

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Dragon DRG-1N-Nismo1

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Engine Type: 300 Fusion

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	AC/5	RA	1	5 [DB,S]	3	6	12	18
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	LRM 10	CT	4	1/Msl [M,C,S]	6	7	14	21

Ammo: [AC/5] 40, [LRM 10] 24

Quirks: Narrow/Low Profile, Stable

BV: 1,238



WARRIOR DATA

Name: _____

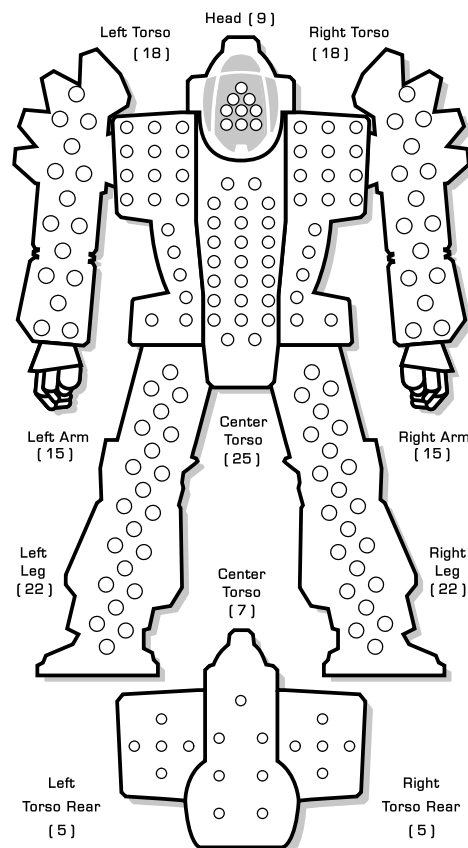
Gunnery Skill: _____ Piloting Skill: _____

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



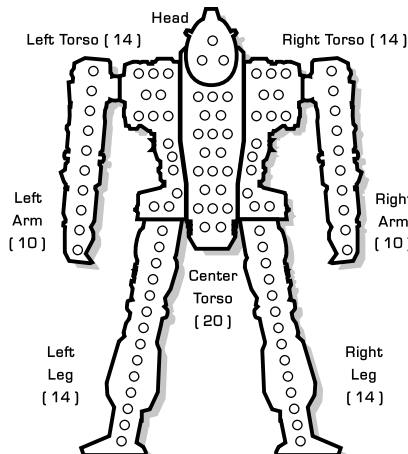
ARMOR DIAGRAM

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
- Hand Actuator
- Medium Laser
- Roll Again

1-3

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

4-6

Left Torso (CASE)

- Medium Laser
- Ammo [LRM 10] 12
- Ammo [LRM 10] 12
- CASE
- Ferro-Fibrous
- Ferro-Fibrous

1-3

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

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

Center Torso

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

1-3

4-6

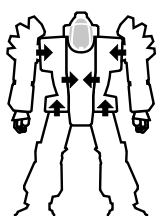
- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- LRM 10
- LRM 10

Engine Hits ○○○○

Gyro Hits ○○○○

Sensor Hits ○○○○

Life Support ○



Damage Transfer Diagram

Right Arm

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

1-3

- AC/5
- Roll Again
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- Ammo [AC/5] 20
- Ammo [AC/5] 20
- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

Right Leg

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



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Dragon DRG-1N-Nismo2

Movement Points: Tonnage: 60
Walking: 5 Tech Base: Inner Sphere
Running: 8 Rules Level: Standard
Jumping: 0 Role: Skirmisher
Engine Type: 300 XL

Weapons & Equipment Inventory

#	Type	Loc	Ht	Dmg	(hexes)	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	5 [DE]		—	4	8	12
1	Gauss Rifle	RA	1	15 [DB,X]		2	7	15	22
1	ER Medium Laser	LT	5	5 [DE]		—	4	8	12
1	LRM 10	CT	4	1/Msl [M.C.S]		6	7	14	21

