

# Septicemia (Pariah)

## Technical Report

重量：55トン

製造工場：ケレンスキー・メモリアル・マニュファクチャリング（ストラナメクティ・北極）

製造年：3072年

価格：13,169,570 C-bill（装備品等より想定される価格）

シャーシ：55T バトル・エプシロン-4 プロファイル エンドースチール

装甲：コンパウンド・SJ8CW フェローファイバー

エンジン：275 Type II XL

通信装置：GBXシリーズ Integrated II

放熱器：倍放熱器 11 器+武装構成による追加

最高速度：86km/h（ジャンプの可否は武装構成によって異なる）

武装：固定武装なし（武装構成によって全て異なる）

### 概要

ソサイエティの軍の屋台骨であるセプティシミア（敗血症）は、実用的な中量級のワークホースである。

最先端の（貴重な）ユニット群と連携して作戦を遂行すべく、単一のオムニメックを設計、大量生産を行うという計画の産物であるセプティシミアは、戦場での相互支援に焦点を置き、実績のある技術を採用し、氏族のタウマンにデグズラと呼ばれる方法で戦争を遂行する。

リーヴィング戦争に登場したとき、戦士たちは非難を避けるためにゼルブリゲンの厳格な遵守を意図していたが、3072年のバビロンにおけるダイヤモンドシャーク氏族との戦闘で「パリア（不可触民）」のニックネームを与えて驚くほど効果的な戦闘を行った。

その活躍、果たした役割にも関わらず、戦後のセプティシミアは4つの氏族本拠地のタウマンで扱いが紛糾した。セファロス・オステンソンとは異なり、生産工場が残存し、Nova CEWSのような「違法な技術」を積んで無いことで絶滅を回避する一方で、この名前とデザインに関しては変更すべきという動きが発生したのである。

最終的に4対3で、ストーンライオン氏族のMagnus Delivillar氏族長の以下の動議が通った。

「生き残った氏族は、さしあたりこれを歴史の遺物として、リーヴィングの暗い歴史を思い起こさせるために、この名前とデザインを残し、使い続けるべきである」

### 装備

プライマリ装備は長距離戦闘に向いている。HAG-40は大火力を提供し、ER大口径レーザーによってバックアップが行われる。これらの命中を保证するために照準コンピュータが搭載されている。

A型武装構成は2門のATM-12を搭載し、各3トンの弾薬を搭載性ている。これを小口径ヘビーレーザーが各腕に3門ずつ搭載され武装を完成させる。放熱器の追加により、熱レベルは抑えられている。

ソサイエティ版のA-Z型武装構成は違法な装備であるNovaCEWSを搭載し、ライトTAGも搭載している。小口径ヘビーレーザーは改良型に置き換えられ、ATM-12もiATM-12に更新されている。CEWSとTAGの重量は弾薬を各3トンから各2トンに減らすことで賄われている。

B型武装構成は機動力の制限されるCQBや、都市戦闘を念頭に置いた構成で、7機の強化型ジャンプジェットが210mのジャンプ半径をもたらす。2門の大口径パルスレーザーと3門の小口径パルスレーザーがメック戦士をジャンプ中でのジャンプ能力を最大限に活かして戦うことを保証する。ヒートシンクも追加され、熱レベルをコントロール可能な範囲に置く。

ソサイエティ版のB-Z型武装構成は放熱器1器と小口径パルスレーザーをNova CEWSとライトTAGに置き換えている。

C型武装構成は非メック相手の武装行性である。3門のプラズマキャノンがメックに大量の熱を生み出し、在来型車両を破砕する。8門のAPガウスライフルと2連のマシガン・アレイ（各4門）が非装甲の歩兵を虐殺する。4門の中口径パルスレーザーは、バトルアーマーを含むハードターゲットに対して効果的な破壊力を生み出す。

ソサイエティ版のC-Z武装構成はAPガウスライフルを2門、マシガンアレイの構成を3門×2連にダウングレードしてNova CEWSを搭載している。この状態でもC型の持つ脅威はほとんど衰えていない。

D型武装構成は1発の打撃力に重きを置いた指揮メックで、バビロンで最も目撃されたタイプである。ERPPCを長距離戦闘用に、ウルトラAC/20を接近戦用に持つ（このため、ウルトラAC/20の弾薬は制限されている）。また、ER小口径レーザーが3門装備されており、ERPPCの加熱に対応する。本気はジャンプジェットを搭載しており、150mのジャンプ能力を持つ。全ての装備は照準コンピュータに接続されている。

ソサイエティ版のD-Z構成はER小口径レーザーを取り外してNova CEWSに取り替えたものである。

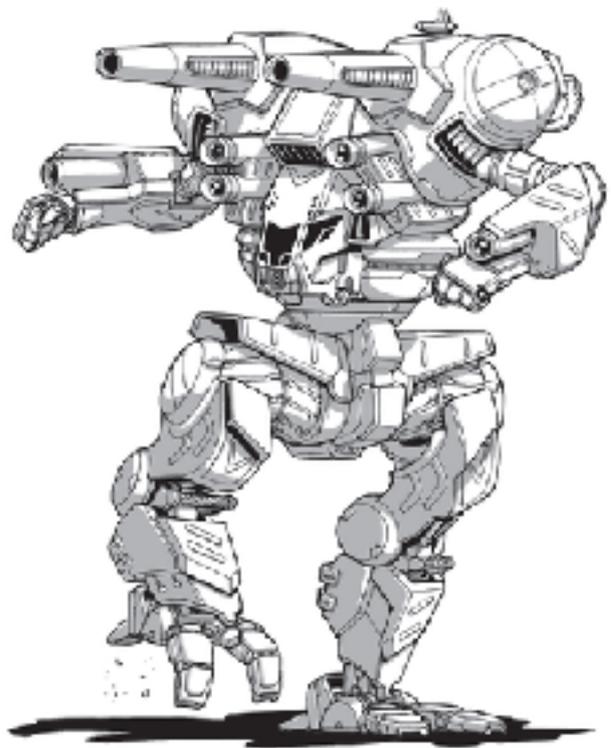
E型、F型、Z型の武装構成は氏族では特に「-Z」の型番を持たない。

E型武装構成は2門のERPPCと6門のER中口径レーザーを照準コンピュータに繋いでいる。Nova CEWSとライトTAGが付いているが、氏族ではこれを「-Z」の武装構成としていない（おそらく、氏族では使われていない）。

F型武装構成はまったく氏族的ではないといえる。胴体にアローIVミサイルを合計2門搭載した、間接攻撃用のメックである。

Z型武装構成はHPGを搭載し、自衛用にER大口径レーザーとiATMを搭載したタイプである。

さらに特殊な構成としてUS（宇宙用）UW（海洋用）があるが、ここでは触れない。



活動中のセプティシミア。両肩のERPPCと、各部に装備されたER中口径レーザーから、E型だと思われる

# Other Society Mech

## Technical Report

### Stormcrow Type Z

セプティミアと同重量のストームクロウのソサイエティ装備構成は、速度と火力において僚機より勝っていると言える。

主装備は両腕のiATM-9と強化型ヘビー中口径レーザーである。前者は遠距離支援から近距離の大火力までをカバーする汎用性の高い兵器である。後者は実用的な射程が相当制限されるものの、その火力はER大口径レーザーに匹敵し、本機を速度を振り切れない相手に対して極めて強力な爪となりうる可能性を秘めている。また、Nova CEWSが組み込まれており、近距離に近づいて攻撃する際にも十分な火力支援を受ける可能性を持っている。

本機を格闘戦に近い距離まで近づけるために、右胴にはスーパーチャージャーが組み込まれている。オムニメックに外付けされるこの装備は特徴的で奇妙に見えるが、短時間とはいえ時速130 kmに迫る速度を出す瞬発力は、本機の攻撃力を最大化することに多大な貢献をしていると言えるだろう。

### Summoner Type Z

サモナーのソサイエティ版は、非常に個性的な武装構成である。右腕にはER大口径パルスレーザーがあり、本機の主砲となっている。左胴のiATM-12はこれをバックアップするが、iATM-12のための弾薬は3トンのみであり、多種弾薬を積むのには適していない。

そして、その武装構成の最大の特徴はAPガウスライフルであり、実に8門が左腕に搭載されている。非装の甲歩兵にも、メック等の装甲ターゲットにも実に効果的な武装である。

### Timber Wolf Type Z

氏族宙域で一般的、かつ強力なオムニメックであるティンバーウルフのソサイエティ武装構成版が確認されている。基本的な武装構成はプライマリ武装構成と似ているが、ER中口径レーザーをER中口径パルスレーザー（射程と命中のバランスをER中口径レーザー寄りにしたもの）に、胴体のLRM-20をiATM-9に変更している。

ミサイルは発射筒の数が大幅にダウングレードしているように見えるが、iATMはストリークミサイルと同様のロックオンシステムを搭載しており、弾薬の選択によっては中距離／近距離において手強い相手になることが予想される。

本機はまた、Nova CEWSを搭載しており、僚機との相互支援において威力を発揮する。遠距離においてはレーザー群が、中距離以下においてはミサイル群は、氏族軍にとって十分以上の脅威とみなされるだろう。

### Turkina Type Z

ジェイドファルコンの最新型オムニメックであるターキナにも、ソサイエティの装備構成が確認されている（氏族本国製のみで、中心領域のオリベッティ・ウェポンでは製造されていないようだ）。

このメックは95トンの支援メックであり、iATM-12を4門搭載し、各腕に5トンずつ、合計10トンの弾薬を搭載している。Nova CEWSが搭載されているため、セプト指揮官メックには向かず、トレイレベルの指揮メックとして使われているものと推測される。

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Pariah (Septicemia) Prime

Movement Points: Tonnage: 55  
 Walking: 5 Tech Base: Clan  
 Running: 8 3072  
 Jumping: 0 F/X-X-EA

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	HAG-40	RT	8	40	2	8	16	24
[DB, X/C/F/C5/40]								
1	ER Large Laser	LT	12	10 [DE]	-	8	15	25
1	Targeting Computer	LT	--	--	--	--	--	--
Ammunition Type			Rounds					
HAG-40			12					

Cost: 12,964,071 C-Bills BV: 2,511  
 Weapon Heat (20)  
 Dissipation (22)

