BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Ostsol OTL-4Db

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

Weapons & Equipment Inventory

#	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
1	ER Large Laser	LT	12	8 [DE]	—	7	14	19
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	ER Large Laser	RT	12	8 [DE]	—	7	14	19
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
2	Medium Pulse Laser	CT	4	6 [P]	—	2	4	6

Quirks: Improved Sensors, Narrow/Low Profile

BV: 1,627

WARRIOR DATA

Name: _____

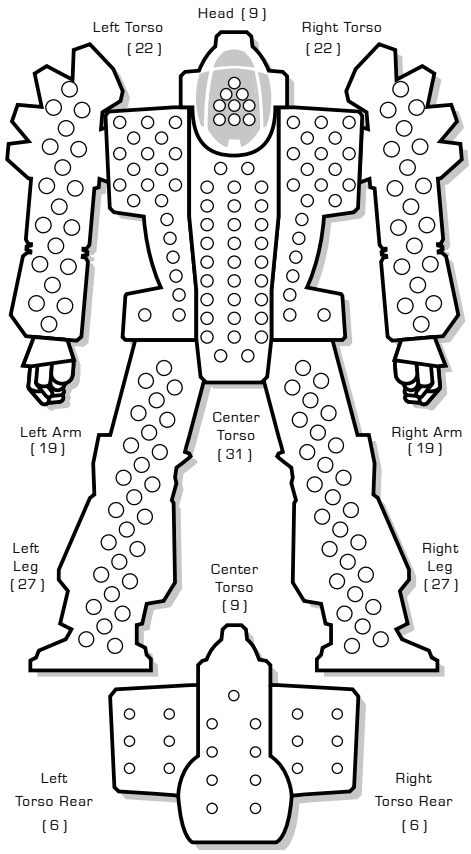
Gunnery Skill: ____ Piloting Skill: ____

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



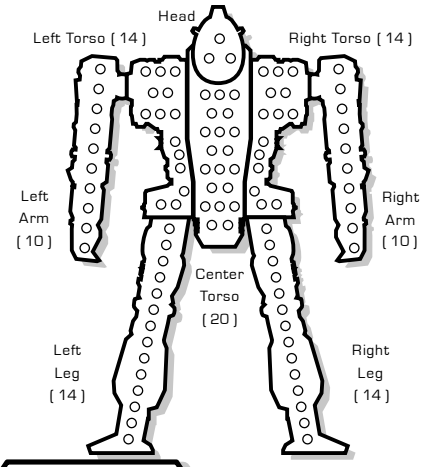
ARMOR DIAGRAM

Ferro-Fibrous



INTERNAL STRUCTURE DIAGRAM

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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Torso

1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. ER Large Laser
5. ER Large Laser
6. Medium Laser

4-6
1. Endo Steel
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

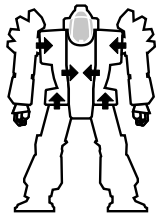
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

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. Medium Pulse Laser
6. Medium Pulse Laser

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



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

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

4-6
1. ER Large Laser
2. ER Large Laser
3. Medium Laser
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Ferro-Fibrous
6. Ferro-Fibrous

HEAT DATA

Double Heat Sinks: 15 (30)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Ostsol OTL-4Du(R)

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

Weapons & Equipment Inventory

#	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
1	ER Large Laser	LT	12	8 [DE]	—	7	14	19
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	ER Large Laser	RT	12	8 [DE]	—	7	14	19
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
2	Medium Laser	CT	3	5 [DE]	—	3	6	9

Quirks: Improved Sensors, Narrow/Low Profile

BV: 1,839

WARRIOR DATA

Name: _____

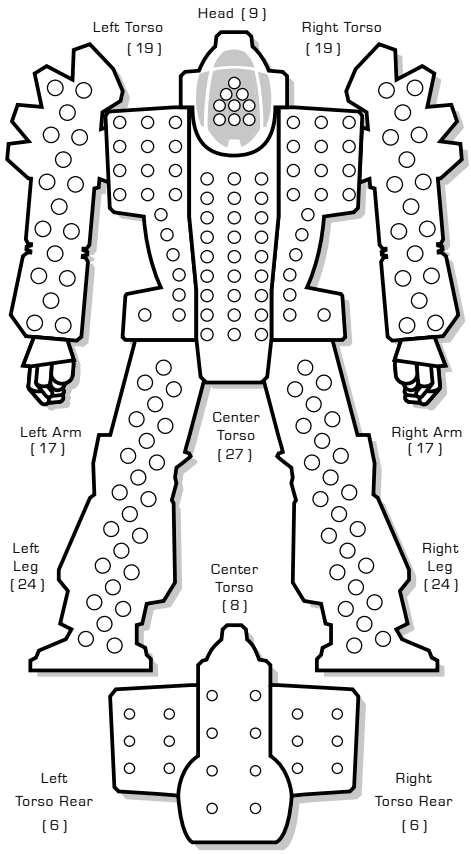
Gunnery Skill: ____ Piloting Skill: ____

