

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Behemoth (Stone Rhino) 4 TSM

Movement Points:

Walking: 3 [4]

Running: 5 [6]

Jumping: 3

Engine Type: 300 XL

Tonnage: 100

Tech Base: Mixed

Rules Level: Standard

Role: Juggernaut

Weapons & Equipment Inventory

(hexes)

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	ER Medium Laser [C]	LA	5	7 [DE]	—	5	10	15
2	Machine Gun [C]	LA	—	2 [DB, AI]	—	1	2	3
2	ER Medium Laser [C]	RA	5	7 [DE]	—	5	10	15
2	Machine Gun [C]	RA	—	2 [DB, AI]	—	1	2	3
1	Ultra AC/10 [C]	LT	3	10/Sht [DB, R/C]	—	6	12	18
2	LRM 10 [C]	LT	4	1/Msl [M, C, S]	—	7	14	21
1	Ultra AC/10 [C]	RT	3	10/Sht [DB, R/C]	—	6	12	18
2	LRM 10 [C]	RT	4	1/Msl [M, C, S]	—	7	14	21

Ammo: [LRM 10] 48, [MG] 400, [Ultra AC/10] 40

Quirks: Barrel Fists [LA], Barrel Fists [RA], Protected Actuators, Poor Performance, Weak Head Armor [1], Oversized

BV: 2,651



WARRIOR DATA

Name: _____

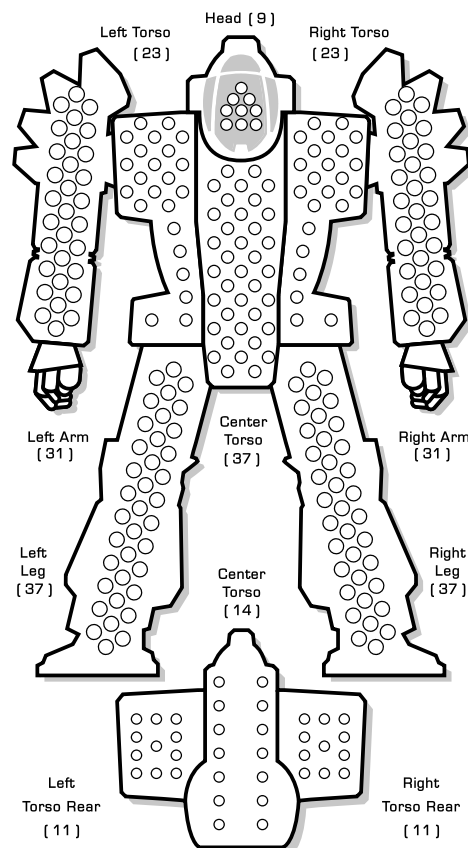
Gunnery Skill: _____ Piloting Skill: _____

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



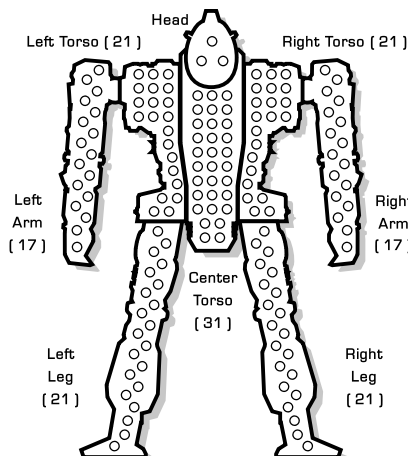
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Heat Sink
- ER Medium Laser [Clan]
- ER Medium Laser [Clan]

1-3

- Machine Gun [Clan]
- Machine Gun [Clan]
- Ammo [MG] 200
- Triple Strength Myomer
- Triple Strength Myomer
- Roll Again

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Ultra AC/10 [Clan]
- Ultra AC/10 [Clan]
- Ultra AC/10 [Clan]
- Ultra AC/10 [Clan]

1-3

- LRM 10 [Clan]
- LRM 10 [Clan]
- Ammo [LRM 10] 12
- Ammo [LRM 10] 12
- Ammo [Ultra AC/10] 10
- Ammo [Ultra AC/10] 10

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Heat Sink
- Sensors
- Life Support

1-3

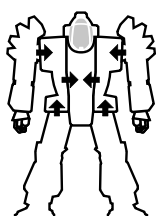
Center Torso

- 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
- Triple Strength Myomer

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Heat Sink
- ER Medium Laser [Clan]
- ER Medium Laser [Clan]

1-3

- Machine Gun [Clan]
- Machine Gun [Clan]
- Ammo [MG] 200
- Triple Strength Myomer
- Triple Strength Myomer
- Triple Strength Myomer

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Ultra AC/10 [Clan]
- Ultra AC/10 [Clan]
- Ultra AC/10 [Clan]
- Ultra AC/10 [Clan]

1-3

- LRM 10 [Clan]
- LRM 10 [Clan]
- Ammo [LRM 10] 12
- Ammo [LRM 10] 12
- Ammo [Ultra AC/10] 10
- Ammo [Ultra AC/10] 10

4-6

Right Leg

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

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Behemoth (Stone Rhino) 5 TSM FF

Movement Points: Tonnage: 100
Walking: 4 [5] Tech Base: Mixed
Running: 6 [8] Rules Level: Standard
Jumping: 0 Role: Juggernaut
Engine Type: 400 XL