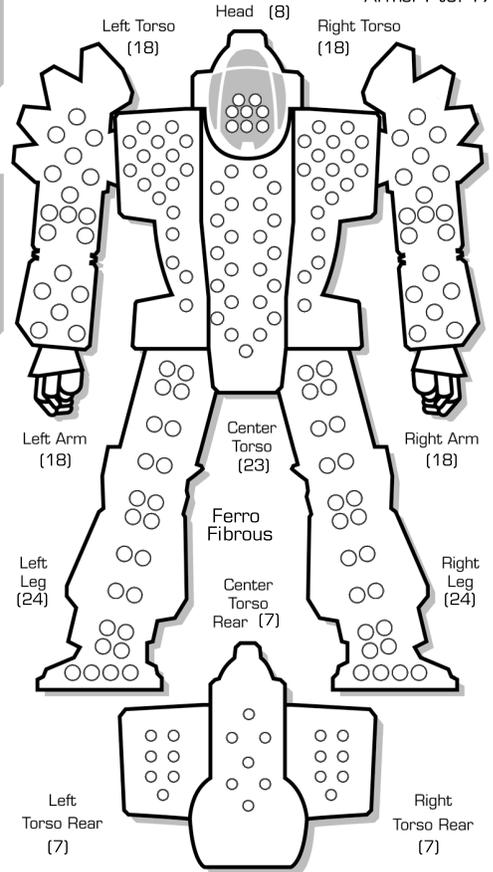
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

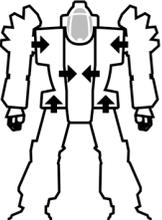
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### ARMOR DIAGRAM

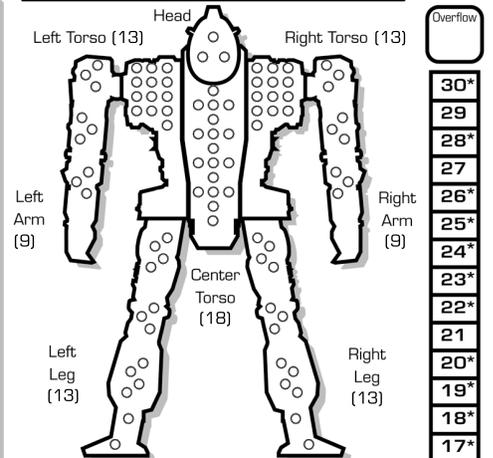
Armor Pts: 172



### CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Hand Actuator</li> <li>Roll Again</li> <li>Endo-Steel</li> </ol> <ol style="list-style-type: none"> <li>Endo-Steel</li> <li>Endo-Steel</li> <li>Endo-Steel</li> <li>Endo-Steel</li> <li>Endo-Steel</li> <li>Endo-Steel</li> </ol> <p>4-6</p> <h4>Left Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>ER Large Laser</li> <li>@HAG 40 (3)</li> <li>@HAG 40 (3)</li> <li>@HAG 40 (3)</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>@HAG 40 (3)</li> <li>Targeting Computer</li> <li>Targeting Computer</li> <li>Targeting Computer</li> <li>Targeting Computer</li> <li>Roll Again</li> </ol> <p>4-6</p> <h4>Left Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Roll Again</li> <li>Roll Again</li> </ol>	<h4>Head</h4> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Roll Again</li> <li>Sensors</li> <li>Life Support</li> </ol> <h4>Center Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <div style="border: 1px solid black; padding: 5px; text-align: center;"> <p>Engine Hits ○○○○              Gyro Hits ○○              Sensor Hits ○○              Life Support ○</p> </div>   <p>Damage Transfer Diagram</p>	<h4>Right Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> <li>Hand Actuator</li> <li>Roll Again</li> <li>Ferro-Fibrous</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol> <p>4-6</p> <h4>Right Torso (CASE)</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>@HAG-40</li> <li>HAG-40</li> <li>HAG-40</li> <li>HAG-40</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>HAG-40</li> <li>HAG-40</li> <li>HAG-40</li> <li>HAG-40</li> <li>HAG-40</li> <li>HAG-40</li> </ol> <p>4-6</p> <h4>Right Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Roll Again</li> <li>Roll Again</li> </ol>
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### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	11 [22] Double
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	

### Heat Scale

Heat Level	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	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Pariah (Septicemia) A

Movement Points: Tonnage: 55  
 Walking: 5 Tech Base: Clan  
 Running: 8 3072  
 Jumping: 0 F/X-X-EA

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ATM-12	RT	8	2/m	4	5	10	15
	ER			1/m	4	9	18	27
	HE			3/m	-	3	6	9
				[M, C/S/C5/12]				
1	ATM-12	LT	8	2/m	4	5	10	15
				[M, C/S/C5/12]				
3	Heavy Small Laser	RA	3	6 [DE]	-	1	2	3
3	Heavy Small Laser	LA	3	6 [DE]	-	1	2	3
	Ammunition Type			Rounds				
	HAG-40			12				

Cost: 13,052,615 C-Bills BV: 1,935  
 Weapon Heat (34)  
 Dissipation (32)

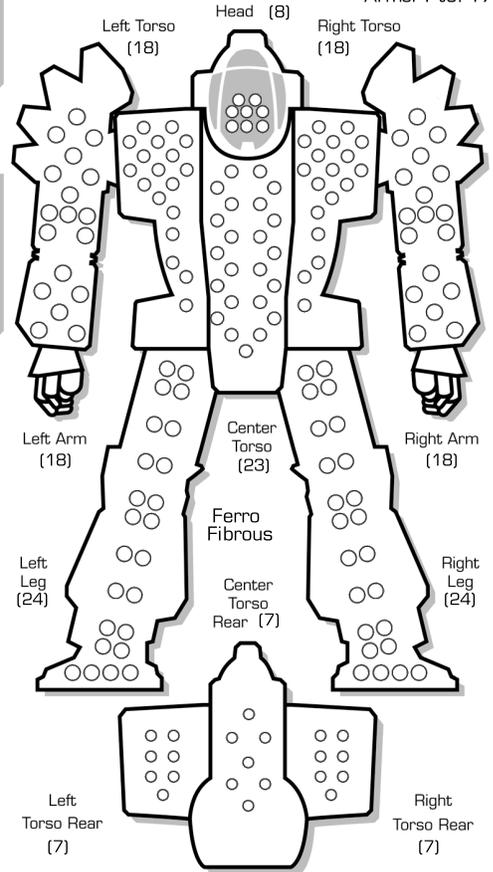
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

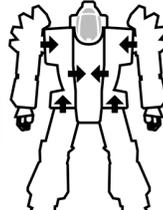
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### ARMOR DIAGRAM

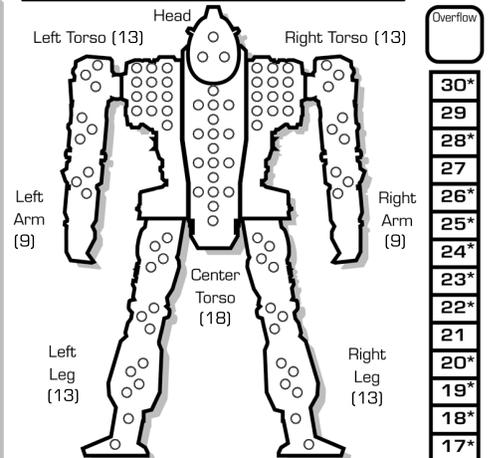
Armor Pts: 172



### CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Heavy Small Laser</li> <li>Heavy Small Laser</li> <li>Heavy Small Laser</li> <li>Endo-Steel</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Endo-Steel</li> <li>Endo-Steel</li> <li>Endo-Steel</li> <li>Endo-Steel</li> <li>Endo-Steel</li> <li>Endo-Steel</li> </ol> <p>4-6</p> <h4>Left Torso (CASE)</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>ATM-12</li> <li>ATM-12</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>ATM-12</li> <li>ATM-12</li> <li>ATM-12</li> <li>@ATM 12 (5)</li> <li>@ATM 12 ER (5)</li> <li>@ATM 12 HE (5)</li> </ol> <p>4-6</p> <h4>Left Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol>	<h4>Head</h4> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Roll Again</li> <li>Sensors</li> <li>Life Support</li> </ol> <h4>Center Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol> <p>4-6</p> <div style="border: 1px solid black; padding: 5px; margin: 10px 0;"> <p>Engine Hits ○○○○              Gyro Hits ○○              Sensor Hits ○○              Life Support ○</p> </div>  <p>Damage Transfer Diagram</p>	<h4>Right Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Heavy Small Laser</li> <li>Heavy Small Laser</li> <li>Heavy Small Laser</li> <li>Ferro-Fibrous</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol> <p>4-6</p> <h4>Right Torso (CASE)</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> <li>ATM-12</li> <li>ATM-12</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>ATM-12</li> <li>ATM-12</li> <li>ATM-12</li> <li>@ATM 12 (5)</li> <li>@ATM 12 ER (5)</li> <li>@ATM 12 HE (5)</li> </ol> <p>4-6</p> <h4>Right Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Double Heat Sink</li> <li>Double Heat Sink</li> </ol>
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### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 16 (32) Double
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	○○○○○

### 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

# BATTLETECH

## 'MECH RECORD SHEET

### MECH DATA

Type: Pariah (Septicemia) B

Movement Points: Tonnage: 55  
 Walking: 5 Tech Base: Clan  
 Running: 8 3072  
 Jumping: 7 IMP F/X-X-EA

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Small Pulse Laser	HD	2	3	-	2	4	6
				[P, AI]				
1	Large Pulse Laser	RT	10	10 [P]	-	6	14	20
1	Large Pulse Laser	LT	10	10 [P]	-	6	14	20
1	Targeting Computer	LT	--	--	--	--	--	--
1	Small Pulse Laser	RA	2	3	-	2	4	6
				[P, AI]				
1	Small Pulse Laser	LA	2	3	-	2	4	6
				[P, AI]				
Ammunition Type		Rounds						
ATM-12		10						
ATM-12 (ER)		10						
ATM-12 (HE)		10						

Cost: 14,686,896 C-Bills BV: 2,310  
 Weapon Heat (26)  
 Dissipation (28)

