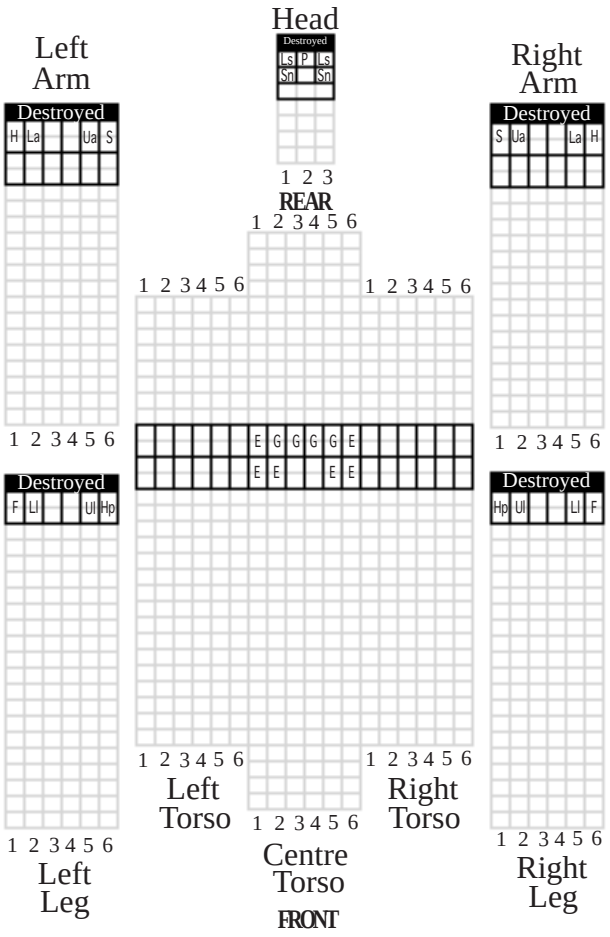
RENEGADE TECH

BATTLEMECH RECORD SHEET



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
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

Engine Hits ○○○ Sensor Hits ○○
Gryo Hits ○○ Life Support ○

Mech Data

Type: _____ Tonnage: _____

Movement:
Walking: _____
Running: _____
Jumping: _____

Tech Base:
☐ Clan
☐ Inner Sphere

Weapons Inventory

Type	Loc.	Heat	Dam.	Min.	Short	Med.	Long

Ammunition

Weapon	Rounds Left

Total Heat Sinks: _____ [____]

○○○○○○○○○○○○○○
○○○○○○○○○○○○○○
○○○○○○○○○○○○○○

Single ☐
Double ☐

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

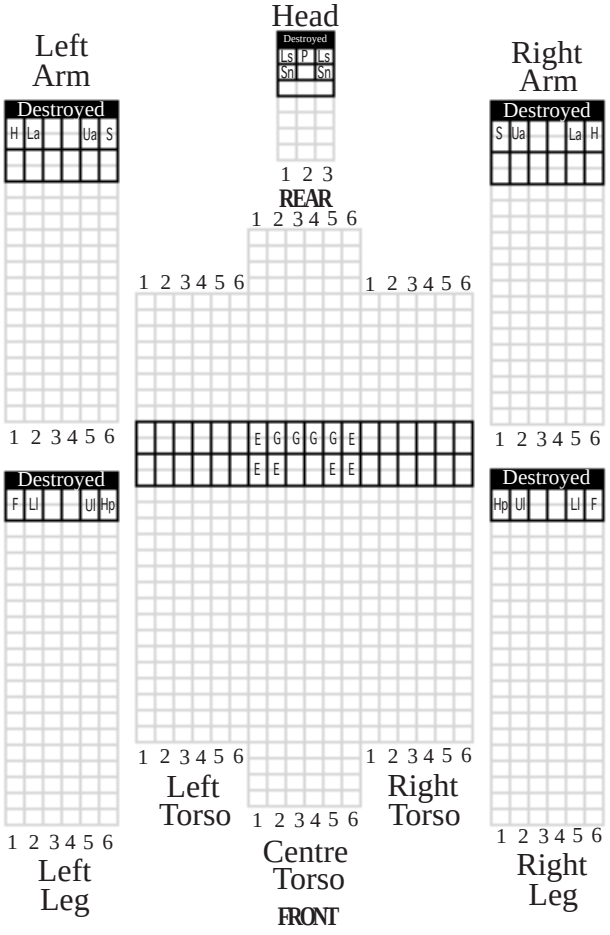
RENEGADE TECH

BATTLEMECH RECORD SHEET

Heat Scale

Mech Data

Warrior Data



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
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