Weapons & Equipment Inventory

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	ER Medium Laser (C)	LA	5	7 [DE]	—	5	10	15
3	ER Medium Laser (C)	RA	5	7 [DE]	—	5	10	15
2	LB 5-X AC (C)	LT	1	5 [DB,C/F/S]	3	8	15	24
2	LB 5-X AC (C)	RT	1	5 [DB,C/F/S]	3	8	15	24
1	Light Active Probe	HD	—	[E]	—	—	—	3

Ammo: [LB 5-X] 40, [LB 5-X Cluster] 40

Quirks: Barrel Fists (LA), Barrel Fists (RA), Protected Actuators, Weak Head Armor [1]

BV: 2,708

WARRIOR DATA

Name: _____

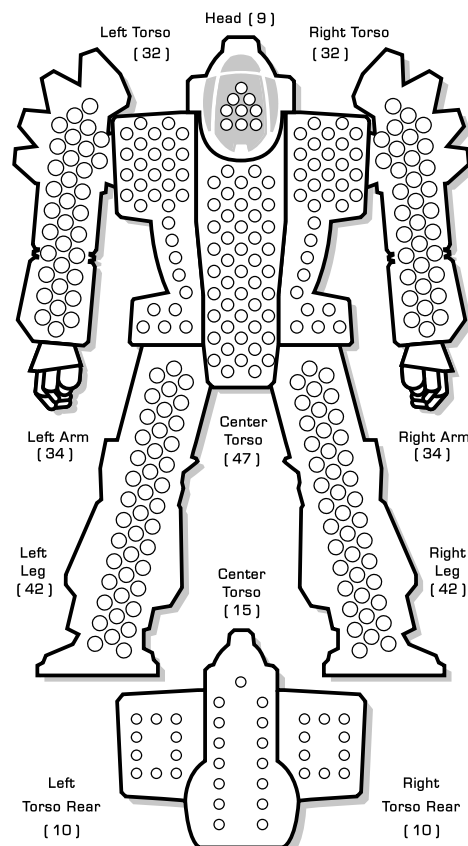
Gunnery Skill: _____ Piloting Skill: _____

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



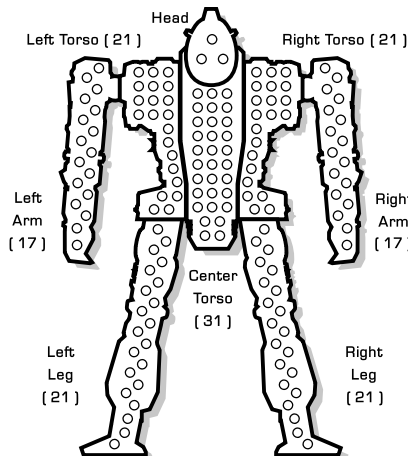
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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
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CRITICAL TABLE

Left Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- ER Medium Laser
 - ER Medium Laser
 - ER Medium Laser

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Triple Strength Myomer
6. Roll Again

Left Torso (CASE)

- XL Fusion Engine
 - XL Fusion Engine
- 1-3
- LB 5-X AC
 - LB 5-X AC
 - LB 5-X AC
 - LB 5-X AC

- LB 5-X AC
- LB 5-X AC
- LB 5-X AC
- LB 5-X AC

5. Ammo [LB 5-X] 20
6. Ammo [LB 5-X Cluster] 20

Left Leg

- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
4. Roll Again
6. Roll Again

Head

- Life Support
- Sensors
- Cockpit
- Light Active Probe
- Sensors
- Life Support

Center Torso

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

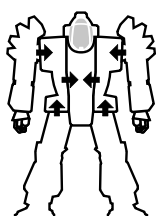
- 4-6
- Gyro
 - XL Fusion Engine
 - XL Fusion Engine
 - XL Fusion Engine
 - Triple Strength Myomer
 - Triple Strength Myomer

Engine Hits ○○○○

Gyro Hits ○○○○

Sensor Hits ○○○○

Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
 - Upper Arm Actuator
 - Lower Arm Actuator
- 1-3
- ER Medium Laser
 - ER Medium Laser
 - ER Medium Laser

1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Triple Strength Myomer
5. Triple Strength Myomer
6. Triple Strength Myomer

Right Torso (CASE)

- XL Fusion Engine
 - XL Fusion Engine
- 1-3
- LB 5-X AC
 - LB 5-X AC
 - LB 5-X AC
 - LB 5-X AC

- LB 5-X AC
 - LB 5-X AC
 - LB 5-X AC
 - LB 5-X AC
5. Ammo [LB 5-X] 20
6. Ammo [LB 5-X Cluster] 20

Right Leg

- Hip
 - Upper Leg Actuator
 - Lower Leg Actuator
 - Foot Actuator
4. Roll Again
6. Roll Again

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Behemoth (Stone Rhino) 6 COOL

Movement Points: Tonnage: 100
Walking: 4 [5] Tech Base: Mixed
Running: 6 [8] Rules Level: Advanced
Jumping: 0 Role: Brawler
Engine Type: 400 XL