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



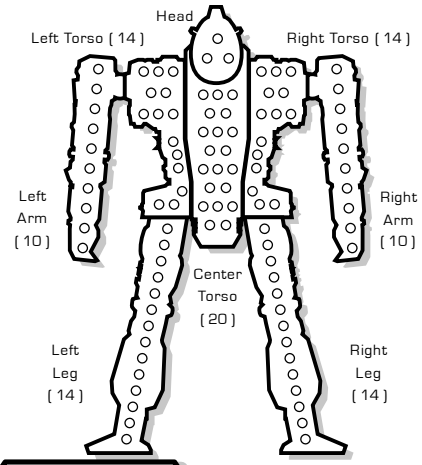
ARMOR DIAGRAM

Reflective



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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand 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

Left Torso

1-3
1. [Double Heat Sink
2. [Double Heat Sink
3. [Double Heat Sink
4. [ER Large Laser
5. [ER Large Laser
6. Medium Laser

4-6
1. Reflective
2. Reflective
3. Reflective
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

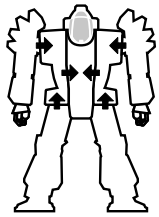
1. Life Support
2. Sensors
3. Cockpit
4. Reflective
5. Sensors
6. Life Support

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. Medium Laser
6. Medium Laser

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



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand 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 Torso

1-3
1. [Double Heat Sink
2. [Double Heat Sink
3. [Double Heat Sink
4. [ER Large Laser
5. [ER Large Laser
6. Medium Laser

4-6
1. Reflective
2. Reflective
3. Reflective
4. Reflective
5. Reflective
6. Reflective

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT DATA

Double Heat Sinks: 14 (28)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Ostsol OTL-4Du

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

Weapons & Equipment Inventory

#	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
1	Large Laser	LT	8	8 [DE]	—	5	10	15
1	ER Medium Laser	LT	5	5 [DE]	—	4	8	12
1	Large Laser	RT	8	8 [DE]	—	5	10	15
1	ER Medium Laser	RT	5	5 [DE]	—	4	8	12
2	ER Medium Laser	CT	5	5 [DE]	—	4	8	12

Quirks: Improved Sensors, Narrow/Low Profile

BV: 1,631

WARRIOR DATA

Name: _____

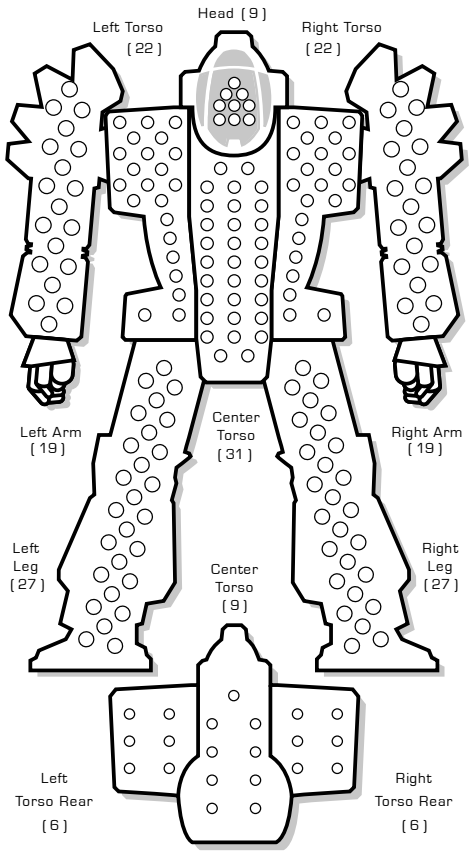
Gunnery Skill: ____ Piloting Skill: ____

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



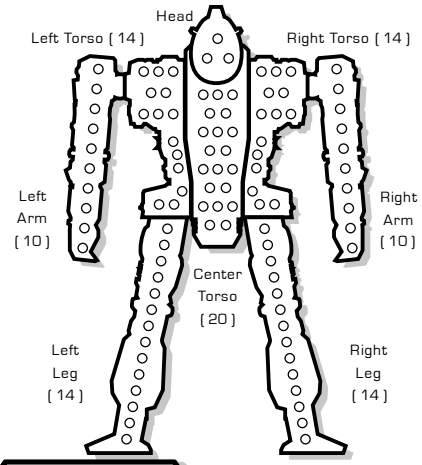
ARMOR DIAGRAM

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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand 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

Left Torso

1-3
1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Large Laser
5. Large Laser
6. ER Medium Laser

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

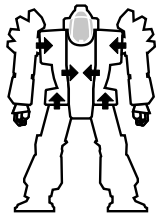
1. Life Support
2. Sensors
3. Cockpit
4. Ferro-Fibrous
5. Sensors
6. Life Support