Ammo: [Gauss] 16, [LRM 10] 24

Quirks: Narrow/Low Profile, Stable

BV: 1,681



WARRIOR DATA

Name: _____

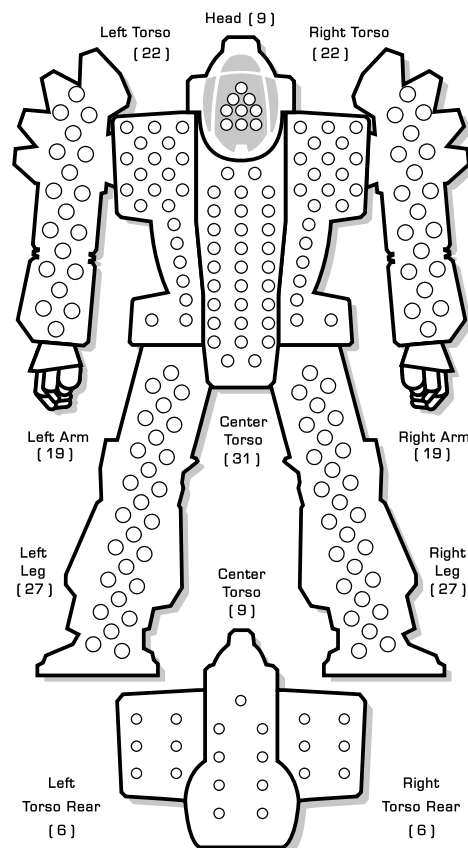
Gunnery Skill: _____ Piloting Skill: _____

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



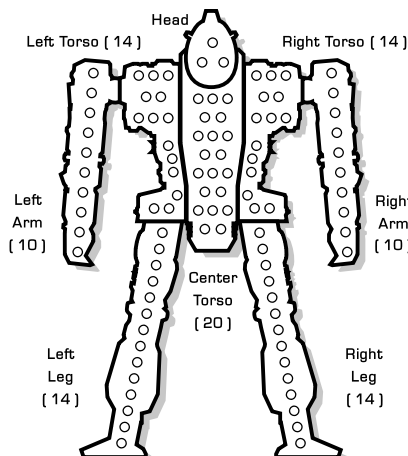
ARMOR DIAGRAM

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
- Hand Actuator
- ER Medium Laser
- Roll Again

1-3

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

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Ammo [LRM 10] 12
- Ammo [LRM 10] 12

1-3

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

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

Center Torso

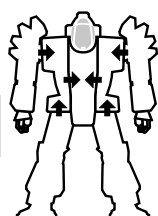
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM 10
- LRM 10

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



Damage Transfer Diagram

Right Arm

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

1-3

4-6

- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Gauss Rifle
- Ammo [Gauss] 8
- Ammo [Gauss] 8

Right Torso

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

1-3

4-6

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

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

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Dragon DRG-1R

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Engine Type: 300 Fusion

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Introductory

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Hatchet	LA	—	12	—	—	—	—
1	Large Laser	RA	8	8 [DE]	—	5	10	15
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	LRM 10	CT	4	1/Msl [M,C,S]	6	7	14	21

Ammo: [LRM 10] 24

Quirks: Narrow/Low Profile, Stable

BV: 1,236



WARRIOR DATA

Name: _____

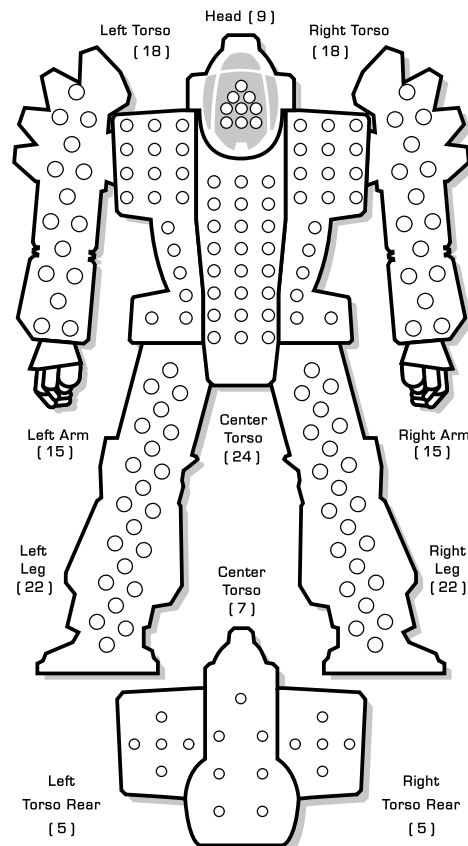
Gunnery Skill: _____ Piloting Skill: _____

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



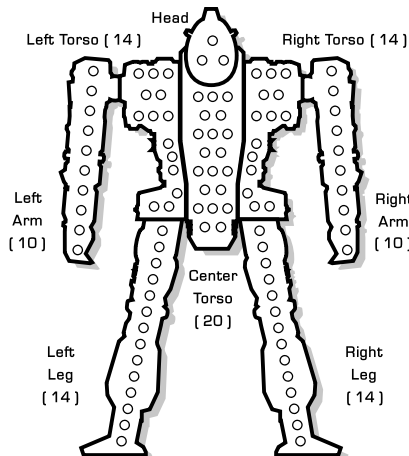
ARMOR DIAGRAM

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
- Hand Actuator
- Hatchet
- Hatchet

1-3

- Hatchet
- Hatchet
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Medium Laser
- Ammo [LRM 10] 12
- Ammo [LRM 10] 12
- Roll Again
- Roll Again
- Roll Again