Weapons & Equipment Inventory

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
3	Medium Pulse Laser [C]	LA	4	7 [P]	—	4	8	12
3	Medium Pulse Laser [C]	RA	4	7 [P]	—	4	8	12
4	Medium Pulse Laser [C]	LT	4	7 [P]	—	4	8	12
4	Medium Pulse Laser [C]	RT	4	7 [P]	—	4	8	12
1	Radical Heat Sink	RT	—	[E]	—	—	—	—
System								
1	ER Small Laser [C]	HD	2	5 [DE]	—	2	4	6

Quirks: Barrel Fists (LA), Barrel Fists (RA), Improved Targeting (Medium), Protected Actuators, Weak Head Armor (1)

BV: 3,489



WARRIOR DATA

Name: _____

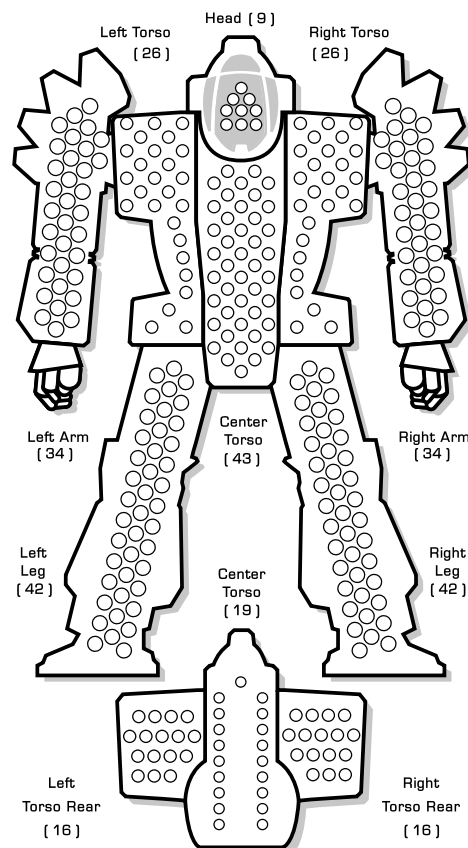
Gunnery Skill: _____ Piloting Skill: _____

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



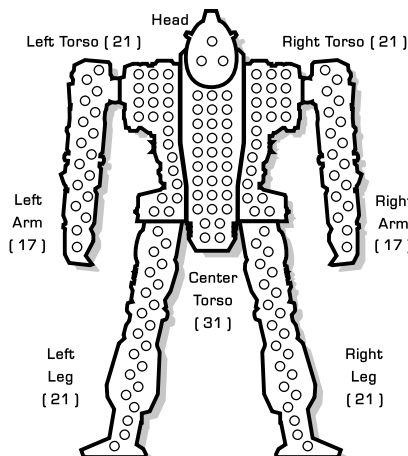
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser

1-3

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

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Medium Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Triple Strength Myomer
- Triple Strength Myomer
- Triple Strength Myomer
- Triple Strength Myomer

4-6

Left Leg

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

Head

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

Center Torso

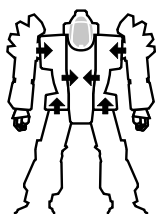
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Ferro-Fibrous
- Ferro-Fibrous

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Medium Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser

1-3

- Triple Strength Myomer
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Medium Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser

1-3

- Radical Heat Sink System [IS]
- Radical Heat Sink System [IS]
- Radical Heat Sink System [IS]
- Ferro-Fibrous
- Ferro-Fibrous
- Triple Strength Myomer

4-6

Right Leg

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

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: 18 [36]



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Behemoth (Stone Rhino) 6 TSM

Movement Points: Tonnage: 100
Walking: 4 [5] Tech Base: Mixed
Running: 6 [8] Rules Level: Standard
Jumping: 2 Role: Brawler
Engine Type: 400 XL

Weapons & Equipment Inventory

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
7	Medium Pulse Laser [C]	LT	4	7 [P]	—	4	8	12
7	Medium Pulse Laser [C]	RT	4	7 [P]	—	4	8	12
1	ER Small Laser [C]	HD	2	5 [DE]	—	2	4	6

Quirks: Barrel Fists (LA), Barrel Fists (RA), Protected Actuators, Poor Performance, Weak Head Armor (1), Oversized

BV: 3,531



WARRIOR DATA

Name: _____

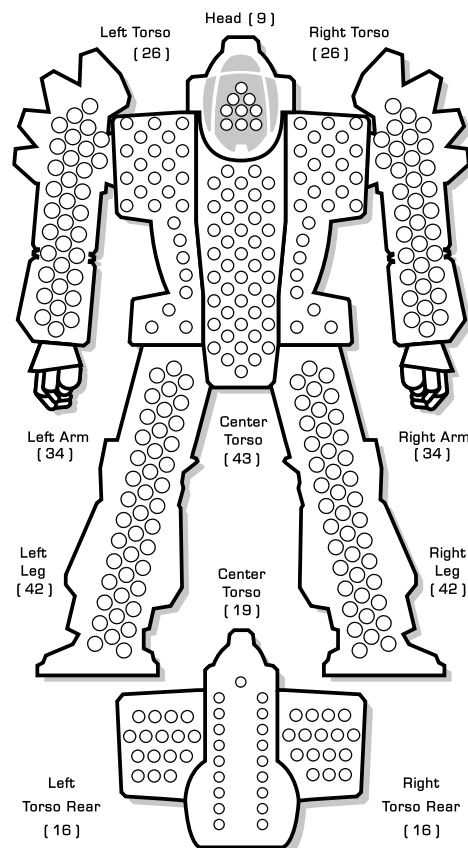
Gunnery Skill: _____ Piloting Skill: _____