Engine Hits ○○○ Sensor Hits ○○
Gryo Hits ○○ Life Support ○

Mech Data

Type: _____ Tonnage: _____

Movement:
Walking: _____
Running: _____
Jumping: _____

Tech Base:
☐ Clan
☐ Inner Sphere

Weapons Inventory

Type	Loc.	Heat	Dam.	Min.	Short	Med.	Long

Ammunition

Weapon	Rounds Left

Total Heat Sinks: _____ [____]

○○○○○○○○○○○○○○
○○○○○○○○○○○○○○
○○○○○○○○○○○○○○

Single ☐
Double ☐

Warrior Data

Name: _____

Gunnery Skill: _____ Piloting Skill: _____

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

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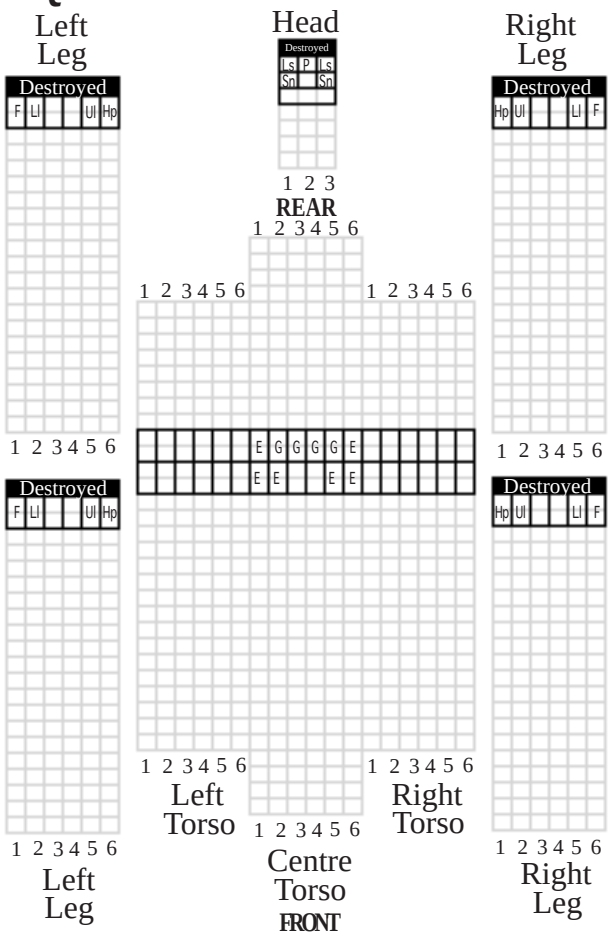
RENEGADE TECH

QUAD MECH RECORD SHEET



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
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

Engine Hits ○○○ Sensor Hits ○○
Gryo Hits ○○ Life Support ○

Mech Data

Type: _____ Tonnage: _____

Movement: Tech Base:
Walking: _____ ☐ Clan
Running: _____ ☐ Inner Sphere
Jumping: _____

Weapons Inventory

Type	Loc.	Heat	Dam.	Min.	Short	Med.	Long

Ammunition

Weapon	Rounds Left

Total Heat Sinks: _____ [____]