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. ER Medium Laser
6. ER Medium Laser

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



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Ferro-Fibrous
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. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Large Laser
5. Large Laser
6. ER Medium Laser

4-6
1. Ferro-Fibrous
2. Ferro-Fibrous
3. Ferro-Fibrous
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT DATA

Double Heat Sinks: 14 (28)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Ostsol OTL-4E

Movement Points:
Walking: 5
Running: 8
Jumping: 0

Tonnage: 60
Tech Base: Inner Sphere
Rules Level: Advanced
Role: Skirmisher
Engine Type: 300 Fusion

Weapons & Equipment Inventory

#	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
1	ER Large Laser	LT	12	8 [DE]	—	7	14	19
1	Medium Laser	LT	3	5 [DE]	—	3	6	9
1	ECM Suite (Guardian)	LT	—	[E]	—	—	—	6
1	ER Large Laser	RT	12	8 [DE]	—	7	14	19
1	Medium Laser	RT	3	5 [DE]	—	3	6	9
2	Medium Laser	CT	3	5 [DE]	—	3	6	9

Quirks: Improved Sensors, Narrow/Low Profile

BV: 2,036

WARRIOR DATA

Name: _____

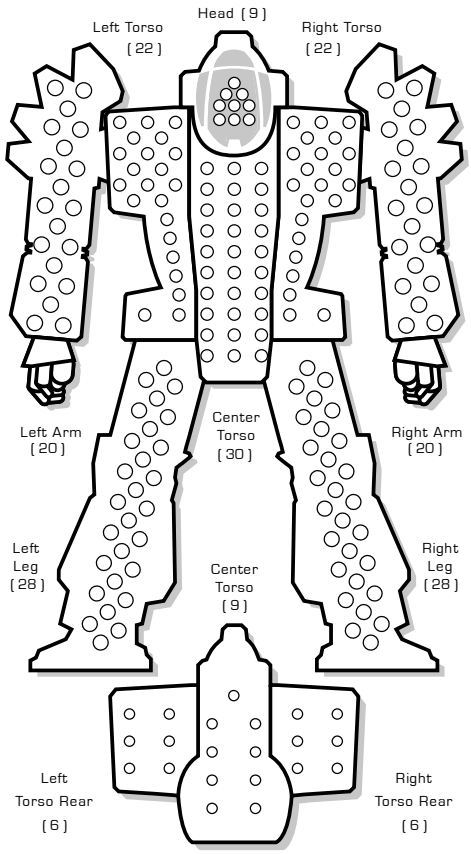
Gunnery Skill: ____ Piloting Skill: ____

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



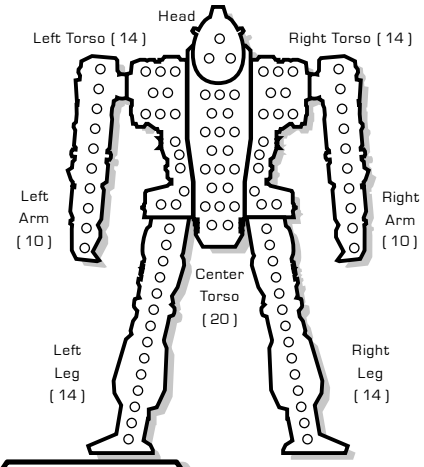
ARMOR DIAGRAM

Reflective



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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Reflective
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. [Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink]
4. [ER Large Laser
5. ER Large Laser]
6. Medium Laser

4-6
1. [ECM Suite (Guardian)
2. ECM Suite (Guardian)]
3. Endo Steel
4. Endo Steel
5. Reflective
6. Reflective

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Reflective
5. Sensors
6. Life Support

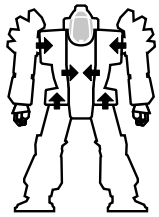
Center Torso

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. Medium Laser
6. Medium Laser

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

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel
6. Endo Steel

4-6
1. Endo Steel
2. Endo Steel
3. Endo Steel
4. Endo Steel
5. Endo Steel
6. Endo Steel

Right Torso

1-3
1. [Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink]
4. [ER Large Laser
5. ER Large Laser]
6. Medium Laser

4-6
1. Reflective
2. Reflective
3. Reflective
4. Reflective
5. Reflective
6. Reflective

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Roll Again
6. Roll Again

HEAT DATA

Double Heat Sinks: 14 (28)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Ostsol OTL-4XCom

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

Weapons & Equipment Inventory

#	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
1	Chameleon LPS	*	6	[E]	—	—	—	—
1	Plasma Rifle	LT	10	10 [DE,H]	—	5	10	15
1	Medium X-Pulse Laser	LT	6	6 [P]	—	3	6	9
1	ER Small Laser (C)	LT	2	5 [DE]	—	2	4	6
1	Plasma Rifle	RT	10	10 [DE,H]	—	5	10	15
1	Medium X-Pulse Laser	RT	6	6 [P]	—	3	6	9
1	ER Small Laser (C)	RT	2	5 [DE]	—	2	4	6
1	ECM Suite (Guardian)	CT	—	[E]	—	—	—	6
1	Light Active Probe	HD	—	[E]	—	—	—	3

