S-HUDA-2015

BATTLETECH

STARS AFLAME

RECORD SHEETS

AN EMPIRES AFLAME SUPPLEMENT

STARS AFLAME SPECTRAL II RECORD SHEETS

WAR FLEETS OF THE EMPIRES AFLAME

Based on
Empires Aflame 2015 Halloween Release
by Catalyst
Field Manual - Terran Supremacy
by DarthRads

Credits:
Medron Pryde – Primary Author
Stephen Huda – Artist
And all those who designed the art and stats of the designs printed here.

INTRODUCTION

The Spectral II designs shown in this supplement are all LAMs that were legal under old rules but that are currently illegal based on current rules. I placed them in an additional Record Sheet book due to this nature. They assume that the Terran Supremacy found a way around the newer Technological and Mass limitations of the newer LAM Construction Rules and that they made new designs taking advantage of those capabilities. This is the Spectral II Project noted in the fluff, a revolution in LAM design philosophy.

The *Seraphim* LAM was first published in the BattleTech Universe calendar, while the *Spitfire* LAM is from the Shadows of War fan TRO. The other included designs are based on canon Prime universe Land AirMechs or AeroSpace Fighters with some suitable upgrades when allowing for advanced technologies. And while the *Champion* LAM noted as introduced in 28th Century by the dates here would not be part of the Spectral II Project, her status as illegal due to weight is the reason she is published in this supplement.

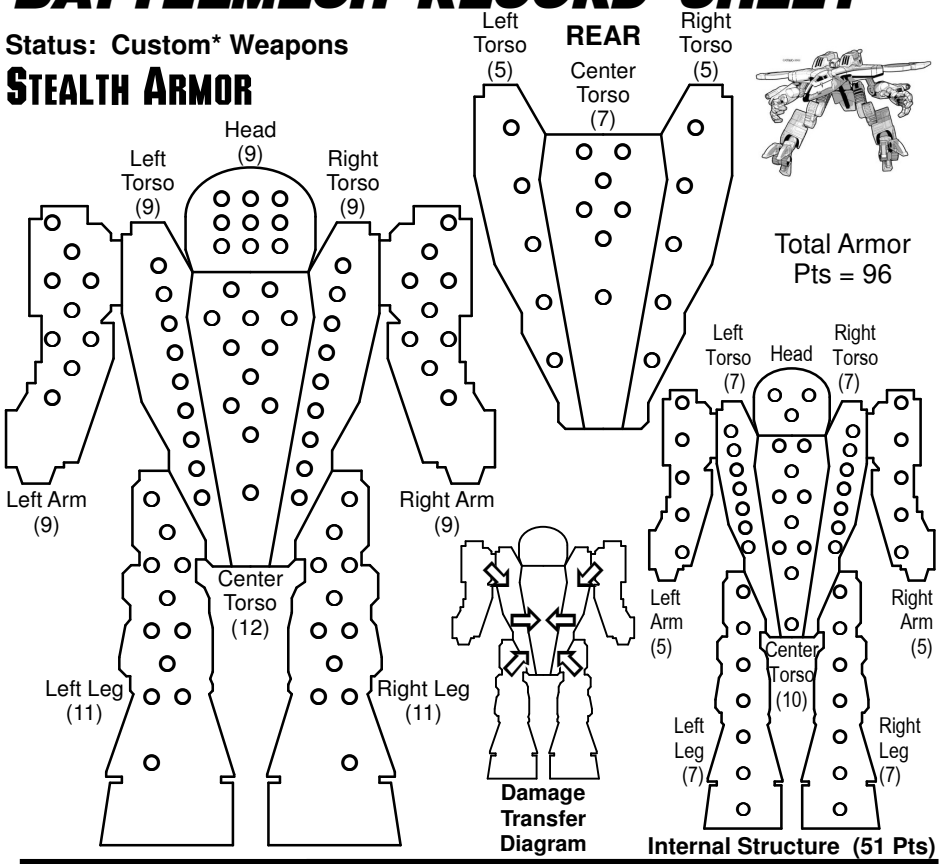
I hope you enjoy this small additional supplement.

Medron Pryde

BATTLETECH®
BATTLEMECH RECORD SHEET

Status: Custom* Weapons

STEALTH ARMOR



'MECH DATA

Type: Pwwka LAM S-PW-2 (EA)
Mass: 30 tons

Movement Points:		Tech, Config. & Level:
Walking:	6	Inner Sphere
Running:	9	Land-Air- 'Mech
Jumping:	6 [18]	Level 3 / 3100

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min (hexes)	Sht (hexes)	Med (hexes)	Lng (hexes)
1	ER Medium Laser	HD	5	5	-	4	8	12
2	Med X-Pulse Laser	RA	6	6	-	3	6	9
1	Bomb Bay*	CT	0	0	-	-	-	-
1	Guardian ECM	LT	0	-	-	-	-	6
1	Landing Gear*	RT	0	0	-	-	-	-
1	Landing Gear*	LT	0	0	-	-	-	-
1	Landing Gear*	CT	0	0	-	-	-	-
1	Avionics*	RT	0	0	-	-	-	-
1	Avionics*	LT	0	0	-	-	-	-
1	Avionics*	HD	0	0	-	-	-	-

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (27)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____ +1

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. Double Heat Sink
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

4-6
4. Double Heat Sink
5. *Stealth Armor*
6. *Stealth Armor*

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine

1-3
4. Landing Gear
5. Avionics
6. Jump Jet

1. Jump Jet
2. Jump Jet
3. Guardian ECM

4-6
4. Guardian ECM
5. *Stealth Armor*
6. *Stealth Armor*

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

Head
1. Life Support
2. Sensors
3. Small Cockpit
4. ER Medium Laser
5. Sensors
6. Avionics

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine

1-3
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Engine
3. XL Engine

4-6
4. XL Engine
5. Bomb Bay
6. Landing Gear

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

Battle Value: **1,086**
Weapon Value: **349** / **349**
Cost, C-Bills: **7,980,245**