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
- Roll Again
- Roll Again

Head

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

Center Torso

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

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- LRM 10
- LRM 10
- LRM 10

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

Right Arm

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

1-3

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

4-6

Right Torso

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

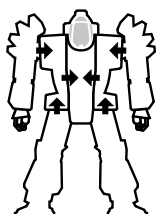
1-3

- 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
- Roll Again
- Roll Again



Damage Transfer Diagram



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Dragon DRG-1Ru

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Engine Type: 300 Fusion

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Hatchet	LA	—	12	—	—	—	—
1	ER Large Laser	RA	12	8 [DE]	—	7	14	19
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
1	LRM 10	CT	4	1/Msl [M,C,S]	6	7	14	21

Ammo: [LRM 10] 24

Quirks: Narrow/Low Profile, Stable

BV: 1,384



WARRIOR DATA

Name: _____

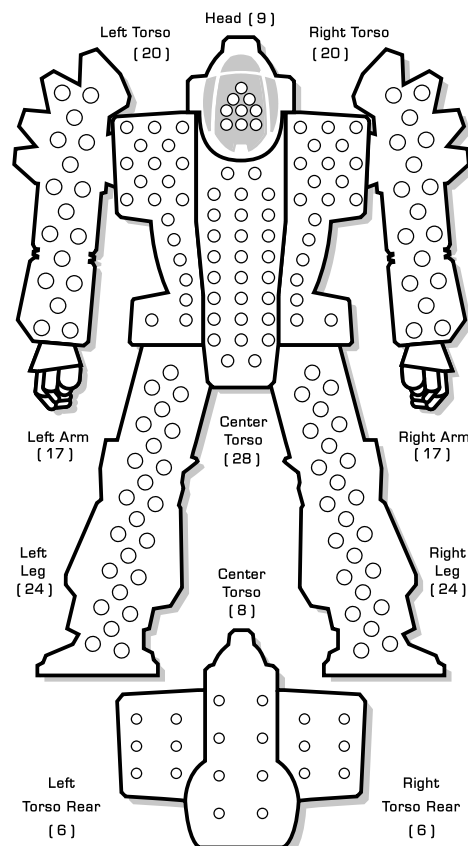
Gunnery Skill: _____ Piloting Skill: _____

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



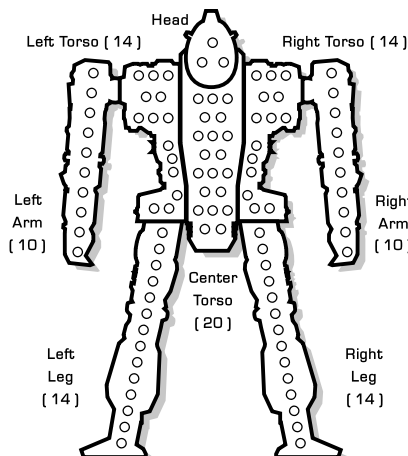
ARMOR DIAGRAM

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
- Hand Actuator
- Hatchet
- Hatchet

1-3

- Hatchet
- Hatchet
- Roll Again
- Roll Again
- Roll Again
- Roll Again

4-6

Left Torso

- Medium Laser
- Ammo [LRM 10] 12
- Ammo [LRM 10] 12
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again

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
- Roll Again
- Roll Again

Head

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

1-3

Center Torso

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- LRM 10
- LRM 10
- LRM 10

Right Arm

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

1-3

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

4-6

Right Torso

- Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

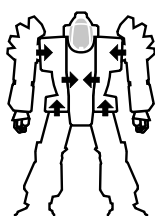
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

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



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Dragon DRG-5N-Marcher

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Engine Type: 300 Fusion

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Laser	LA	3	5 [DE]	—	3	6	9
1	LB 10-X AC	RA	2	10 [DB,C/F/S]	—	6	12	18
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	SRM 6	CT	4	2/Msl [M,C,S]	—	3	6	9