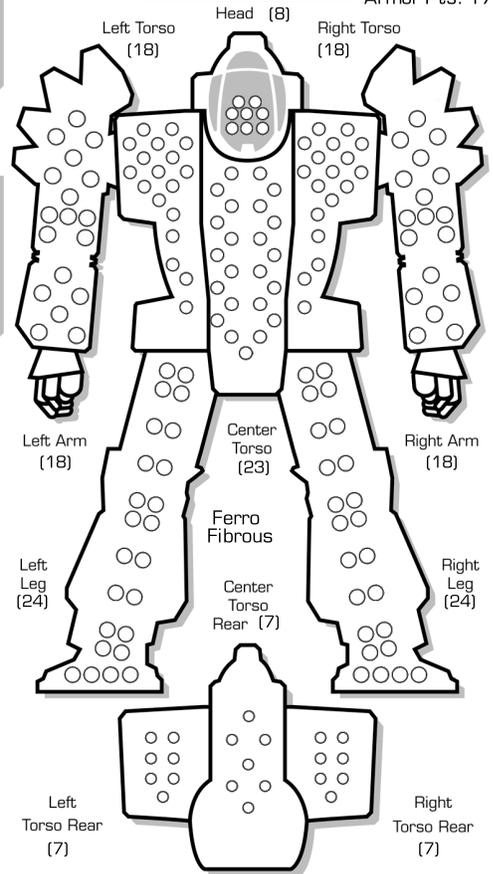
### WARRIOR DATA

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

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

### ARMOR DIAGRAM

Armor Pts: 172



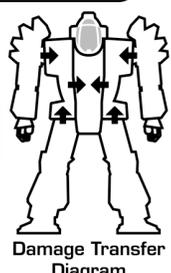
### CRITICAL HIT TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Double Heat Sink
  - Double Heat Sink
  - Small Pulse Laser
  - Endo-Steel
- 1-3
- Endo-Steel
  - Endo-Steel
  - Endo-Steel
  - Endo-Steel
  - Endo-Steel
  - Endo-Steel
- 4-6
- Left Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - Improved Jump Jet
  - Improved Jump Jet
  - Improved Jump Jet
  - Improved Jump Jet
- 1-3
- Large Pulse Laser
  - Large Pulse Laser
  - Targeting Computer
  - Targeting Computer
  - Targeting Computer
  - Roll Again
- 4-6
- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Improved Jump Jet
  - Improved Jump Jet

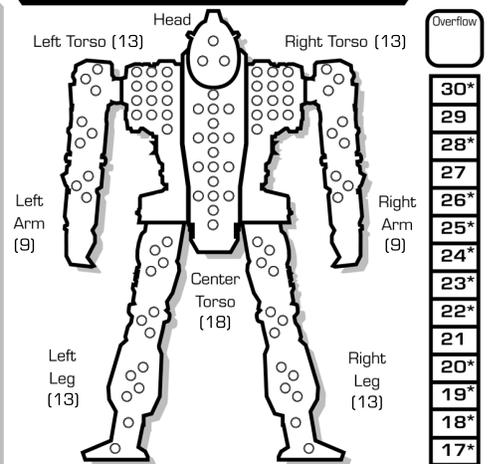
- Head**
- Life Support
  - Sensors
  - Cockpit
  - Small Pulse Laser
  - Sensors
  - Life Support
- Center Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Improved Jump Jet
  - Improved Jump Jet
- 4-6

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Double Heat Sink
  - Double Heat Sink
  - Small Pulse Laser
  - Ferro-Fibrous
- 1-3
- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6
- Right Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - Double Heat Sink
  - Double Heat Sink
  - Improved Jump Jet
  - Improved Jump Jet
- 1-3
- Improved Jump Jet
  - Improved Jump Jet
  - Large Pulse Laser
  - Large Pulse Laser
  - Roll Again
  - Roll Again
- 4-6
- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Improved Jump Jet
  - Improved Jump Jet

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 [28] Double
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	○○○○○○○○○○○○○○○○○○○○

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

# BATTLETECH

## 'MECH RECORD SHEET

### MECH DATA

Type: Pariah (Septicemia) C

Movement Points: Tonnage: 55  
 Walking: 5 Tech Base: Clan  
 Running: 8 3072  
 Jumping: 0 F/X-X-EA

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Cannon	HD	7	0	-	6	12	18
				[DE, H/A]				
1	MG Array (4 MG)	RT	0	2 [T]	-	1	2	3
4	AP Gauss Rifle	RT	1	3	-	3	6	9
				[DB, X/A]				
1	MG Array (4 MG)	LT	0	2 [T]	-	1	2	3
4	AP Gauss Rifle	LT	1	3	-	3	6	9
				[DB, X/A]				
1	Plasma Cannon	RA	7	0	-	6	12	18
				[DE, H/A]				
2	Medium Pulse Laser	RA	4	7 [P]	-	4	8	12
1	Plasma Cannon	LA	7	0	-	6	12	18
				[DE, H/A]				
2	Medium Pulse Laser	LA	4	7 [P]	-	4	8	12

Cost: 13,979,708 C-Bills

BV: 2,227  
 Weapon Heat (45)  
 Dissipation (24)

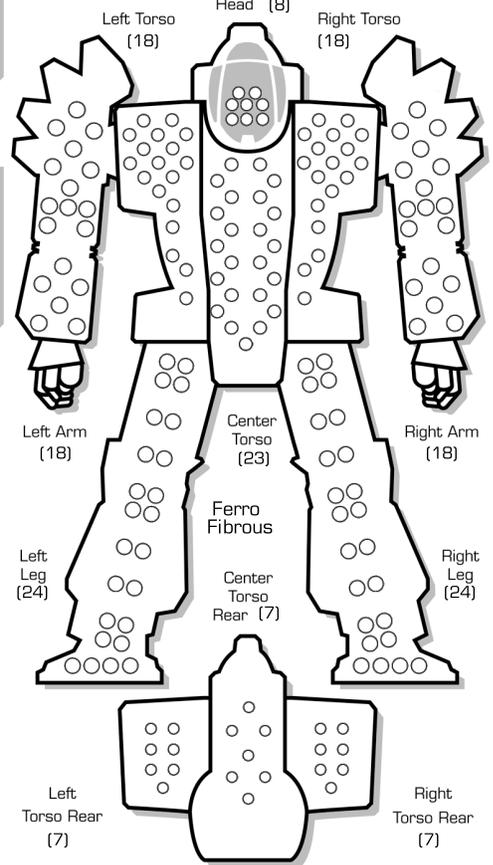
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### ARMOR DIAGRAM

Armor Pts: 172



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Medium Pulse Laser
- 1-3 Medium Pulse Laser
- Plasma Cannon
- Endo-Steel

- Endo-Steel
- Endo-Steel
- 4-6 Endo-Steel
- 4-6 Endo-Steel
- Endo-Steel
- Endo-Steel

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- 1-3 AP Gauss Rifle
- 1-3 AP Gauss Rifle
- AP Gauss Rifle
- AP Gauss Rifle

- MG Array (4 MG)
- Machine Gun
- 4-6 Machine Gun
- 4-6 Machine Gun
- Machine Gun
- @MG 1/2 (100)

#### Left Leg

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

#### Head

- Life Support
- Sensors
- Cockpit
- Plasma Cannon
- Sensors
- Life Support

#### Center Torso

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

- Gyro
- 4-6 XL Fusion Engine
- 4-6 XL Fusion Engine
- 4-6 XL Fusion Engine
- @Plasma Cannon (10)
- @Plasma Cannon (10)

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- 1-3 Medium Pulse Laser
- 1-3 Medium Pulse Laser
- Plasma Cannon
- Ferro-Fibrous

- Ferro-Fibrous
- Ferro-Fibrous
- 4-6 Ferro-Fibrous
- 4-6 Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

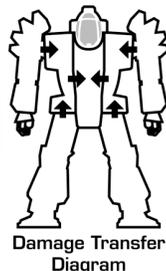
#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- 1-3 AP Gauss Rifle
- 1-3 AP Gauss Rifle
- AP Gauss Rifle
- AP Gauss Rifle

- MG Array (4 MG)
- Machine Gun
- 4-6 Machine Gun
- 4-6 Machine Gun
- Machine Gun
- @AP Gauss Rifle (40)

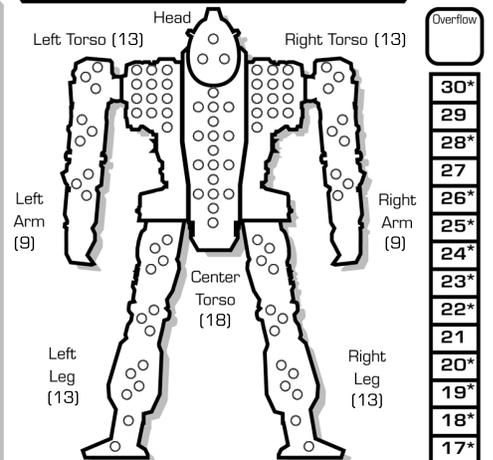
#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM

Heat Scale



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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	○

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	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Pariah (Septicemia) D

Movement Points: Tonnage: 55  
 Walking: 5 Tech Base: Clan  
 Running: 8 3072  
 Jumping: 5 F/X-X-EA

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	RT	7/s	20	-	4	8	12
				[DB, R/C/R2]				
1	ER PPC	LT	15	15 [DE]	-	7	14	23
3	ER Small Laser	LT	2	5 [DE]	-	2	4	6
1	Targeting Computer	LT	--	--	-	--	--	--
Ammunition Type		Rounds						
AP Gauss Rifle		40						
MG (1/2)		100						
Plasma Cannon		20						

Cost: 13,523,524 C-Bills BV: 2,718  
 Weapon Heat (35)  
 Dissipation (22)

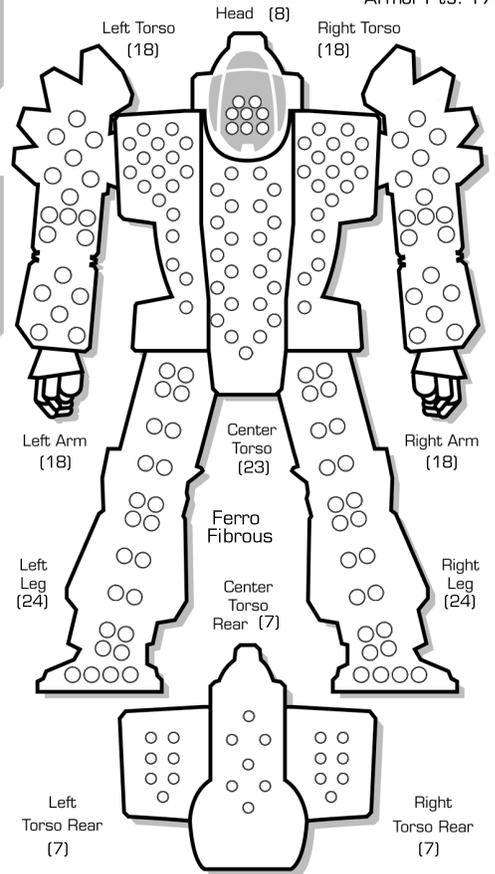
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