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator

1-3
4. Hand Actuator
5. Med X-Pulse Laser
6. Med X-Pulse Laser

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink

4-6
4. *Stealth Armor*
5. *Stealth Armor*
6. *Roll Again*

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine

1-3
4. Landing Gear
5. Avionics
6. Jump Jet

1. Jump Jet
2. Jump Jet
3. *Stealth Armor*

4-6
4. *Stealth Armor*
5. *Roll Again*
6. *Roll Again*

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

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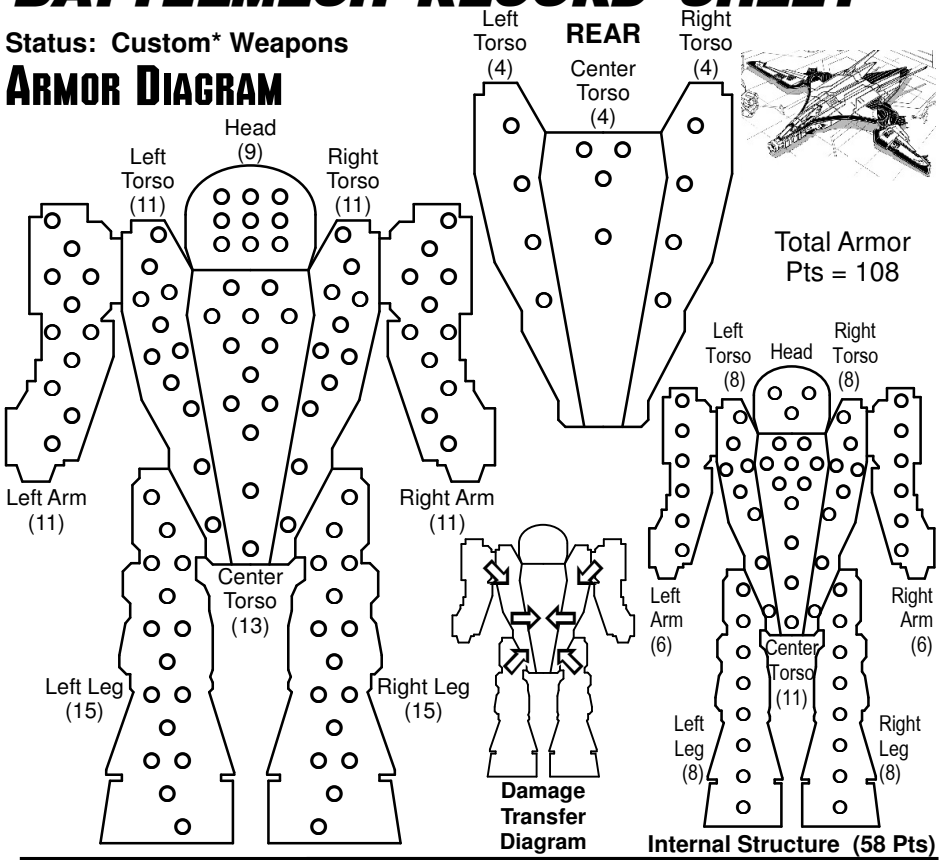
BATTLETECH®
BATTLEMECH RECORD SHEET

Status: Custom* Weapons

ARMOR DIAGRAM



Total Armor Pts = 108

'MECH DATA

Type: Shade LAM SH-2L (EA)
Mass: 35 tons

Movement Points:		Tech, Config. & Level:
Walking:	7	Inner Sphere
Running:	11	Land-Air- 'Mech
Jumping:	7 [21]	Level 3 / 3100

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min (hexes)	Sht (hexes)	Med (hexes)	Lng (hexes)
1	Light PPC*	RA	5	5	3	6	12	18
1	Light PPC*	LA	5	5	3	6	12	18
1	Guardian ECM	RT	0	-	-	-	-	6
1	Landing Gear*	RT	0	0	-	-	-	-
1	Landing Gear*	LT	0	0	-	-	-	-
1	Landing Gear*	CT	0	0	-	-	-	-
1	Avionics*	RT	0	0	-	-	-	-
1	Avionics*	LT	0	0	-	-	-	-
1	Avionics*	HD	0	0	-	-	-	-

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (10)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____ +1

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Light PPC
6. Light PPC

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

Left Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Landing Gear
5. Avionics
6. Jump Jet

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
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. Jump Jet
6. Jump Jet

Head

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

Center Torso

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

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Landing Gear
6. Jump Jet

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

Battle Value: **1,085**
Weapon Value: **438** / **438**
Cost, C-Bills: **10,936,643**

Right Arm

1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Light PPC
6. Light PPC

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

Right Torso

1. XL Engine
2. XL Engine
3. XL Engine
4. Landing Gear
5. Avionics
6. Jump Jet

1. Guardian ECM
2. Guardian ECM
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Roll Again*

Right Leg

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

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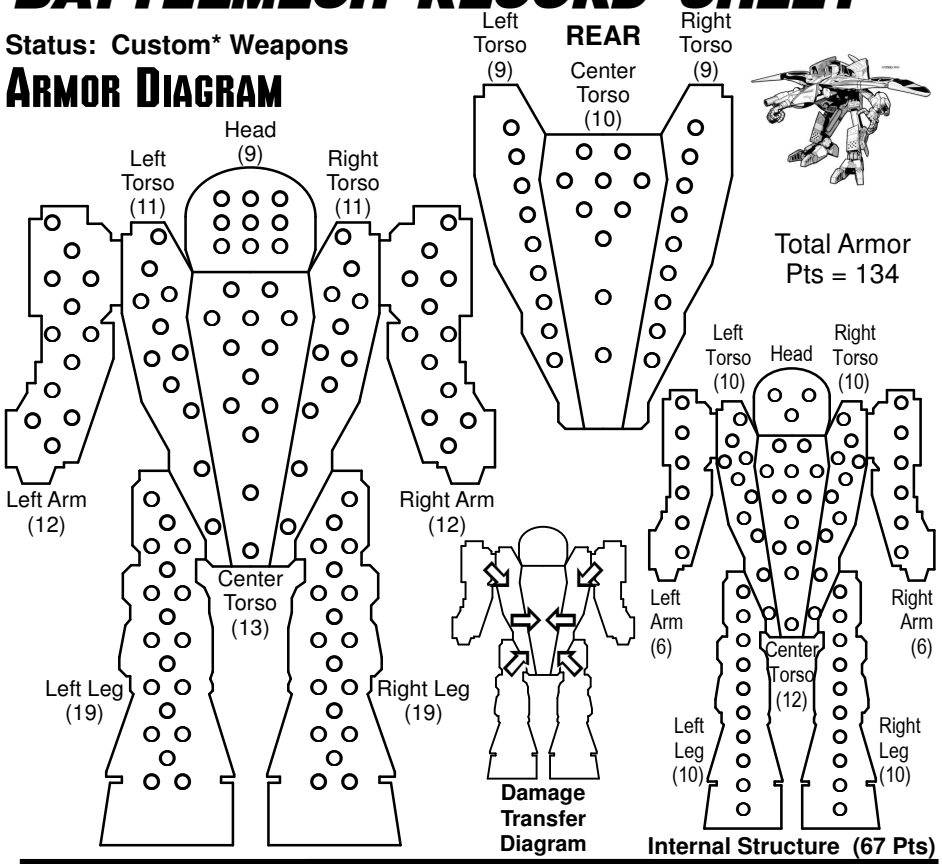
BATTLETECH®
BATTLEMECH RECORD SHEET

Status: Custom* Weapons

ARMOR DIAGRAM



Total Armor Pts = 134

Damage Transfer Diagram

Internal Structure (67 Pts)

'MECH DATA

Type: Yurei LAM S-YR-2 (EA)
Mass: 40 tons

Movement Points:		Tech, Config. & Level:
Walking:	5	Inner Sphere
Running:	8	Land-Air- 'Mech
Jumping:	5 [15]	Level 3 / 3100

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min (hexes)	Sht (hexes)	Med (hexes)	Lng (hexes)
1	PPC	RA	10	10	3	6	12	18
1	PPC Capacitor	RA	5	5	-	-	-	-
3	ER Medium Laser	LA	5	5	-	4	8	12
1	ER Small Laser	LA	2	3	-	2	4	5
1	Bomb Bay*	RT	0	0	-	-	-	-
1	Landing Gear*	RT	0	0	-	-	-	-
1	Landing Gear*	LT	0	0	-	-	-	-
1	Landing Gear*	CT	0	0	-	-	-	-
1	Avionics*	RT	0	0	-	-	-	-
1	Avionics*	LT	0	0	-	-	-	-
1	Avionics*	HD	0	0	-	-	-	-

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (32)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____ +1

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

CRITICAL HIT TABLE

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

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

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Landing Gear
5. Avionics
6. Double Heat Sink

1. Double Heat Sink
2. Double Heat Sink
3. Jump Jet
4. Jump Jet
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

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

Head
1. Life Support
2. Sensors
3. Small Cockpit
4. Avionics
5. Sensors
6. *Ferro-Fibrous*

