  - 4. Double Heat Sink
  - 5. Double Heat Sink
  - 6. Double Heat Sink
- 4-6
- 1. Ammo (Plasma Cannon) 10
  - 2. Roll Again
  - 3. Roll Again
  - 4. Roll Again
  - 5. Roll Again
  - 6. Roll Again

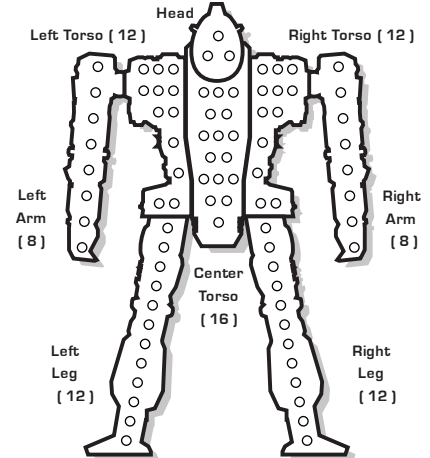
Engine Hits ○○○○  
 Gyro Hits ○○○○  
 Sensor Hits ○○○○  
 Life Support ○



Damage Transfer Diagram

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	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

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: Nova [Black Hawk] R

Movement Points:

Walking: 5

Running: 8 [10]

Jumping: 5

Tonnage: 50

Tech Base: Mixed

Rules Level: Advanced

Role: Skirmisher

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
6	AP Gauss Rifle	LA	1	3 [DB, AI, X]	-	3	6	9
4	Medium Re-engineered Laser	RA	6	6 [DE]	-	3	6	9

Ammo: [AP Gauss] 80

BV: 1,597

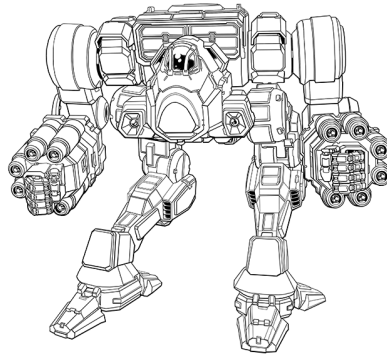


### WARRIOR DATA

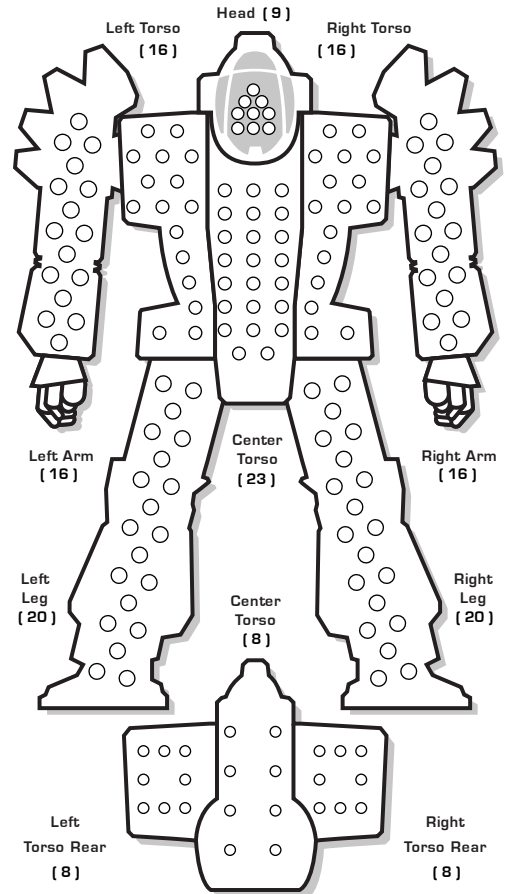
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL TABLE

#### Left Arm [CASE]

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

1-3

- AP Gauss Rifle
- AP Gauss Rifle
- Ammo [AP Gauss] 40
- Ammo [AP Gauss] 40
- Roll Again
- Roll Again

4-6

#### Left Torso

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

1-3

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

4-6

#### 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

1-3

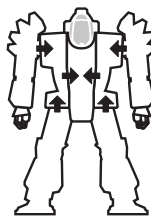
#### Center Torso

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

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- Supercharger [Clan]

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



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Re-engineered Laser [IS]
- Medium Re-engineered Laser [IS]

1-3

- Medium Re-engineered Laser [IS]
- Medium Re-engineered Laser [IS]
- Medium Re-engineered Laser [IS]
- Medium Re-engineered Laser [IS]
- Medium Re-engineered Laser [IS]
- Medium Re-engineered Laser [IS]

