

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Cyclops CP-11-C

Movement Points: **Tonnage:** 90
Walking: 4 **Tech Base:** Inner Sphere
Running: 6 **Rules Level:** Standard
Jumping: 0 **Role:** Brawler

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)			
					Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	C3 Computer (Master)	LT	—	[E]	—	5	9	15
1	Gauss Rifle	RT	1	15 [DB,X]	2	7	15	22
1	SRM 4	CT	3	2/Msl [M,C,S]	—	3	6	9

Ammo: (Gauss) 16, (SRM 4) 25

Quirks: Battle Computer, Cowl, Difficult Ejection, Weak Head Armor (2)

BV: 2,236



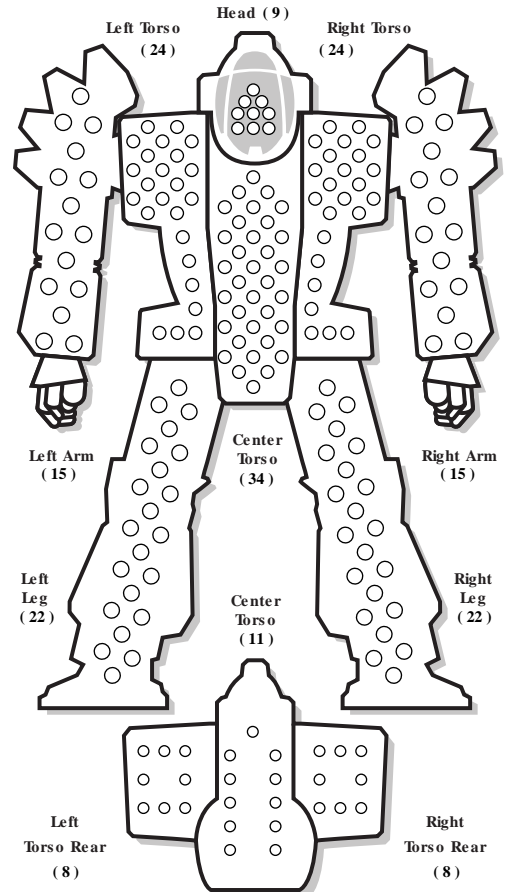
WARRIOR DATA

Name: Haruki Kobayashi
Gunnery Skill: 3 **Piloting Skill:** 3

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



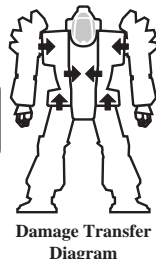
ARMOR DIAGRAM



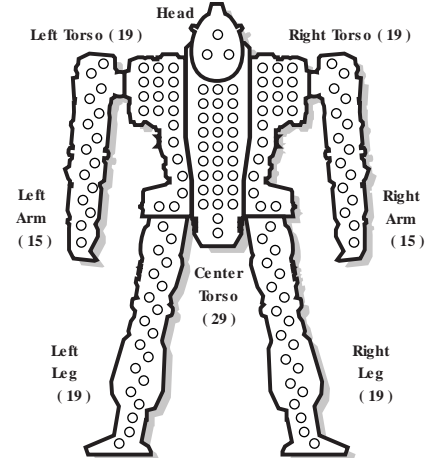
CRITICAL TABLE

Location	Roll	Result		
Left Arm	1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Laser 6. Roll Again		
	4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again		
	Left Torso	1-3	1. C3 Master 2. C3 Master 3. C3 Master 4. C3 Master 5. C3 Master 6. Roll Again	
		4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again	
		Head	1-3	1. Life Support 2. Sensors 3. Cockpit 4. Roll Again 5. Sensors 6. Life Support
			4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Center Torso			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. SRM 4 6. Ammo (SRM 4) 25
	Right Arm		1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Medium Laser 6. Roll Again
			4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
		Right Torso	1-3	1. Gauss Rifle 2. Gauss Rifle 3. Gauss Rifle 4. Gauss Rifle 5. Gauss Rifle 6. Gauss Rifle
			4-6	1. Gauss Rifle 2. Ammo (Gauss) 8 3. Ammo (Gauss) 8 4. Roll Again 5. Roll Again 6. Roll Again
Left Leg			1-3	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again
			4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
	Right Leg		1-3	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Roll Again 6. Roll Again
			4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

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



INTERNAL STRUCTURE DIAGRAM



Heat Scale

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

HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	12
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: Grand Dragon DRG-C