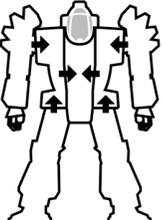
Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead

### ARMOR DIAGRAM

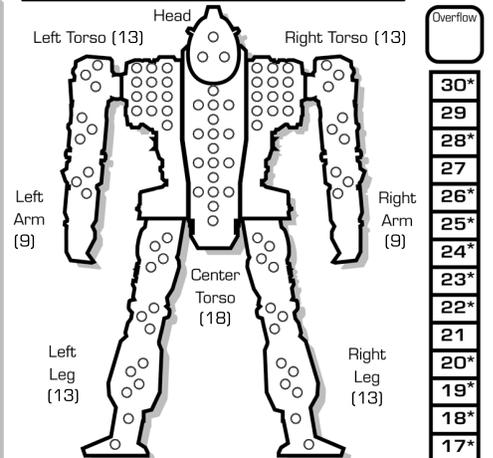
Armor Pts: 172



### CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Hand Actuator</li> <li>Roll Again</li> <li>Endo-Steel</li> </ol> <ol style="list-style-type: none"> <li>Endo-Steel</li> <li>Endo-Steel</li> <li>Endo-Steel</li> <li>Endo-Steel</li> <li>Endo-Steel</li> <li>Endo-Steel</li> </ol> <p>4-6</p> <h4>Left Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>ER PPC</li> <li>ER PPC</li> <li>ER Small Laser</li> <li>ER Small Laser</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>ER Small Laser</li> <li>Targeting Computer</li> <li>Targeting Computer</li> <li>Targeting Computer</li> <li>Targeting Computer</li> <li>Roll Again</li> </ol> <p>4-6</p> <h4>Left Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>	<h4>Head</h4> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Roll Again</li> <li>Sensors</li> <li>Life Support</li> </ol> <h4>Center Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Jump Jet</li> <li>Roll Again</li> </ol> <p>4-6</p> <div style="border: 1px solid black; padding: 5px; text-align: center;"> <p>Engine Hits ○○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div>   <p>Damage Transfer Diagram</p>	<h4>Right Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Hand Actuator</li> <li>Roll Again</li> <li>Ferro-Fibrous</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol> <p>4-6</p> <h4>Right Torso (CASE)</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Ultra AC/20</li> <li>Ultra AC/20</li> <li>Ultra AC/20</li> <li>Ultra AC/20</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Ultra AC/20</li> <li>Ultra AC/20</li> <li>Ultra AC/20</li> <li>Ultra AC/20</li> <li>@Ultra AC/20 (5)</li> <li>@Ultra AC/20 (5)</li> </ol> <p>4-6</p> <h4>Right Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>
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### INTERNAL STRUCTURE DIAGRAM



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	Heat Sinks: 11 [22] Double
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

## 'MECH RECORD SHEET

### MECH DATA

Type: Pariah (Septicemia) E

Movement Points: Tonnage: 55  
 Walking: 5 Tech Base: Clan  
 Running: 8 3072  
 Jumping: 0 F/X-X-FA

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng	
1	Nova CEWS	HD	2	[E]	-	-	--	3	
1	ER PPC	RT	15	15 [DE]	-	7	14	23	
2	ER Medium Laser	RT	5	7 [DE]	-	5	10	15	
1	ER PPC	LT	15	15 [DE]	-	7	14	23	
2	ER Medium Laser	LT	5	7 [DE]	-	5	10	15	
1	Light TAG	LT	0	[E]	-	3	6	9	
1	Targeting Computer	LT	--	--	-	-	--	--	
1	ER Medium Laser	RA	5	7 [DE]	-	5	10	15	
1	ER Medium Laser	LA	5	7 [DE]	-	5	10	15	
Ammunition Type		Rounds							
Ultra AC/20		10							

Cost: 15,664,946 C-Bills

BV: 2,950  
 Weapon Heat (62)  
 Dissipation (30)

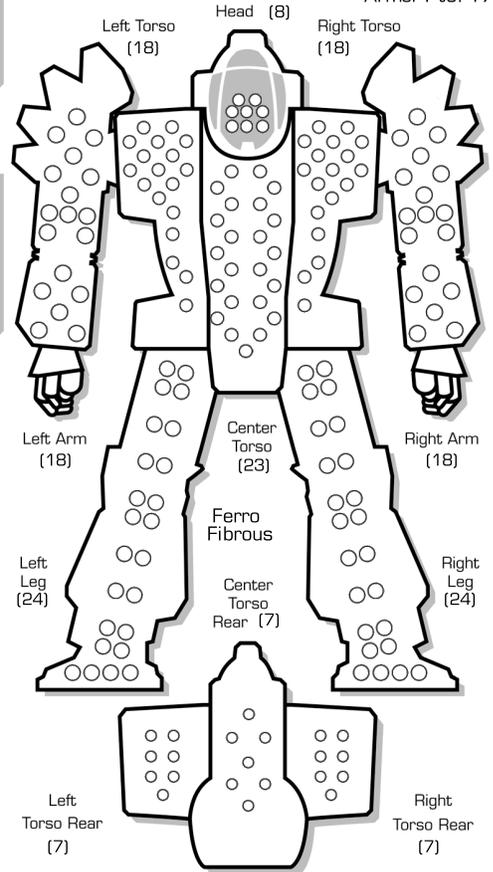
### WARRIOR DATA

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

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

### ARMOR DIAGRAM

Armor Pts: 172



### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Medium Laser	6. Endo-Steel
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. Hand Actuator	5. ER Medium Laser	6. Ferro-Fibrous
<b>Center Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. XL Fusion Engine	4. Gyro	5. Gyro	6. Gyro
<b>Left Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. ER PPC	4. ER PPC	5. ER Medium Laser	6. ER Medium Laser
<b>Right Torso</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. Double Heat Sink	4. Double Heat Sink	5. Double Heat Sink	6. Double Heat Sink
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Roll Again	6. Roll Again

#### Head

- Life Support
- Sensors
- Cockpit
- Nova CEWS
- Sensors
- Life Support

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- ER Medium Laser
- Ferro-Fibrous

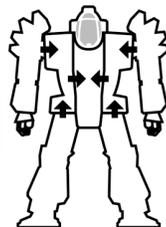
#### Center Torso

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

#### Right Torso

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

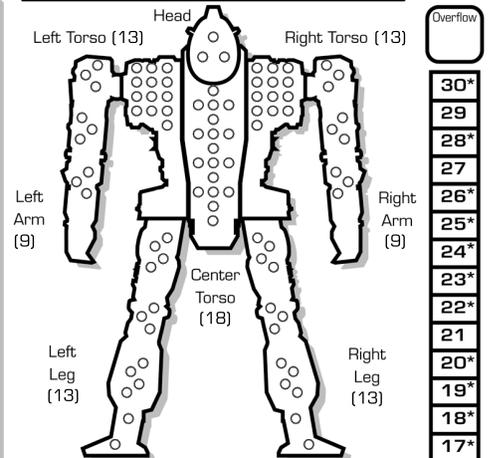
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM

Heat Scale



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 15 (30) Double
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	○○○○○○○○○○○○○○○○○○○○

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	

# BATTLETECH

## 'MECH RECORD SHEET

### MECH DATA

Type: Pariah (Septicemia) A-Z

Movement Points: Tonnage: 55  
 Walking: 5 Tech Base: Clan  
 Running: 8 3072  
 Jumping: 0 F/X-X-FA

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Nova CEWS	HD	2	[E]	-	-	--	3
1	iATM-12	RT	8	2/m	4	5	10	15
	ER			1/m	4	9	18	27
	HE			3/m	-	3	6	9
				[M, C/S/C5/12]				
1	Light TAG	RT	0	[E]	-	3	6	9
1	iATM-12	LT	8	2/m	4	5	10	15
				[M, C/S/C5/12]				
3	Imp. Hvy Small Laser	RA	3	6	-	1	2	3
				[DE, X]				
3	Imp. Hvy Small Laser	LA	3	6	-	1	2	3
				[DE, X]				
Ammunition Type		Rounds						
iATM-12		20						

Cost: 16,927,615 C-Bills

BV: 2,388  
 Weapon Heat (36)  
 Dissipation (32)

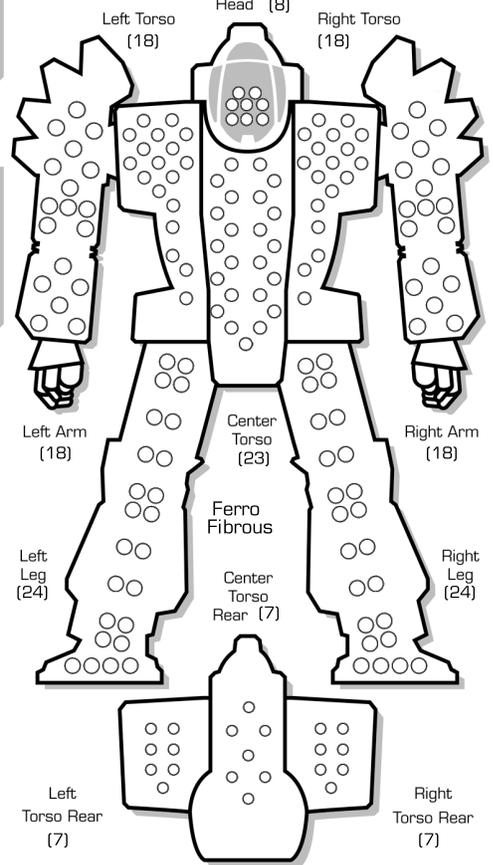
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### ARMOR DIAGRAM