Ammo: (Plasma Rifle) 20

Quirks: Improved Sensors, Narrow/Low Profile

BV: 2,315

WARRIOR DATA

Name: _____

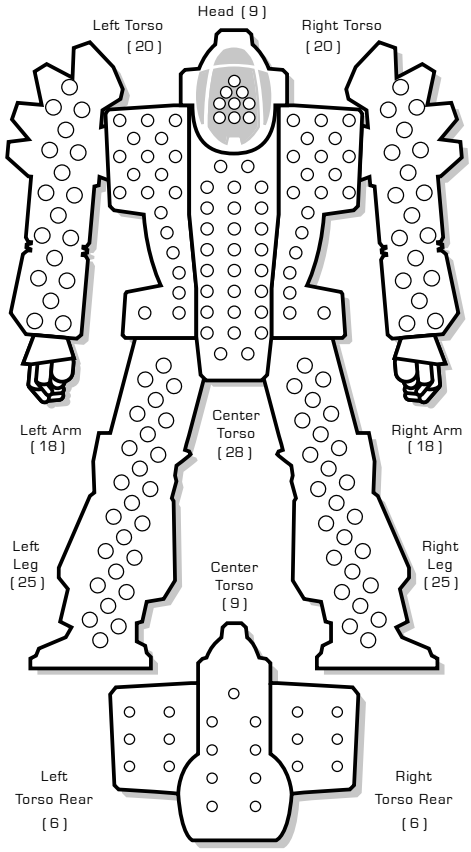
Gunnery Skill: ____ Piloting Skill: ____

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



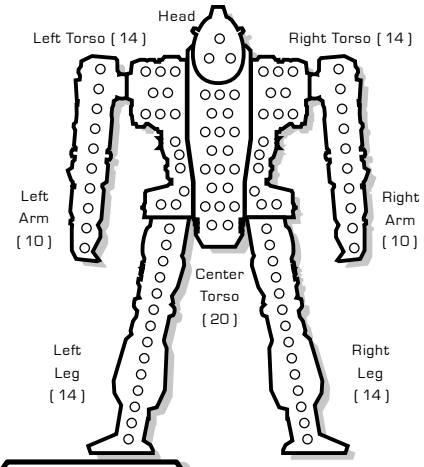
ARMOR DIAGRAM

Reflective



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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Chameleon LPS [IS]
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. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Plasma Rifle [IS]
2. Plasma Rifle [IS]
3. Medium X-Pulse Laser [IS]
4. ER Small Laser
5. Ammo (Plasma Rifle) 10
6. Chameleon LPS [IS]

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Chameleon LPS [IS]
6. Roll Again

Head

1. Life Support
2. Sensors
3. Cockpit
4. Light Active Probe
5. Sensors
6. Life Support

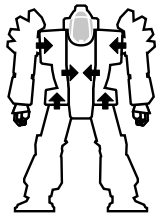
Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ECM Suite (Guardian) [IS]
6. ECM Suite (Guardian) [IS]

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

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Chameleon LPS [IS]
6. Reflective

4-6
1. Reflective
2. Reflective
3. Reflective
4. Reflective
5. Roll Again
6. Roll Again

Right Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Plasma Rifle [IS]
2. Plasma Rifle [IS]
3. Medium X-Pulse Laser [IS]
4. ER Small Laser
5. Ammo (Plasma Rifle) 10
6. Chameleon LPS [IS]

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Chameleon LPS [IS]
6. Roll Again

HEAT DATA

Double Heat Sinks: 16 (32)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Ostsol OTL-4XComFull

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

Weapons & Equipment Inventory

#	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
1	Chameleon LPS	*	6	[E]	—	—	—	—
1	Plasma Rifle	LT	10	10 [DE,H]	—	5	10	15
1	Medium Pulse Laser (C)	LT	4	7 [P]	—	4	8	12
1	ER Small Laser (C)	LT	2	5 [DE]	—	2	4	6
1	Plasma Rifle	RT	10	10 [DE,H]	—	5	10	15
1	Medium Pulse Laser (C)	RT	4	7 [P]	—	4	8	12
1	ER Small Laser (C)	RT	2	5 [DE]	—	2	4	6
1	Watchdog CEWS	CT	—	[E]	—	—	—	3