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Landing Gear
6. Jump Jet

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

Battle Value: **1,534**
Weapon Value: **650 / 650**
Cost, C-Bills: **10,699,108**

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. PPC
6. PPC

1. PPC
2. PPC Capacitor
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Roll Again*

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. CASE II
5. Landing Gear
6. Avionics

1. Double Heat Sink
2. Double Heat Sink
3. Double Heat Sink
4. Jump Jet
5. Jump Jet
6. Bomb Bay

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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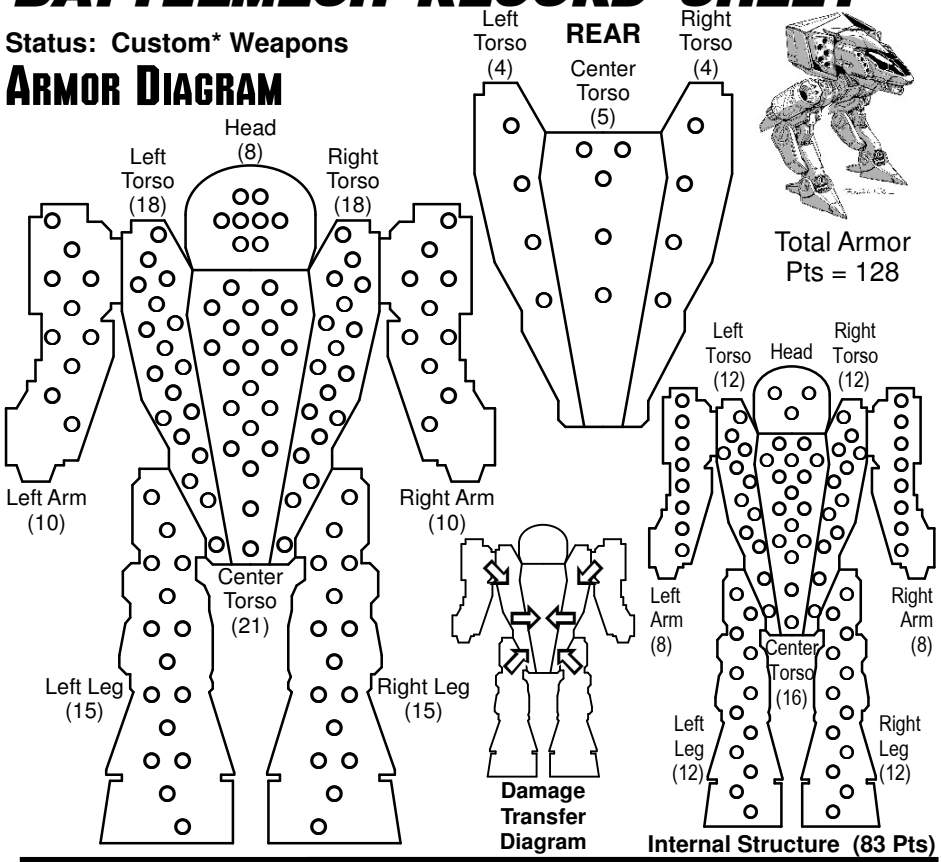
BATTLETECH®
BATTLEMECH RECORD SHEET

Status: Custom* Weapons

ARMOR DIAGRAM



Total Armor Pts = 128

'MECH DATA

Type: Spitfire LAM SPTF-X-01 (EA)

Mass: 50 tons

Movement Points:		Tech, Config. & Level:
Walking:	5	Inner Sphere
Running:	8	Land-Air- 'Mech
Jumping:	5 [15]	Level 3 / 2760

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min (hexes)	Sht (hexes)	Med (hexes)	Lng (hexes)
1	LRM 5	RA	2	1/hit	6	7	14	21
1	LRM 5	LA	2	1/hit	6	7	14	21
1	SRM 4	RT	3	2/hit	-	3	6	9
1	SRM 4	LT	3	2/hit	-	3	6	9
1	Medium Laser	CT	3	5	-	3	6	9
1	Landing Gear*	RT	0	0	-	-	-	-
1	Landing Gear*	LT	0	0	-	-	-	-
1	Landing Gear*	CT	0	0	-	-	-	-
1	Avionics*	RT	0	0	-	-	-	-
1	Avionics*	LT	0	0	-	-	-	-
1	Avionics*	HD	0	0	-	-	-	-

Ammo Type:	Rounds:	BV2:
LRM 5	24	36
SRM 4	25	30

Total Heat Sinks: 10 Double (20)

OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (13)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. LRM 5

1-3: 4. *Roll Again* 5. *Roll Again* 6. *Roll Again*

1. *Roll Again*
2. *Roll Again*
3. *Roll Again*

4-6: 4. *Roll Again* 5. *Roll Again* 6. *Roll Again*

Left Torso
1. Landing Gear
2. Avionics
3. SRM 4

1-3: 4. Jump Jet 5. Jump Jet 6. Ammo (LRM 5) 24

1. *Roll Again*
2. *Roll Again*
3. *Roll Again*

4-6: 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. Avionics
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine

1-3: 4. Gyro 5. Gyro 6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine

4-6: 4. Fusion Engine 5. Landing Gear 6. Medium Laser

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

Battle Value: **1,215**
Weapon Value: **600 / 600**
Cost, C-Bills: **7,652,750**

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. LRM 5

1-3: 4. *Roll Again* 5. *Roll Again* 6. *Roll Again*

1. *Roll Again*
2. *Roll Again*
3. *Roll Again*

4-6: 4. *Roll Again* 5. *Roll Again* 6. *Roll Again*

Right Torso
1. Landing Gear
2. Avionics
3. SRM 4

1-3: 4. Jump Jet 5. Jump Jet 6. Jump Jet

1. Ammo (SRM 4) 25
2. *Roll Again*
3. *Roll Again*

4-6: 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. *Roll Again*
6. *Roll Again*

HEAT SCALE

	** Avoid Inferno explosion on..
30	Shutdown
29	
28	Ammo Explosion, avoid on 8+ (** 12+)
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+ (** 10+)
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+ (** 8+)
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+ (** 6+)
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points (** 4+)
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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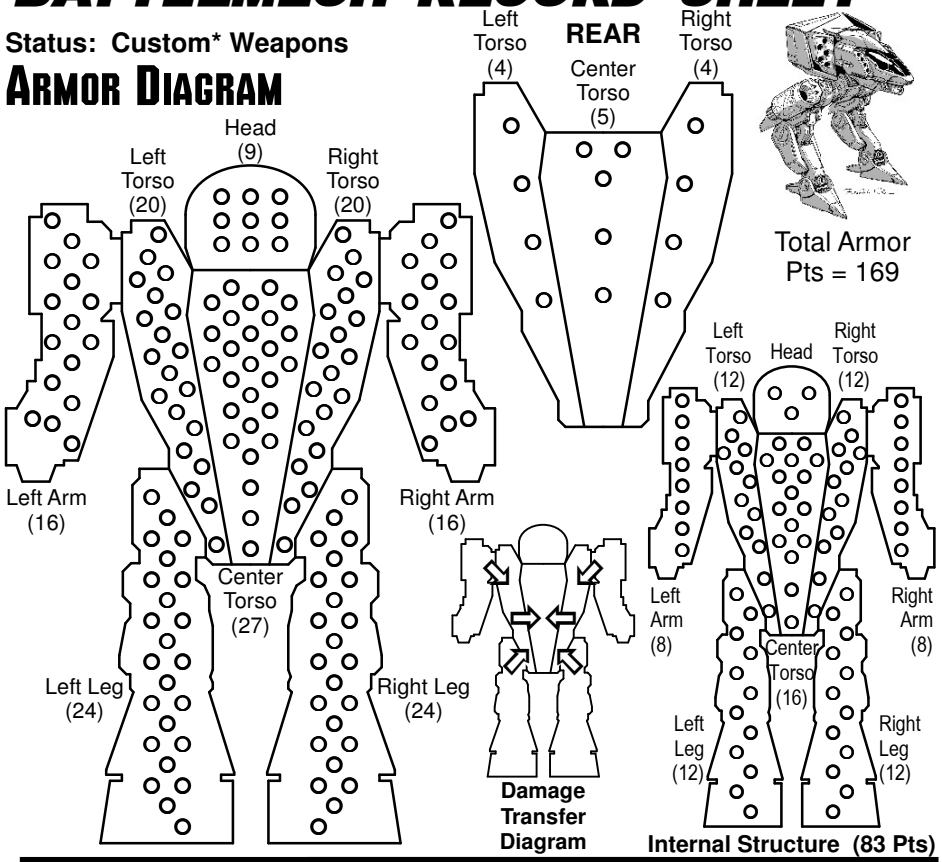
Status: Custom* Weapons