Ammo: (LB 10-X) 10, (LB 10-X Cluster) 10, (SRM 6) 15

Quirks: Narrow/Low Profile, Stable

BV: 1,309



WARRIOR DATA

Name: _____

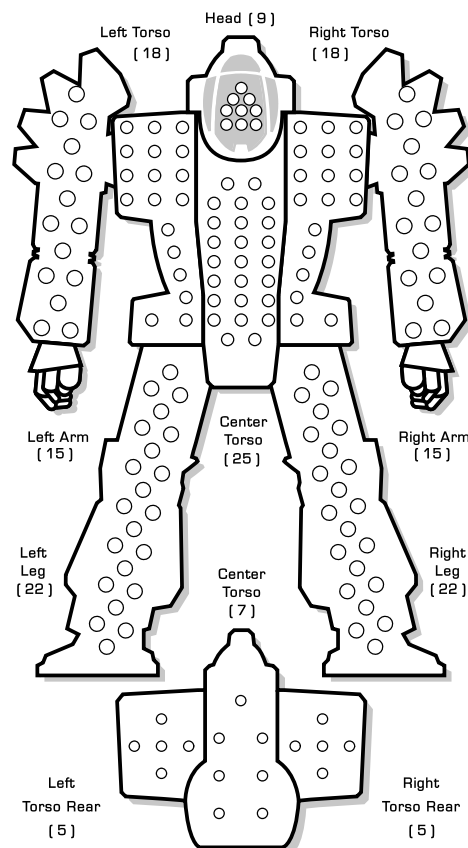
Gunnery Skill: _____ Piloting Skill: _____

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



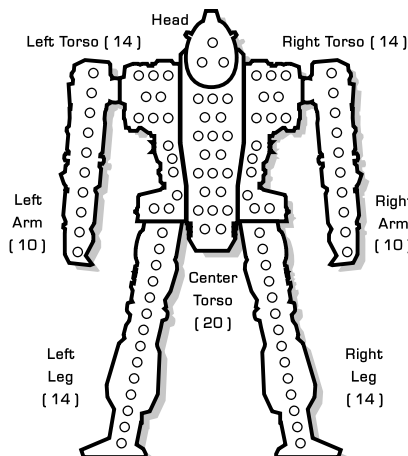
ARMOR DIAGRAM

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
- Hand Actuator
- Medium Laser
- Roll Again

1-3

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

4-6

Left Torso (CASE)

- Medium Laser
- Ammo (SRM 6) 15
- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

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

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

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

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- SRM 6
- SRM 6

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Roll Again
- Roll Again
- Roll Again

4-6

Right Torso (CASE)

- Ammo (LB 10-X) 10
- Ammo (LB 10-X Cluster) 10
- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

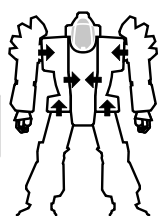
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

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



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Dragon DRG-5N-MarcherU

Movement Points:

Walking: 5

Running: 8

Jumping: 0

Engine Type: 300 Fusion

Tonnage: 60

Tech Base: Inner Sphere

Rules Level: Standard

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	LA	5	5 [DE]	—	4	8	12
1	LB 10-X AC	RA	2	10 [DB,C/F/S]	—	6	12	18
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	SRM 6	CT	4	2/Msl [M,C,S]	—	3	6	9

Ammo: (LB 10-X) 10, (LB 10-X Cluster) 10, (SRM 6) 15

Quirks: Narrow/Low Profile, Stable

BV: 1,353



WARRIOR DATA

Name: _____

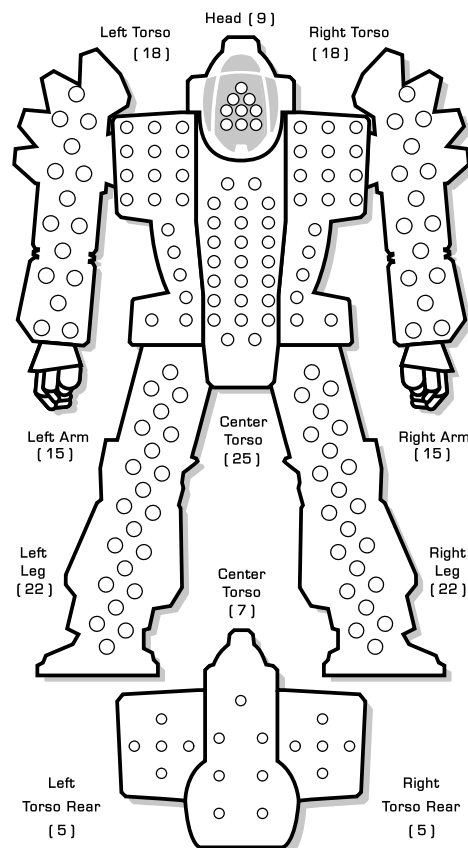
Gunnery Skill: _____ Piloting Skill: _____

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



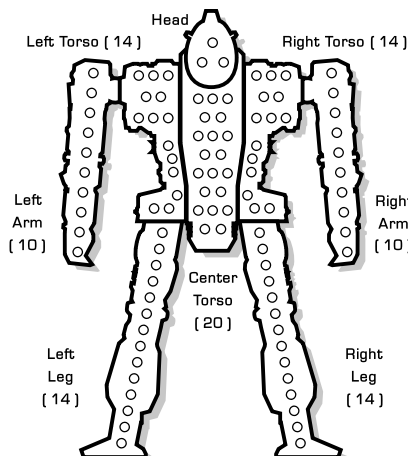
ARMOR DIAGRAM

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
- Hand Actuator
- ER Medium Laser
- Roll Again