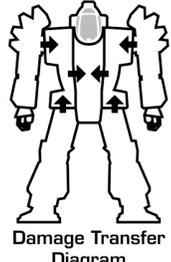
Armor Pts: 172



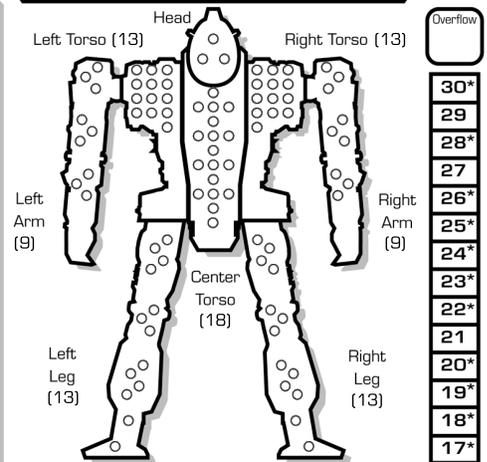
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Nova CEWS	5. Sensors	6. Life Support
<b>Left Arm (CASE)</b>	1. Shoulder	2. Upper Arm Actuator	3. Imp. Hvy Small Laser	4. Imp. Hvy Small Laser	5. Imp. Hvy Small Laser	6. Endo-Steel
<b>Right Arm (CASE)</b>	1. Shoulder	2. Upper Arm Actuator	3. Imp. Hvy Small Laser	4. Imp. Hvy Small Laser	5. Imp. Hvy Small Laser	6. Ferro-Fibrous
<b>Center Torso</b>	1. Endo-Steel	2. Endo-Steel	3. Endo-Steel	4. Endo-Steel	5. Endo-Steel	6. Endo-Steel
<b>Left Torso (CASE)</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. Double Heat Sink	4. Double Heat Sink	5. iATM-12	6. iATM-12
<b>Right Torso (CASE)</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. Double Heat Sink	4. Double Heat Sink	5. iATM-12	6. iATM-12
<b>Left Leg</b>	1. iATM-12	2. iATM-12	3. iATM-12	4. @iATM 12 (5)	5. @iATM 12 (5)	6. Roll Again
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Double Heat Sink	6. Double Heat Sink

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	16 (32) Double
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	○○○○○○○○○○○○○○○○○○○○

Heat Scale	Overflow
30*	
29	
28*	
27	
26*	
25*	
24*	
23*	
22*	
21	
20*	
19*	
18*	
17*	
16	
15*	
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7	
6	
5*	
4	
3	
2	
1	
0	



# BATTLETECH

## 'MECH RECORD SHEET

### MECH DATA

Type: Pariah (Septicemia) C-Z

Movement Points: Tonnage: 55  
 Walking: 5 Tech Base: Clan  
 Running: 8 3072  
 Jumping: 0 F/X-X-FA

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Plasma Cannon	HD	7	0	-	6	12	18
				[DE, H/A]				
1	MG Array (3 MG)	RT	0	2 [T]	-	1	2	3
3	AP Gauss Rifle	RT	1	3	-	3	6	9
				[DB, X/A]				
1	MG Array (3 MG)	LT	0	2 [T]	-	1	2	3
3	AP Gauss Rifle	LT	1	3	-	3	6	9
				[DB, X/A]				
1	Nova CEWS	LT	2	[E]	-	-	-	3
1	Plasma Cannon	RA	7	0	-	6	12	18
				[DE, H/A]				
2	Medium Pulse Laser	RA	4	7 [P]	-	4	8	12
1	Plasma Cannon	LA	7	0	-	6	12	18
				[DE, H/A]				
2	Medium Pulse Laser	LA	4	7 [P]	-	4	8	12

Ammunition Type	Rounds
AP Gauss Rifle	40
MG (1/2)	100
Plasma Cannon	20

Cost: 16,052,833 C-Bills

BV: 2,264  
 Weapon Heat (45)  
 Dissipation (24)

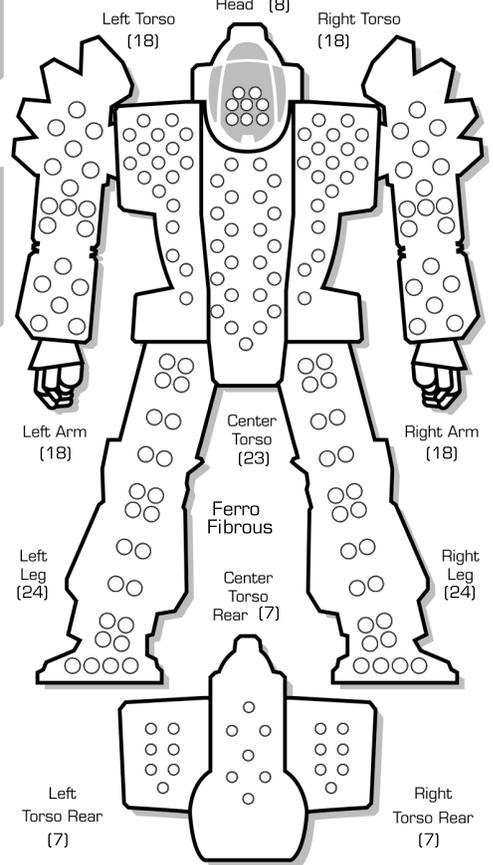
### WARRIOR DATA

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

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

### ARMOR DIAGRAM

Armor Pts: 172



### CRITICAL HIT TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Medium Pulse Laser
  - Medium Pulse Laser
  - Plasma Cannon
  - Endo-Steel
- 1-3**
- Endo-Steel
  - Endo-Steel
  - Endo-Steel
  - Endo-Steel
  - Endo-Steel
  - Endo-Steel
- 4-6**
- Left Torso (CASE)**
- XL Fusion Engine
  - XL Fusion Engine
  - AP Gauss Rifle
  - AP Gauss Rifle
  - AP Gauss Rifle
  - MG Array (3 MG)
- 1-3**
- Machine Gun
  - Machine Gun
  - Machine Gun
  - Nova CEWS
  - @AP Gauss Rifle (40)
  - Roll Again
- 4-6**

### Head

- Life Support
- Sensors
- Cockpit
- Plasma Cannon
- 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
  - @Plasma Cannon (10)
  - @Plasma Cannon (10)
- 4-6**

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

### Right Arm

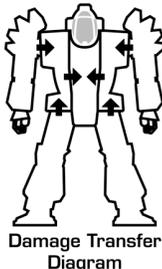
- Shoulder
  - Upper Arm Actuator
  - Medium Pulse Laser
  - Medium Pulse Laser
  - Plasma Cannon
  - Ferro-Fibrous
- 1-3**
- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6**

### Right Torso (CASE)

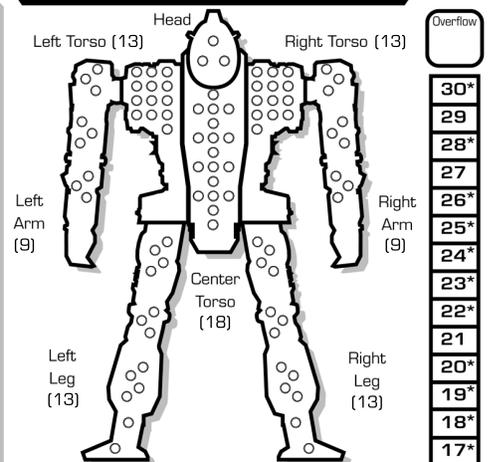
- XL Fusion Engine
  - XL Fusion Engine
  - Double Heat Sink
  - Double Heat Sink
  - AP Gauss Rifle
  - AP Gauss Rifle
- 1-3**
- AP Gauss Rifle
  - MG Array (3 MG)
  - Machine Gun
  - Machine Gun
  - Machine Gun
  - @MG 1/2 (100)
- 4-6**

### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 [24] Double
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	○

### Heat Scale

Heat Level	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	

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Pariah (Septicemia) D-Z

Movement Points: Tonnage: 55  
 Walking: 5 Tech Base: Clan  
 Running: 8 3072  
 Jumping: 5 F/X-X-FA

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Ultra AC/20	RT	7/s	20	-	4	8	12
				[DB, R/C/R2]				
1	ER PPC	LT	15	15 [DE]	-	7	14	23
1	Nova CEWS	LT	2	[E]	-	-	-	3
1	Targeting Computer	LT	--	--	-	-	-	--
Ammunition Type			Rounds					
Ultra AC/20			10					

Cost: 15,589,383 C-Bills BV: 2,704  
 Weapon Heat (31)  
 Dissipation (22)

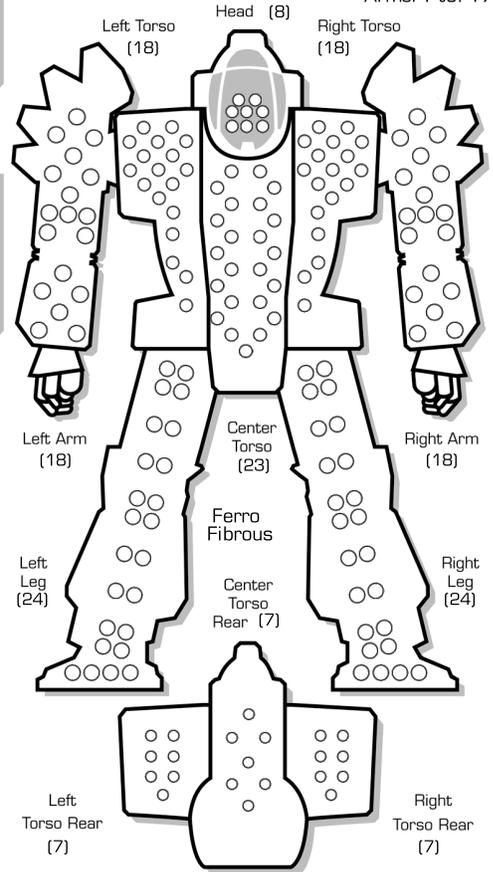
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### ARMOR DIAGRAM