ARMOR DIAGRAM



Total Armor Pts = 169

'MECH DATA

Type: Spitfire LAM SPTF-3 (EA)
Mass: 50 tons

Movement Points:		Tech, Config. & Level:
Walking:	5	Inner Sphere
Running:	8	Land-Air- 'Mech
Jumping:	5 [15]	Level 3 / 3100

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min (hexes)	Sht (hexes)	Med (hexes)	Lng (hexes)
1	LRM 5	RA	2	1/hit	6	7	14	21
1	LRM 5	LA	2	1/hit	6	7	14	21
1	ER Medium Laser	RA	5	5	-	4	8	12
1	ER Medium Laser	LA	5	5	-	4	8	12
1	ER Medium Laser	CT	5	5	-	4	8	12
1	Streak SRM 4	RT	3	2/hit	-	3	6	9
1	Streak SRM 4	LT	3	2/hit	-	3	6	9
1	ER Small Laser	LT	2	3	-	2	4	5
1	Landing Gear*	RT	0	0	-	-	-	-
1	Landing Gear*	LT	0	0	-	-	-	-
1	Landing Gear*	CT	0	0	-	-	-	-
1	Avionics*	RT	0	0	-	-	-	-
1	Avionics*	LT	0	0	-	-	-	-
1	Avionics*	HD	0	0	-	-	-	-

Ammo Type:	Rounds:	BV2:
LRM 5	24	36
Streak SRM 4	25	42

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (27)

WARRIOR DATA

Name: _____

Gunnery Skill: 4 **Piloting Skill:** 5

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

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. LRM 5
4. ER Medium Laser
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Roll Again*

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Landing Gear
5. Avionics
6. Streak SRM 4

1. ER Small Laser
2. Jump Jet
3. Jump Jet
4. Ammo (LRM 5) 24
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. Avionics
5. Sensors
6. Life Support

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Landing Gear
6. ER Medium Laser

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

Battle Value: **1,677**
Weapon Value: **1,089** / **968**
Cost, C-Bills: **15,286,905**

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. LRM 5
4. ER Medium Laser
5. *Ferro-Fibrous*
6. *Ferro-Fibrous*

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Ferro-Fibrous*
6. *Roll Again*

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Landing Gear
5. Avionics
6. Streak SRM 4

1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Ammo (Streak 4) 25
5. *Roll Again*
6. *Roll Again*

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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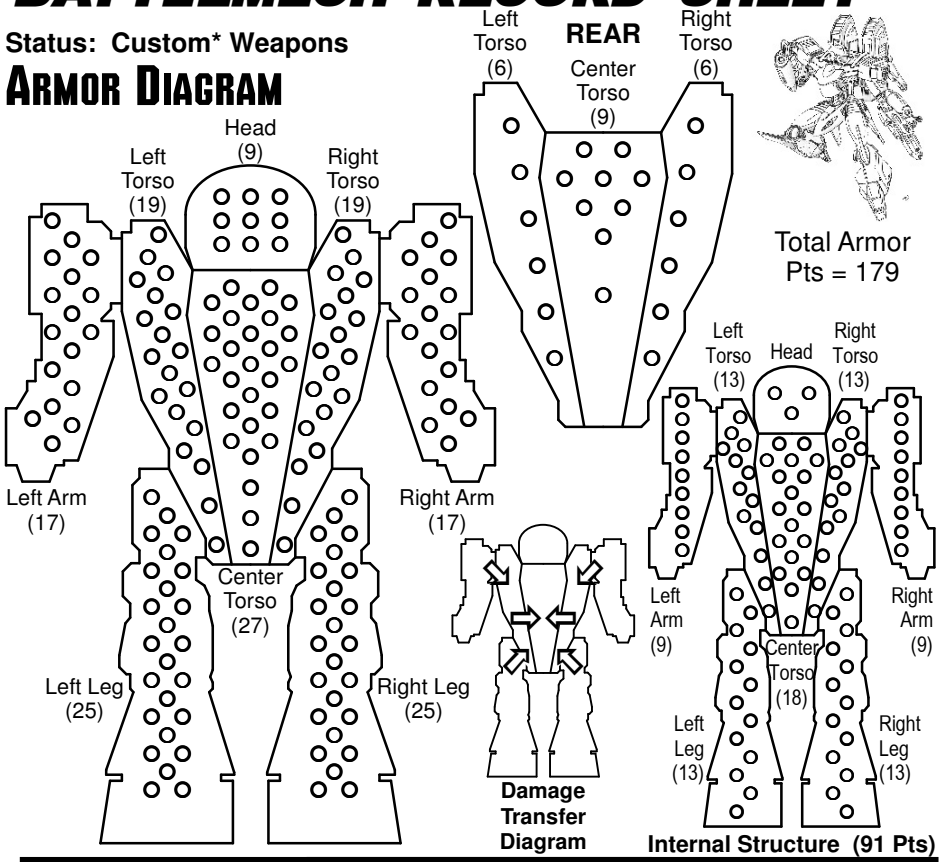
BATTLETECH®
BATTLEMECH RECORD SHEET

Status: Custom* Weapons

ARMOR DIAGRAM



Total Armor Pts = 179

'MECH DATA

Type: Seraphim LAM SRP-1 (EA)
Mass: 55 tons

Movement Points:		Tech, Config. & Level:
Walking:	6	Inner Sphere
Running:	9	Land-Air- 'Mech
Jumping:	6 [18]	Level 3 / 3100

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min (hexes)	Sht (hexes)	Med (hexes)	Lng (hexes)
1	Large Pulse Laser	LA	10	9	-	3	7	10
1	Medium Laser	RA	3	5	-	3	6	9
1	Medium Laser	LA	3	5	-	3	6	9
1	Small Laser	RT	1	3	-	1	2	3
1	Small Laser	LT	1	3	-	1	2	3
1	Guardian ECM	LT	0	-	-	-	-	6
1	Landing Gear*	RT	0	0	-	-	-	-
1	Landing Gear*	LT	0	0	-	-	-	-
1	Landing Gear*	CT	0	0	-	-	-	-
1	Avionics*	RT	0	0	-	-	-	-
1	Avionics*	LT	0	0	-	-	-	-
1	Avionics*	HD	0	0	-	-	-	-

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (18)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Medium Laser
6. Large Pulse Laser