1-3

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

4-6

Left Torso (CASE)

- ER Medium Laser
- Ammo (SRM 6) 15
- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

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

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

Center Torso

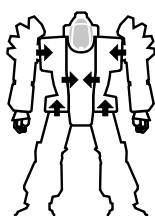
- Fusion Engine
- Fusion Engine
- Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- Fusion Engine
- Fusion Engine
- Fusion Engine
- SRM 6
- SRM 6

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- LB 10-X AC
- LB 10-X AC
- LB 10-X AC

1-3

4-6

- LB 10-X AC
- LB 10-X AC
- LB 10-X AC
- Roll Again
- Roll Again
- Roll Again

Right Torso (CASE)

- Ammo (LB 10-X) 10
- Ammo (LB 10-X Cluster) 10
- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

1-3

4-6

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

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



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Grand Dragon DRG-5K-Nismo

Movement Points:

Tonnage: 60

Walking: 6

Tech Base: Inner Sphere

Running: 9

Rules Level: Standard

Jumping: 0

Role: Skirmisher

Engine Type: 360 XL

Weapons & Equipment Inventory

(hexes)

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
2	Small Pulse Laser	LA	2	3 [P, AI]	—	1	2	3
1	ER PPC	RA	15	10 [DE]	—	7	14	23
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
1	MRM 10	CT	4	1/Msl [M, C]	—	3	8	15

Ammo: [MRM 10] 48

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

BV: 1,439



WARRIOR DATA

Name: _____

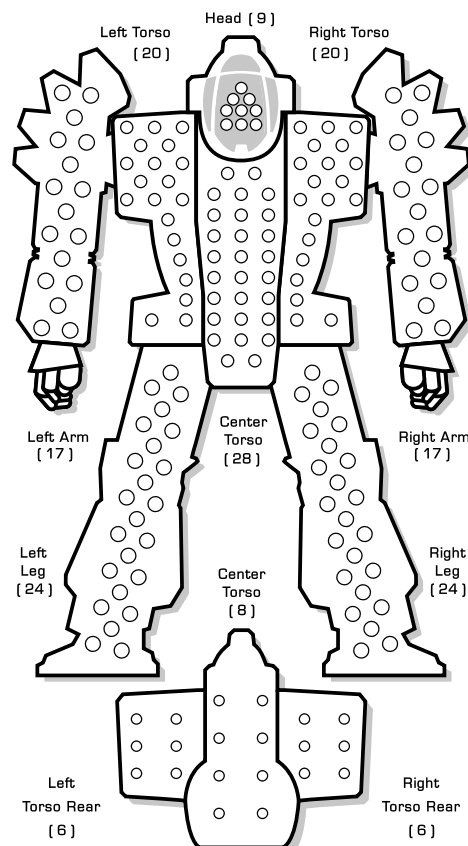
Gunnery Skill: _____ Piloting Skill: _____

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



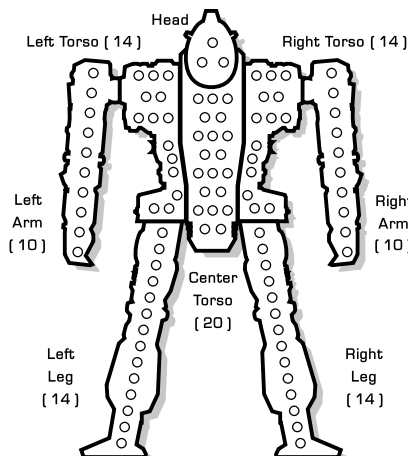
ARMOR DIAGRAM

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
- Hand Actuator
- Small Pulse Laser
- Small Pulse Laser

1-3

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

4-6

Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Ammo [MRM 10] 24
- Ammo [MRM 10] 24

1-3

- CASE
- Ferro-Fibrous
- Ferro-Fibrous
- 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

Center Torso

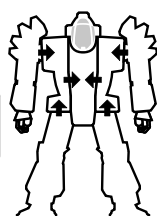
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- MRM 10
- MRM 10

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER PPC
- ER PPC
- ER PPC

1-3

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

4-6

Right Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Ferro-Fibrous
- Ferro-Fibrous

1-3

4-6

- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

Right Leg

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

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Grand Dragon DRG-7K-Samurai-MML

Movement Points: Tonnage: 60
Walking: 6 Tech Base: Inner Sphere
Running: 9 Rules Level: Standard
Jumping: 0 Role: Skirmisher
Engine Type: 360 XL