Movement Points: **Tonnage:** 60
 Walking: 6 **Tech Base:** Inner Sphere
 Running: 9 **Rules Level:** Standard
 Jumping: 0 **Role:** Skirmisher

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	(hexes)			
					Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	Medium Laser (R)	LT	3	5 [DE]	—	3	6	9
1	C3 Computer (Slave)	RT	—	[E]	—	—	—	—
1	LRM 10	CT	4	1/Msl [M,C,S]	6	7	14	21

Ammo: (LRM 10) 24

Quirks: Extended Torso Twist, Narrow/Low Profile, Stable

BV: 1,904



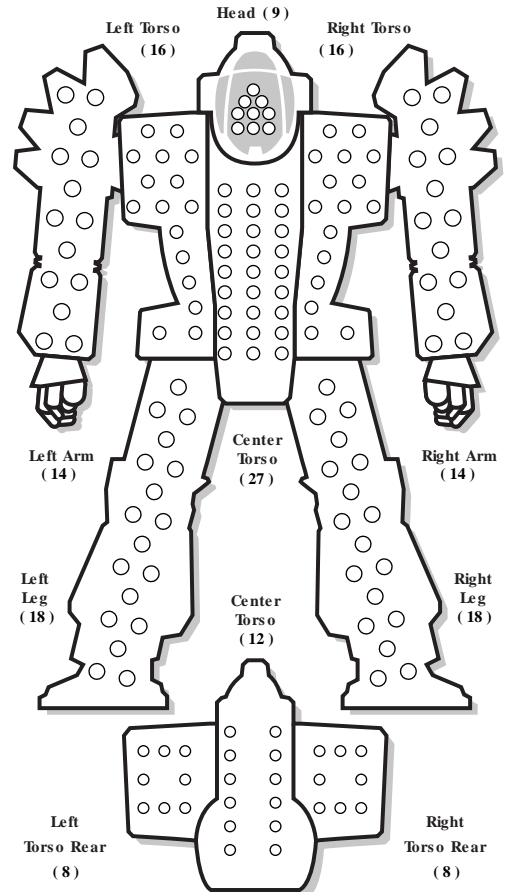
WARRIOR DATA

Name: Eun-Young Sato
 Gunnery Skill: 3 Piloting Skill: 3

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

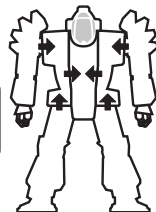


ARMOR DIAGRAM

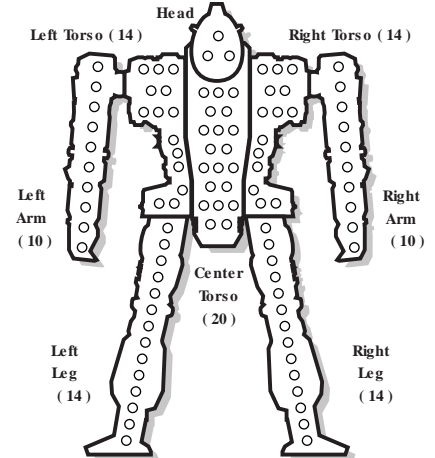


CRITICAL TABLE

Location	1-3	4-6
Left Arm	<ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator Hand Actuator Medium Laser Roll Again 	<ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again
Right Arm	<ol style="list-style-type: none"> Shoulder Upper Arm Actuator Lower Arm Actuator ER PPC ER PPC ER PPC 	<ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again
Center Torso	<ol style="list-style-type: none"> Life Support Sensors Cockpit Roll Again Sensors Life Support 	<ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine XL Fusion Engine Gyro Gyro Gyro
Left Torso (CASE)	<ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine XL Fusion Engine Medium Laser (R) Ammo (LRM 10) 12 Ammo (LRM 10) 12 	<ol style="list-style-type: none"> Gyro XL Fusion Engine XL Fusion Engine XL Fusion Engine LRM 10 LRM 10
Right Torso	<ol style="list-style-type: none"> XL Fusion Engine XL Fusion Engine XL Fusion Engine C3 Slave Roll Again Roll Again 	<ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again
Left Leg	<ol style="list-style-type: none"> CASE Roll Again Roll Again Roll Again Roll Again Roll Again 	<ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again
Right Leg	<ol style="list-style-type: none"> Roll Again Roll Again Roll Again Roll Again Roll Again Roll Again 	<ol style="list-style-type: none"> Hip Upper Leg Actuator Lower Leg Actuator Foot Actuator Roll Again Roll Again