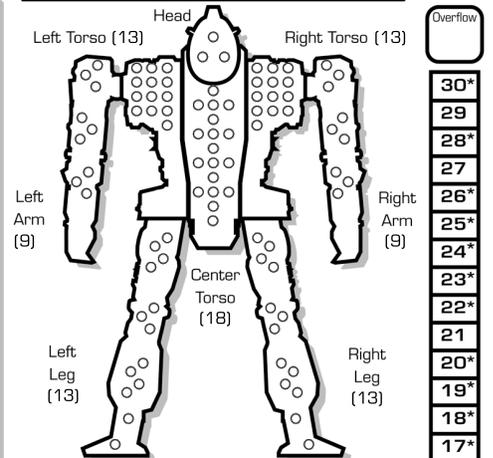
Armor Pts: 172



### CRITICAL HIT TABLE

<h4>Left Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Hand Actuator</li> <li>Roll Again</li> <li>Endo-Steel</li> </ol> <ol style="list-style-type: none"> <li>Endo-Steel</li> <li>Endo-Steel</li> <li>Endo-Steel</li> <li>Endo-Steel</li> <li>Endo-Steel</li> <li>Endo-Steel</li> </ol> <p>4-6</p> <h4>Left Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>ER PPC</li> <li>ER PPC</li> <li>Targeting Computer</li> <li>Targeting Computer</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Targeting Computer</li> <li>Targeting Computer</li> <li>Nova CEWS</li> <li>Roll Again</li> <li>Roll Again</li> <li>Roll Again</li> </ol> <p>4-6</p> <h4>Left Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>	<h4>Head</h4> <ol style="list-style-type: none"> <li>Life Support</li> <li>Sensors</li> <li>Cockpit</li> <li>Roll Again</li> <li>Sensors</li> <li>Life Support</li> </ol> <h4>Center Torso</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Gyro</li> <li>Gyro</li> <li>Gyro</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Gyro</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Jump Jet</li> <li>Roll Again</li> </ol> <p>4-6</p> <div style="border: 1px solid black; padding: 5px; text-align: center;"> <p>Engine Hits ○○○</p> <p>Gyro Hits ○○</p> <p>Sensor Hits ○○</p> <p>Life Support ○</p> </div> <p>Damage Transfer Diagram</p>	<h4>Right Arm</h4> <ol style="list-style-type: none"> <li>Shoulder</li> <li>Upper Arm Actuator</li> <li>Lower Arm Actuator</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Hand Actuator</li> <li>Roll Again</li> <li>Ferro-Fibrous</li> </ol> <p>4-6</p> <ol style="list-style-type: none"> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> <li>Ferro-Fibrous</li> </ol> <p>4-6</p> <h4>Right Torso (CASE)</h4> <ol style="list-style-type: none"> <li>XL Fusion Engine</li> <li>XL Fusion Engine</li> <li>Ultra AC/20</li> <li>Ultra AC/20</li> <li>Ultra AC/20</li> <li>Ultra AC/20</li> </ol> <p>1-3</p> <ol style="list-style-type: none"> <li>Ultra AC/20</li> <li>Ultra AC/20</li> <li>Ultra AC/20</li> <li>Ultra AC/20</li> <li>@Ultra AC/20 (5)</li> <li>@Ultra AC/20 (5)</li> </ol> <p>4-6</p> <h4>Right Leg</h4> <ol style="list-style-type: none"> <li>Hip</li> <li>Upper Leg Actuator</li> <li>Lower Leg Actuator</li> <li>Foot Actuator</li> <li>Jump Jet</li> <li>Jump Jet</li> </ol>
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### INTERNAL STRUCTURE DIAGRAM



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	Heat Sinks:
30	Shutdown	11 [22]
28	Ammo Exp. avoid on 8+	Double
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

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Pariah (Septicemia) F

Movement Points: Tonnage: 55  
 Walking: 5 Tech Base: Clan  
 Running: 8 3072  
 Jumping: 0 E/X-X-EA

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Arrow IV Missile	RT	10	20	-	9	0	0
				[AE, S/F]				
1	Arrow IV Missile	LT	10	20	-	9	0	0
				[AE, S/F]				

Ammunition Type: Arrow IV (Non-Home)  
 Rounds: 20

Cost: 13,246,365 C-Bills

BV: 1,586  
 Weapon Heat (20)  
 Dissipation (22)

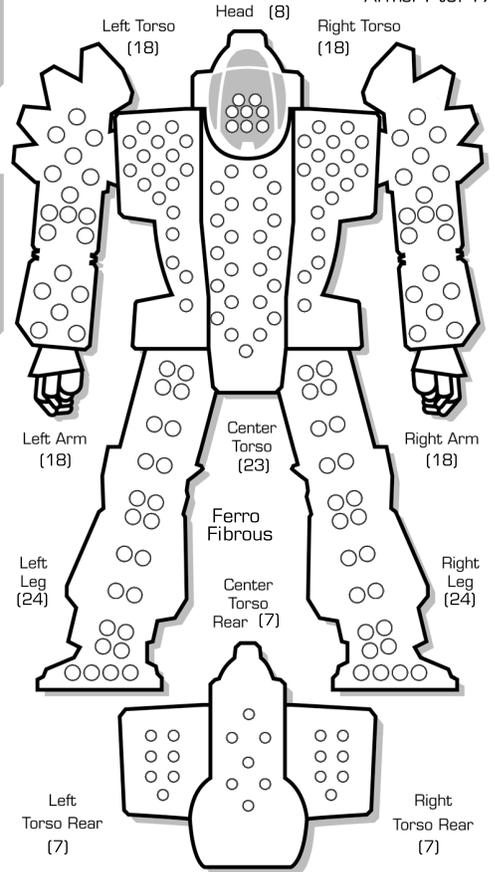
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

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

### ARMOR DIAGRAM

Armor Pts: 172



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Arrow IV Missile
- Arrow IV Missile
- Arrow IV Missile
- Endo-Steel

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

#### Left Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Arrow IV Missile
- @Arrow IV Non Home (5)

#### 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 (CASE)

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro
- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- @Arrow IV Non Home (5)
- @Arrow IV Non Home (5)

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

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Arrow IV Missile
- Arrow IV Missile
- Arrow IV Missile
- Ferro-Fibrous

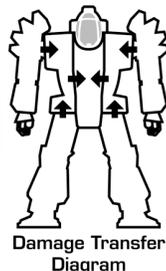
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous
- Ferro-Fibrous

#### Right Torso (CASE)

- XL Fusion Engine
- XL Fusion Engine
- Arrow IV Missile
- @Arrow IV Non Home (5)

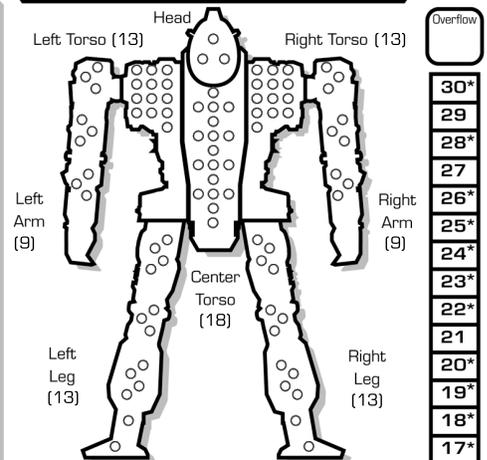
#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM

Heat Scale



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 11 [22] Double
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	○

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

# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Pariah (Septicemia) Z

Movement Points: Tonnage: 55  
 Walking: 5 Tech Base: Clan  
 Running: 8 3072  
 Jumping: 0 F/X-X-FA

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Large Laser	HD	12	10 [DE]	-	8	15	25
1	Ground Mobile HPG	CT	20	[PE]	-	-	--	--
1	iATM-12	LT	8	2/m	4	5	10	15
	ER			1/m	4	9	18	27
	HE			3/m	-	3	6	9
				[M, C/S/C5/12]				
1	Medium Pulse Laser	LT	4	7 [P]	-	4	8	12
Ammunition Type			Rounds					
iATM-12			15					

Cost: 7,763,196,571 C-Bills BV: 2,072  
 Weapon Heat (44)  
 Dissipation (22)

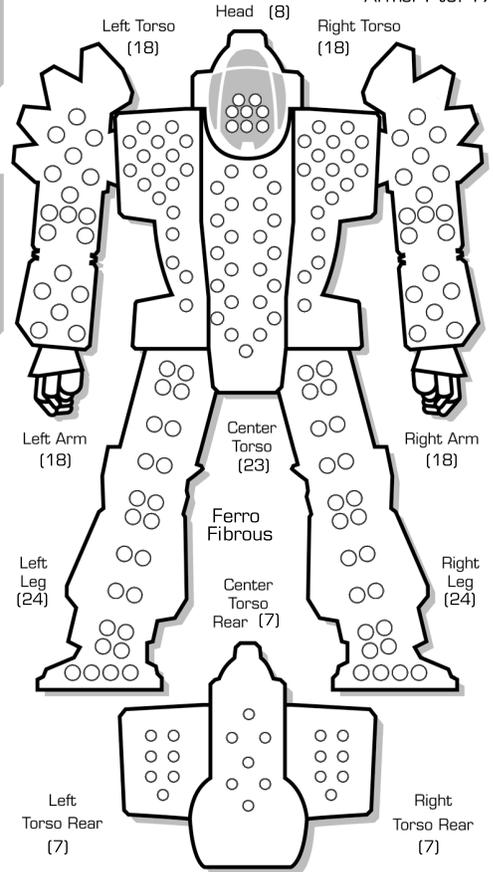
### WARRIOR DATA

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

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

### ARMOR DIAGRAM

Armor Pts: 172



### CRITICAL HIT TABLE

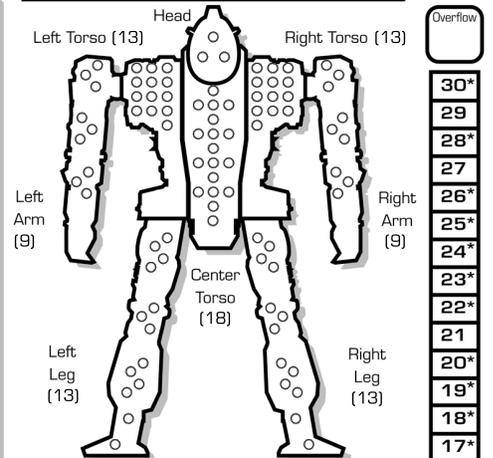
- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - Roll Again
  - Endo-Steel
- 4-6
- Endo-Steel
  - Endo-Steel
  - Endo-Steel
  - Endo-Steel
  - Endo-Steel
  - Endo-Steel
- Left Torso (CASE)**
- XL Fusion Engine
  - XL Fusion Engine
  - Medium Pulse Laser
- 1-3
- iATM-12
  - iATM-12
  - iATM-12
- 4-6
- @iATM 12 (5)
  - @iATM 12 (5)
  - @iATM 12 (5)
  - Roll Again
- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again