Ammo: (Plasma Rifle) 20

Quirks: Improved Sensors, Narrow/Low Profile

BV: 2,491

WARRIOR DATA

Name: _____

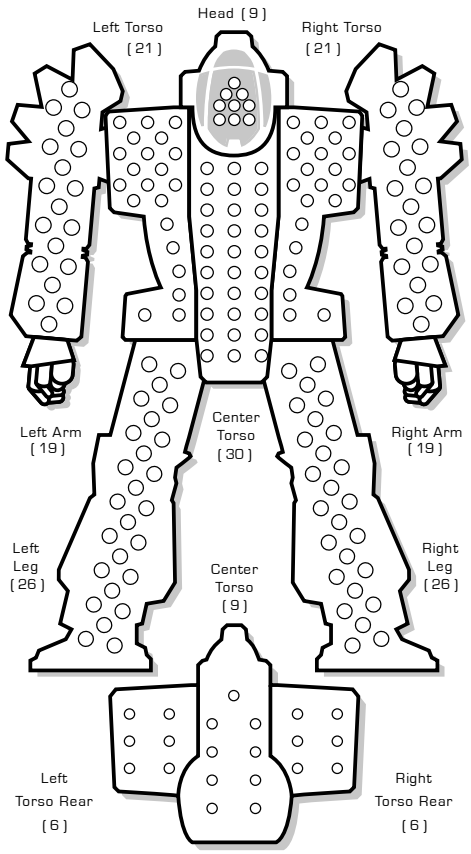
Gunnery Skill: ____ Piloting Skill: ____

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



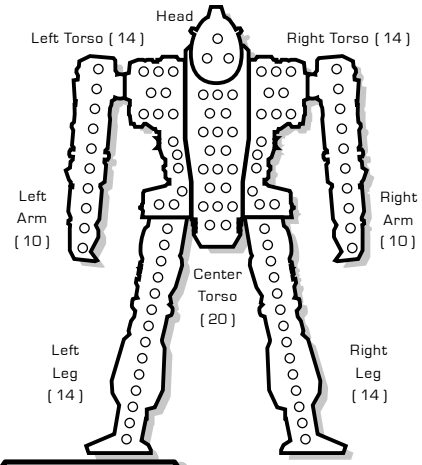
ARMOR DIAGRAM

Reflective



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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Chameleon LPS [IS]
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. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Plasma Rifle [IS]
2. Plasma Rifle [IS]
3. Medium Pulse Laser
4. ER Small Laser
5. Ammo (Plasma Rifle) 10
6. Chameleon LPS [IS]

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Chameleon LPS [IS]
6. Roll Again

Head

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

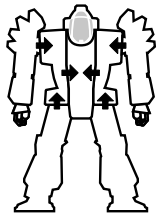
Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Watchdog CEWS
6. Watchdog CEWS

Engine Hits O O O
Gyro Hits O O
Sensor Hits O O
Life Support O

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Chameleon LPS [IS]
6. Reflective

4-6
1. Reflective
2. Reflective
3. Reflective
4. Reflective
5. Roll Again
6. Roll Again

Right Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. Double Heat Sink
4. Double Heat Sink
5. Double Heat Sink
6. Double Heat Sink

4-6
1. Plasma Rifle [IS]
2. Plasma Rifle [IS]
3. Medium Pulse Laser
4. ER Small Laser
5. Ammo (Plasma Rifle) 10
6. Chameleon LPS [IS]

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Chameleon LPS [IS]
6. Roll Again

HEAT DATA

Double Heat Sinks: 16 (32)

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

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Ostsol OTL-6Kamaz

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	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Light Gauss Rifle	LT	1	8 [DB,X]	3	8	17	25
1	Light Gauss Rifle	RT	1	8 [DB,X]	3	8	17	25
1	ECM Suite (Guardian)	CT	—	[E]	—	—	—	6

Ammo: (Light Gauss) 32

Quirks: Improved Sensors, Narrow/Low Profile

BV: 1,605

WARRIOR DATA

Name: _____

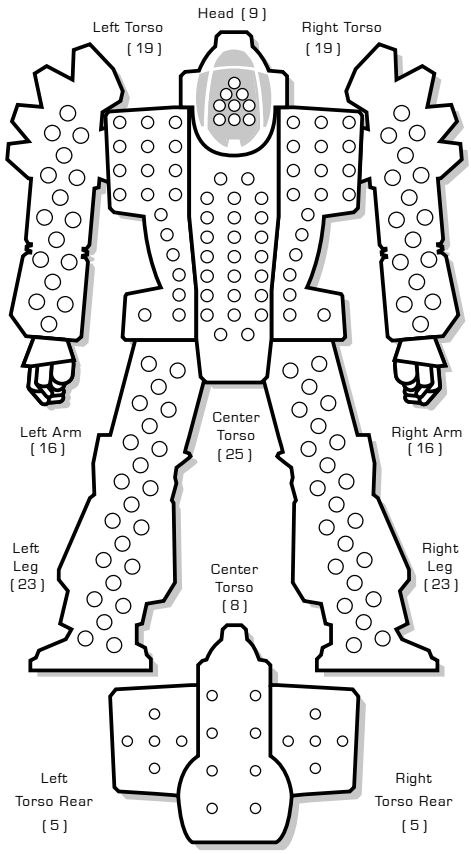
Gunnery Skill: ____ Piloting Skill: ____

