

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Marauder IIC 2
 Movement Points:
 Walking: 4 Tonnage: 85
 Running: 6 Tech Base: Clan
 Jumping: 4 Rules Level: Standard
 Role: Skirmisher

Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Heavy Large Laser	LA	18	16 [DE]	—	5	10	15
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	Heavy Large Laser	RA	18	16 [DE]	—	5	10	15
1	Medium Pulse Laser	RA	4	7 [P]	—	4	8	12
1	ER Large Laser	CT	12	10 [DE]	—	8	15	25

Total Heat (Dissipation): 56 (48)

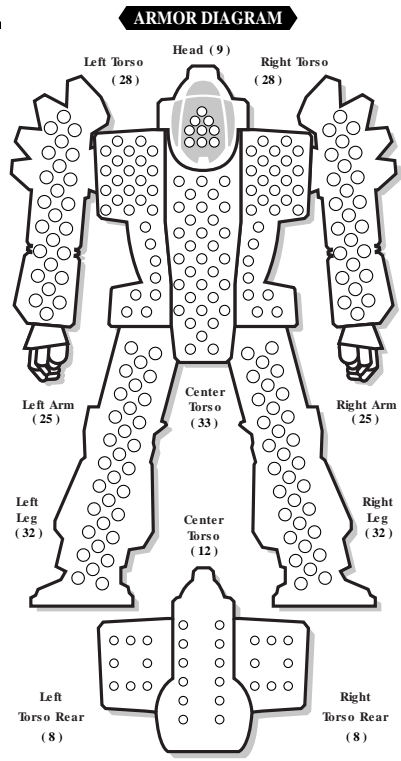
Quirks: Command Mech, Hyper-Extending Actuators, Narrow/Low Profile, Exposed Actuators

BV: 3,113

WARRIOR DATA

Name: Bernice Makarezos
 Gunnery Skill: 3 Piloting Skill: 4

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



HIT LOCATION TABLE

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

*A result of 2 may inflict a critical hit.

TO-HIT MODIFIERS

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

CRITICAL TABLE

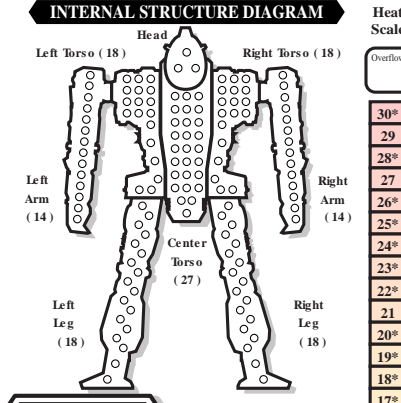
Location	Rolls	Effects
Left Arm	1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Double Heat Sink 5. Double Heat Sink 6. Heavy Large Laser
Right Arm	1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Double Heat Sink 5. Double Heat Sink 6. Heavy Large Laser
Center Torso	1-3	1. Fusion Engine 2. Fusion Engine 3. Fusion Engine 4. Gyro 5. Gyro 6. Gyro
Left Torso	1-3	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink
Right Torso	1-3	1. Double Heat Sink 2. Double Heat Sink 3. Double Heat Sink 4. Double Heat Sink 5. Double Heat Sink 6. Double Heat Sink
Left Leg	4-6	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Double Heat Sink 6. Double Heat Sink
Right Leg	4-6	1. Hip 2. Upper Leg Actuator 3. Lower Leg Actuator 4. Foot Actuator 5. Double Heat Sink 6. Double Heat Sink

Engine Hits ○○○○

Gyro Hits ○○○○

Sensor Hits ○○○○

Life Support ○



HEAT DATA

Heat Level*	Effects	Double Heat Sinks:
30	Shutdown	24 (48)
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	○○○○

PHYSICAL ATTACKS

Attack	To-Hit	Damage
Punch	+1	8
Kick	-2	17
Push	-1	â€”
Charge	+0*	8/Hex
DFA	+0*	24

*Modified by target piloting skill

PUNCH LOCATION TABLE

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

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MOVEMENT RECORD

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

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

KICK LOCATION TABLE

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

FACING AFTER FALL

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

BATTLETECH™

BATTLEMECH RECORD SHEET

MECH DATA

Type: Hellhound (Conjurer) (Standard)