- Head**
- Life Support
  - Sensors
  - Cockpit
  - ER Large Laser
  - Sensors
  - Life Support
- Center Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
- 1-3
- Gyro
  - Gyro
  - Gyro
- 4-6
- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Ground Mobile HPG
  - Ground Mobile HPG
- Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○
- 
- Damage Transfer Diagram

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
- 1-3
- Hand Actuator
  - Roll Again
  - Ferro-Fibrous
- 4-6
- Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Ferro-Fibrous
- Right Torso**
- XL Fusion Engine
  - XL Fusion Engine
  - Ground Mobile HPG
- 1-3
- Ground Mobile HPG
  - Ground Mobile HPG
  - Ground Mobile HPG
- 4-6
- Ground Mobile HPG
  - Ground Mobile HPG
- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Roll Again
  - Roll Again

### INTERNAL STRUCTURE DIAGRAM

Heat Scale



Heat Level	Effects
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	Heat Sinks:
30	Shutdown	11 [22]
28	Ammo Exp. avoid on 8+	Double
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

## 'MECH RECORD SHEET

### MECH DATA

Type: Ryoken (Stormcrow) Z

Movement Points: Tonnage: 55  
 Walking: 6 Tech Base: Clan  
 Running: 9 (12) 3072  
 Jumping: 0 F/X-X-FA

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Nova CEWS	RT	2	[E]	-	-	--	3
1	Supercharger	RT	--	--	-	-	--	--
1	iATM-9	RA	6	2/m	4	5	10	15
	ER			1/m	4	9	18	27
	HE			3/m	-	3	6	9
				[M, C/S/C5/9]				
1	Imp. Hvy Medium Laser	RA	7	10	-	3	6	9
				[DE, X]				
1	iATM-9	LA	6	2/m	4	5	10	15
				[M, C/S/C5/9]				
1	Imp. Hvy Medium Laser	LA	7	10	-	3	6	9
				[DE, X]				
Ammunition Type			Rounds					
iATM-9			42					

Cost: 24,441,563 C-Bills

BV: 2,855  
 Weapon Heat (28)  
 Dissipation (24)

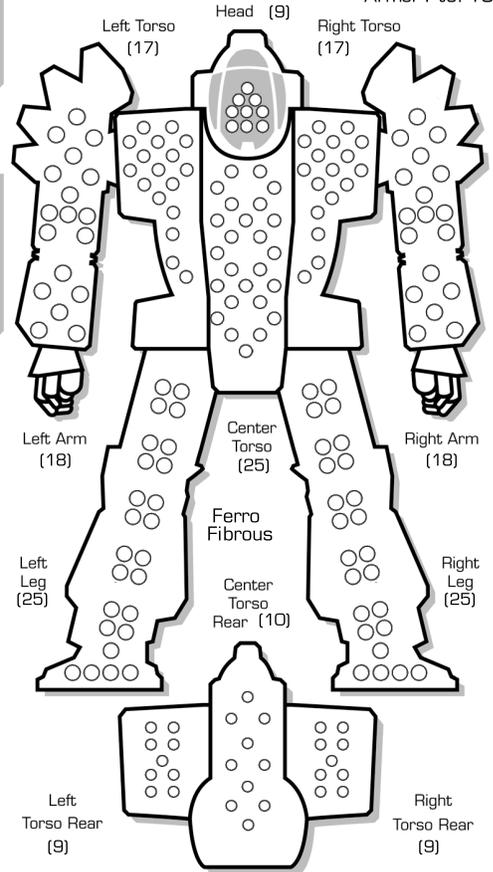
### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken  
 Consciousness#

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

### ARMOR DIAGRAM

Armor Pts: 182



### CRITICAL HIT TABLE

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 iATM-9
- 5 iATM-9
- 6 iATM-9

#### Head

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

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- 1-3 iATM-9
- 5 iATM-9
- 6 iATM-9

#### Center Torso

- 1-3 iATM-9
- 4-6 [Imp. Hvy Medium Laser
3. Imp. Hvy Medium Laser
4. @iATM 9 HE (7)
5. @iATM 9 ER (7)
6. @iATM 9 (7)

#### Right Torso

- 1-3 iATM-9
- 4-6 [Imp. Hvy Medium Laser
3. Imp. Hvy Medium Laser
4. @iATM 9 (7)
5. @iATM 9 ER (7)
6. @iATM 9 HE (7)

#### Left Torso

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

#### Right Torso

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

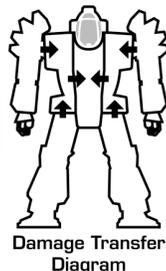
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

#### Left Leg

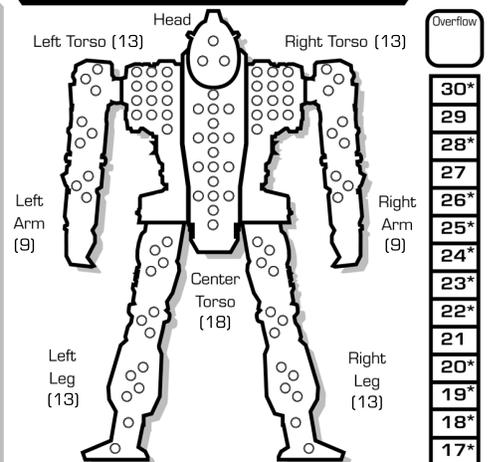
- 1-3 Roll Again
2. Roll Again
3. Endo-Steel
4. Ferro-Fibrous
5. Ferro-Fibrous
6. Ferro-Fibrous

#### Right Leg

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



### INTERNAL STRUCTURE DIAGRAM



### Heat Scale

Heat Level	Effects
30*	Shutdown
29	
28*	Ammo Exp. avoid on 8+
27	
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+
21	
20*	-4 Movement Points
19*	Ammo Exp. 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*	
4	
3	
2	
1	
0	

### HEAT DATA

Heat Level*	Effects	Heat Sinks: 12 (24) Double
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

## 'MECH RECORD SHEET

### MECH DATA

Type: Thor (Summoner) Z

Movement Points: Tonnage: 70  
 Walking: 5 Tech Base: Clan  
 Running: 8 3072  
 Jumping: 5 F/X-X-F-A

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Nova CEWS	RT	2	[E]	-	-	--	3
1	iATM-12	LT	8	2/m	4	5	10	15
	ER			1/m	4	9	18	27
	HE			3/m	-	3	6	9
				[M, C/S/C5/12]				
1	ER Large Pulse Laser	RA	13	10 [P]	-	7	15	23
8	AP Gauss Rifle	LA	1	3	-	3	6	9
				[DB, X/A]				
Ammunition Type		Rounds						
AP Gauss Rifle		40						
iATM-12		15						

Cost: 24,143,896 C-Bills

BV: 2,783  
 Weapon Heat (31)  
 Dissipation (28)

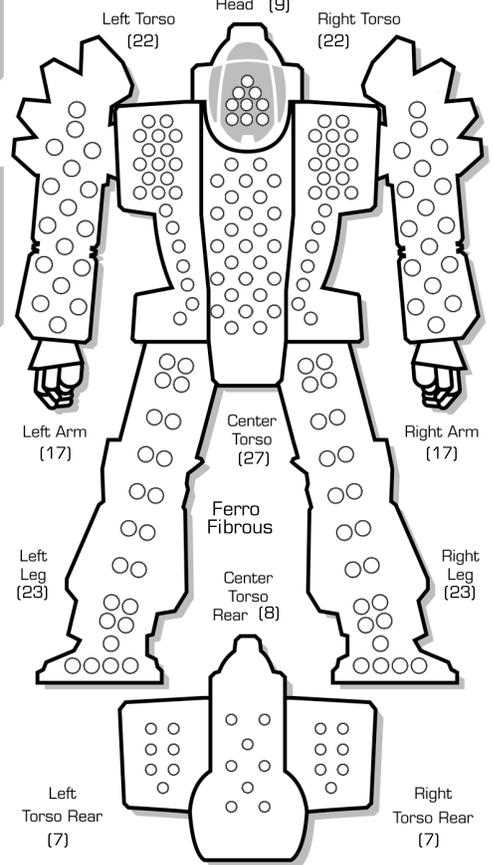
### WARRIOR DATA

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

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

### ARMOR DIAGRAM

Armor Pts: 182



### CRITICAL HIT TABLE

- Left Arm (CASE)**
- Shoulder
  - Upper Arm Actuator
  - AP Gauss Rifle
  - AP Gauss Rifle
  - AP Gauss Rifle
  - AP Gauss Rifle
- 1-3**
- AP Gauss Rifle
  - AP Gauss Rifle
  - AP Gauss Rifle
  - AP Gauss Rifle
  - @AP Gauss Rifle (40)
  - Ferro-Fibrous
- 4-6**
- Left Torso (CASE)**
- XL Fusion Engine
  - XL Fusion Engine
  - iATM-12
  - iATM-12
  - iATM-12
  - iATM-12
- 1-3**
- iATM-12
  - @iATM 12 (5)
  - @iATM 12 (5)
  - @iATM 12 (5)
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6**

### 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**
- Gyro
  - XL Fusion Engine
  - XL Fusion Engine
  - XL Fusion Engine
  - Jump Jet
  - Roll Again
- 4-6**

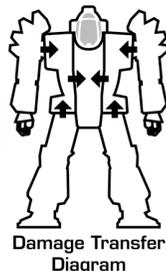
### Right Arm

- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - ER Large Pulse Laser
  - ER Large Pulse Laser
  - ER Large Pulse Laser
- 1-3**
- Roll Again
  - Ferro-Fibrous
- 4-6**

### Right Torso

- XL Fusion Engine
  - XL Fusion Engine
  - Nova CEWS
  - Roll Again
  - Roll Again
  - Roll Again
- 1-3**
- Roll Again
  - Roll Again
  - Roll Again
  - Roll Again
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6**

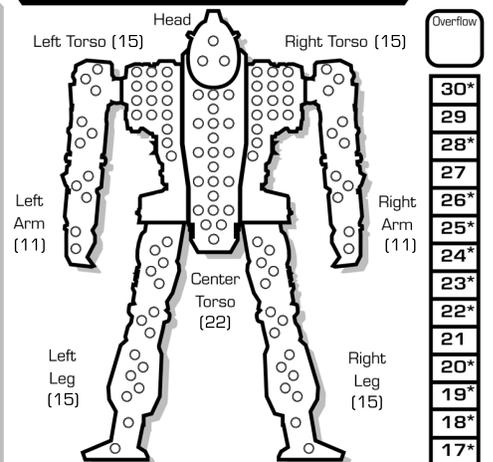
Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○