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



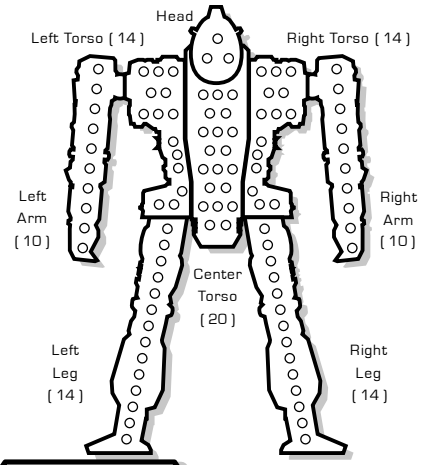
ARMOR DIAGRAM

Stealth



INTERNAL STRUCTURE DIAGRAM

Endo-Composite



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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. Endo-Composite

4-6
1. Stealth
2. Stealth
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Light Gauss Rifle
5. Light Gauss Rifle
6. Light Gauss Rifle

4-6
1. Light Gauss Rifle
2. Light Gauss Rifle
3. Ammo (Light Gauss) 16
4. Endo-Composite
5. Stealth
6. Stealth

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

Head

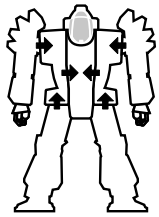
1. Life Support
2. Sensors
3. Cockpit
4. Endo-Composite
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. ECM Suite (Guardian)
6. ECM Suite (Guardian)

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



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. Endo-Composite

4-6
1. Endo-Composite
2. Endo-Composite
3. Endo-Composite
4. Stealth
5. Stealth
6. Roll Again

Right Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Light Gauss Rifle
5. Light Gauss Rifle
6. Light Gauss Rifle

4-6
1. Light Gauss Rifle
2. Light Gauss Rifle
3. Ammo (Light Gauss) 16
4. Stealth
5. Stealth
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Stealth
6. Stealth

HEAT DATA

Double Heat Sinks: 10 (20)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Ostsol OTL-8D Lancia

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	ER Medium Laser	RA	5	5 [DE]	—	4	8	12
1	Rotary AC/5	LT	1	5/Sht [DB,R/C]	—	5	10	15
1	Rotary AC/5	RT	1	5/Sht [DB,R/C]	—	5	10	15

Ammo: [RAC/5] 120

Quirks: Improved Sensors, Narrow/Low Profile

BV: 1,723

WARRIOR DATA

Name: _____

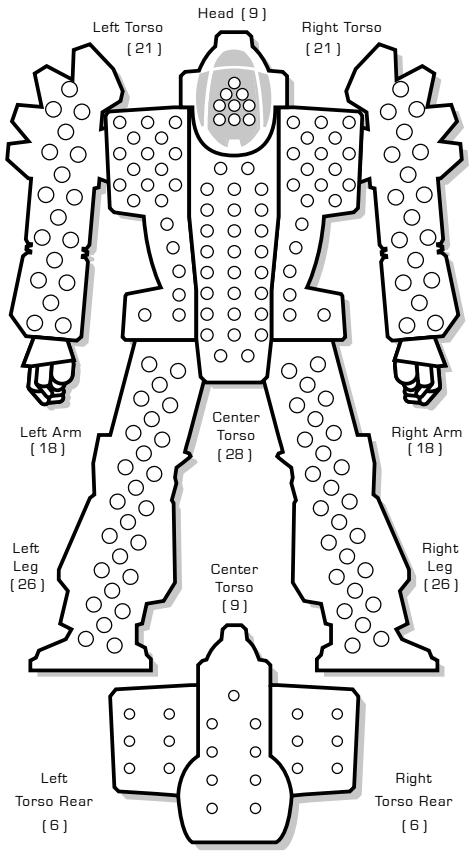
Gunnery Skill: ____ Piloting Skill: ____

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



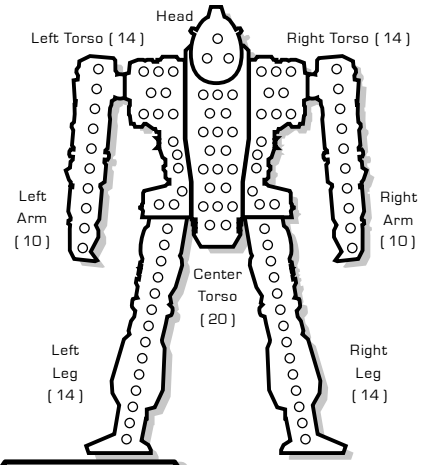
ARMOR DIAGRAM

Heavy 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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. Heavy Ferro-Fibrous