Weapons & Equipment Inventory

#	Type	Loc	Ht	Dmg	(hexes)	Min	Sht	Med	Lng
1	Sword	LA	—	7	—	—	—	—	—
1	ER PPC	RA	15	10 [DE]	—	7	14	23	
2	ER Medium Laser	LT	5	5 [DE]	—	4	8	12	
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12	
1	MML 7	RT	4	[M,C,S]					
	LRM			1/Msl	6	7	14	21	
	SRM			2/Msl	—	3	6	9	

Ammo: [MML 7/LRM] 17, [MML 7/SRM] 14

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

BV: 1,530



WARRIOR DATA

Name: _____

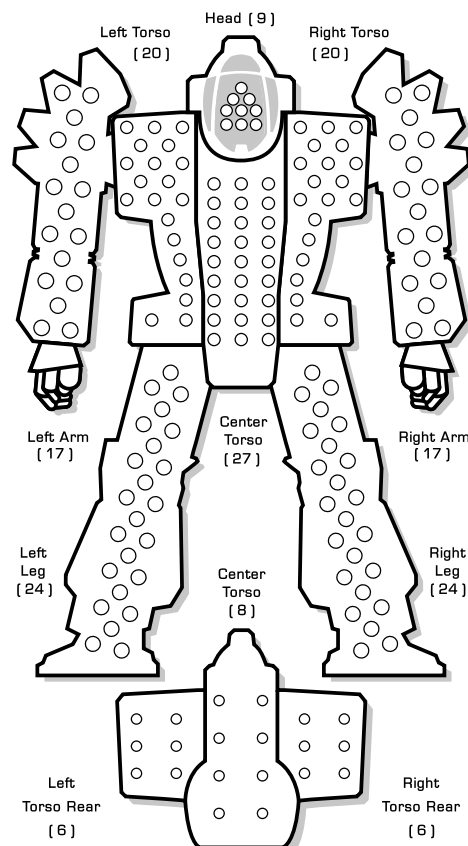
Gunnery Skill: _____ Piloting Skill: _____

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



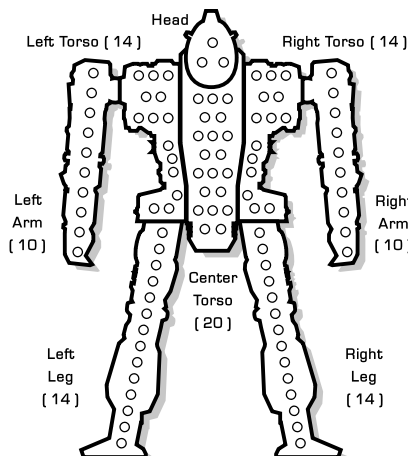
ARMOR DIAGRAM

Light Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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
- Hand Actuator
- Sword
- Sword

1-3

- Sword
- Sword

4-6

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

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- ER Medium Laser
- Endo Steel

1-3

- Endo Steel
- Endo Steel
- Endo Steel

4-6

- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous

Left Leg

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

Head

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

Center Torso

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

1-3

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Endo Steel
- Endo Steel

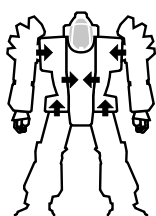
4-6

Engine Hits ○○○○

Gyro Hits ○○○○

Sensor Hits ○○○○

Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER PPC
- ER PPC
- ER PPC

1-3

- Endo Steel
- Endo Steel
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous
- Light Ferro-Fibrous

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- MML 7
- MML 7
- MML 7
- MML 7
- Ammo [MML 7/SRM] 14
- Ammo [MML 7/LRM] 17
- CASE
- Endo Steel

1-3

4-6

Right Leg

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

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: Grand Dragon DRG-7K-Samurai

Movement Points: Tonnage: 60
Walking: 6 Tech Base: Inner Sphere
Running: 9 Rules Level: Standard
Jumping: 0 Role: Skirmisher
Engine Type: 360 XL

Weapons & Equipment Inventory

#	Type	Loc	Ht	Dmg	(hexes)	Min	Sht	Med	Lng
1	Sword	LA	—	7	—	—	—	—	—
1	ER PPC	RA	15	10 [DE]	—	7	14	23	
2	ER Medium Laser	LT	5	5 [DE]	—	4	8	12	
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12	
1	MRM 10	CT	4	1/Msl [M,C]	—	3	8	15	