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



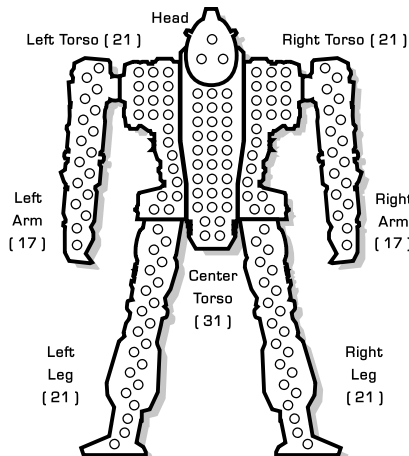
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Ferro-Fibrous
- Ferro-Fibrous

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

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- Medium Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser

1-3

- Medium Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser
- Triple Strength Myomer
- Triple Strength Myomer
- Triple Strength Myomer

4-6

Left Leg

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

Head

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

1-3

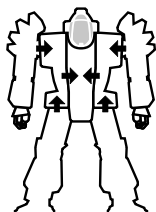
Center Torso

- 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
- Jump Jet

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

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

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- Medium Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser

1-3

- Medium Pulse Laser
- Medium Pulse Laser
- Medium Pulse Laser
- Triple Strength Myomer
- Triple Strength Myomer
- Triple Strength Myomer

4-6

Right Leg

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

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Behemoth [Stone Rhino] 7 TSM

Movement Points:

Walking: 3 [4]

Running: 5 [6]

Jumping: 3

Engine Type: 300 Fusion

Tonnage: 100

Tech Base: Mixed

Rules Level: Standard

Role: Sniper

Weapons & Equipment Inventory

(hexes)

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser [C]	LA	10	10 [P]	—	6	14	20
1	Large Pulse Laser [C]	RA	10	10 [P]	—	6	14	20
1	ER Large Laser [C]	LT	12	10 [DE]	—	8	15	25
1	ER Large Laser [C]	RT	12	10 [DE]	—	8	15	25
1	ER Large Laser [C]	CT	12	10 [DE]	—	8	15	25
1	Small Pulse Laser [C]	HD	2	3 [P, AI]	—	2	4	6

Quirks: Barrel Fists (LA), Barrel Fists (RA), Protected Actuators, Weak Head Armor [1]

BV: 3,165



WARRIOR DATA

Name: _____

Gunnery Skill: _____

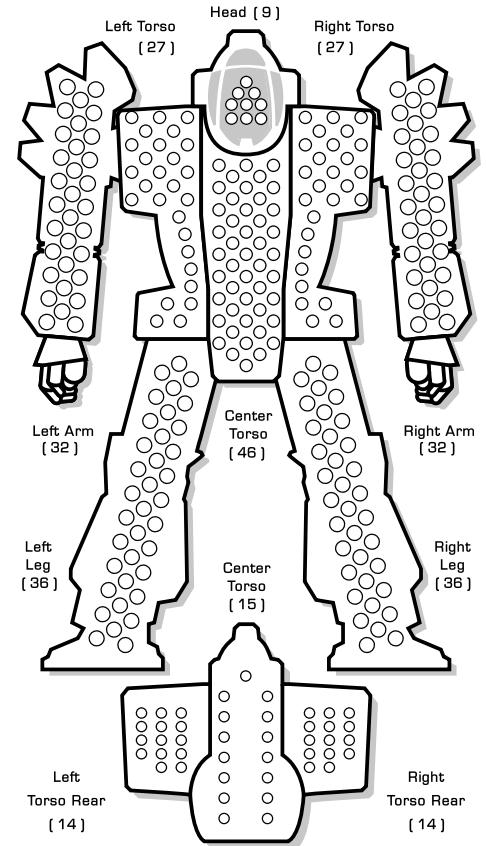
Piloting Skill: _____

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



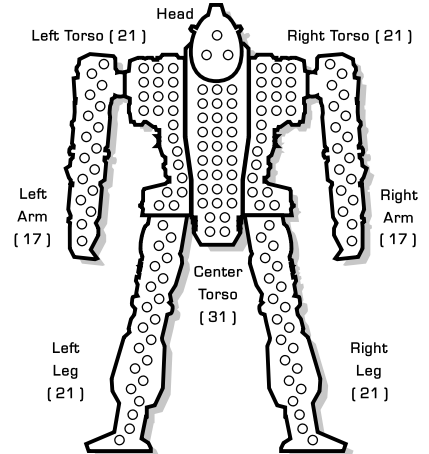
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

CRITICAL TABLE

Left Arm

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

1-3

Head

- Life Support
- Sensors
- Cockpit
- Small Pulse Laser
- Sensors
- Life Support

1-3

Right Arm

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

1-3

Center Torso

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

4-6

Left Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- ER Large Laser

4-6

Right Torso

- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink
- Double Heat Sink

1-3

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

4-6

Left Leg

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



Damage Transfer Diagram

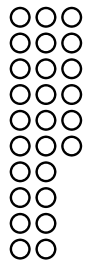
Right Leg

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

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: 26 [52]



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Behemoth CRAC (Stone Rhino)