4-6
1. Heavy Ferro-Fibrous
2. Heavy Ferro-Fibrous
3. Heavy Ferro-Fibrous
4. Heavy Ferro-Fibrous
5. Heavy Ferro-Fibrous
6. Heavy Ferro-Fibrous

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Rotary AC/5
5. Rotary AC/5
6. Rotary AC/5

4-6
1. Rotary AC/5
2. Rotary AC/5
3. Rotary AC/5
4. Ammo [RAC/5] 20
5. Ammo [RAC/5] 20
6. Ammo [RAC/5] 20

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heavy Ferro-Fibrous
6. Roll Again

Head

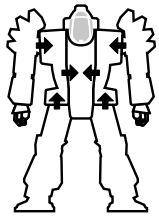
1. Life Support
2. Sensors
3. Small Cockpit
4. Sensors
5. Heavy Ferro-Fibrous
6. Heavy Ferro-Fibrous

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Heavy Ferro-Fibrous
6. Heavy Ferro-Fibrous

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



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER Medium Laser
6. Heavy Ferro-Fibrous

4-6
1. Heavy Ferro-Fibrous
2. Heavy Ferro-Fibrous
3. Heavy Ferro-Fibrous
4. Heavy Ferro-Fibrous
5. Heavy Ferro-Fibrous
6. Heavy Ferro-Fibrous

Right Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Rotary AC/5
5. Rotary AC/5
6. Rotary AC/5

4-6
1. Rotary AC/5
2. Rotary AC/5
3. Rotary AC/5
4. Ammo [RAC/5] 20
5. Ammo [RAC/5] 20
6. Ammo [RAC/5] 20

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Heavy Ferro-Fibrous
6. Heavy Ferro-Fibrous

HEAT DATA

Double Heat Sinks: 12 (24)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Ostsol OTL-9KelTec

Movement Points:		Tonnage:	60
Walking:	6	Tech Base:	Mixed
Running:	8 [14]	Rules Level:	Advanced
Jumping:	0	Role:	Skirmisher
Engine Type:	360 XL		

Weapons & Equipment Inventory

#	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
2	ER Medium Laser (IS)	LT	5	5 [DE]	—	4	8	12
2	ER Medium Laser (IS)	RT	5	5 [DE]	—	4	8	12
1	Targeting Computer (IS)	CT	—	[E]	—	—	—	—

Quirks: Improved Sensors, Narrow/Low Profile

BV: 2,149

WARRIOR DATA

Name: _____

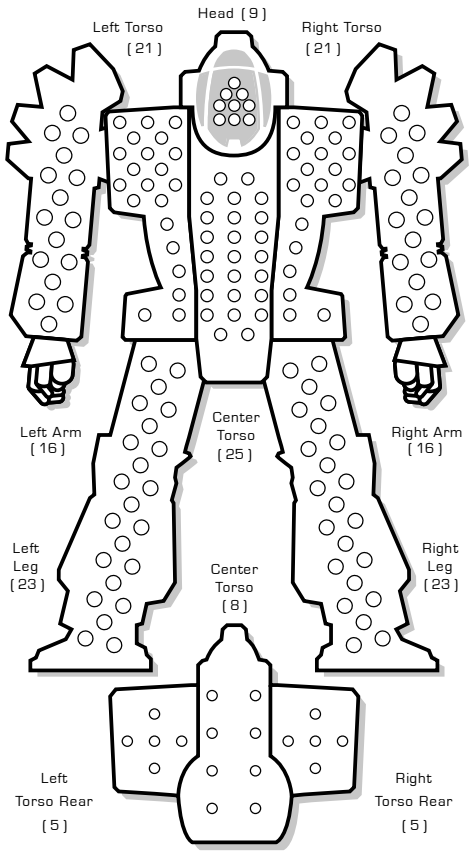
Gunnery Skill: ____ Piloting Skill: ____

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



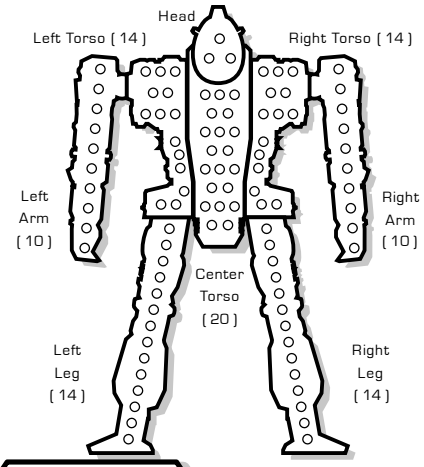
ARMOR DIAGRAM

Hardened



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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel [IS]
6. Endo Steel [IS]

4-6
1. Endo Steel [IS]
2. Endo Steel [IS]
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. ER Medium Laser [IS]
5. ER Medium Laser [IS]
6. Endo Steel [IS]

4-6
1. Endo Steel [IS]
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel [IS]
6. Endo Steel [IS]