○○○○○○○○○○○○○○ Single ☐
○○○○○○○○○○○○○○ Double ☐

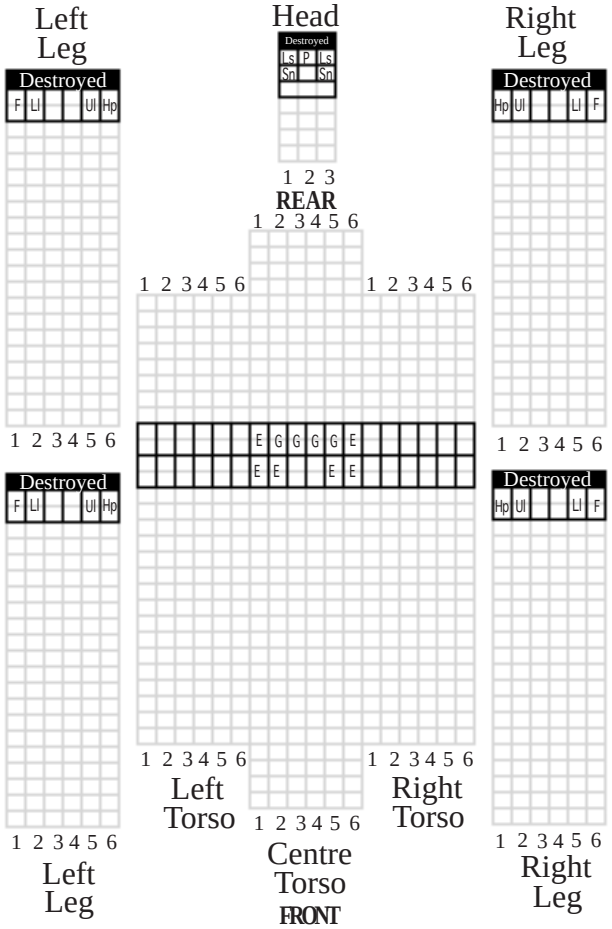
Warrior Data

Name: _____
Gunnery Skill: _____ Piloting Skill: _____

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

RENEGADE TECH

QUAD MECH RECORD SHEET



Heat Scale

30	Shutdown
29	
28	Ammo Explosion, avoid on 8+
27	
26	Shutdown, avoid on 10+
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23	Ammo Explosion, avoid on 6+
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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
09	
08	+1 Modifier to Fire
07	
06	
05	-1 Movement Points
04	
03	
02	
01	
00	

Engine Hits ○○○ Sensor Hits ○○
Gryo Hits ○○ Life Support ○

Mech Data

Type: _____ Tonnage: _____

Movement: Tech Base:
Walking: _____ ☐ Clan
Running: _____ ☐ Inner Sphere
Jumping: _____

Weapons Inventory

Type	Loc.	Heat	Dam.	Min.	Short	Med.	Long

Ammunition

Weapon	Rounds Left

Total Heat Sinks: _____ [____]

○○○○○○○○○○○○○○ Single ☐
○○○○○○○○○○○○○○ Double ☐

Warrior Data

Name: _____
Gunnery Skill: _____ Piloting Skill: _____

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

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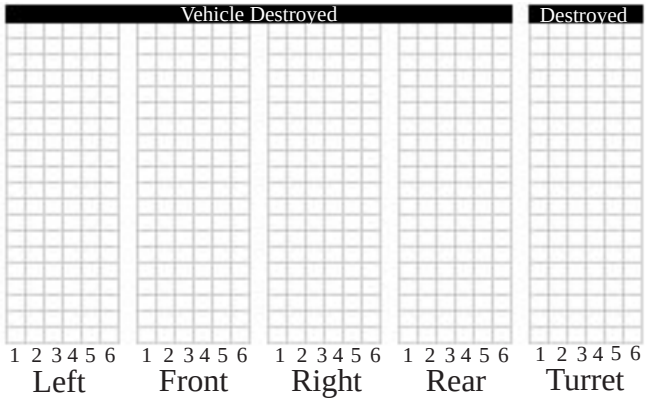
RENEGADE TECH

VEHICLE RECORD SHEET



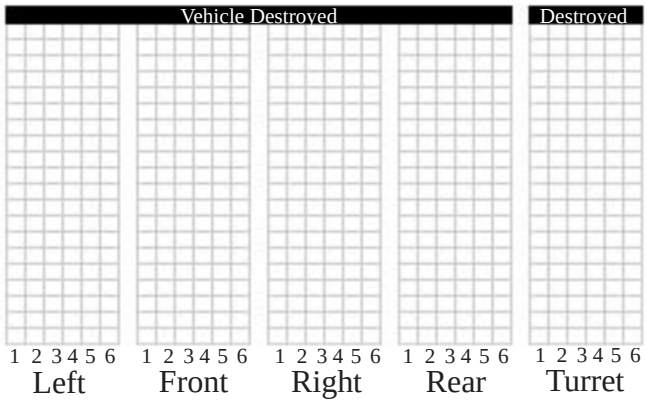
Rotors: ○○○○○

Unit Type:		Driving Skill:
Tonnage:	Heat Sinks:	Gunnery Skill:
Movement Type:	Cruising MP:	Flank MP:

Turn	Evel.	Weapons and Ammo	Damage Effects
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			

RENEGADE TECH

VEHICLE RECORD SHEET



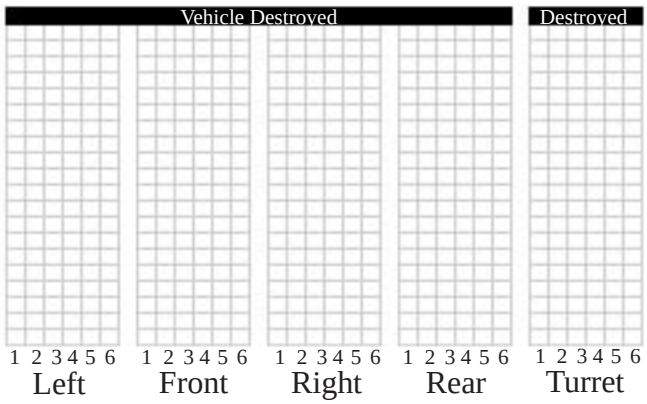
Rotors: ○○○○○

Unit Type:		Driving Skill:
Tonnage:	Heat Sinks:	Gunnery Skill:
Movement Type:	Cruising MP:	Flank MP:

Turn	Evel.	Weapons and Ammo	Damage Effects
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			

RENEGADE TECH

VEHICLE RECORD SHEET



Rotors: ○○○○○

Unit Type:		Driving Skill:
Tonnage:	Heat Sinks:	Gunnery Skill:
Movement Type:	Cruising MP:	Flank MP:

Turn	Evel.	Weapons and Ammo	Damage Effects
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			

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RENEGADE TECH

SQUAD RECORD FORM FOR STANDARD INFANTRY SQUADS

Unit ID:_____ Support Weapon:_____

	6	5	4	3	S	2	1
Rifle /LRM's:	2	2	2	1	-	1	1
Machine Guns / Flamers:	2	2	2	1	-	1	1
Lasers / SRM's:	3	3	2	2	-	1	1

Unit ID:_____ Support Weapon:_____

	6	5	4	3	S	2	1
Rifle /LRM's:	2	2	2	1	-	1	1
Machine Guns / Flamers:	2	2	2	1	-	1	1
Lasers / SRM's:	3	3	2	2	-	1	1

Unit ID:_____ Support Weapon:_____

	6	5	4	3	S	2	1
Rifle /LRM's:	2	2	2	1	-	1	1
Machine Guns / Flamers:	2	2	2	1	-	1	1
Lasers / SRM's:	3	3	2	2	-	1	1

Unit ID:_____ Support Weapon:_____

	6	5	4	3	S	2	1
Rifle /LRM's:	2	2	2	1	-	1	1
Machine Guns / Flamers:	2	2	2	1	-	1	1
Lasers / SRM's:	3	3	2	2	-	1	1

Unit ID:_____ Support Weapon:_____

	6	5	4	3	S	2	1
Rifle /LRM's:	2	2	2	1	-	1	1
Machine Guns / Flamers:	2	2	2	1	-	1	1
Lasers / SRM's:	3	3	2	2	-	1	1

Unit ID:_____ Support Weapon:_____

	6	5	4	3	S	2	1
Rifle /LRM's:	2	2	2	1	-	1	1
Machine Guns / Flamers:	2	2	2	1	-	1	1
Lasers / SRM's:	3	3	2	2	-	1	1

Unit ID:_____ Support Weapon:_____

	6	5	4	3	S	2	1
Rifle /LRM's:	2	2	2	1	-	1	1
Machine Guns / Flamers:	2	2	2	1	-	1	1
Lasers / SRM's:	3	3	2	2	-	1	1