Movement Points: Tonnage: 100
Walking: 3 [4] Tech Base: Mixed
Running: 5 [6] Rules Level: Standard
Jumping: 3 Role: Sniper
Engine Type: 300 Fusion

Weapons & Equipment Inventory

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser [C]	LA	10	10 [P]	—	6	14	20
1	Large Pulse Laser [C]	RA	10	10 [P]	—	6	14	20
1	Rotary AC/5 [C]	LT	1	5/Sht [DB,R/C]	—	7	14	21
1	Rotary AC/5 [C]	RT	1	5/Sht [DB,R/C]	—	7	14	21
1	Small Pulse Laser [C]	HD	2	3 [P,AI]	—	2	4	6

WARRIOR DATA

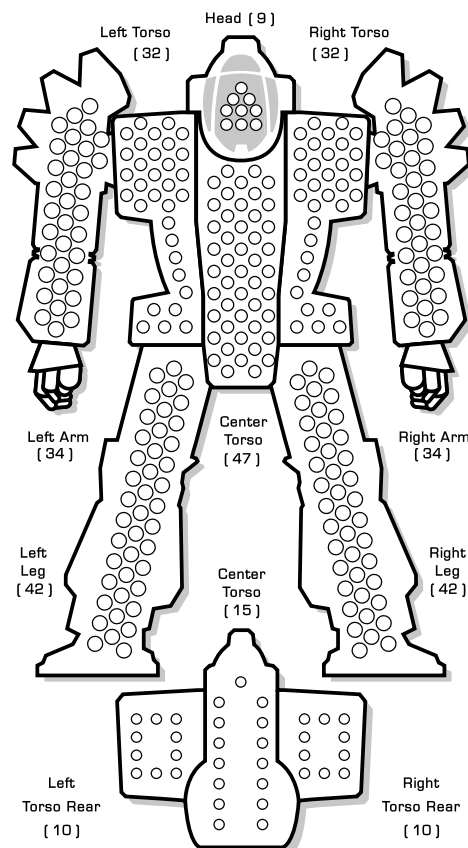
Name: _____
Gunnery Skill: _____ Piloting Skill: _____
Hits Taken
Consciousness #

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



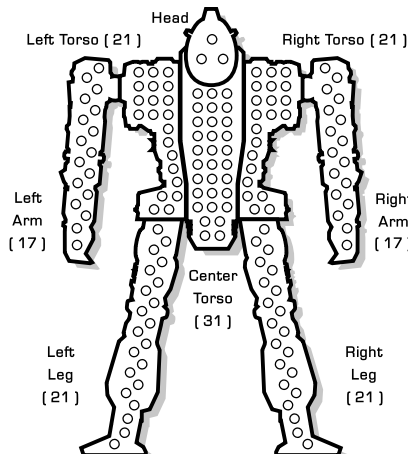
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

Double Heat Sinks: 12 [24]



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- Ferro-Fibrous

1-3

Head

- Life Support
- Sensors
- Cockpit
- Small Pulse Laser
- Sensors
- Life Support

1-3

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- Ferro-Fibrous

1-3

Center Torso

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

1-3

4-6

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Triple Strength Myomer
- Triple Strength Myomer
- Triple Strength Myomer

1-3

Right Torso (CASE)

- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5

4-6

Left Torso (CASE)

- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5
- Rotary AC/5

1-3

4-6

- Rotary AC/5
- Rotary AC/5
- Ammo [RAC/5] 20
- Ammo [RAC/5] 20
- Ammo [RAC/5] 20
- Ammo [RAC/5] 20

4-6

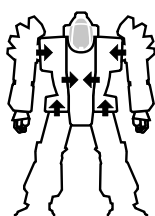
Left Leg

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

Right Leg

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

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



Damage Transfer Diagram



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Behemoth PD (Stone Rhino)

Movement Points:

Walking: 3 [4]

Running: 5 [6]

Jumping: 3

Engine Type: 300 Fusion

Tonnage: 100

Tech Base: Mixed

Rules Level: Standard

Role: Sniper

Weapons & Equipment Inventory

(hexes)

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	LRM 15 (C)	LA	5	1/Msl [M,C,S]	—	7	14	21
1	LRM 15 (C)	RA	5	1/Msl [M,C,S]	—	7	14	21
1	HAG/30	LT	6	30 [C,F,X]	2	8	16	24
1	HAG/30	RT	6	30 [C,F,X]	2	8	16	24

Ammo: [HAG/30] 24, [LRM 15] 32

Quirks: Anti-Aircraft Targeting, Barrel Fists (LA), Barrel Fists (RA), Protected Actuators, Weak Head Armor [1]