Head

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

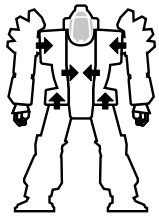
Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Fusion Engine
3. XL Fusion Engine
4. XL Fusion Engine
5. Supercharger
6. Targeting Computer [IS]

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

CATALYST game labs



Damage Transfer Diagram

Right Arm

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel [IS]
6. Endo Steel [IS]

4-6
1. Endo Steel [IS]
2. Endo Steel [IS]
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. ER Medium Laser [IS]
5. ER Medium Laser [IS]
6. MASC [IS]

4-6
1. MASC [IS]
2. MASC [IS]
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Right Leg

1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Endo Steel [IS]
6. Endo Steel [IS]

HEAT DATA

Double Heat Sinks: 12 (24)

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	

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BATTLETECH™

BATTLEMECH RECORD SHEET

'MECH DATA

Type: Ostsol OTL-9KelTecU

Movement Points:		Tonnage:	60
Walking:	6	Tech Base:	Mixed
Running:	8 [14]	Rules Level:	Advanced
Jumping:	0	Role:	Skirmisher
Engine Type:	360 XL		

Weapons & Equipment Inventory

#	Type	Loc	Ht	Dmg	(hexes) Min	Sht	Med	Lng
2	ER Medium Laser (C)	LT	5	7 [DE]	—	5	10	15
2	ER Medium Laser (C)	RT	5	7 [DE]	—	5	10	15
1	Targeting Computer (IS)	CT	—	[E]	—	—	—	—

Quirks: Improved Sensors, Narrow/Low Profile

BV: 2,646

WARRIOR DATA

Name: _____

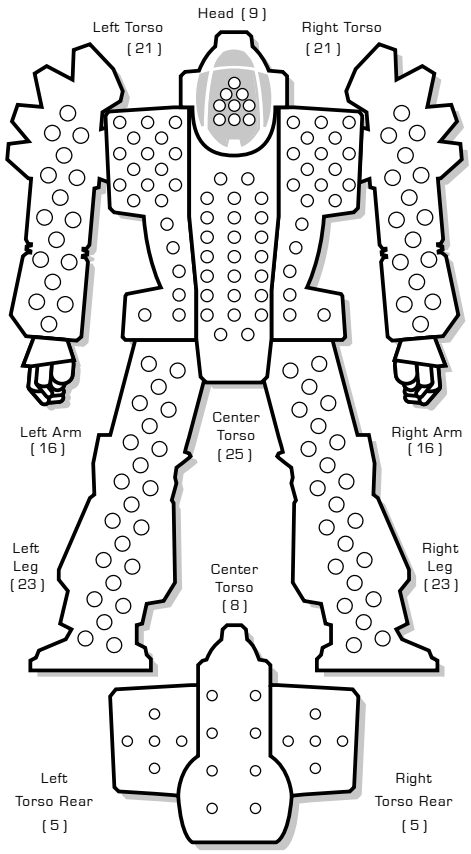
Gunnery Skill: ____ Piloting Skill: ____

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



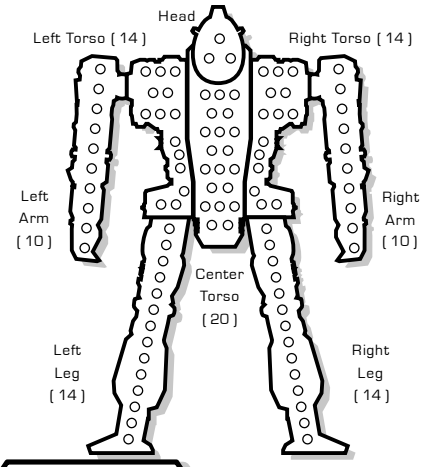
ARMOR DIAGRAM

Hardened



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

1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Endo Steel [IS]
6. Endo Steel [IS]

4-6
1. Endo Steel [IS]
2. Endo Steel [IS]
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. ER Medium Laser
5. ER Medium Laser
6. Endo Steel [IS]

4-6
1. Endo Steel [IS]
2. Roll Again
3. Roll Again
4. Roll Again
5. Roll Again
6. Roll Again

Left Leg

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4. Foot Actuator
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6. Endo Steel [IS]

Head

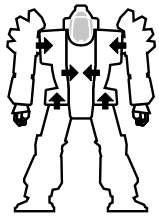
1. Life Support
2. Sensors
3. Cockpit
4. Roll Again
5. Sensors
6. Life Support

Center Torso

1-3
1. XL Fusion Engine
2. XL Fusion Engine
3. XL Fusion Engine
4. Gyro
5. Gyro
6. Gyro

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1. Gyro
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3. XL Fusion Engine
4. XL Fusion Engine
5. Supercharger
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Engine Hits ○○○
Gyro Hits ○○
Sensor Hits ○○
Life Support ○



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10	-2 Movement Points	
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