1. Large Pulse Laser
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Landing Gear
5. Avionics
6. Small Laser

1. Jump Jet
2. Jump Jet
3. Jump Jet
4. Guardian ECM
5. Guardian ECM
6. *Ferro-Fibrous*

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

Head
1. Life Support
2. Sensors
3. Cockpit
4. Avionics
5. Sensors
6. Life Support

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Landing Gear
6. *Roll Again*

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

Battle Value: **1,580**
Weapon Value: **968 / 968**
Cost, C-Bills: **20,965,726**

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

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Landing Gear
5. Avionics
6. Small Laser

1. Jump Jet
2. Jump Jet
3. Jump Jet
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*

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BATTLETECH®
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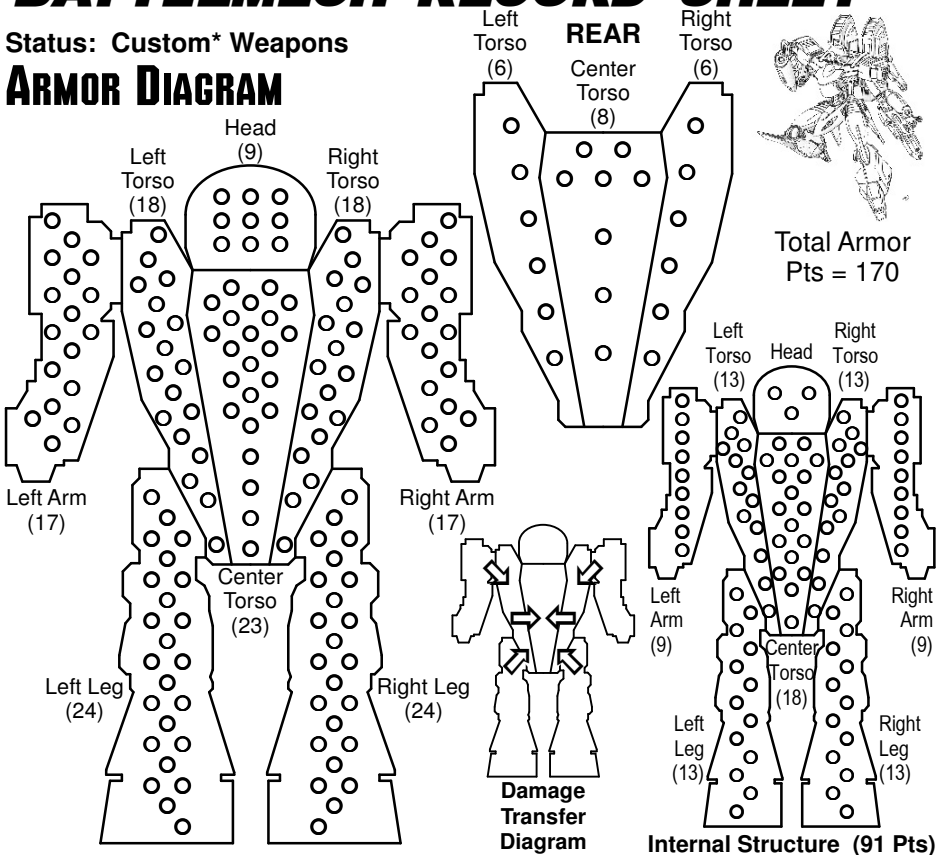
Status: Custom* Weapons

ARMOR DIAGRAM



Total Armor Pts = 170

'MECH DATA

Type: Seraphim LAM SRP-2 (EA)
Mass: 55 tons

Movement Points:		Tech, Config. & Level:
Walking:	6	Inner Sphere
Running:	9	Land-Air- 'Mech
Jumping:	6 [18]	Level 3 / 3100

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min (hexes)	Sht (hexes)	Med (hexes)	Lng (hexes)
1	Snub nose PPC*	RA	10	10/8/5	-	9	13	15
1	Snub nose PPC*	LA	10	10/8/5	-	9	13	15
1	Landing Gear*	RT	0	0	-	-	-	-
1	Landing Gear*	LT	0	0	-	-	-	-
1	Landing Gear*	CT	0	0	-	-	-	-
1	Avionics*	RT	0	0	-	-	-	-
1	Avionics*	LT	0	0	-	-	-	-
1	Avionics*	HD	0	0	-	-	-	-

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (20)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Snub nose PPC
6. Snub nose PPC

4-6
1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Landing Gear
5. Avionics
6. Jump Jet

4-6
1. Jump Jet
2. Jump Jet
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

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

Head
1. Life Support
2. Sensors
3. Cockpit
4. Avionics
5. Sensors
6. Life Support

Center Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Landing Gear
6. *Roll Again*

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

Battle Value: **1,665**
Weapon Value: **1,167** / **1,167**
Cost, C-Bills: **21,270,882**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Snub nose PPC
6. Snub nose PPC

4-6
1. *Ferro-Fibrous*
2. *Ferro-Fibrous*
3. *Ferro-Fibrous*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Landing Gear
5. Avionics
6. Jump Jet

4-6
1. Jump Jet
2. Jump Jet
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

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

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BATTLETECH®
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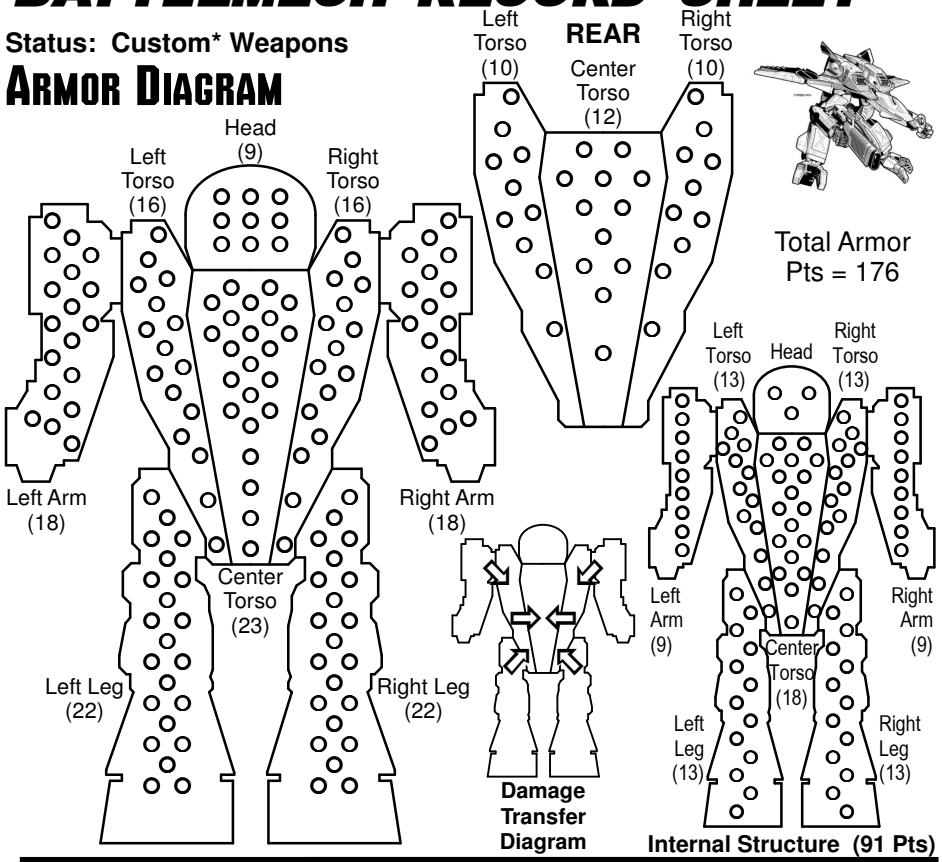
Status: Custom* Weapons