BV: 3,534

WARRIOR DATA

Name: _____

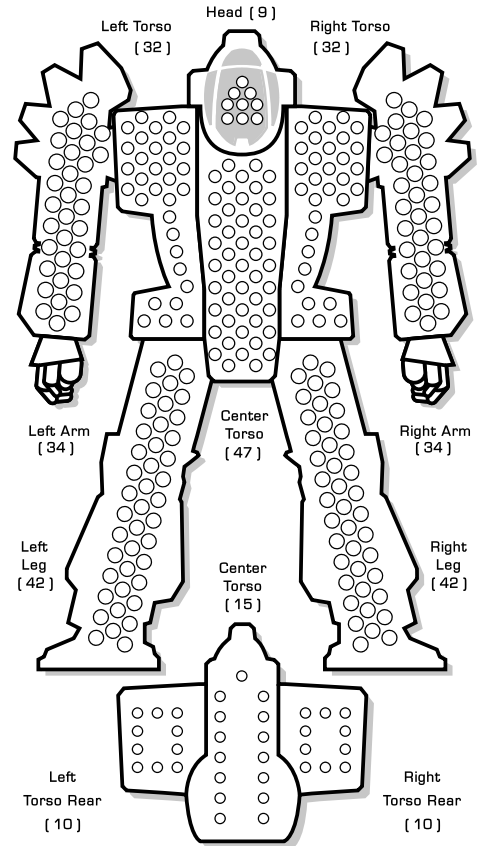
Gunnery Skill: _____ Piloting Skill: _____

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



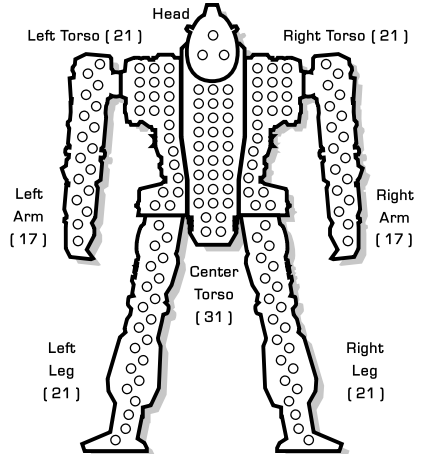
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

CRITICAL TABLE

Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 15
- LRM 15
- Ammo [LRM 15] 8

1-3

- Ammo [LRM 15] 8

4-6

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Triple Strength Myomer
- Roll Again

Left Torso (CASE)

- HAG/30
- HAG/30
- HAG/30
- HAG/30
- HAG/30
- HAG/30

1-3

- HAG/30
- HAG/30
- Ammo [HAG/30] 4
- Ammo [HAG/30] 4
- Ammo [HAG/30] 4
- Ferro-Fibrous

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Triple Strength Myomer
- Sensors
- Life Support

Center Torso

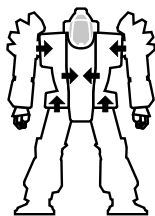
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Jump Jet
- Triple Strength Myomer

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



Damage Transfer Diagram

Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LRM 15
- LRM 15
- Ammo [LRM 15] 8

1-3

- Ammo [LRM 15] 8

4-6

- Ferro-Fibrous
- Ferro-Fibrous
- Triple Strength Myomer
- Triple Strength Myomer
- Triple Strength Myomer

Right Torso (CASE)

- HAG/30
- HAG/30
- HAG/30
- HAG/30
- HAG/30
- HAG/30

1-3

- HAG/30
- HAG/30
- Ammo [HAG/30] 4
- Ammo [HAG/30] 4
- Ammo [HAG/30] 4
- Ferro-Fibrous

4-6

Right Leg

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

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Behemoth TSM / FF (Stone Rhino)

Movement Points:

Walking: 3 [4]

Running: 5 [6]

Jumping: 3

Engine Type: 300 Fusion

Tonnage: 100

Tech Base: Mixed

Rules Level: Standard

Role: Sniper

Weapons & Equipment Inventory

(hexes)

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser [C]	LA	10	10 [P]	—	6	14	20
1	Large Pulse Laser [C]	RA	10	10 [P]	—	6	14	20
1	Gauss Rifle [C]	LT	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle [C]	RT	1	15 [DB,X]	2	7	15	22
1	Small Pulse Laser [C]	HD	2	3 [P,A]	—	2	4	6

Ammo: [Gauss] 32

Quirks: Barrel Fists (LA), Barrel Fists (RA), Protected Actuators, Weak Head Armor [1]

BV: 3,315



WARRIOR DATA

Name: _____

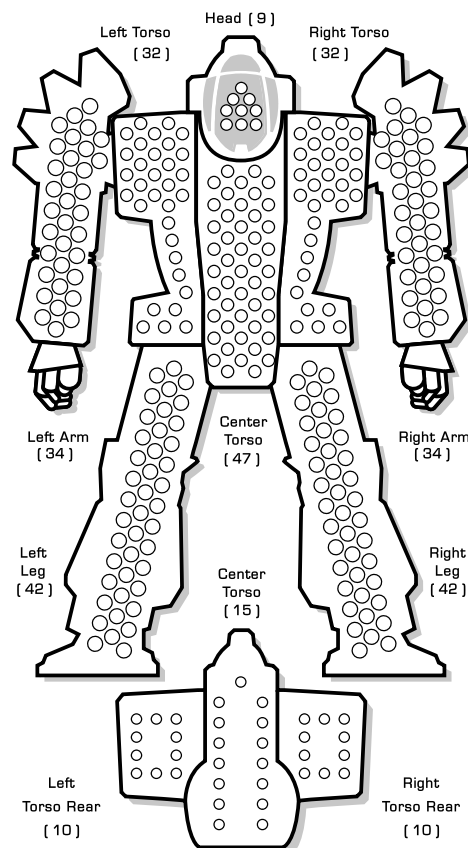
Gunnery Skill: _____ Piloting Skill: _____