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: 13 (26)
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: Orion ON1-MC

Movement Points:

Walking: 4

Running: 6

Jumping: 0

Tonnage: 75

Tech Base: Inner Sphere

Rules Level: Standard

Role: Brawler

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	MRM 20	LA	6	1/Msl [M,C]	—	3	8	15
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	Medium Laser	RA	3	5 [DE]	—	3	6	9
1	MRM 30	LT	10	1/Msl [M,C]	—	3	8	15
1	LB 10-X AC	RT	2	10	—	6	12	18
				[DB,C/F/S]				
1	C3 Computer (Slave)	HD	—	[E]	—	—	—	—

Ammo: (LB 10-X) 10, (LB 10-X Cluster) 10, (MRM 20) 12, (MRM 30) 16

Quirks: Anti-Aircraft Targeting, Easy to Maintain, Rugged (1 Point)

BV: 2,161



WARRIOR DATA

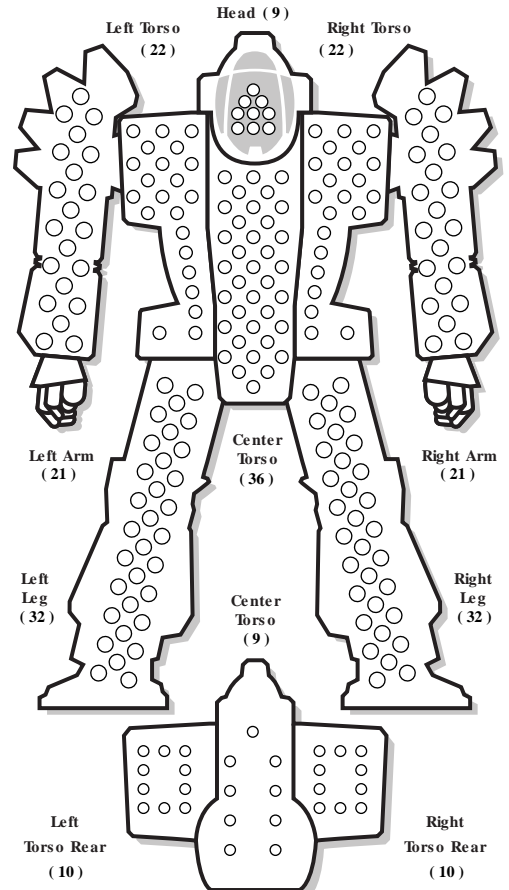
Name: Natalia Ghislieri

Gunnery Skill: 3 Piloting Skill: 3

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
 - MRM 20
 - MRM 20
 - MRM 20

- Medium Laser
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- Left Torso (CASE)**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - MRM 30
 - MRM 30
 - MRM 30

- MRM 30
- MRM 30
- Ammo (MRM 30) 8
- Ammo (MRM 30) 8
- Ammo (MRM 20) 12
- CASE

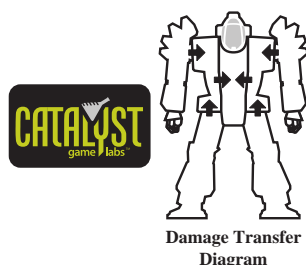
- Left Leg**
- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
 - Roll Again
 - Roll Again

- Head**
- Life Support
 - Sensors
 - Cockpit
 - C3 Slave
 - Sensors
 - Life Support

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Roll Again
- Roll Again

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



- Right Arm**
- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
 - Medium Laser
 - Roll Again
 - Roll Again

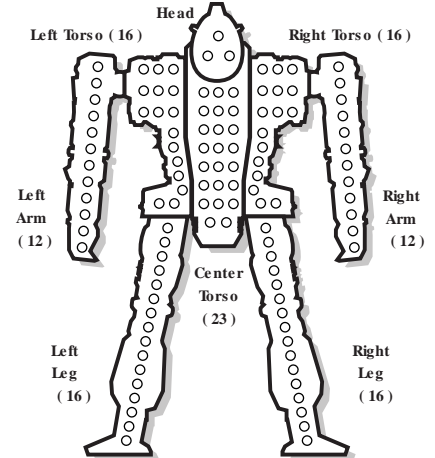
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

- Right Torso (CASE)**
- XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - LB 10-X AC
 - LB 10-X AC
 - LB 10-X AC

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Ammo (LB 10-X) 10
- Ammo (LB 10-X Cluster) 10
- CASE

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

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: 11 (22)

Heat Scale

Overflow