ARMOR DIAGRAM



Total Armor Pts = 176

'MECH DATA

Type: Waneta LAM S-WN-3 (EA)
Mass: 55 tons

Movement Points:		Tech, Config. & Level:
Walking:	4	Inner Sphere
Running:	6	Land-Air- 'Mech
Jumping:	6 [18]	Level 3 / 3100

Weapons Inventory: (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER PPC	RA	15	10	-	7	14	23
2	LRM 5	LA	2	1/hit	6	7	14	21
1	LRM 5	RT	2	1/hit	6	7	14	21
1	LRM 5	LT	2	1/hit	6	7	14	21
1	Landing Gear*	RT	0	0	-	-	-	-
1	Landing Gear*	LT	0	0	-	-	-	-
1	Landing Gear*	CT	0	0	-	-	-	-
1	Avionics*	RT	0	0	-	-	-	-
1	Avionics*	LT	0	0	-	-	-	-
1	Avionics*	HD	0	0	-	-	-	-

Ammo Type:	Rounds:	BV2:
LRM 5	48	71

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (23)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____ +1

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 5
6. LRM 5

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Avionics
5. Landing Gear
6. Improved Jump Jet

1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. LRM 5

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. Small Cockpit
4. Avionics
5. Sensors
6. *Roll Again*

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Landing Gear
6. Ammo (LRM 5) 24

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

Battle Value: **1,623**
Weapon Value: **1,258 / 1,258**
Cost, C-Bills: **17,081,879**

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER PPC
6. ER PPC

1. ER PPC
2. Double Heat Sink
3. Double Heat Sink
4. Double Heat Sink
5. *Roll Again*
6. *Roll Again*

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Landing Gear
5. Avionics
6. Improved Jump Jet

1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. LRM 5

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

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BATTLETECH®
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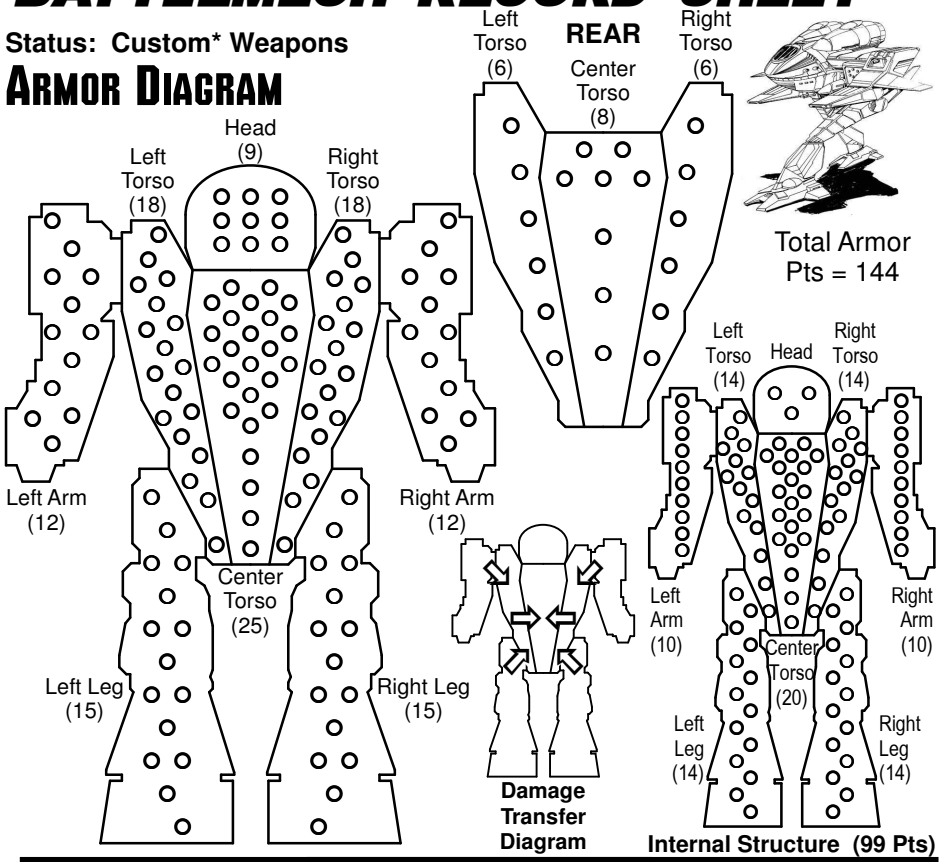
Status: Custom* Weapons

ARMOR DIAGRAM



Total Armor Pts = 144

'MECH DATA

Type: Champion CPN-1LAM (EA)
Mass: 60 tons

Movement Points:		Tech, Config. & Level:
Walking:	5	Inner Sphere
Running:	8	Biped 'Mech
Jumping:	5	Level 3 / 2790

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min (hexes)	Sht (hexes)	Med (hexes)	Lng (hexes)
2	Medium Laser	RA	3	5	-	3	6	9
2	Medium Laser	LA	3	5	-	3	6	9
2	Streak SRM 2	LT	2	2/hit	-	3	6	9
1	Landing Gear*	RT	0	-	-	-	-	-
1	Landing Gear*	LT	0	-	-	-	-	-
1	Landing Gear*	CT	0	-	-	-	-	-
1	Avionics*	RT	0	-	-	-	-	-
1	Avionics*	LT	0	-	-	-	-	-
1	Avionics*	HD	0	-	-	-	-	-

Ammo Type:	Rounds:	BV2:
Streak SRM 2	50	14

Total Heat Sinks: 11 Double (22)
OOOOOOOOOO O

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (16)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Medium Laser
4. Medium Laser
5. *Roll Again*
6. *Roll Again*

Left Torso
1. Avionics
2. Landing Gear
3. Streak SRM 2
4. Streak SRM 2
5. Ammo (Streak 2) 50
6. *Roll Again*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Avionics
5. Sensors
6. Life Support

Center Torso
1. Fusion Engine
2. Fusion Engine
3. Fusion Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. Fusion Engine
3. Fusion Engine
4. Fusion Engine
5. Landing Gear
6. Jump Jet

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

Battle Value: **1,223**
Weapon Value: **851 / 797**
Cost, C-Bills: **5,388,800**

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Medium Laser
4. Medium Laser
5. *Roll Again*
6. *Roll Again*

Right Torso
1. Avionics
2. Landing Gear
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. Jump Jet
6. Jump Jet