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



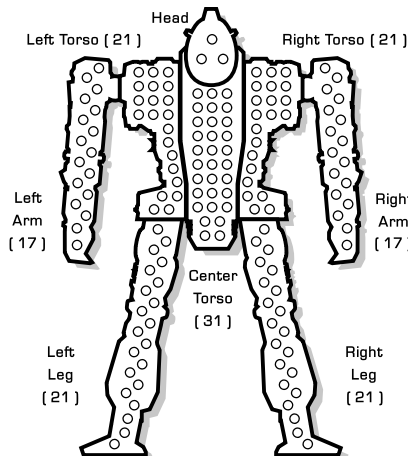
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- Roll Again

1-3

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

4-6

Left Torso (CASE)

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Ammo [Gauss] 8
- Ammo [Gauss] 8
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Triple Strength Myomer

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Small Pulse 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
- Jump Jet
- Triple Strength Myomer

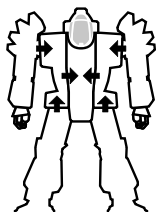
Engine Hits

Gyro Hits

Sensor Hits

Life Support

Damage Transfer Diagram



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- Ferro-Fibrous

1-3

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

4-6

Right Torso (CASE)

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Ammo [Gauss] 8
- Ammo [Gauss] 8
- Triple Strength Myomer
- Triple Strength Myomer
- Triple Strength Myomer
- Triple Strength Myomer

4-6

Right Leg

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

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	○○○○○○○○○○○○○○○○○

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Behemoth TSM / FL (Stone Rhino)

Movement Points:

Walking: 3 [4]

Running: 5 [6]

Jumping: 3

Engine Type: 300 Fusion

Tonnage: 100

Tech Base: Mixed

Rules Level: Advanced

Role: Sniper

Weapons & Equipment Inventory

(hexes)

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Large Pulse Laser [C]	LA	10	10 [P]	—	6	14	20
1	Large Pulse Laser [C]	RA	10	10 [P]	—	6	14	20
1	Gauss Rifle [C]	LT	1	15 [DB,X]	2	7	15	22
1	Gauss Rifle [C]	RT	1	15 [DB,X]	2	7	15	22
1	Small Pulse Laser [C]	HD	2	3 [P,A]	—	2	4	6

Ammo: [Gauss] 32

Quirks: Barrel Fists (LA), Barrel Fists (RA), Protected Actuators, Weak Head Armor [1]

BV: 3,301



WARRIOR DATA

Name: _____

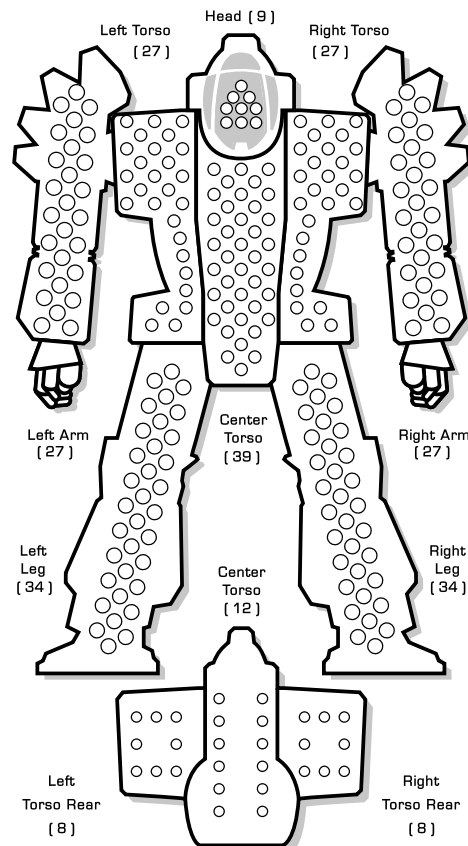
Gunnery Skill: _____ Piloting Skill: _____

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



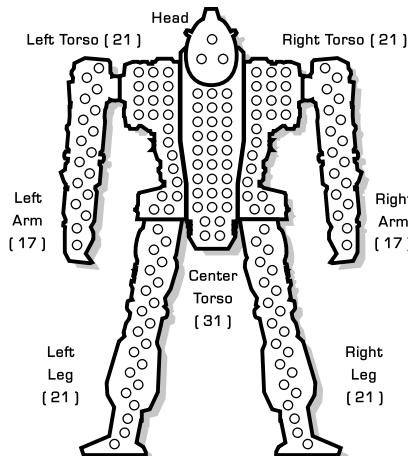
ARMOR DIAGRAM

Ferro-Lamellor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- Ferro-Lamellor

1-3

- Ferro-Lamellor
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso (CASE)

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

1-3

- Ammo [Gauss] 8
- Ammo [Gauss] 8
- Ferro-Lamellor
- Ferro-Lamellor
- Ferro-Lamellor
- Triple Strength Myomer

4-6

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Small Pulse 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
- Jump Jet
- Triple Strength Myomer

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

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Large Pulse Laser
- Large Pulse Laser
- Ferro-Lamellor

1-3

- Ferro-Lamellor
- Ferro-Lamellor
- Ferro-Lamellor
- Ferro-Lamellor
- Ferro-Lamellor
- Ferro-Lamellor

4-6

Right Torso (CASE)