Unit ID:_____ Support Weapon:_____

	6	5	4	3	S	2	1
Rifle /LRM's:	2	2	2	1	-	1	1
Machine Guns / Flamers:	2	2	2	1	-	1	1
Lasers / SRM's:	3	3	2	2	-	1	1

Unit ID:_____ Support Weapon:_____

	6	5	4	3	S	2	1
Rifle /LRM's:	2	2	2	1	-	1	1
Machine Guns / Flamers:	2	2	2	1	-	1	1
Lasers / SRM's:	3	3	2	2	-	1	1

Unit ID:_____ Support Weapon:_____

	6	5	4	3	S	2	1
Rifle /LRM's:	2	2	2	1	-	1	1
Machine Guns / Flamers:	2	2	2	1	-	1	1
Lasers / SRM's:	3	3	2	2	-	1	1

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RENEGADE TECH

SQUAD RECORD FORM FOR JUMP INFANTRY SQUADS

Unit ID:_____

	7	6	5	4	3	2	1
Rifle /LRM's:	2	2	2	2	1	1	1
Machine Guns / Flamers:	3	2	2	2	1	1	1
Lasers / SRM's:	4	3	3	2	2	1	1

Unit ID:_____

	7	6	5	4	3	2	1
Rifle /LRM's:	2	2	2	2	1	1	1
Machine Guns / Flamers:	3	2	2	2	1	1	1
Lasers / SRM's:	4	3	3	2	2	1	1

Unit ID:_____

	7	6	5	4	3	2	1
Rifle /LRM's:	2	2	2	2	1	1	1
Machine Guns / Flamers:	3	2	2	2	1	1	1
Lasers / SRM's:	4	3	3	2	2	1	1

Unit ID:_____

	7	6	5	4	3	2	1
Rifle /LRM's:	2	2	2	2	1	1	1
Machine Guns / Flamers:	3	2	2	2	1	1	1
Lasers / SRM's:	4	3	3	2	2	1	1

Unit ID:_____

	7	6	5	4	3	2	1
Rifle /LRM's:	2	2	2	2	1	1	1
Machine Guns / Flamers:	3	2	2	2	1	1	1
Lasers / SRM's:	4	3	3	2	2	1	1

Unit ID:_____

	7	6	5	4	3	2	1
Rifle /LRM's:	2	2	2	2	1	1	1
Machine Guns / Flamers:	3	2	2	2	1	1	1
Lasers / SRM's:	4	3	3	2	2	1	1

Unit ID:_____

	7	6	5	4	3	2	1
Rifle /LRM's:	2	2	2	2	1	1	1
Machine Guns / Flamers:	3	2	2	2	1	1	1
Lasers / SRM's:	4	3	3	2	2	1	1

Unit ID:_____

	7	6	5	4	3	2	1
Rifle /LRM's:	2	2	2	2	1	1	1
Machine Guns / Flamers:	3	2	2	2	1	1	1
Lasers / SRM's:	4	3	3	2	2	1	1

Unit ID:_____

	7	6	5	4	3	2	1
Rifle /LRM's:	2	2	2	2	1	1	1
Machine Guns / Flamers:	3	2	2	2	1	1	1
Lasers / SRM's:	4	3	3	2	2	1	1

Unit ID:_____

	7	6	5	4	3	2	1
Rifle /LRM's:	2	2	2	2	1	1	1
Machine Guns / Flamers:	3	2	2	2	1	1	1
Lasers / SRM's:	4	3	3	2	2	1	1

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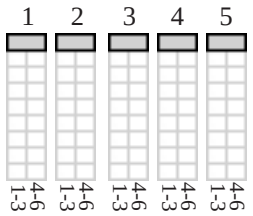
RENEGADE TECH