4-6

#### Right Torso

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

1-3

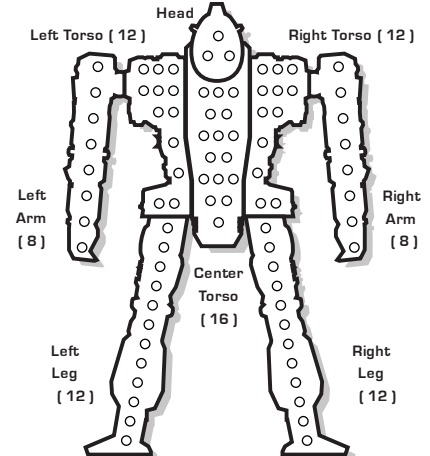
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

#### 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
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: Lightning LHN-C5

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Tonnage: 70

Tech Base: Inner Sphere

Rules Level: Standard

Role: Sniper

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Imp. Heavy Gauss Rifle	RT/CT	2	22 [DB,X]	3	6	12	19
1	Heavy PPC	LT	15	15 [DE]	3	6	12	18

Ammo: [iHeavy Gauss] 12

BV: 2,024

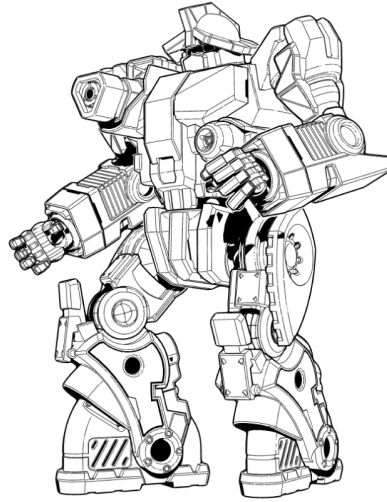


### WARRIOR DATA

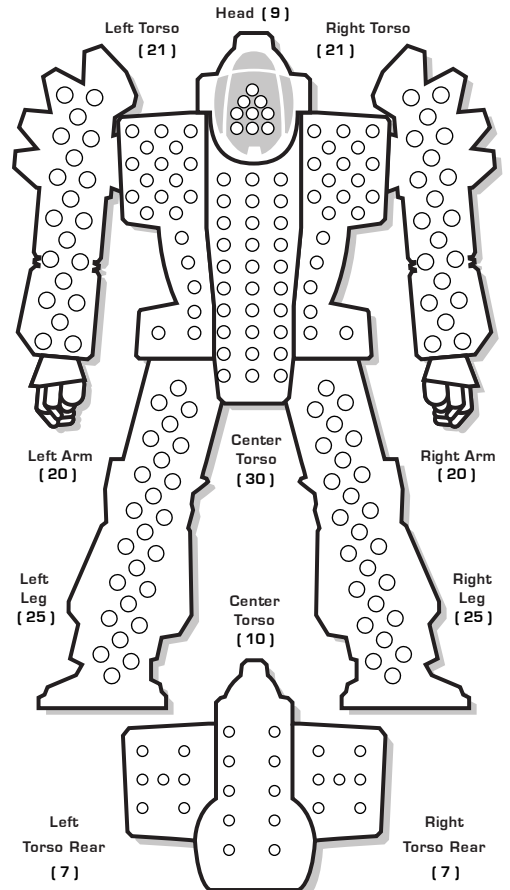
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



### ARMOR DIAGRAM



### CRITICAL TABLE

#### Left Arm

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

1-3

- Endo Steel
- Endo Steel
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Roll Again

4-6

#### Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Heavy PPC
- Heavy PPC
- Heavy PPC
- Heavy PPC
- Ammo (iHeavy Gauss) 4
- Ammo (iHeavy Gauss) 4
- Ammo (iHeavy Gauss) 4
- Endo Steel
- Endo Steel

1-3

4-6

#### Left Leg

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

#### Head

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

1-3

#### Center Torso

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

4-6

#### Right Arm

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

1-3

- Endo Steel
- Endo Steel
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Roll Again

4-6

#### Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle
- Imp. Heavy Gauss Rifle

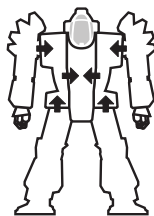
1-3

4-6

#### Right Leg

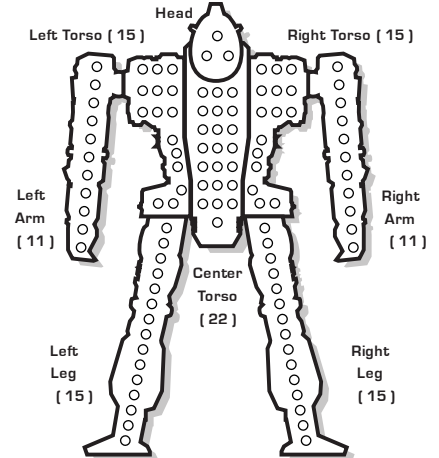
- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Endo Steel
- Endo Steel

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



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
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

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

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### 'MECH DATA

Type: Thug THG-13U

Movement Points:

Walking: 4 [5]

Running: 6 [10]