### Right Leg

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

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 14 [28] Double
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	○○○○○○○○○○○○○○○○○○○○

### Heat Scale

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	

# BATTLETECH

## 'MECH RECORD SHEET

### MECH DATA

Type: Mad Cat (Timber Wolf) Z

Movement Points: Tonnage: 75  
 Walking: 5 Tech Base: Clan  
 Running: 8 3072  
 Jumping: 0 F/X-X-FA

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	iATM-9	RT	6	2/m	4	5	10	15
	ER			1/m	4	9	18	27
	HE			3/m	-	3	6	9
				[M, C/S/C5/9]				
1	Nova CEWS	RT	2	[E]	-	-	-	3
1	iATM-9	LT	6	2/m	4	5	10	15
				[M, C/S/C5/9]				
1	ER Large Laser	RA	12	10 [DE]	-	8	15	25
1	ER Medium Pulse Laser	RA	6	7 [P]	-	5	9	14
1	ER Large Laser	LA	12	10 [DE]	-	8	15	25
1	ER Medium Pulse Laser	LA	6	7 [P]	-	5	9	14
Ammunition Type			Rounds					
iATM-9			28					

Cost: 27,507,813 C-Bills BV: 3,003  
 Weapon Heat (50)  
 Dissipation (30)

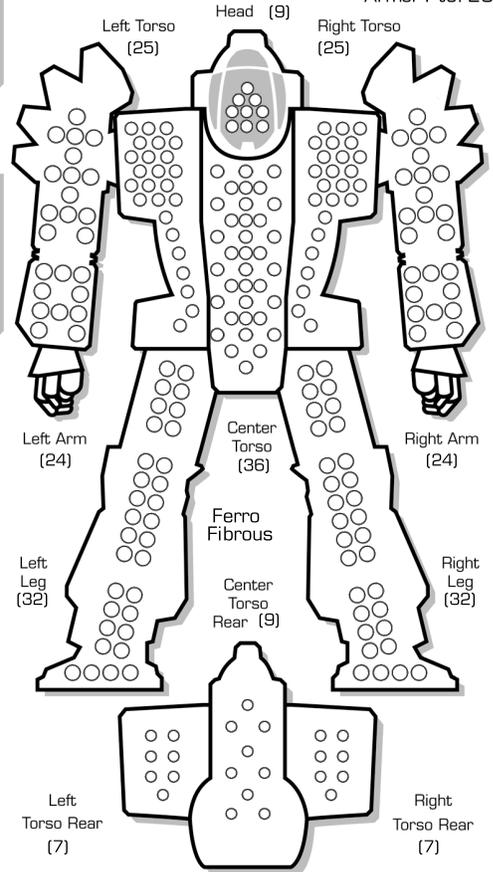
### WARRIOR DATA

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

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

### ARMOR DIAGRAM

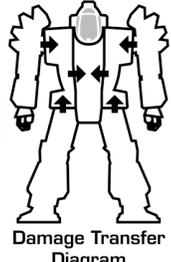
Armor Pts: 230



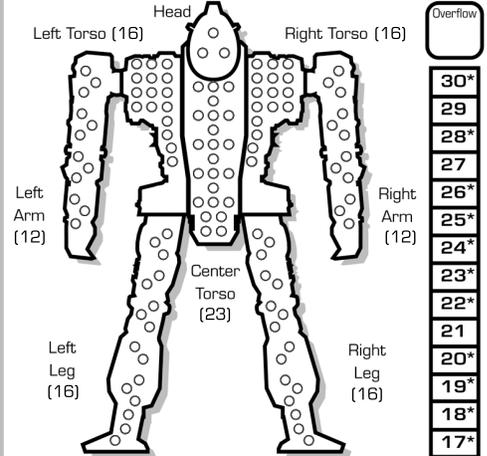
### CRITICAL HIT TABLE

Location	Hit 1	Hit 2	Hit 3	Hit 4	Hit 5	Hit 6
<b>Head</b>	1. Life Support	2. Sensors	3. Cockpit	4. Ferro-Fibrous	5. Sensors	6. Life Support
<b>Left Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. ER Large Laser	5. ER Medium Pulse Laser	6. ER Medium Pulse Laser
<b>Right Arm</b>	1. Shoulder	2. Upper Arm Actuator	3. Lower Arm Actuator	4. ER Large Laser	5. ER Medium Pulse Laser	6. ER Medium Pulse Laser
<b>Center Torso</b>	1. Roll Again	2. Roll Again	3. Roll Again	4. Roll Again	5. Roll Again	6. Ferro-Fibrous
<b>Left Torso (CASE)</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. iATM-9	4. iATM-9	5. iATM-9	6. iATM-9
<b>Right Torso (CASE)</b>	1. XL Fusion Engine	2. XL Fusion Engine	3. iATM-9	4. iATM-9	5. iATM-9	6. iATM-9
<b>Left Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo-Steel	6. Endo-Steel
<b>Right Leg</b>	1. Hip	2. Upper Leg Actuator	3. Lower Leg Actuator	4. Foot Actuator	5. Endo-Steel	6. Endo-Steel

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



### INTERNAL STRUCTURE DIAGRAM



### 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	Heat Sinks: 15 (30) Double
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™

## 'MECH RECORD SHEET

### MECH DATA

Type: **Turkina Z**

Movement Points:      Tonnage: 95  
 Walking: 3                      Tech Base: Clan  
 Running: 5                      3072  
 Jumping: 3                      F/X-X-F-A

### Weapons & Equipment Inventory

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	Nova CEWS	HD	2	[E]	-	-	-	3
1	Light TAG	CT	0	[E]	-	3	6	9
1	iATM-12	RT	8	2/m	4	5	10	15
	ER			1/m	4	9	18	27
	HE			3/m	-	3	6	9
				[M, C/S/C5/12]				
1	iATM-12	LT	8	2/m	4	5	10	15
				[M, C/S/C5/12]				
1	iATM-12	RA	8	2/m	4	5	10	15
				[M, C/S/C5/12]				
1	iATM-12	LA	8	2/m	4	5	10	15
				[M, C/S/C5/12]				
Ammunition Type			Rounds					
iATM-12			50					

Cost: 32,580,844 C-Bills

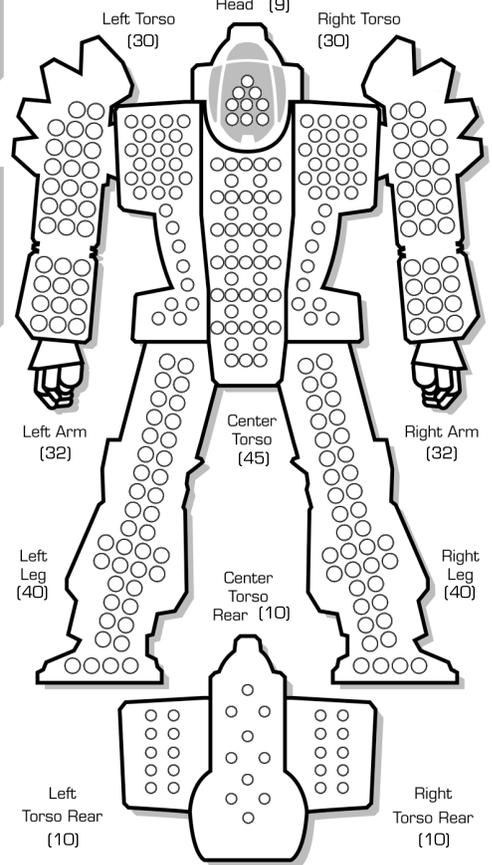
BV: 3,935  
 Weapon Heat (34)  
 Dissipation (34)

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_      Piloting Skill: \_\_\_\_\_  
 Hits Taken: 1 2 3 4 5 6  
 Consciousness# 3 5 7 10 11 Dead

### ARMOR DIAGRAM

Armor Pts: 288



### CRITICAL HIT TABLE

#### Left Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 iATM-12
- 4 iATM-12
- 5 iATM-12
- 6 iATM-12

#### Head

- Life Support
- Sensors
- Cockpit
- Nova CEWS
- Sensors
- Life Support

#### Right Arm (CASE)

- Shoulder
- Upper Arm Actuator
- 1-3 iATM-12
- 4 iATM-12
- 5 iATM-12
- 6 iATM-12

#### Center Torso

- 1-3 iATM-12
- @iATM 12 (5)

- 1-3 iATM-12
- @iATM 12 (5)

#### Left Torso

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

- 1-3 Gyro
- 2 XL Fusion Engine
- 3 XL Fusion Engine
- 4-6 XL Fusion Engine
- 5 Jump Jet
- 6 Light TAG

#### Right Torso

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

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

- 1-3 Jump Jet
- 2 iATM-12
- 3 iATM-12
- 4 iATM-12
- 5 iATM-12
- 6 iATM-12

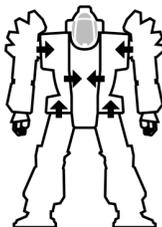
- 1-3 Jump Jet
- 2 iATM-12
- 3 iATM-12
- 4 iATM-12
- 5 iATM-12
- 6 iATM-12

#### Left Leg

- Hip
- Upper Leg Actuator
- 3 Lower Leg Actuator
- 4 Foot Actuator
- 5-6 Double Heat Sink

#### Right Leg

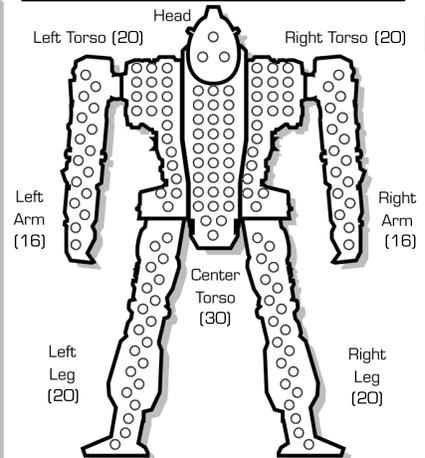
- Hip
- 2 Upper Leg Actuator
- 3 Lower Leg Actuator
- 4 Foot Actuator
- 5-6 Double Heat Sink



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM

Heat Scale



### HEAT DATA

Heat Level*	Effects	Heat Sinks:
30	Shutdown	17 (34) Double
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	

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	