Ammo: [MRM 10] 24

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

BV: 1,461

WARRIOR DATA

Name: _____

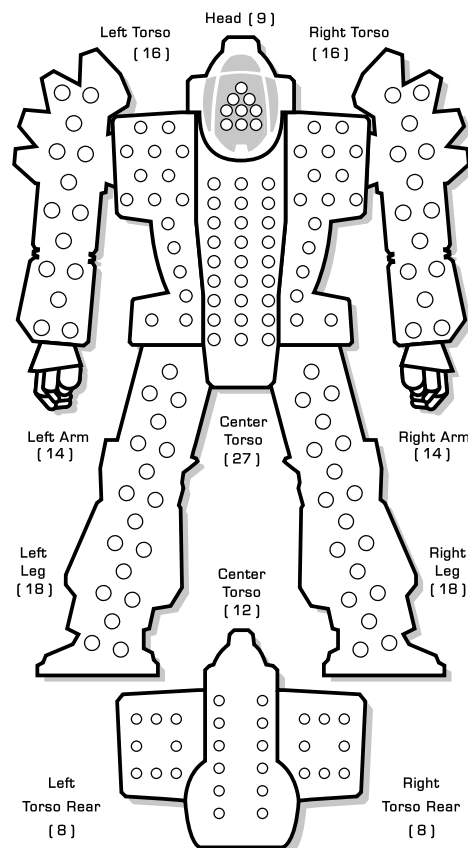
Gunnery Skill: _____ Piloting Skill: _____

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



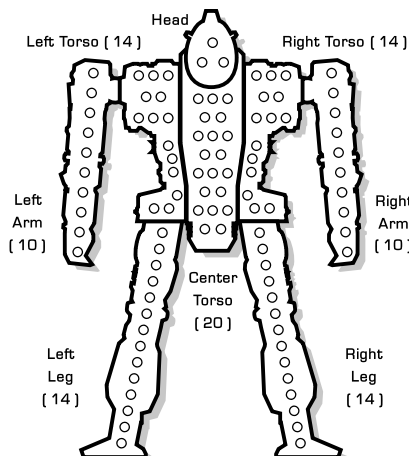
ARMOR DIAGRAM

Standard Armor



INTERNAL STRUCTURE DIAGRAM

Endo Steel



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
- Hand Actuator

1-3

- Sword
- Sword

4-6

- Sword
- Sword
- Roll Again
- Roll Again
- Roll Again
- Roll Again

Left Torso

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

1-3

- ER Medium Laser
- ER Medium Laser
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again

4-6

Left Leg

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

Head

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

Center Torso

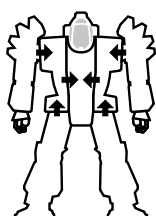
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

1-3

4-6

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- MRM 10
- MRM 10

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



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER PPC
- ER PPC
- ER PPC

1-3

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

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Ammo [MRM 10] 24
- CASE

1-3

4-6

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

Right Leg

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

BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Grand Dragon DRG-Clan

Movement Points:

Walking: 6

Running: 9 [12]

Jumping: 0

Engine Type: 360 XL

Tonnage: 60

Tech Base: Clan

Rules Level: Standard

Role: Skirmisher

Weapons & Equipment Inventory

(hexes)

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
1	ER PPC	RA	15	15 [DE]	—	7	14	23
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	LRM 15	CT	5	1/Msl [M,C,S]	—	7	14	21

Ammo: [LRM 15] 16

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

BV: 2,769



WARRIOR DATA

Name: _____

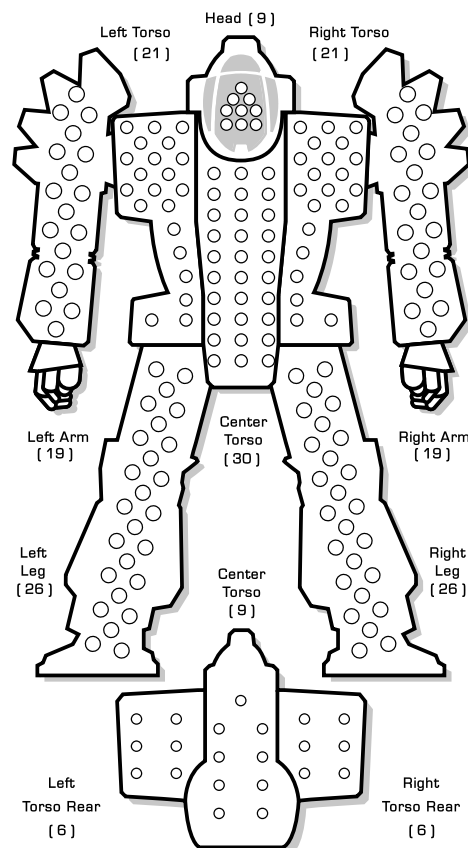
Gunnery Skill: _____ Piloting Skill: _____