BATTLE ARMOUR RECORD FORM

Unit ID:_____
Weapon Type:_____



○ Missile Salvo 1
○ Missile Salvo 2

Unit ID:_____
Weapon Type:_____

1 2 3 4 5
1-3 4-6 1-3 4-6 1-3 4-6 1-3 4-6 1-3 4-6

○ Missile Salvo 1
○ Missile Salvo 2

Unit ID:_____
Weapon Type:_____

1 2 3 4 5
1-3 4-6 1-3 4-6 1-3 4-6 1-3 4-6 1-3 4-6

○ Missile Salvo 1
○ Missile Salvo 2

Unit ID:_____
Weapon Type:_____

1 2 3 4 5
1-3 4-6 1-3 4-6 1-3 4-6 1-3 4-6 1-3 4-6

○ Missile Salvo 1
○ Missile Salvo 2

Unit ID:_____
Weapon Type:_____

1 2 3 4 5
1-3 4-6 1-3 4-6 1-3 4-6 1-3 4-6 1-3 4-6

○ Missile Salvo 1
○ Missile Salvo 2

Unit ID:_____
Weapon Type:_____

1 2 3 4 5
1-3 4-6 1-3 4-6 1-3 4-6 1-3 4-6 1-3 4-6

○ Missile Salvo 1
○ Missile Salvo 2

Unit ID:_____
Weapon Type:_____

1 2 3 4 5
1-3 4-6 1-3 4-6 1-3 4-6 1-3 4-6 1-3 4-6

○ Missile Salvo 1
○ Missile Salvo 2

Unit ID:_____
Weapon Type:_____

1 2 3 4 5
1-3 4-6 1-3 4-6 1-3 4-6 1-3 4-6 1-3 4-6

○ Missile Salvo 1
○ Missile Salvo 2

Unit ID:_____
Weapon Type:_____

1 2 3 4 5
1-3 4-6 1-3 4-6 1-3 4-6 1-3 4-6 1-3 4-6

○ Missile Salvo 1
○ Missile Salvo 2

Unit ID:_____
Weapon Type:_____

1 2 3 4 5
1-3 4-6 1-3 4-6 1-3 4-6 1-3 4-6 1-3 4-6

○ Missile Salvo 1
○ Missile Salvo 2

Unit ID:_____
Weapon Type:_____

1 2 3 4 5
1-3 4-6 1-3 4-6 1-3 4-6 1-3 4-6 1-3 4-6

○ Missile Salvo 1
○ Missile Salvo 2

Unit ID:_____
Weapon Type:_____

1 2 3 4 5
1-3 4-6 1-3 4-6 1-3 4-6 1-3 4-6 1-3 4-6

○ Missile Salvo 1
○ Missile Salvo 2

Unit ID:_____
Weapon Type:_____

1 2 3 4 5
1-3 4-6 1-3 4-6 1-3 4-6 1-3 4-6 1-3 4-6

○ Missile Salvo 1
○ Missile Salvo 2

Unit ID:_____
Weapon Type:_____

1 2 3 4 5
1-3 4-6 1-3 4-6 1-3 4-6 1-3 4-6 1-3 4-6

○ Missile Salvo 1
○ Missile Salvo 2

Unit ID:_____
Weapon Type:_____

1 2 3 4 5
1-3 4-6 1-3 4-6 1-3 4-6 1-3 4-6 1-3 4-6

○ Missile Salvo 1
○ Missile Salvo 2

Unit ID:_____
Weapon Type:_____

1 2 3 4 5
1-3 4-6 1-3 4-6 1-3 4-6 1-3 4-6 1-3 4-6

○ Missile Salvo 1
○ Missile Salvo 2

Unit ID:_____
Weapon Type:_____

1 2 3 4 5
1-3 4-6 1-3 4-6 1-3 4-6 1-3 4-6 1-3 4-6

○ Missile Salvo 1
○ Missile Salvo 2

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Inner Sphere Weapon Templates

Small Laser:

Medium Laser:

PPC:

Large Laser:

AC/2:

AC/5:

APDS:

HESH:

AC/10:

APDS:

HESH:

AC/20:

APDS:

HESH:

Gauss Rifle:

Light Gauss Rifle:

MG / Flamer:

SRM:

Acid vs FF:

Deadfire:

5pt LRM:

Deadfire:

Thunderbolt:

Clan Weapon Templates

Small Pulse Laser:

Small ER Laser:

Medium ER Laser:

ER PPC:

Large ER Laser:

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