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

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BATTLETECH®
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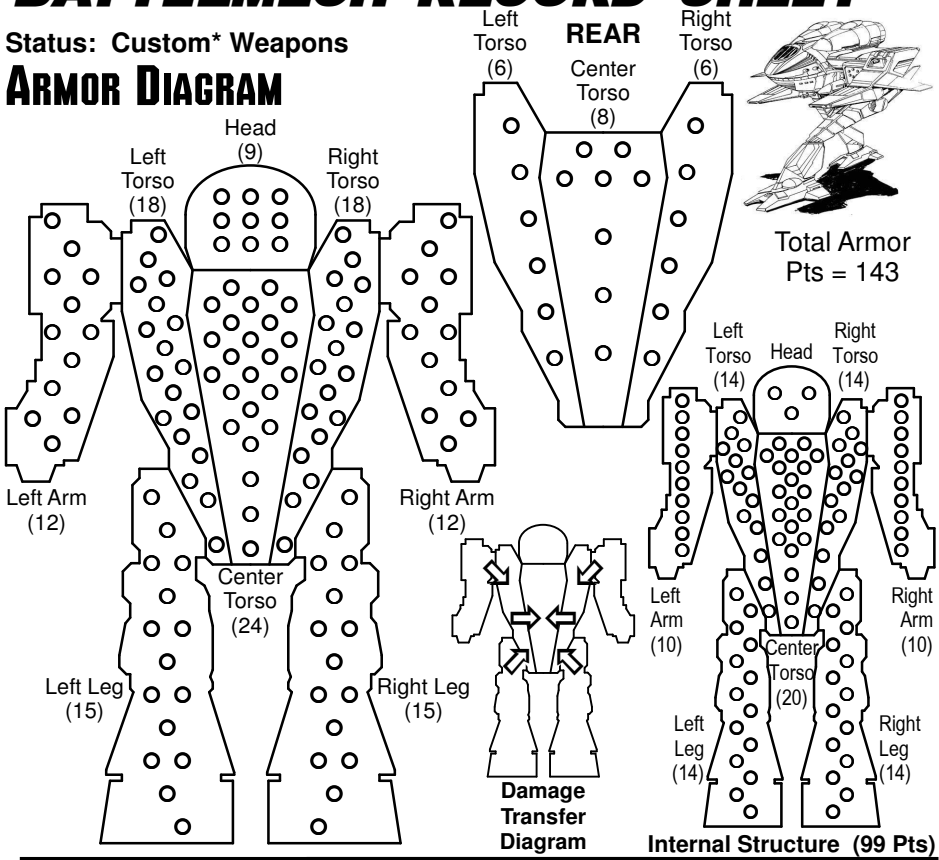
Status: Custom* Weapons

ARMOR DIAGRAM



Total Armor Pts = 143

Damage Transfer Diagram

Internal Structure (99 Pts)

'MECH DATA

Type: Champion CPN-2LAM (EA)
Mass: 60 tons

Movement Points:		Tech, Config. & Level:
Walking:	5	Inner Sphere
Running:	8	Biped 'Mech
Jumping:	5	Level 3 / 3100

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng (hexes)
1	LB 10-X AC	RT	2	10	-	6	12	18
1	ER Medium Laser	RA	5	5	-	4	8	12
1	ER Medium Laser	LA	5	5	-	4	8	12
2	Streak SRM 2	LT	2	2/hit	-	3	6	9
1	ER Small Laser	LT	2	3	-	2	4	5
1	Landing Gear*	RT	0	0	-	-	-	-
1	Landing Gear*	LT	0	0	-	-	-	-
1	Landing Gear*	CT	0	0	-	-	-	-
1	Avionics*	RT	0	0	-	-	-	-
1	Avionics*	LT	0	0	-	-	-	-
1	Avionics*	HD	0	0	-	-	-	-

Ammo Type:	Rounds:	BV2:
LB 10-X AC	20	135
Streak SRM 2	50	14

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled

Weapon Heat: (18)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. ER Medium Laser

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

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*

4-6
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

Left Torso
1. XL Engine
2. XL Engine

1-3
3. XL Engine
4. Landing Gear
5. Avionics
6. ER Small Laser

1. Streak SRM 2
2. Streak SRM 2

4-6
3. Ammo (Streak 2) 50
4. Ammo (LB 10-X) 10
5. *Roll Again*
6. *Roll Again*

Left Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

Head
1. Life Support
2. Sensors
3. Cockpit
4. Avionics
5. Sensors
6. Life Support

Center Torso
1. XL Engine
2. XL Engine

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

1. Gyro
2. XL Engine

4-6
3. XL Engine
4. XL Engine
5. Landing Gear
6. Jump Jet

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

Battle Value: **1,336**
Weapon Value: **1,105** / **1,051**
Cost, C-Bills: **11,947,600**

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. ER Medium Laser

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

1. *Ferro-Fibrous*
2. *Ferro-Fibrous*

4-6
3. *Ferro-Fibrous*
4. *Ferro-Fibrous*
5. *Roll Again*
6. *Roll Again*

Right Torso
1. XL Engine
2. XL Engine

1-3
3. XL Engine
4. Landing Gear
5. Avionics
6. LB 10-X AC

1. LB 10-X AC
2. LB 10-X AC

4-6
3. LB 10-X AC
4. LB 10-X AC
5. LB 10-X AC
6. Ammo (LB 10-X) 10

Right Leg
1. Hip
2. Upper Leg Actuator
3. Lower Leg Actuator
4. Foot Actuator
5. Jump Jet
6. Jump Jet

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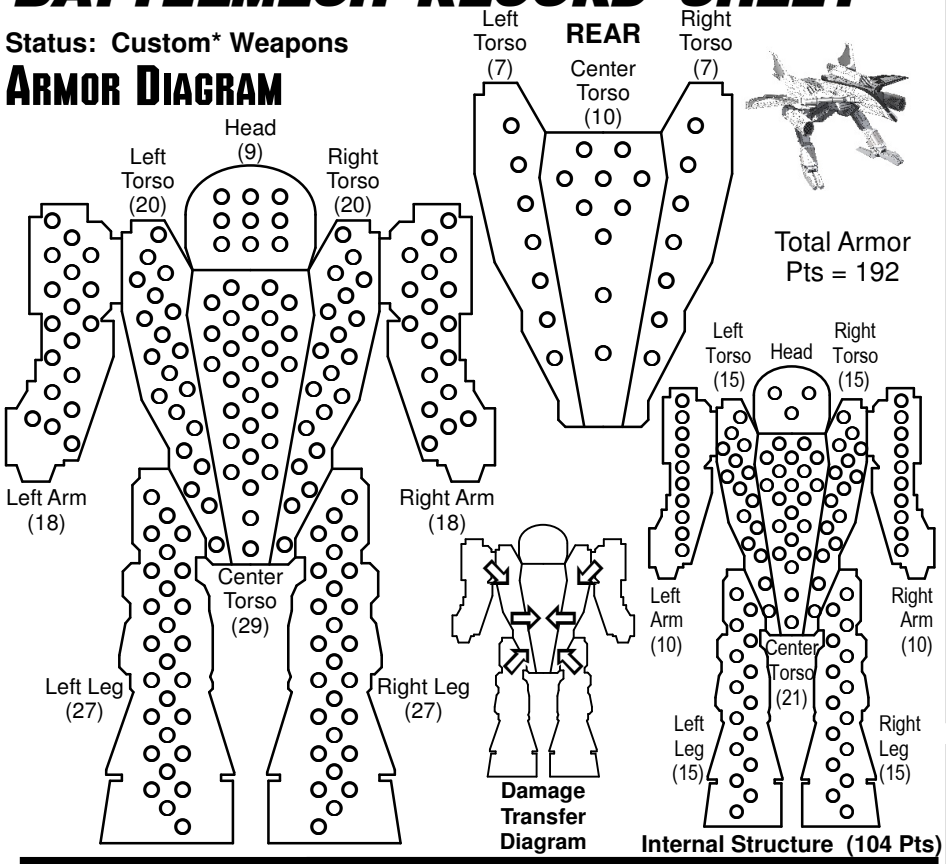
BATTLETECH®
BATTLEMECH RECORD SHEET

Status: Custom* Weapons

ARMOR DIAGRAM



Total Armor Pts = 192

'MECH DATA

Type: Rusalka LAM RS-2L (EA)
Mass: 65 tons

Movement Points:		Tech, Config. & Level:
Walking:	4	Inner Sphere
Running:	6	Biped 'Mech
Jumping:	6	Level 3 / 3100