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



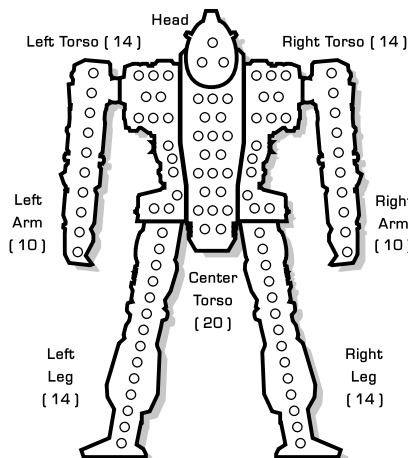
ARMOR DIAGRAM

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
- Hand Actuator
- Medium Pulse Laser
- Roll Again

1-3

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

4-6

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Ferro-Fibrous
- Roll Again
- Roll Again

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
- 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
- Gyro
- Gyro
- Gyro

4-6

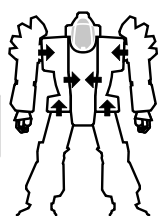
- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM 15
- LRM 15

Engine Hits ○○○○

Gyro Hits ○○○○

Sensor Hits ○○○○

Life Support ○



Damage Transfer Diagram

Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- ER PPC
- ER PPC
- Roll Again

1-3

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

4-6

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Ammo [LRM 15] 8
- Ammo [LRM 15] 8
- MASC

1-3

- MASC
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

4-6

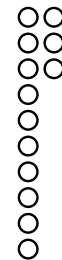
Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Roll Again
- 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: 13 [26]



BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Grand Dragon DRG-NC

Movement Points: Tonnage: 60
Walking: 6 Tech Base: Clan
Running: 9 Rules Level: Standard
Jumping: 0 Role: Skirmisher
Engine Type: 360 XL

Weapons & Equipment Inventory

#	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Medium Pulse Laser	LA	4	7 [P]	—	4	8	12
2	ER Large Laser	RA	12	10 [DE]	—	8	15	25
1	ER Medium Laser	LT	5	7 [DE]	—	5	10	15
1	ER Medium Laser	RT	5	7 [DE]	—	5	10	15
1	LRM 15	CT	5	1/Msl [M,C,S]	—	7	14	21

WARRIOR DATA

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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



Ammo: [LRM 15] 16

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

BV: 2,279



CRITICAL TABLE

Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Medium Pulse Laser
- Roll Again

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

Left Torso

- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Ferro-Fibrous
- Roll Again
- Roll Again

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

Left Leg

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

Head

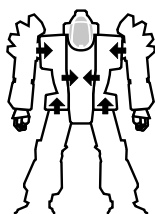
- Life Support
- Sensors
- Cockpit
- Ferro-Fibrous
- Sensors
- Life Support

Center Torso

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

- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- LRM 15
- LRM 15

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



Damage Transfer Diagram

Right Arm

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

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

Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- ER Medium Laser
- Ammo [LRM 15] 8
- Ammo [LRM 15] 8
- Ferro-Fibrous

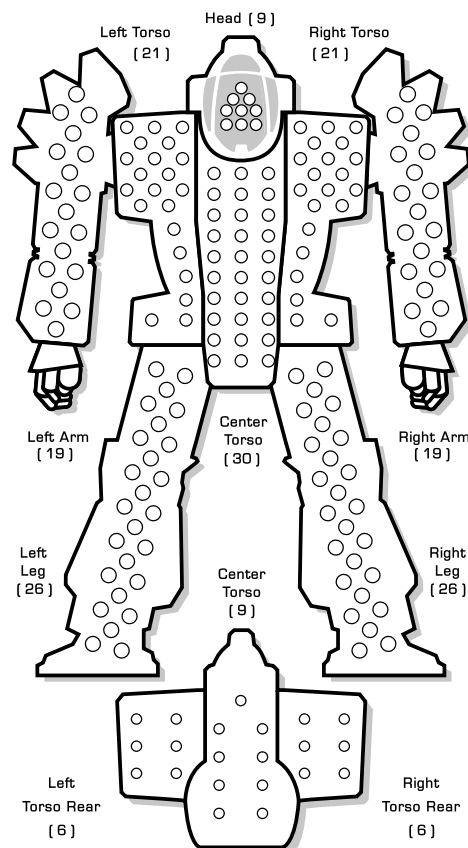
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Roll Again
- Roll Again

Right Leg

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

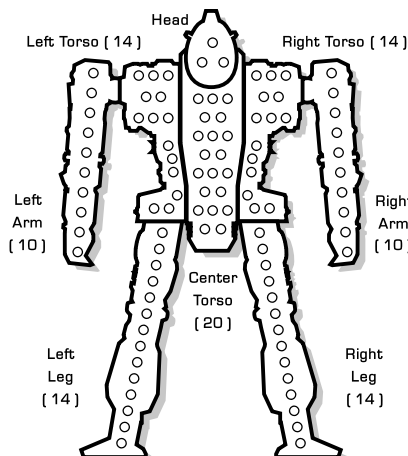
ARMOR DIAGRAM

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: 13 [26]