Jumping: 0

Tonnage: 80

Tech Base: Inner Sphere

Rules Level: Advanced

Role: Juggernaut

### Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Snub-Nose PPC	LA	10	10/8/5	—	9	13	15
				[DE.V]				
1	Snub-Nose PPC	RA	10	10/8/5	—	9	13	15
				[DE.V]				
2	MML 3	LT	2	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9
2	MML 3	RT	2	[M,C,S]				
	LRM			1/Msl	6	7	14	21
	SRM			2/Msl	—	3	6	9

Ammo: [MML 3/LRM] 40, [MML 3/SRM] 33

BV: 2,545

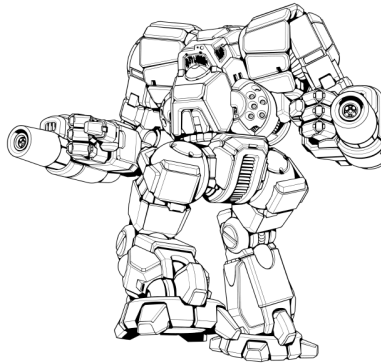


### WARRIOR DATA

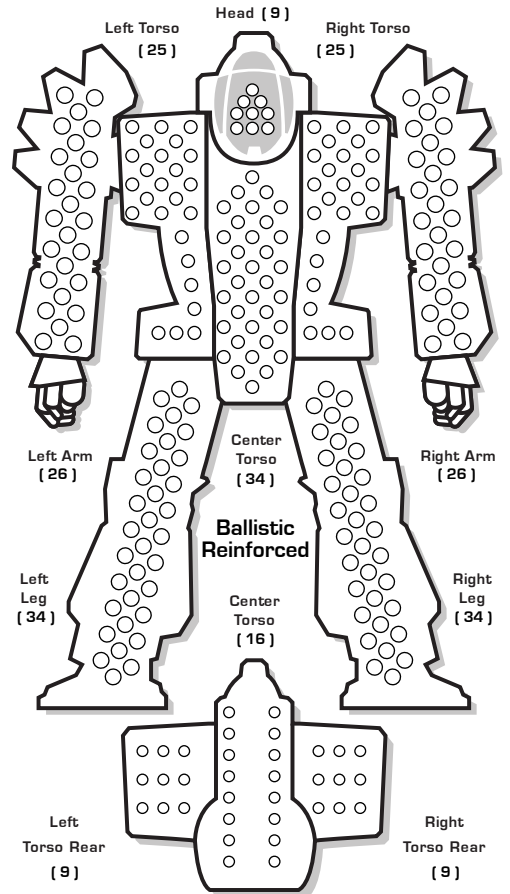
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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



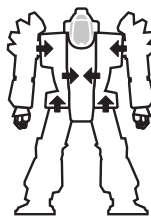
### ARMOR DIAGRAM



### CRITICAL TABLE

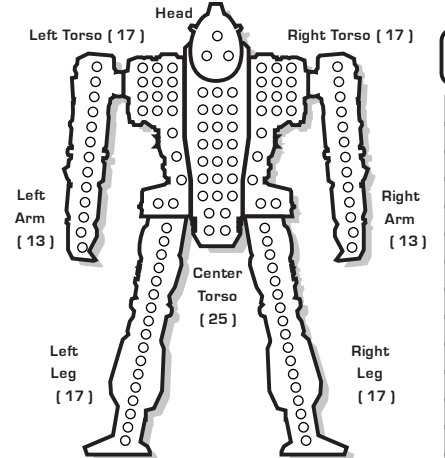
Location	1-3	4-6
<b>Head</b>	1. Life Support 2. Sensors 3. Cockpit 4. Roll Again 5. Sensors 6. Life Support	
<b>Center Torso</b>	1-3 1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro	4-6 1. Gyro 2. Fusion Engine 3. Fusion Engine 4. Fusion Engine 5. Supercharger 6. Triple-Strength Myomer
<b>Left Arm</b>	1-3 1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. [Snub-Nose PPC 6. [Snub-Nose PPC	
<b>Right Arm</b>	1-3 1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. [Snub-Nose PPC 6. [Snub-Nose PPC	
<b>Left Torso</b>	1-3 1. Endo Steel 2. Endo Steel 3. Ballistic-Reinforced 4. Ballistic-Reinforced 5. Ballistic-Reinforced 6. Triple-Strength Myomer	
<b>Right Torso</b>	1-3 1. Endo Steel 2. Endo Steel 3. Ballistic-Reinforced 4. Ballistic-Reinforced 5. Ballistic-Reinforced 6. Triple-Strength Myomer	
<b>Left Leg</b>	4-6 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Endo Steel	
<b>Right Leg</b>	4-6 1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Endo Steel 6. Endo Steel	

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



Damage Transfer Diagram

### 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

Overflow
30*
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