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min (hexes)	Sht (hexes)	Med (hexes)	Lng (hexes)
1	ER PPC	RA	15	10	-	7	14	23
3	LRM 5	LA	2	1/hit	6	7	14	21
1	ER Medium Laser	RT	5	5	-	4	8	12
1	ER Medium Laser	LT	5	5	-	4	8	12
1	Landing Gear*	RT	0	0	-	-	-	-
1	Landing Gear*	LT	0	0	-	-	-	-
1	Landing Gear*	CT	0	0	-	-	-	-
1	Avionics*	RT	0	0	-	-	-	-
1	Avionics*	LT	0	0	-	-	-	-
1	Avionics*	HD	0	0	-	-	-	-

Ammo Type:	Rounds:	BV2:
LRM 5	24	17

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (31)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____ +1

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. LRM 5
6. LRM 5

4-6
1. LRM 5
2. Ammo (LRM 5) 24
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Landing Gear
5. Avionics
6. ER Medium Laser

4-6
1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

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. Small Cockpit
4. Avionics
5. Sensors
6. *Roll Again*

Center Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

4-6
1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Landing Gear
6. *Roll Again*

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

Battle Value: **1,411**
Weapon Value: **1,353** / **1,353**
Cost, C-Bills: **13,073,061**

Right Arm
1-3
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. ER PPC
6. ER PPC

4-6
1. ER PPC
2. *Roll Again*
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Right Torso
1-3
1. XL Engine
2. XL Engine
3. XL Engine
4. Landing Gear
5. Avionics
6. ER Medium Laser

4-6
1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

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

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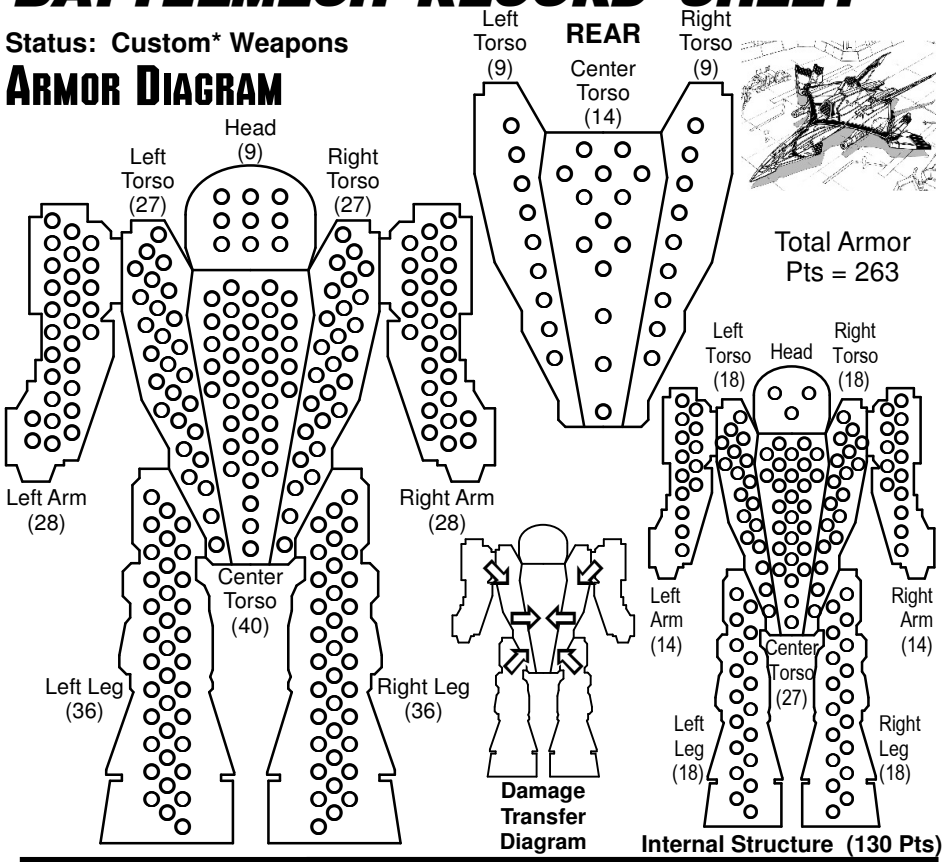
BATTLETECH®
BATTLEMECH RECORD SHEET

Status: Custom* Weapons

ARMOR DIAGRAM



'MECH DATA

Type: Striga LAM STR-2L (EA)
Mass: 85 tons

Movement Points:		Tech, Config. & Level:
Walking:	3	Inner Sphere
Running:	5	Biped 'Mech
Jumping:	5	Level 3 / 3100

Weapons Inventory:

Qty	Type	Loc	Ht	Dmg	Min (hexes)	Sht (hexes)	Med (hexes)	Lng (hexes)
1	Gauss Rifle	RA	1	15	2	7	15	22
2	Snub nose PPC*	LA	10	10/8/5	-	9	13	15
1	ER Medium Laser	RT	5	5	-	4	8	12
1	ER Medium Laser	LT	5	5	-	4	8	12
1	Landing Gear*	RT	0	0	-	-	-	-
1	Landing Gear*	LT	0	0	-	-	-	-
1	Landing Gear*	CT	0	0	-	-	-	-
1	Avionics*	RT	0	0	-	-	-	-
1	Avionics*	LT	0	0	-	-	-	-
1	Avionics*	HD	0	0	-	-	-	-

Ammo Type:	Rounds:	BV2:
Gauss Rifle	8	89

Total Heat Sinks: 10 Double (20)
OOOOOOOOOO

Auto Eject: ☐ Operational ☐ Disabled
Weapon Heat: (31)

WARRIOR DATA

Name: _____

Gunnery Skill: _____ **Piloting Skill:** _____ +1

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

HEAT SCALE

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
25	-5 Movement Points
24	+4 Modifier to Fire
23	Ammo Explosion, avoid on 6+
22	Shutdown, avoid on 8+
21	
20	-4 Movement Points
19	Ammo Explosion, avoid on 4+
18	Shutdown, avoid on 6+
17	+3 Modifier to Fire
16	
15	-3 Movement Points
14	Shutdown, avoid on 4+
13	+2 Modifier to Fire
12	
11	
10	-2 Movement Points
9	
8	+1 Modifier to Fire
7	
6	
5	-1 Movement Point
4	
3	
2	
1	
0	

CRITICAL HIT TABLE

Left Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Snub nose PPC
6. Snub nose PPC

1. Snub nose PPC
2. Snub nose PPC
3. *Roll Again*
4. *Roll Again*
5. *Roll Again*
6. *Roll Again*

Left Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Landing Gear
5. Avionics
6. ER Medium Laser

1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
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. Small Cockpit
4. Avionics
5. Sensors
6. *Roll Again*

Center Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Gyro
5. Gyro
6. Gyro

1. Gyro
2. XL Engine
3. XL Engine
4. XL Engine
5. Landing Gear
6. *Roll Again*

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

Battle Value: **2,106**
Weapon Value: **2,405 / 2,405**
Cost, C-Bills: **18,028,435**

Right Arm
1. Shoulder
2. Upper Arm Actuator
3. Lower Arm Actuator
4. Hand Actuator
5. Gauss Rifle
6. Gauss Rifle

1. Gauss Rifle
2. Gauss Rifle
3. Gauss Rifle
4. Gauss Rifle
5. Gauss Rifle
6. Ammo (Gauss) 8

Right Torso
1. XL Engine
2. XL Engine
3. XL Engine
4. Landing Gear
5. Avionics
6. ER Medium Laser

1. Improved Jump Jet
2. Improved Jump Jet
3. Improved Jump Jet
4. Improved Jump Jet
5. Improved Jump Jet
6. Improved Jump Jet

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

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