Movement Points: **Tonnage:** 50

Walking: 6 **Tech Base:** Clan

Running: 9 **Rules Level:** Standard

Jumping: 6 **Role:** Skirmisher

Weapons & Equipment Inventory

(hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser	RA	10	10 [P]	—	6	14	20
2	Streak SRM 2	LT	2	2[Msl [M.C]	—	4	8	12
2	ER Medium Laser	RT	5	7 [DE]	—	5	10	15

Total Heat (Dissipation): 24 (20)

Ammo: (Streak SRM 2) 50
Quirks: Extended Torso Twist

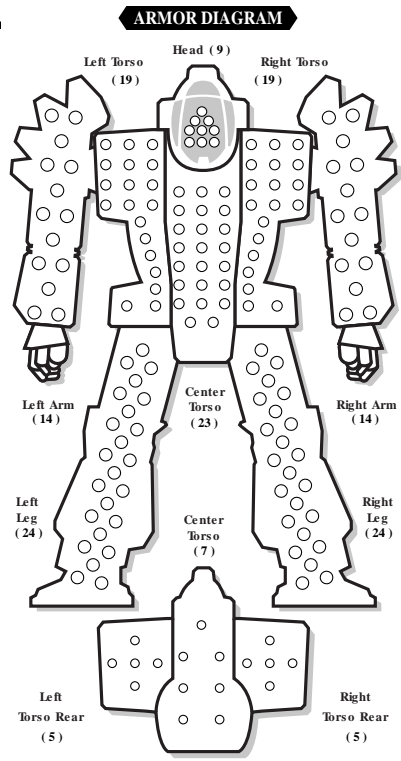
BV: 2,393

WARRIOR DATA

Name: Ethan López

Gunnery Skill: 3 **Piloting Skill:** 4

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



HIT LOCATION TABLE

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

*A result of 2 may inflict a critical hit.

TO-HIT MODIFIERS

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

CRITICAL TABLE

Location	Rolls	Effects
Left Arm	1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Ferro-Fibrous 6. Ferro-Fibrous
	4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again
Right Arm	1-3	1. Shoulder 2. Upper Arm Actuator 3. Lower Arm Actuator 4. Hand Actuator 5. Large Pulse Laser 6. Large Pulse Laser
	4-6	1. Ferro-Fibrous 2. Ferro-Fibrous 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. Jump Jet 6. Jump Jet
Left Torso (CASE)	1-3	1. Jump Jet 2. Jump Jet 3. Streak SRM 2 4. Streak SRM 2 5. Ammo (Streak SRM 2) 50 6. Endo Steel
	4-6	1. Ferro-Fibrous 2. Ferro-Fibrous 3. Roll Again 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. Endo Steel 6. Endo Steel
	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. Endo Steel 6. Endo Steel
	4-6	1. Roll Again 2. Roll Again 3. Roll Again 4. Roll Again 5. Roll Again 6. Roll Again

Engine Hits ○○○○

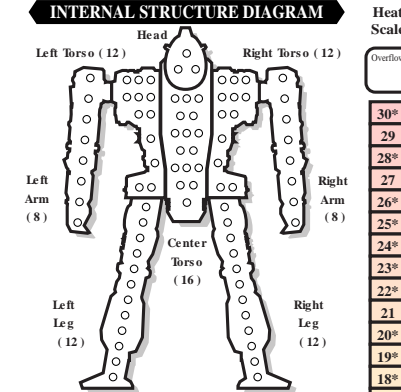
Gyro Hits ○○○○

Sensor Hits ○○○○

Life Support ○

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Damage Transfer 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)

PHYSICAL ATTACKS

Attack	To-Hit	Damage
Punch	+0	5
Kick	-2	10
Push	-1	â€”
Club	-1	10
Charge	+0*	5/Hex
DFA	+0*	15

*Modified by target piloting skill

PUNCH LOCATION TABLE

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

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Move Mode										

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

KICK LOCATION TABLE

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

FACING AFTER FALL

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