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle

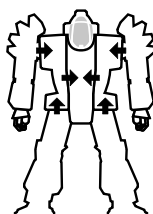
1-3

- Ammo [Gauss] 8
- Ammo [Gauss] 8
- Triple Strength Myomer
- Triple Strength Myomer
- Triple Strength Myomer
- Triple Strength Myomer

4-6

Right Leg

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



Damage Transfer Diagram



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Stone Rhino Construction

Movement Points: Tonnage: 100
Walking: 3 [4] Tech Base: Mixed
Running: 5 [6] Rules Level: Standard
Jumping: 3 Role: Sniper
Engine Type: 300 Compact

Weapons & Equipment Inventory

#	Type	Loc	Ht	Dmg	(hexes)	Min	Sht	Med	Lng
1	Backhoe	LA	—	6	—	—	—	—	—
1	Buzzsaw	RA	—	8	—	—	—	—	—
1	Liquid Storage:4.5t	LT	—	[E]	—	—	—	—	—
1	Cargo (4.5 tons)	LT	—	[E]	—	—	—	—	—
1	Bridge Layer (Heavy)	RT	—	[E]	—	—	—	—	—
2	Lift Hoist/Arresting Hoist	CT	—	[E]	—	—	—	—	—

Quirks: Barrel Fists (LA), Barrel Fists (RA), Protected Actuators, Weak Head Armor [1]

BV: 1,530



WARRIOR DATA

Name: _____

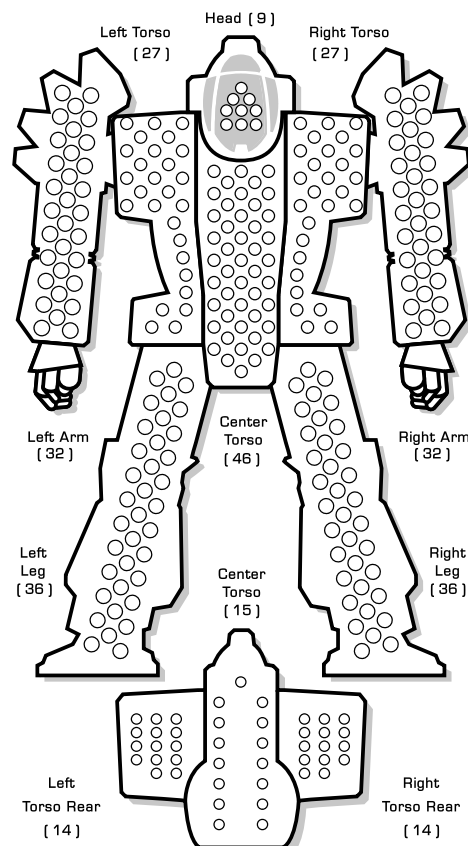
Gunnery Skill: _____ Piloting Skill: _____

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



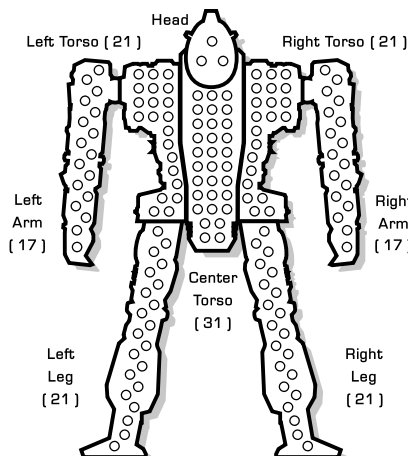
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Standard Structure



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

CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator

1-3

- Backhoe
- Backhoe

4-6

- Backhoe
- Backhoe
- Backhoe
- Roll Again
- Roll Again
- Roll Again

Left Torso

- Liquid Storage
- Liquid Storage
- Liquid Storage
- Liquid Storage
- Liquid Storage
- Cargo

1-3

- Cargo
- Cargo
- Cargo

4-6

- Cargo
- Triple Strength Myomer
- Triple Strength Myomer

Left Leg

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

Head

- Life Support
- Sensors
- Cockpit
- Triple Strength Myomer
- Sensors
- Life Support

Center Torso

- Compact Fusion Engine
- Compact Fusion Engine
- Compact Fusion Engine
- Compact Gyro
- Compact Gyro
- Jump Jet

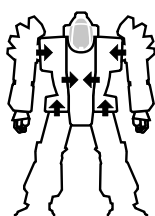
1-3

4-6

- Lift Hoist/Arresting Hoist
- Lift Hoist/Arresting Hoist
- Lift Hoist/Arresting Hoist
- Lift Hoist/Arresting Hoist
- Lift Hoist/Arresting Hoist
- Lift Hoist/Arresting Hoist

4-6

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Buzzsaw
- Buzzsaw

1-3

4-6

- Triple Strength Myomer
- Triple Strength Myomer
- Triple Strength Myomer
- Roll Again
- Roll Again
- Roll Again

Right Torso

- Bridge Layer (Heavy)
- Bridge Layer (Heavy)
- Bridge Layer (Heavy)
- Bridge Layer (Heavy)
- Bridge Layer (Heavy)
- Bridge Layer (Heavy)

1-3

4-6

- Bridge Layer (Heavy)
- Bridge Layer (Heavy)
- Bridge Layer (Heavy)
- Bridge Layer (Heavy)
- Bridge Layer (Heavy)
- Bridge Layer (Heavy)

Right Leg

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

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]

